

4COMMUNITY - smart city

Instructions of the game



What is the game all about?

The "Smart City" game introduces the world of urban strategy, combining elements of city planning with the philosophy of smart cities. The goal is to transform a traditional city in accordance with smart city principles. As players move around the board, they have the opportunity to purchase streets and invest in innovations that bring the city closer to the desired model.

A key aspect of the game is the interaction between participants. When a player completes a move on another player's field, he must pay a rent, the value of which increases as the area develops. The game board also contains special fields where the player can encounter penalties or receive rewards for contributing to the sustainable development of the city.

The winner is the one who effectively invests in real estate and innovation and maintains financial stability. The "Smart City" game is a combination of tactics, planning and adaptation to a dynamically changing urban environment.

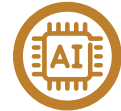


Preparation for the game

Place the game board on the table and arrange the decks of "new circumstances" and "environmental challenges" cards face up on the dedicated spaces on the board. Each player chooses one pawn and places it on the "Start" area.

A Banker is chosen from among all players, who has property cards and banknotes. Each player starts the game with **1500 Smart Coins** (in-game currency) in the following distribution:

2 x 500 SC,
2 x 100 SC,
2 x 50 SC,
6 x 20 SC,
5 x 10 SC,
5 x 5 SC,
5 x 1 SC.



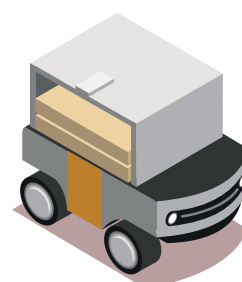
The remaining bills and all other game pieces remain with the banker, who will handle them during the game.

All players roll one dice to determine who makes the first move. The highest score wins.



Rules of the game

Players move around the board by throwing two dice. The sum of the dots on the two dice is the number of squares by which to move forward. A doublet, is the throwing of two identical results (e.g. 4 and 4) the player makes his move and throws again, then makes the next move. If three doubles are thrown in a row, the player does not make the last move, but moves his pawn directly to the "Social work" field. A player who lands in the social work remains there until he pays a penalty of 200 SC, uses the "Free pass" card, or discards a double.





Purchasing streets

When a player finishes his move on a field that has not yet been purchased by another player, he can purchase a property card for such a field. If he chooses not to purchase, the Banker starts the bidding. During the bidding, all players can declare what amount they are willing to pay for a field. Everyone can participate, including the player who originally decided not to purchase it.

Purchase of innovations

During his turn, a player can decide that he is purchasing an innovation for any of his streets. When a street already has 3 innovations, a Megainnovation can be purchased. Each innovation increases the rental value of that street. The purchase price of innovations and Megainnovations is shown on the property card.

Mortgage

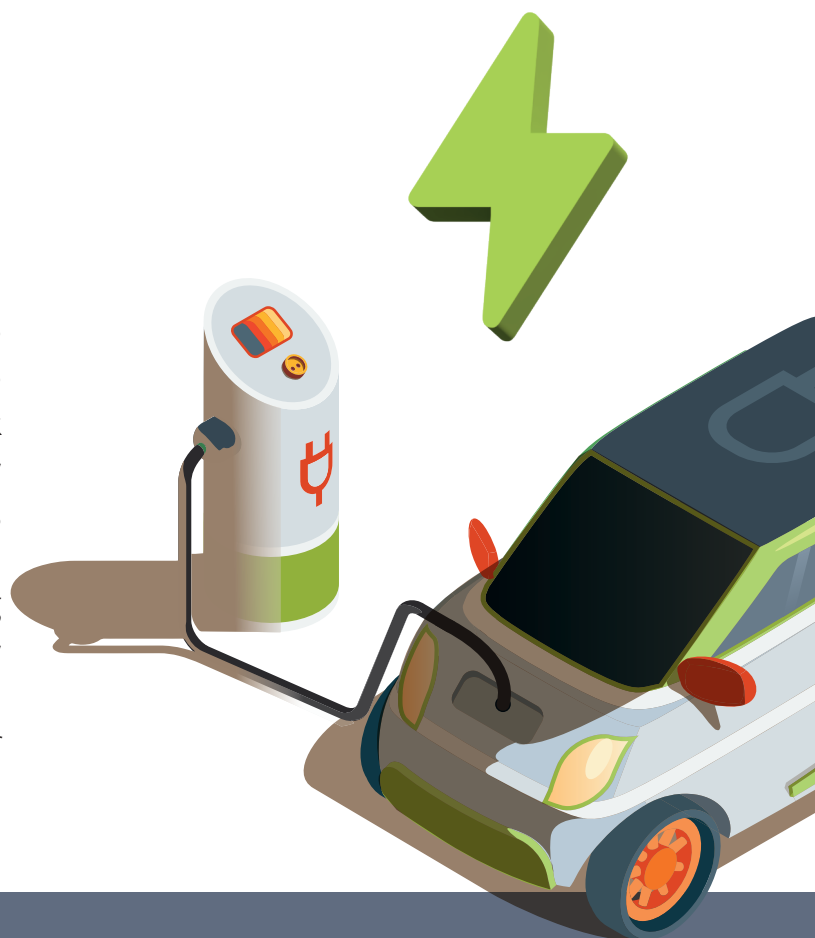
Property cards can be "mortgaged" if a player needs an additional cash injection. In this case, the property card must be turned face up to receive half of the current value of the card from the bank (half the purchase price of the property card plus half the price of all innovations purchased for that field). For the duration of the property mortgage, players ending their movement on such a field do not pay rent to the owner. The owner may redeem the mortgaged field for the amount for which he mortgaged it plus 10% interest.

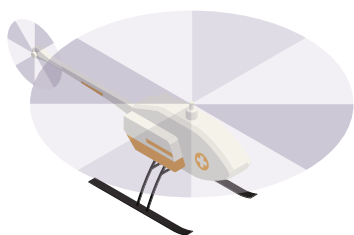
Bankruptcy

When a player is unable to pay his debt he must declare bankruptcy. He gives all the cards he owns to the bank, and the banker pays the creditor the amount due.


End of the game

The game ends when only one player has not gone bankrupt, or after 60 minutes of play. If there is more than one player left in the game, the winner is the one with the most Smart Coins. Both the free money a player has kept and the value of the property cards he has, along with redeemed innovations, count towards this total.





Contents of the game



- 1 game manual**
- 1 game board**
- 6 pawns**
- 2 dice**
- 32 innovation markers**
- 12 mega-innovation markers**
- 16 environmental challenge cards**
- 16 cards of new circumstances**
- 28 field ownership cards**
- 1 set of Smart Coin banknotes**

