

The rules are a work in progress and are for play-testing purposes only.

Please submit all feedback to "info@insideupgames.com" with "CB Feedback" in the subject line.

Tabletopia: The setup is done, with in-game tweaks needed for player count. I have added a "play mat" for easier tile placement (snapping into place), but players may expand their city beyond its borders.

CITY BUILDER

- Ancient World -

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City Builder: Ancient World is a tile-laying game for 1-4 players, which can be played competitively, cooperatively or solo. Players are magistrates sent to a newly conquered province to build cities and help spread Roman influence in the area. By employing clever planning, they must grow their cities to meet the demands of incoming settlers, as well as build imposing Monuments to please their emperor.

We recommend you start with the competitive game (pages 1-6) as it will give you a clear understanding of the game, as the mechanics are more fully explained. The cooperative game (pages 6-8) will make more sense once you understand those mechanics. And lastly, the solo game (page 8) tweaks the cooperative rules so that you can hone your skills alone.

COMPONENTS:

Starter Tiles x 12 (4 sets of 3)

Player Aid x 1



Settler Tracks x 4
Double Sided
-< Competitive
Cooperative ->



Active Player Token x 1

Settlers x 76
Nobles x 20
4x Blue
4x Green
4x Orange
4x Red
4x Purple

Commoners x 56
12x Blue
12x Green
12x Orange
12x Red
8x Purple

OBJECTIVE

To win, players must build impressive Monuments and fill their city with incoming settlers. Monuments have unique scoring bonuses that will apply only to the city they are built in, while claiming settlers unlocks the victory points (VPs) they are covering.

COMPETITIVE PLAY

At the end of the game, players will add up their scores and the player with the most victory points is declared the winner. This player is awarded governorship of the province, with their city being named its new capital.

COMPETITIVE SETUP FOR 2-4 PLAYERS

1. Place the Player Aid in the center of the playing area with the competitive side faceup.

Cooperative components, can easily be identified with the "handshake" icon on their lower-right.



2. Return to the box the 10 Monuments used only in cooperative games (*their Landmarks are on the left instead of the right*).

Shuffle the 17 remaining Monuments and place them in a faceup stack next to the Player Aid. Draw and place the top three Monuments next to this stack to form the supply.

Cooperative Monuments	Competitive Monuments
<p>CLOACA MAXIMA The layout of this city must be a 5x4, or 4x5 grid.</p>	<p>FOUNTAIN Gain 2VP per blue settler in your city.</p>

3. Separate the City Tiles (60) from the Starter Tiles (12), using their backs for easy reference. Shuffle the City Tiles and create a single stack of tiles equal to 15x the number of players (e.g., a stack of 45 for a 3-player game). Return any unused City Tiles to the game box.

This stack may be split into smaller stacks, but it is important to note which is the last tile, as discarded tiles will be placed under it.

City Tiles	Starter Tiles

4. Shuffle the Town Squares and randomly distribute one to each player. The player with the lowest Town Square number (*on its back*) becomes the first player and takes the Active Player token. Return unused Town Squares to the box.

Players should place their Town Square face up in front of themselves to create their "play area," leaving room on all sides to add Starter/City Tiles during the course of the game.

Town Square (number on reverse)	Active Player Token

5. Place one settler track between each play area so that there is a track shared between you and the player to your left and another to your right. (*When playing with two players, place two settler tracks between the two play areas.*)

Each track has 3 "columns" that will act independently of each other, so when the rules refer to a column, it means one of these sections. To help you remember, the columns have been artistically divided with walls.

Place one purple Noble (large token) on the "7" in the center column of each track. Then place a purple Commoner (small token) on each "4" on the outside columns. Return to the box all unused purple settlers (large and small tokens).

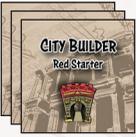
Then fill all remaining spaces with settlers drawn at random—outer columns with Commoners and center columns with Nobles. Return any unused settlers to the box.

Empty Settler Track	Settlers	Settler Track Set Up
	<p>Nobles</p> <p>Commoners</p>	
<p>Columns</p> <p>Commoners are placed in the outer columns. Nobles are placed in the center column.</p>		

6. Finally, starting with the player to the right of the first player and going counterclockwise, each player takes into their hand one of the four sets of starter tiles. (*The symbol on the back is used both for easier set separation, as well as an indication of which Landmark is prevalent within each set.*)



A 4-player game setup



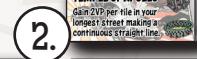



Components:

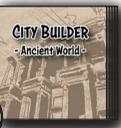
1. Player Aid
2. Monuments
3. City Tiles
4. Town Square
5. Settler Track with Settlers
6. Starter Tiles
7. Active Player Token



1.



2.



3.



4.



5.



6.



7.

EACH TURN:

1. Expansion
 - a. Play a tile
 - b. Build Monument(s)*
 - c. Claim Settler(s)*

(*Optional)
2. Upkeep
 - a. Discard 1 or 2 tiles*
 - b. Fill hand to 3 tiles.
 - c. Fill Monuments to 3.

(*Optional)

To claim a settler, a district must contain:

	=		=	
	=		=	
	=		=	
	=		=	
	=		=	
	=		=	

A district cannot contain two or more settlers of the same colour.

= a different Landmark
 = any Landmark

OVERVIEW

Starting with the first player and going clockwise, each turn is divided into two steps:

1. Expansion - Play a tile from your hand and (optionally) gain settlers and/or build Monuments.

2. Upkeep - Refill your tile hand to 3, replace any Monuments taken and then pass the Active Player token.

Play continues in this manner until everyone has played all their tiles, including the ones they have in hand, at which point the game ends and the final score is calculated.

1. EXPANSION

The expansion step is composed of a single mandatory action and two optional actions:

- (Mandatory) Add a single tile from your hand to your city.
- (Optional) You may gain one or more settlers.
- (Optional) You may build one or more Monuments.

IMPORTANT!

Settlers and Monuments are not automatically moved into a completed district. On any of your turns you may choose to add either and are therefore able to use districts completed in earlier turns. This allows you to add newly available settlers to an older district with vacant houses, as long as their requirements are met.

ADDING TILES

You may place tiles face up in any orientation, but they must be placed in such a way that they touch the side of the Town Square or another tile that's already part of your city. *Placing a tile so that it only touches another tile's corner is not allowed.*

Once a tile is placed in your city you may no longer move or rotate that tile in any way.



ADDING TILES (CONTINUED)

Roads define district borders, and whether a district is complete or not.



Landmarks satisfy Monuments and settler needs, but cannot hold settlers.



Vacant houses are the only areas where settlers may be placed.



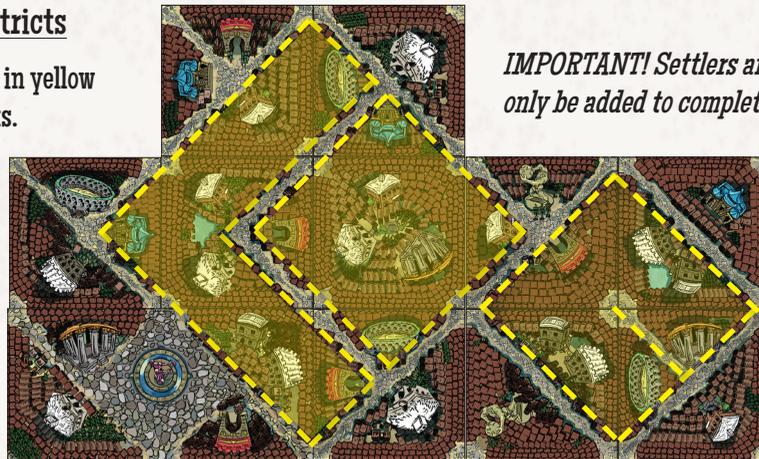
As you add tiles to expand your city, you will be creating and completing districts. There are two types of districts in a city:

- Completed districts—which are surrounded by roads.
- Unfinished districts—which have one or more sides open.

Examples of completed districts

The three districts highlighted in yellow are the only completed districts.

The yellow dotted line shows the district borders that are created by the streets.



IMPORTANT! Settlers and Monuments can only be added to completed districts.

For now, all the other districts remain unfinished.

GAINING SETTLERS

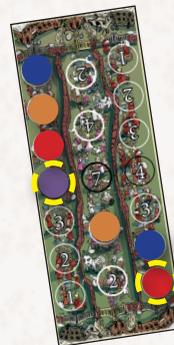
During the game you only have access to the settlers at your end of each column on your two shared tracks.

As soon as you place a settler in a completed district, the settler behind it immediately becomes available to you (*eligible to move into any completed district in your city, provided there is a vacant house*). However, there are two important exceptions:

1. The last remaining settler in each column cannot be taken by either player, as it acts as the divider for scoring purposes at the end of the game.
2. Districts may not contain two or more settlers of the same colour, regardless of size.

Each settler has primary and secondary Landmark requirements that must be met before they can be added to your city. The primary Landmark matches the colour of the settler. The secondary Landmark is any Landmark other than their primary. Statues represent a “wild” Landmark, which can replace any needed Landmark. *However, once a Statue has been assigned a colour in a district in order to meet a settler or Monument requirement, it cannot be changed or used as a second colour.*

Opponent A's play area.

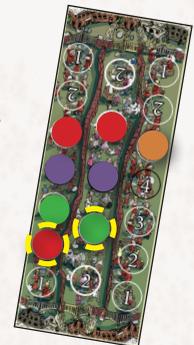


Available Settlers

Any of the four settlers highlighted in yellow are available to you. The orange Commoner and orange Noble are the last settlers in their columns, so neither can be taken.

Your play area.

Opponent B's play area.



GAINING SETTLERS (CONTINUED)

Commoners need their primary Landmark and 1 other Landmark.



Nobles need 2 of their primary Landmarks and 1 other Landmark.



Purple settlers are more difficult: a purple Commoner needs 3 different Landmarks, while a purple Noble needs all 4 Landmarks.



Example of settlers placement:

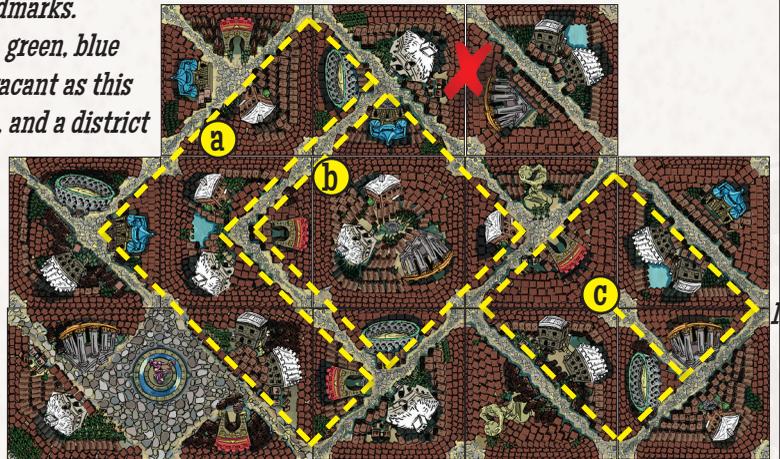
Districts "a," "b" and "c" are completed and contain the Landmarks needed to satisfy the requirements of some settlers:

- District "a" has 5 vacant houses and 3 different Landmarks. So it can accommodate the following Commoners: red, green, blue and purple. (The remaining vacant house will remain vacant as this district does not meet the orange settler requirements, and a district may have only 1 of each colour settler.)

- District "b" has all 4 Landmarks but only 3 vacant houses. So it can only accommodate 3 of the following: 1 red, green, blue, orange or purple Commoner (or 1 purple Noble instead of 1 purple Commoner).

- District "c" has 3 different Landmarks and 3 vacant houses. It can accommodate a red, orange, green and purple Commoner, perfectly filling the vacant houses without wasting Landmarks.

- District "X" has a vacant house and the Landmarks to accommodate a Commoner, but it is unfinished.



BUILDING MONUMENTS

A Monument can only be built in a completed district that is its exact size and shape. The district must contain the Landmarks required on the Monument, and it cannot contain any settlers.

Vacant houses inside a district with a Monument become ineligible to hold settlers. So a district can contain either a Monument or settlers, but never both.

Just like when gaining settlers, a Statue may be used to replace each required Landmark.

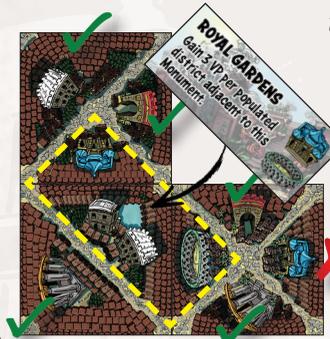
You only have access to the 3 Monuments in the supply. Since Monuments are only replenished in the upkeep step, a maximum of three Monuments may be built per turn.

"Adjacent," as used on some Monuments, refers to districts that have at least one side directly across a shared road.

Name	ROYAL GARDENS	Required Landmarks
Scoring Bonus	Gain 3 VP per populated district adjacent to this Monument:	

Example of Monument placement

This Monument can be built as the district is the exact shape, and the required Landmarks are present.



Any other district shape or different/missing Landmarks would make this invalid.

The check marks show districts that are considered adjacent to this Monument. The "X" district is not adjacent.

2. UPKEEP

Before drawing new tiles, you may discard 1 or both of your remaining tiles, placing them face down at the bottom of the city tile stack. You then replenish your hand by drawing tiles from the top of the stack until you have 3 tiles in hand. *Once the city tile stack runs out, you can no longer discard tiles or replenish your hand at the end of your turn.*

Next, if there are less than 3 Monuments in the supply, refill it until there are 3 (*or until the Monument stack runs out, in which case replenish as many as possible*).

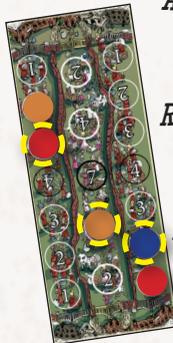
END OF THE GAME AND SCORING

Play continues until all the tiles have been used, including those in your hand. You will then add up victory points from:

- Each empty space on your end of the settler tracks.
- Each Monument in your city.

The player with the most victory points is declared the winner! In the extremely unlikely event of a tie, play again :)

Opponent A's play area.



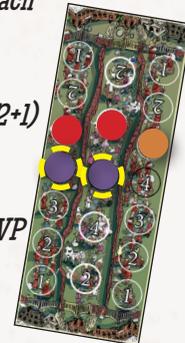
Calculating VP

*Adding the victory points of each column, from left to right:
Left track (4+3+2+1+2) +
Right track (3+2+1+4+2+4+3+2+1)
= 32 VP*

*Then add any points from Monuments, for example 12 VP
= 44 victory points total.*

Your play area.

Opponent B's play area.



COOPERATIVE PLAY

OBJECTIVE

Cooperative components, such as settler tracks, Edicts and Monuments can easily be identified with the "handshake" icon on their lower-right.



The emperor wants to increase the wealth and prestige of each of his provinces. As a group of magistrates you must work together to ensure your province doesn't displease him, which would result in you losing your position—and possibly your head. Follow the emperor's Edict, complete his preferred Monuments, and plan carefully to avoid being thrown to the beasts!

COOPERATIVE SETUP

1. Place the Player Aid in the center of the playing area, with the cooperative side up.
2. Shuffle the 10 cooperative Monuments (*returning all competitive Monuments to the box*). Decide on a difficulty level and reveal the associated number of Monuments.
3. Shuffle the city tiles and create a single stack of tiles equal to 15x the number of players (*e.g., a stack of 45 for a 3-player game*). Draw and place 3 tiles faceup next to the stack to create the tile supply.
4. Randomly give each player a Town Square. The player with the lowest Town Square number becomes the first player and takes the Active Player token.
5. Place one cooperative settlers track between each player. (*When playing solo or with two players, use two settlers tracks.*)
6. Place all Commoners into the bag and create a separate supply of Nobles.
7. Shuffle the 5 Edicts, then place one with either side faceup next to the Player Aid.
8. Finally, each player takes into their hand one of the four sets of starter tiles.
9. Return all unused game pieces to the box.

Cooperative



Competitive



Total Number of Monuments in the Supply

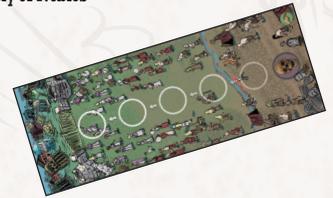
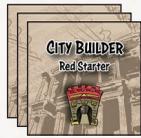
Difficulty	Easy	Medium	Hard
# of Players			
1	4	4	5
2	5	5	6
3	6	6	7
4	7	7	8

Emperor's Edicts

Edicts are double-sided, so when you draw one you may place either side faceup. Once you've selected a side, it becomes the Edict for the game.



A 3-player game setup



1. Player Aid

Settler	Expansion	Monument	Upkeep
1	5/6	4/5	5/6
2	6/7	5/6	6/7
3	7/8	6/7	7/8

2. Monuments

Monument	Expansion	Monument	Upkeep
1	5/6	4/5	5/6
2	6/7	5/6	6/7
3	7/8	6/7	7/8

3. City Tiles

City Tile	Expansion	Monument	Upkeep
1	5/6	4/5	5/6
2	6/7	5/6	6/7
3	7/8	6/7	7/8

City Tile Supply

1. Player Aid
 2. Monuments
 3. City Tiles
- City Tile Supply

Components

4. Active Player Token
5. Settler Track
6. Bag of Commoners
7. Emperor's Edict
8. Starter Tiles
9. Town Square



GAME PLAY

Starting with the first player and going clockwise, each turn is divided into three steps following the sequence below:

1. IMMIGRATION - Draw a single Commoner from the bag and add it to either one of the two tracks adjacent to your play area. The first settler placed goes to the top of the track (*in front of the city gates*) and each subsequent settler goes to the back of the line.

However, if the colour of the Commoner being added matches that of the Commoner at the back of the line, both settlers are returned to the bag, and replaced with a Noble of that colour. (*If the supply runs out of Nobles, leave them as Commoners.*)

AND BEWARE—If a line becomes too long and a settler is placed on the last space of a settler track (*the one with the skull*), all players will immediately lose the game!

2. EXPANSION - Play a tile from your hand. Optionally gain settler(s), by drawing from the front of either line and/or build Monument(s), following the rules from the competitive game. When the settler at the front of the line (*at the city gates*) is taken, the next one in line becomes available immediately.

3. UPKEEP - Draw one tile from the tile supply, replace it with the top tile from the tile stack, then pass the Active Player token. *Players do not replace any Monuments taken, and they may not discard or exchange any tiles.*

Play continues in this manner until you have played all your tiles, including the ones in your hand, at which point the game ends and victory conditions are checked.

NOTE: *If the draw bag ever runs out of Commoners, take all Nobles from the supply and add them to the bag. You will now be drawing and placing these onto the tracks.*

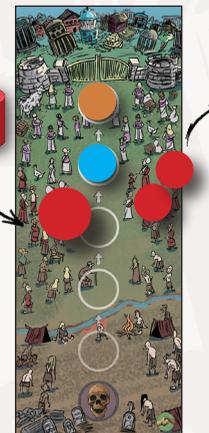
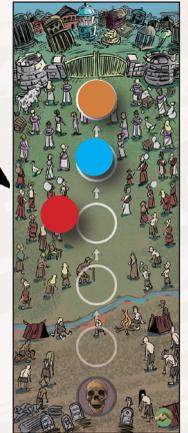
When a red Commoner is added, it is placed at the back of the line on the track.



If another red Commoner was added to this track, both Commoners would be returned to the bag and replaced with a red Noble taken from the supply.



If a third red commoner was added to this track, it would simply be placed behind the red Noble.



COOPERATIVE VICTORY CONDITIONS

To win, these conditions must be met:

- The emperor's Edict was consistently followed by all players and their cities.
 - The number of Monuments for your difficulty level have been built (number in red).
- And those cities must have achieved their Monuments' specific objectives. →

Total Number of Monuments to Complete

Difficulty # of Players	Easy	Medium	Hard
1	2/4	3/4	4/5
2	3/5	4/5	5/6
3	4/6	5/6	6/7
4	5/7	6/7	7/8

LOSING CONDITIONS:

If any one of the conditions below are met, you have lost:

- One or more cities failed to follow the emperor's Edict.
- You have used all your tiles but failed to build the number of Monuments required by the difficulty chosen.
- The required number of Monuments were built, but their objectives were not met by the city they were built in.
- A settler was placed on the last space of a settler track.

SOLO PLAY

CHANGES TO SETUP

Follow the setup instructions for the cooperative game but with these four changes:

- Do not use any of the starter tiles.
- Do not create a tile supply.
- Create the city stack using all 60 city tiles.
- Use one settler track.

CHANGES TO GAME PLAY

Solo play uses the rules from the cooperative game, but alters the Immigration and Expansion steps, while removing the Upkeep step.

1. Immigration - Draw TWO Commoners from the bag and choose which one to add to the settler track. The other may be returned to the bag OR exiled to the game box, where it remains out of play.

2. Expansion - Draw 3 tiles from the city stack, choose 1 to put into play, and return the other 2 to the box.

Play continues in this manner until the last tiles in the city stack have been used, at which point the game ends and victory conditions are checked. Victory and defeat conditions are the same as those for the cooperative game (see above).

CLARIFICATIONS | REMINDERS

- You can only have 1 of each coloured settler in a district. (TIP: You'll never need more than 5 vacant houses in a district!)
- For Monument resolution, the Town Square is considered two separate tiles.
- For a "distinct shape," trace a continuous line on the road around a district. The first time this outline is used in your city, it counts as a "distinct shape." Each exact replica of this outline (size and shape) is not considered a distinct district.
- A "populated district" means that at least 1 settler is within that district. *Monuments do not populate a district.*
- An "L-shaped district" means the district has only one 90 degree angle to it, regardless of the lengths of the two straight sections.

COMPETITIVE

- You cannot take the last settler off any column, as it acts as the divider for scoring purposes.

COOPERATIVE

- Draw a settler before placing your tile.
- Two Commoners of the same colour back-to-back on the same track are exchanged for a Noble of the same colour.
- When there are no more Commoners in the bag, place all remaining Nobles in the bag and draw from these.