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URBANIZATION

A game for 2 to 4 city planners aged 12 years and up

The players follow the development of a rural area, from the beginning of the industrial revolution to modern times.

They are guiding their villages through hard times and attract citizens by building houses. Later factories are erected and the villages are growing into prospering cities.

The player who is able to develop his city most efficiently will be victorious in the end.

Come join us in our exiting journey!
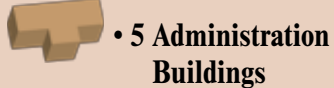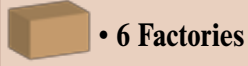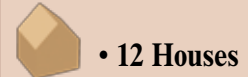
🇬🇧 Object of the game

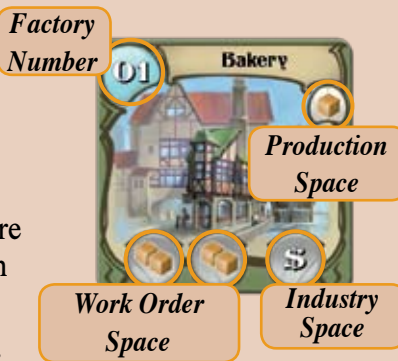Each player tries to develop the most prosperous city over 6 game turns.

The player with the most points at at game's end wins. Players earn points by having a large number of citizens in a city at the end of each turn.

Citizens require housing, work, and food so players must take care of these needs, too. Players can earn additional points through factory production, buildings, inventions (an optional rule), and other means.

Game Components

- **1 Game Board**
- **4 Tracking Cards**
- **18 Factory Cards**
- **10 Character Cards** – the character cards are described in detail on the Play Aid
- **1 Game Turn Marker**
- **1 Game Phase Marker**
- **Play Money,** in three denominations: $1, $5, $10

Factory Number

Production Space

Work Order Space

Industry Space

- **4 "+45 Victory Point Markers",** 1 per player color. They are used when a player has earned more than 45 points
- **24 Price Markers**
- **16 Tracking Markers,** 4 each per player color
- **40 Action Markers,** 10 each per player color
- **32 Grain Markers**
- **45 Work Order Markers,** 15 each in white, grey and orange

- **12 Houses**
- **6 Factories**
- **6 Skyscrapers**
- **5 Administration Buildings**
- **6 Covering Tiles,** for a 2- or 3-player game
- **18 Invention Cards,** when playing with the "Invention" expansion.

Game Set-Up and Preparation for a 4-play

The game board is placed in the center of the table. It is divided the "invention area". The areas are set up individually; the "inve

1. Work Order Area

The **18 factory cards** are sorted according to their factory number (lowest factory number on top). They are put face up on the factory deck space.

The three topmost cards are put from right to left on the factory spaces numbered 1-3.

The **Work Order Markers** are sorted by color and placed on the 3 work order spaces of the game board. Each work order has its own value (white 3, grey 2, orange 1).
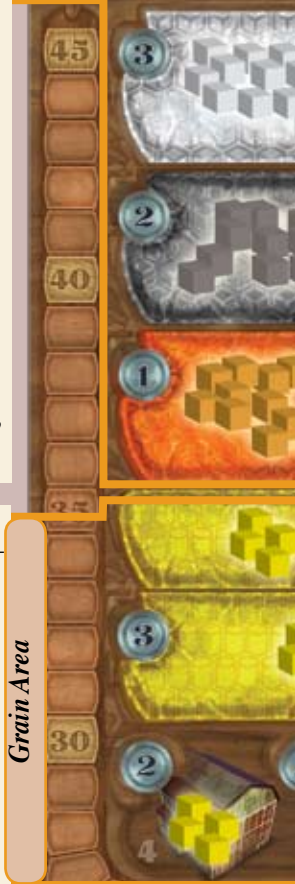
Work Order Area

Grain Area

2. Grain Area

28 grain markers (GM) are put on the various spaces:

Barns 1-4	1 GM per player
Field	1 GM per player
Return Area	2 GM per player

This is the maximum capacity of the various spaces of the board in a 4-player game.

Scoring Track

Each player receives:

- **1 Tracking Card** that he places in front of him.
- **1 Grain Marker; 1 orange Work Order Marker;** they are placed on the marked spaces of the corresponding lines.
- **$8 in play money**

Plus, in the color of his choice:

- **4 Tracking Markers,** 1 marker each is placed on the marked spaces of the "Citizen", "Houses", and "Taxes" lines; the 4th marker is put on space 1 of the scoring track.
- **10 Action Markers;** they are placed in the pool of his tracking card.

Victory Points Summary

Factory	2 points
Factory production	1 point per good
Citizen	2 points per turn
Every 3 grain	1 point per turn
Mayor card	1 point per turn
Highest total factory value	2 points, end of game
Invention card	1 point
Invention card/ factory combination	variable, end of game

Game Turn Summary

Hire character	Perform action		Prepare next round
	• Buy land	• Attract industries	• Harvest	• Advance Game Turn Marker
	• Raise buildings	• Collect taxes	• Factories	
	• Trade grain	• Inventions	• Citizens	
	• Sow seeds		• Feeding	

*Rows*
- *Cit*
- *Ho*
- *Gr*
- *W Ora*
- *Ta*

Pool of Actions Markers

...into the "work order area", the "grain area", the "building area" and
...ention area" is only used when using the "invention" expansion.

Invention Area

Game Turn Track

Building Area

Game Phase Track

3. Building Area

The building area is divided into 24 triangular territories that contain either 1 or 2 building grounds.

Territory with:

1 building ground   2 building grounds
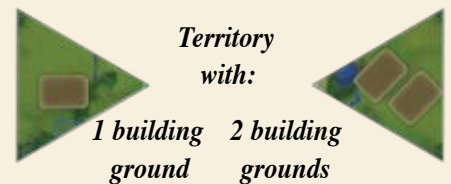
The **24 price markers** are distributed in the building area, 1 price marker per territory.

4. General set up

The **game turn marker** is placed on space 1 of the game turn track.

The oldest player becomes start player; he puts the **game phase marker** in space 1 of the game phase track.

Among the **10 character cards,** the "Mayor" and "Professor" cards are set aside. The Mayor is put separately. The Professor is only used with the expansion and is returned to the box. The other 8 cards are put face up next to the board.

Houses, skyscrapers, factories, and administrative buildings are sorted and placed near the board, too.

5. General set up

Beginning with the start player and continuing in clockwise order, each player places a house and one of his action markers in 1 territory of the building area that still contains a price marker. The price marker(s) of that territory are displaced to any other territory still containing at least 1 price marker.

Changes to set up and preparations for a 2- and 3-player game are on page 1 of the Play Aid.

The Invention expansion rules are on page 1 of the Play Aid.

The Invention cards are explained on page 2-3 of the Play Aid.

The Character cards are explained on page 4 of the Play Aid.

Sequence of Play

The game is played over 6 game turns. Each game turn consists of 3 segments:

🟥 **1. "Hire character"**

🟧 **2. "Perform actions"**

🟨 **3. "Prepare for the next turn"**

At the end of the sixth game turn the winner is determined.

🟥 1. "Hire character"

At the beginning of every game turn each player selects a **single character card** in in clockwise order, beginning with the start player, and places that card in front of himself on the table. Choosing a character card is **free**.

Special case – Mayor:

The Mayor is not available during the first game turn. At the start of each subsequent game turn, the player with the fewest victory points receives the Mayor. He is the start player for this turn and receives **1 victory point**.

If two or more players tie for least amount of victory points, among them the player with the least amount of money receives the Mayor. If there is still a tie, among them the player sitting in clockwise direction next to the former start player becomes new start player.

Note: The player who receives the Mayor may choose an additional character card.

All character cards are explained in detail in the player aid.

🟧 2. "Perform action"

This segment consists of **4 action phases**.

At the start of each action phase the start player advances the phase marker one spot. After completing four phases, this segment of the turn ends.

In each action phase each player (in clockwise order, beginning with the start player) **conducts one of the possible actions or passes.**

The players may use these actions:

- **Buy land** • **Erect buildings**
- **Trade grain** • **Sow seeds**
- **Receive work orders** • **Attract industry**
- **Produce goods** • **Collect taxes**

THE ACTIONS IN DETAIL

Buy land

A player acquires one territory of the building area. The territory to be bought must be connected horizontally or vertically to a territory he already owns. The territory costs $1 for each price marker in it, payable to the bank. After paying this amount, the new owner places an action marker in the territory, then moves all price markers to any territories in the building area that already contain at least 1 price marker. Price markers may be divided among more than one territory. **A player may buy only 1 territory per action phase.**

Example: Anika wants to buy land. She may choose between 2 territories connected to her own territory.

not connected

connected

She chooses 1 territory and pays $1 to the bank. She then places 1 of her action markers on the new territory and moves the price marker to any other territory in the building area.

Erect buildings

If a player intends to erect a building, he has 3 options. He may buy a house, he may build a skyscraper, or he may erect an administrative building.

Buy a house

The player takes a house marker from the pool and places it on one of his owned territories that still contains a free spot. Afterwards, the player moves his house marker one space to the right on his tracking card.

Cost: $2 / Gain: 1 victory point

Build skyscraper

The player returns one of his houses to the pool and places a skyscraper from the pool on the same territory. Afterwards, he moves his house marker one space to the right on his tracking card.

Cost: $3 / Gain: 2 victory points

Erect administrative building

The player takes an administrative building from the pool and places it on one of his owned territories. This territory does not need to have an empty building spot.

Cost: $3 / Gain: 2 victory points

A player pays the cost to the bank and marks victory points on the victory track.

If there are no houses, skyscrapers, or adminstrative buildings left in the pool, a player may not erect a building of that type.

In each action phase a player may erect as many buildings of one type as he wants and can afford.

Note: A player may not build a house and upgrade it to a skyscraper in the same action phase. The skyscraper can be built only during a subsequent action phase.

Trade grain

Buy grain

If a player intends to purchase grain, the barns and the grain field each list the price per grain marker. A player may purchase only 1 grain marker from each barn per action; he may purchase more than 1 grain marker from the field.

The player pays the total cost to the bank, then places the grain markers in the food line of his tracking card.

If a barn or the field is empty, no grain may be purchased from that barn/field.

Grain markers in the return area may not be purchased.

Sell grain

If a player intends to sell grain markers, the barns and the grain field determine the price. The player may not sell more than the maximum capacity of the barns and the grain field (1 grain marker per player).

When selling, the player fills the barns from right to left, then the field.

The player receives the money for grain sold from the bank.

If all barns and the field are filled to capacity, it is not possible to sell any more grain.

Example: Anika wants to buy 5 grain in one action. She takes one marker each from barns 1 and 2 (for $1 each), one marker each from barns 3 and 4 (for $2 each) and one marker from the field ($3). She pays $9 to the bank.

Example: Anika intends to sell 4 grain markers. Selling for the lowest possible price, Annika puts 2 grain markers in barn 1 and 1 marker each in barn 2 and 3. She receives $5 from the bank.

In each action phase a player may buy or sell as many grain as he wants and can afford.

Sow seeds

The player places 1 grain marker from his tracking card in 1 of his empty building grounds of the building area. Each empty building ground may hold only 1 grain marker.

A player may sow as many seeds in one action phase as he has grain markers in the food line and empty grounds.

Example: Anika moves 1 grain marker from her tracking card to a free building space in one of her territories.

Receive work orders

A player places one of his action markers in an empty work order space of one of the 3 factory cards. He takes the number of markers stated on the card from the correspondingly colored factory area of the board and places them in the work order lineof his tracking card.
On each factory card, work orders are filled from left to right.

If a player places an action marker on the last empty **work order space** of a card, he receives $1 from the bank .

A player may receive work orders only once in an action phase.

work order space

Example: Anika places her action marker in the leftmost box. The illustration in that box tells her to take 2 orange work order markers. She takes them from the game board and places them in the work order line of her tracking card.

Attract industry

If all work order spaces on a factory card are filled, a player may attract industry. He places one of his action markers on the industry space of the factory card. He takes the card; all action markers on the card are immediately returned to their owners. The player receives the factory card and places it in front of him. Move the top card from the factory deck to the spot from which the previous factory card was taken.

To attract industry, you have to choose between two options:

Build a new factory

The player takes a factory marker from the pool and places it in one of his empty building grounds of the building area.

If a player does not have an empty building ground, he cannot conduct this action.
Gain: 2 victory points

Example: Anika places one of her action marker on the industry space of the bakery. She takes this card and places the next card from the factory deck on the track. She then builds a factory on one of her empty building grounds and gains immediately 2 victory points.

Upgrade a factory

If the player already has a factory, he may upgrade it if the factory number (in the upper left) on the newly acquired factory card is higher than the number of the factory to be upgraded.

He places the new card on top of the upgraded card. From now on the new card is active and the old one non-active. *Gain: 2 victory points*

Example: Anika wants to upgrade her Bakery. As the Windmill's factory number is higher than the one from the Bakery, she puts one of her action markers on the industry field of the Windmill. She takes the factory and puts it on top of her "old" factory. Therefore she gains 2 victory points.

**A player may attract industry only once per action phase.**

Produce goods

The production space of the factory card tells a player how many goods in which color may be produced in an action phase.

The player picks the required work order markers from any spaces of the work order line of his tracking card and places them on the production space of one of his factory cards. Afterwards, he receives money from the bank according to the value and number of the markers.

Each factory that produces immediately earns the player 1 victory point per good produced.

A player may produce goods at as many of his factories as he wants per <u>action phase</u>.
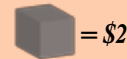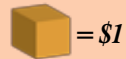**A factory does produce goods only once per <u>game turn</u>.**
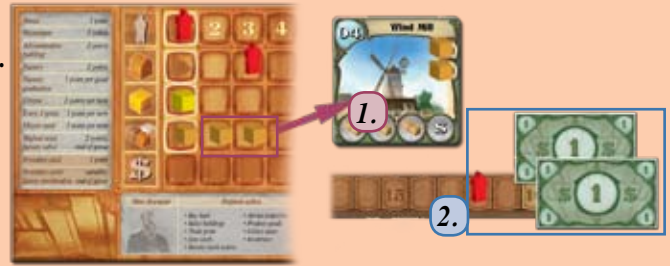
Example: Anika produces 2 orange goods with the Wind Mill. She places 2 orange work order markers from her tracking card on the production field of the Wind Mill. She immediately gains 2 victory points and $2.
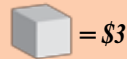
☐ = $3   ▪ = $2   ◻ = $1

Collect taxes

The player moves the tax marker in the tax line of his tracking card 1 space to the left, then receives $1 per citizen from the bank.

However, taxes may only be collected if the tax marker is on a space farther to the right than the citizen marker.

A player may collect taxes once per action phase.

Example: Anika wants to collect taxes. She moves her tracking marker in the tax line one space left and gains $1 for her citizen.

When all players have finished their 4 actions, they prepare the next turn.

☐ 3. "Prepare for the next turn"

This segment is divided into the following phases which are conducted in the order below. Most, if not all, can be conducted simultaneously if all players agree.

1. Harvest

Each player with 1 or more grain markers in the building area gets back that marker(s) plus a second grain marker for each marker returned from the building area. These markers are all placed in the food line of the player's tracking card.

A player may have a maximum of 8 grain markers.

Note: The additional grain markers are taken from the return area first. If there are no markers left, grain is taken from the field, then from the fourth barn, etc.

2. Factories

Remove the lowest numbered face-up factory card from the game and replace it with the top card from the factory deck.

Any action markers on a removed factory card are returned to their owners.

All markers on production spaces of factory cards are returned to the respective areas on the game board.

3. Citizens

Determine the number of citizens in each player's city. Compare the number of houses, grain markers and work order markers, then move the citizen marker to match the lowest numbered position of these three categories.

Each player now receives 2 victory points per citizen.

Example: As the lowest numbered position among her house, grain and work order lines is 1, Anika moves her citizen marker to the 1 space in the citizen line.

4. Feeding

Remove 1 grain marker per citizen from a player's food line, returning these to the return area of the game board.

Now each player receives 1 victory point for every 3 grain markers still left on the tracking card.

5. Barn Refill

If more than 2 grain markers per player are in the return area, distribute any surplus markers as follows: first to the field (1 per player), then to the fourth barn (1 per player), etc. The field and the barns may hold a maximum of 1 marker per player.

6. Advance Game Turn Marker

Advance the game turn marker one space on the turn track, then start a new turn, if needed.

Final Scoring

At the end of the sixth turn, final scoring is conducted.

In addition to the points recorded during the game, the player with the highest factory value (the sum of the factory numbers of his active and non-active factories) gains 2 victory points. In case of a tie, the player with the newest factory receives the points.

The player with the most points wins.

In case of a tie, the tied player who owns the newest factory card (the one with the highest top left number) wins.

QUEEN GAMES