

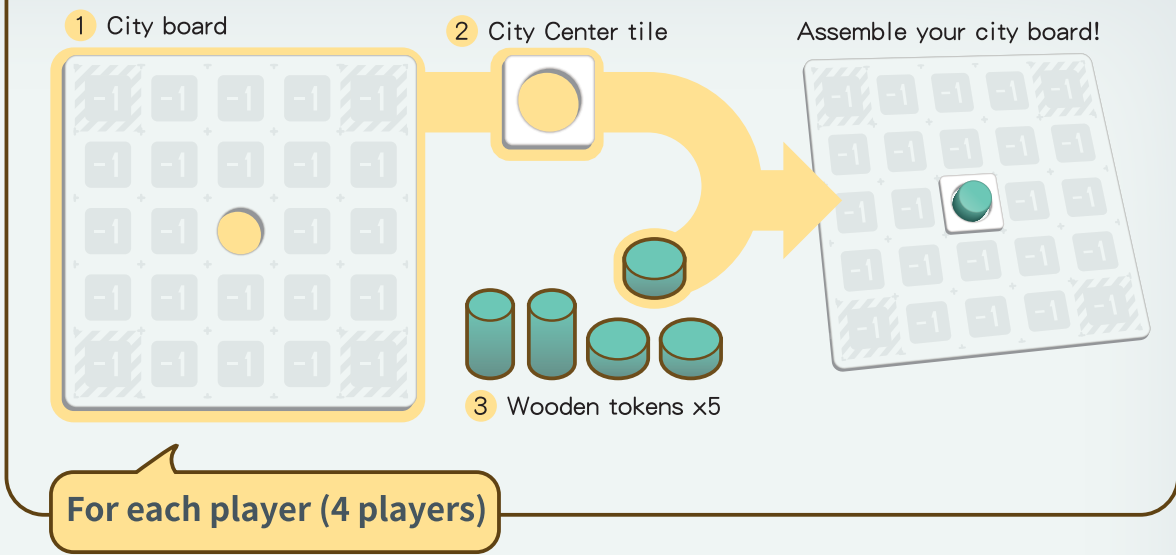
ELECTROPOLIS

Goal of the game

Players will gain one Development card and several Building tiles to build up their own city in designated area in each round. Power plants and energy tiles are essential to generate electricity, public facilities will increase your public support, and the Air Pollution Prevention Facilities help reduce the pollution.

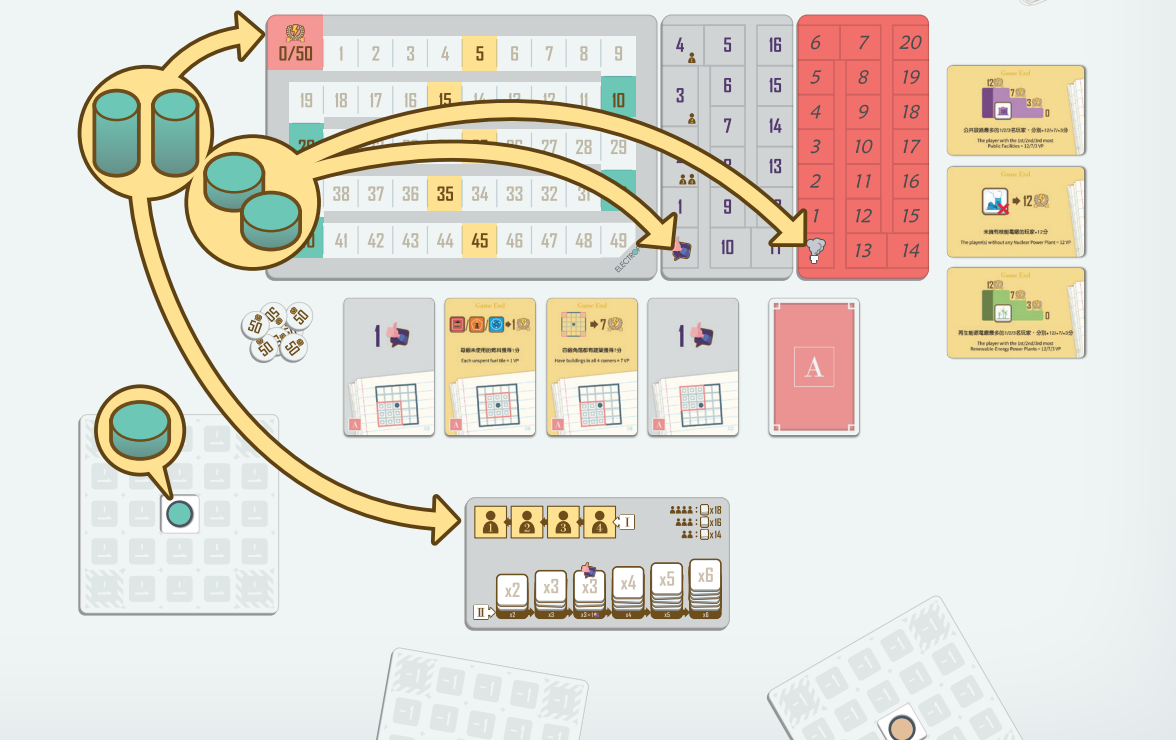
Players try to generate the most electricity while paying close attention to the balance between their public support and pollution in the city. After 8 rounds, the player with the most victory points wins!

Game components

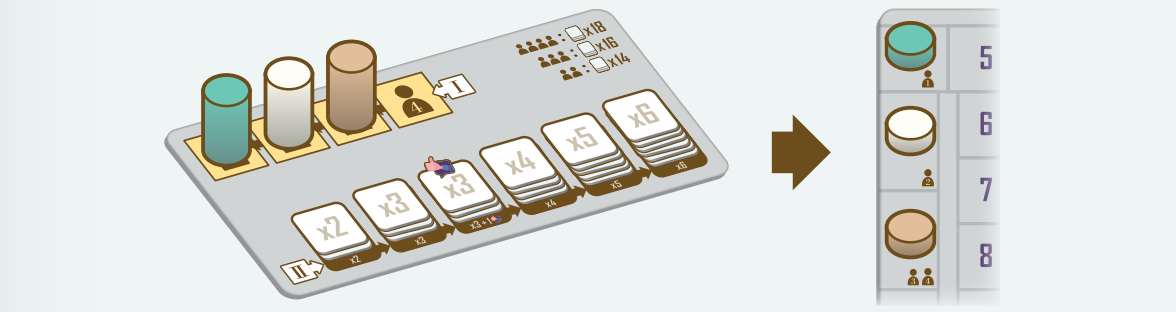


Game setup

- Put all 1 Building tiles into the 2 cloth bag and shuffle them thoroughly.
- Place the 3 Turn Order board in the center of the table.
- Place the 7 Score track, 8 Public Support track, and 9 Pollution track side by side with the 6 50-VP tokens aside.
- Shuffle all 5 Trend cards, draw 3 cards and place them face up on the table. Return the remaining 3 cards back to the game box.
- Separate the 4 Development cards into A, B, and C decks based on the card back and shuffle each deck. Place deck C on the bottom, deck B in the middle, and deck A on the top. The whole deck will be used during the game in the order of A>B>C.



- Each player takes one 1 City board, one 2 City Center tile, and one set of 3 player tokens of the same color.
- Assemble the City board as shown on the left.
- Each player places one token on space 0 of the Score track, and one token on space 0 of the Pollution track.
- The player who had paid the biggest electricity bill recently places one token on of the Turn Order board. All the other players in clockwise order place their tokens on the space with ascending numbers. All players place one token on the corresponding space on the 8 Public Support track.

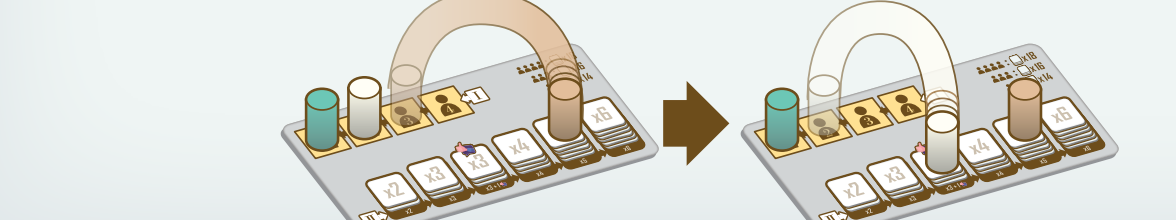


Game play

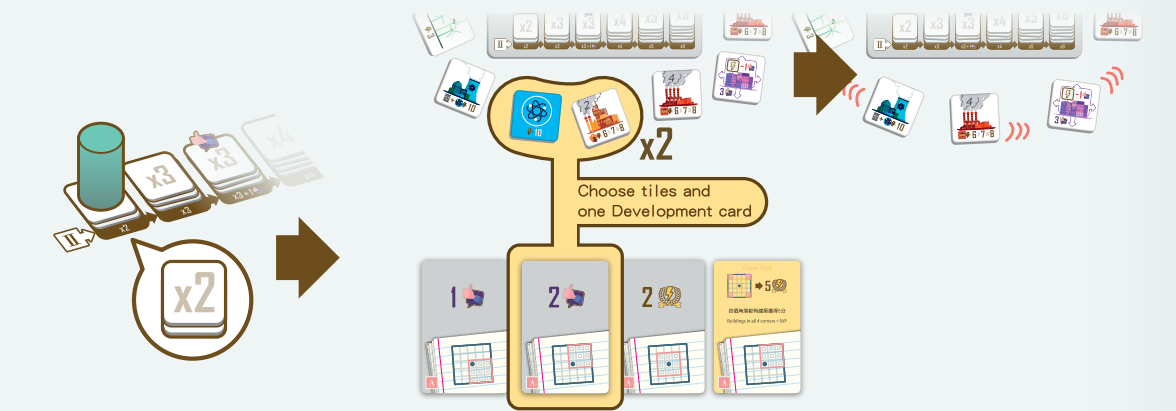
- In the beginning of each round, reveal 4 Development cards from the deck and place them face up on the table. (On round 3, there will be 2 cards from deck A and 2 cards from deck B; On round 6, 2 cards from deck B and 2 cards from deck C.)
- In 4-player games, draw 18 Building tiles from the bag and arrange them in random order into a circle around the Turn Order board. In 3-player games, draw 16 tiles. In 2-player games, draw 14 tiles.



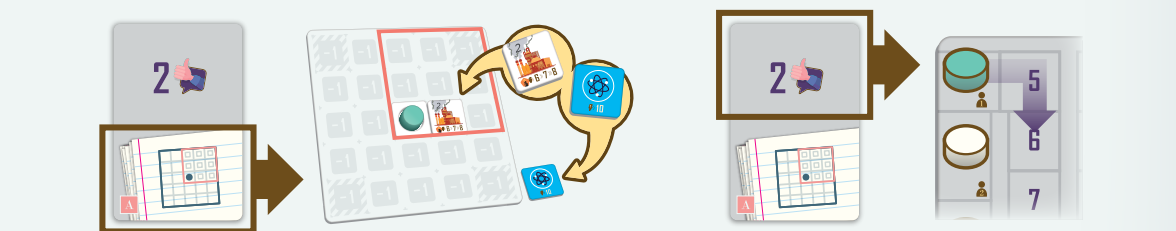
- Starting from the player whose token is on or closest to , and continuing in descending order (from right to left), each player moves their token to an empty Action Space on the bottom row of the Turn Order board.
- ※The player who chooses will immediately gain 1 . Move their token on the Public Support track to keep track of this.



- Then, starting from the player whose token is on or closest to , and continuing in ascending order (from left to right), each player takes a turn to perform the following actions:
 - You MUST take a number of Building tiles equal to the number shown on the Action Space your token is currently on, and take exactly one Development card.
- ※When taking Building tiles, you can only take adjacent tiles. After the tiles are taken by players, the remaining tiles will automatically “fill the gap.” You may move the tiles to form a smaller circle to keep the tiles close to each others.



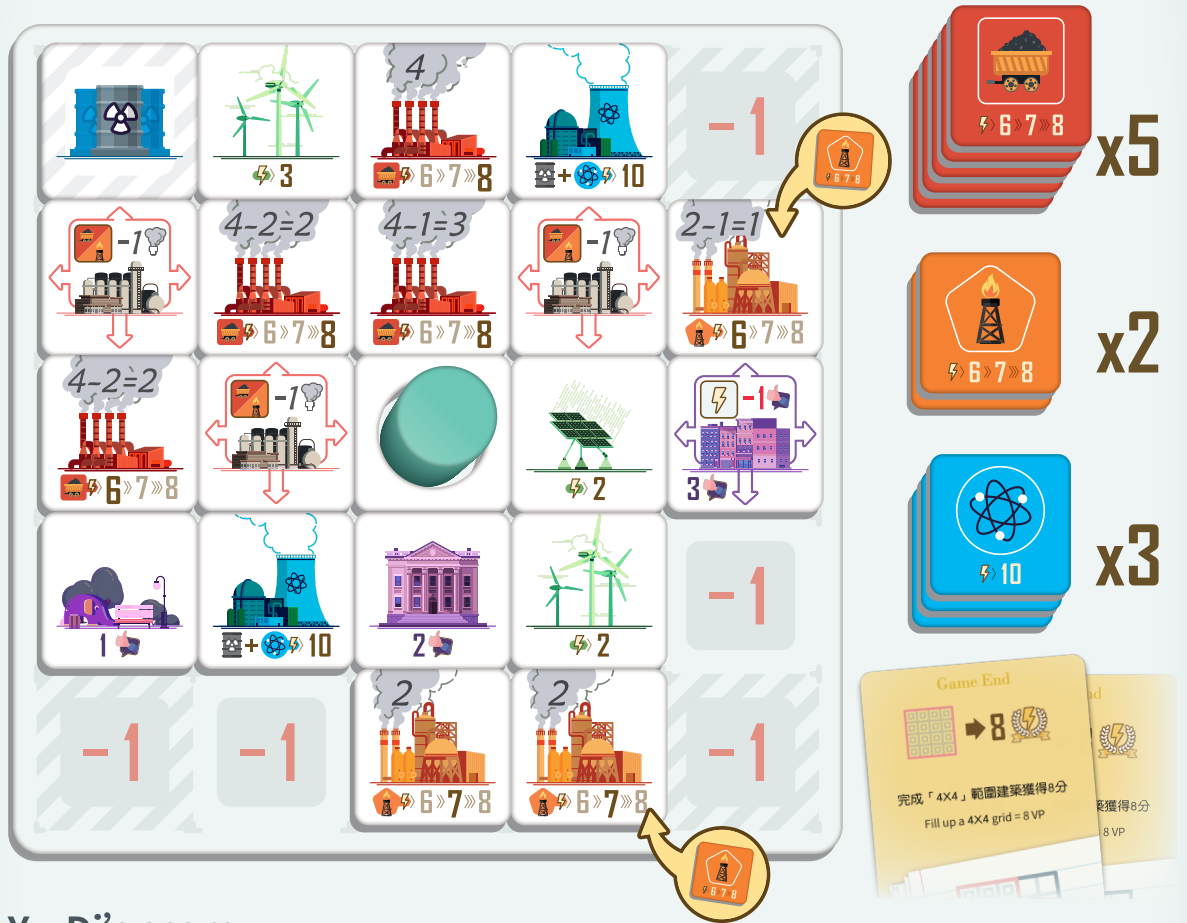
- You must place all your newly acquired tiles into you City board in the designated area shown on the bottom half of your Development card. Each tile MUST be orthogonally adjacent to at least one tile already on the board, or adjacent to the City Center tile. Energy tiles (Coal, Gas, or Uranium) must be kept next to your City board. They will be used to power your city at the end of the game.
- Building tiles placed in your City board cannot be moved or discarded during the game.
- If you cannot place all the Building tiles into your City board due to no empty space or no legal placements (See: Nuclear Waste Disposal Facility), you must discard the tile(s) and lose one Public Support for each tile discarded.
- Then, you can gain the bonus shown on the upper half of the Development card. Gray cards will provide immediate rewards such as Public Support or Victory Points (VP). Yellow cards will provide additional VP at the end of the game. Keep the Development cards in front of you for scoring purposes, also as the round counter in the game.
- Finally, move your token on the Action Space to the leftmost empty space on the Turn Order track.



- Players take turns to perform their actions until all players have gained a Development card and placed their Building tiles on their City board.
- Discard all the remaining Building tiles to the game box. The round ends and a new round will begin from step 1. After 8 rounds, the game will end and the final scoring will commence.

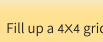
Scoring example

At the end of the game, Yu-Di's Public Support is 13 , and his City board looks like this...



Yu-Di's score

- 1-1. **Coal:** Yu-Di has 5 Coal tiles, which are enough to power his 4 Coal-fired plants. So he will score $(8 \times 3) + 6 = 30$ VP. His city will also produce $(4 + 3 + 2) + 2 = 11$ **Pollution**.
- 1-2. **Gas:** Yu-Di has 2 Gas tiles, so he can only power 2 of his 3 Gas-fired plants, which scores him $6 + 7 = 13$ VP, and produces $1 + 2 = 3$ **Pollution**. (He chooses the one on the upper right corner because it produces less Pollution.)
- 1-3. **Nuclear Power:** Yu-Di has enough Uranium tiles (3) for his Nuclear Power plants (2), but he only has 1 Nuclear Waste Disposal Facility, so he can only power 1 Nuclear Power plant and score 10 VP.
- 1-4. **Green Energy:** Yu-Di scores $3 + 2 + 2 = 7$ VP.

2. Yu-Di has 2  = 8  Fill up a 4x4 grid = 8 VP and scores $8 \times 2 = 16$ VP.
3. Score VP for each Trend card.

Yu-Di's penalty

1. Yu-Di has 5 empty spaces on his City board and loses 5 VP.
2.  is adjacent to 2 plants, so Yu-Di loses 2 Public Support and ends up with 11. His Coal and Gas-fired plants produce 14 Pollution, which is higher than his Public Support by 3, so he will lose VP equal to the square of $3 = 9$ VP.

Game end and final scoring

The game ends after 8 rounds. Players will score points based on the following categories. Whoever scores the most points wins!

※ If there is a tie, the player who scores more on Trend cards breaks the tie.

※ If a player's score exceed 50 VP, take a 50-VP token and keep tracking the score from 0/50 space for a second round.

Scoring

1. Score a number of VP equal to the total amount of electricity your city can power as the followings: (See the "Power plants and electricity" for more details.)
 - 1-1. The electricity and Pollution from **Coal-fired plants**.
 - 1-2. The electricity and Pollution from **Gas-fired plants**.
 - 1-3. The electricity from **Nuclear Power plants**.
 - 1-4. The electricity from **Green Energy plants**.
2. Score VP for each yellow Development cards you gained during the game.
3. Score VP for each Trend card.

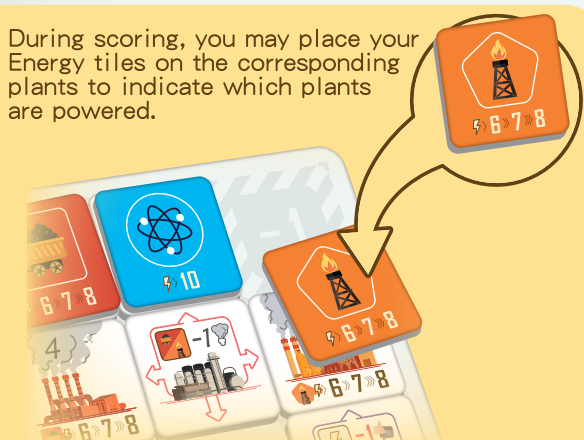
※ If there is a tie for the Trend card scoring, the tied players will **split** the VP from their combined rankings, rounded down. E.g., If two players are tied for the first place, they will each score $(12 + 7) / 2 = 9$ VP. The player on the next ranking will still score 3 VP.

Penalty

1. Lose 1 VP for each empty space on your City board.
2. Adjust your Public Support based on the effect of "Public Housing" tile. Then, if your Pollution level is higher than your Public Support, you will lose VP equal to the square of their difference. For example, if your Pollution is higher than your Public Support by 1/2/3/4, you will lose 1/4/9/16 VP, respectively.

※ The **maximum level** of Public Support is 16. If you ever reach higher than 16, you will forfeit the extra. The maximum level of Pollution is 20.

During scoring, you may place your Energy tiles on the corresponding plants to indicate which plants are powered.



ELECTROPOLIS

Authors: Chang Yu-Di, Ku Chun-Wei, Wang Liang

Editor: Chen Chih Fan

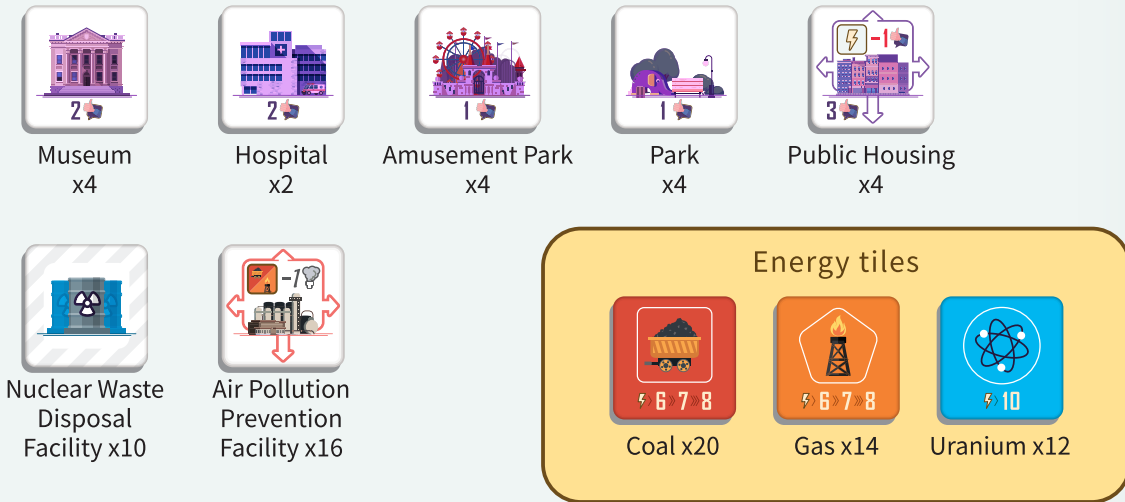
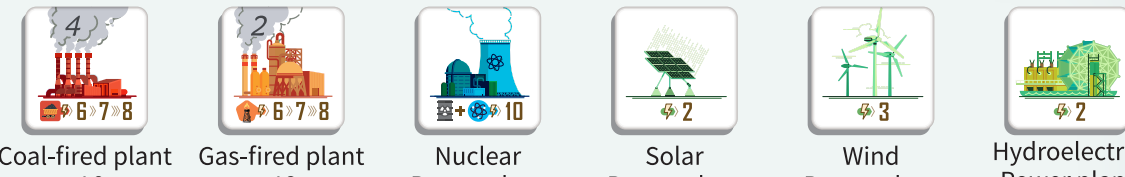
English translation: Smoox Chen

Illustrator: Mirko Grisendi, Masha Tace, Freepik

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山頂洞人實驗室

Email: GM@HomosapiensLab.com

Building tiles

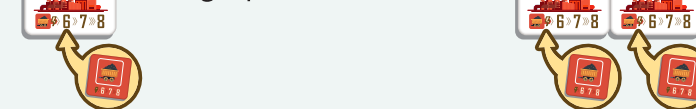


Tiles glossary

Power plant tiles

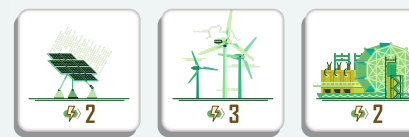
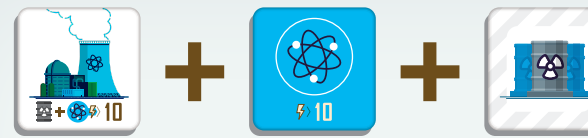


A single plant scores 6 VP.

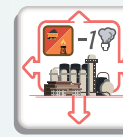
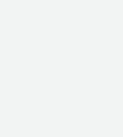
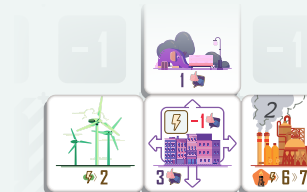
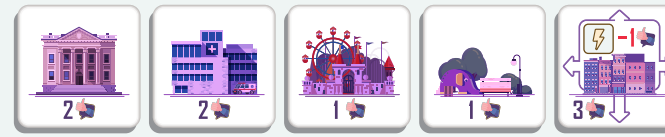


When 2 plants are adjacent, each plant scores 7 VP. So the total score will be 14 VP.

When 3 or more plants are adjacent, each plant scores 8 VP. The example on the left scores $8 \times 2 = 16$ VP, because there are only 2 Coal tiles.



Public Facility tiles



Nuclear Waste Disposal Facility is required for powering Nuclear Power plants. For each set of Nuclear Power plant and Uranium tile, you also need 1 Nuclear Waste Disposal Facility to be able to power the plant. It can **only** be placed on the 4 corners of the City board (respecting the adjacency rules when placing the tiles).

Note: you can place any tiles on the 4 corners; they are not reserved for Nuclear Waste Disposal Facility.

Air Pollution Prevention Facility can **reduce 1 Pollution** from each **Coal-fired** or **Gas-fired plant** that is adjacent to it.

In the example on the right, the Coal-fired plant produces 1 less Pollution, and the Gas-fired plant produces 2 less Pollution because it's adjacent to TWO Air Pollution Prevention Facilities.

Note: The minimum level of Pollution of each plant is "0." The Pollution level cannot be reduced to below 0.