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Ekopolis
game rules

In the game, each player represents a mayor of a city. In each round, the mayors choose from the available Buildings the one they wish to build in their city. The selected Buildings should match their surroundings. The inhabitants of the city need somewhere to live, relax and work and the mayors have to ensure all these needs are provided for.

The game can be played in two versions: the Basic and the Full one. We recommend learning the principles of the game in the Basic version and only then moving to the Full version. Even if you decide to start directly with the Full version, you need to know the rules of the Basic one.

BASIC VERSION GAME TURN OVERVIEW

1. PLACING BUILDING TILES
A. PLACE ONE BUILDING FROM YOUR HAND NEXT TO YOUR CITY
B. SCORE POINTS ACCORDING TO NEIGHBOURING BUILDINGS
C. PLACE A POLLUTION TOKEN OR A GREEN ZONE IF APPLICABLE

2. TAKING BUILDING TILES
TAKE ONE BUILDING TILE SO THAT YOU HAVE THREE IN YOUR HAND

Example 1:
Initial set-up for four players.

BASIC VERSION

OBJECTIVE OF THE GAME

A group of players sitting at one game board cooperates on building up a group of connected cities. Players earn points for placing new Buildings on the game board, for protecting the landscape around their city, and at the end, also for having created a balanced city. The group that earns the most points wins the game.

PREPARATION

The players form groups, ideally of four, but the game can be played also with three or five players in the group. Each group needs a box with the game from which they take out the game board.

Each player then takes out a **City hall tile** (with a golden reverse and "Starting Building" caption on it) from the stack of hexagonal Building tiles. The players place their City halls on the space of the game board with the number corresponding to the number of the players in their group. Thus, if there are four players in the group, each of them places their city hall on the space marked with the number four. Afterwards, they return the remaining City hall tiles to the box.

Shuffle the Building tiles and put them face-down next to the game board, so you have a stack that you will be taking tiles from. Each player takes three **Building tiles** from the stack.

Then the players choose a **scoring marker** together (no matter which colour) and place it on space 0 of the scoring track on the game board. The scoring marker helps score the points the group has earned. If the players get over number 79 of the scoring track the game does not end, they should simply continue scoring from point 0 again. Just place another scoring marker on space 0 to remind you that you have already earned 80 points.

Finally, place a red token in front of the number 1 of the round tracker in the lower right corner of the game board.

STARTING THE GAME AND ROUND TRACKING

The oldest player starts the game. First, he moves the red token to number 1 of the round tracker (which means that the 1st round is being played. On each of this player's subsequent turns, he moves the token 1 space further. This helps to record how many rounds there are left till the game ends.

PLAYING THE GAME

In each round, the player chooses **one** of his three Buildings and places it on a hexagon on the game board. He earns points for the placing (see below) and moves the group's scoring marker on the scoring track accordingly. Finally, he takes a new Building tile from the stack and that is the end of his turn.

After the starting player finishes his turn, the other players take their turns in clockwise order.

PLACING BUILDINGS

At the start of the game, the Buildings can only be placed next to the City hall. After this they can be placed next to other Buildings previously placed by the player. If the player's buildings neighbour some of the other players' buildings, their cities become one, and they can start placing new buildings next to any buildings of this **joint city.**

IMPORTANT: Pollution or green zone tokens (see below) are not sufficient to connect a new Building to a city.

EARNING POINTS FOR PLACED BUILDINGS

After the player has placed the Building, he gets points according to its position.

- The red number on the **Building being placed** refers to the points earned for each red Building neighbouring the currently placed Building.
- The green number on the **Building being placed** refers to the points earned for each green Building neighbouring the currently placed Building.
- The blue number on the **Building being placed** refers to the points earned for each blue Building neighbouring the currently placed Building.

IMPORTANT: Count only the points **on the Building that you have just placed.** The numbers on the Buildings that have been on the board from previous rounds are not relevant anymore.

A player earns **extra points** for placing a **red Building**. These points are indicated on the left corner of the tile (in a yellow circle).

After placing the Building, the player moves the group's tracking marker on the score track by the number of earned points.

Pollution

Some red Buildings produce pollution, which is marked by a red skull on the right corner of the tile (💀). If a player places such a building on the game board, he also has to place a pollution token (🔴) on an empty space neighbouring the Building that has just been placed. (If there is no empty space immediately next to the placed Building, he must place the pollution token on any empty space directly neighbouring his city). By placing a pollution token the player does not earn or lose any points.

IMPORTANT: When scoring Buildings, pollution tokens count as red Buildings, i.e. if a player places a new Building next to a pollution token, he scores as if he had placed the Building next to a red one.

IMPORTANT: You **cannot earn points** by placing a Building next to the pollution token, you can only lose them.

Example 2:
Buildings cannot be placed on the spaces marked with an X.

Example 3:
In the first round, Jane has placed the green City park next to her City hall. In this way she earns three points, because she has put the building next to the City hall which is a blue building and on the City park, there is a +3 in a blue hexagon. Therefore, Jane moves the scoring marker by three spaces.

Example 4:
In the second round, Jane has placed the red Coal power plant so that it neighbours the City park only. She first earns 6 points, as marked in the yellow circle on the Coal power plant tile. Because she has placed the Coal power plant next to the green City park and there is – 4 in the green hexagon on the Coal power plant tile, she then has to subtract 4 points. In this turn, Jane has earned 2 points in total. There is a pollution symbol on the Coal power plant tile. Therefore, Jane has to place a pollution token on an empty space right next to the Coal power plant.

Example 5:

In the third round, Jane has placed a Pond on the empty space neighbouring the City hall and the City park. Because there is + 1 in the blue hexagon of the Pond, she earns 1 point for placing the Pond next to the City hall. Because there is +1 in the green hexagon, she earns another point for placing it next to the green City park. In total, Jane has earned 2 points in this turn. On the right corner of the Pond tile, there is a green zone symbol. That's why Jane has placed a green zone token on a neighbouring empty space (she has not earned any points for that).

Example 6:

In the fourth round, Jane has placed a Game preserve tile on the space next to the Pond, the City park, the green zone and the pollution token. She scores two points for placing the tile next to the Pond, another two points for placing it next to the City park. She earns two points for placing the tile next to the green zone because it is considered as a green Building. She loses 3 points for placing the tile next to the pollution token which is considered as a red Building. In total, Jane has earned 3 points for placing the Game preserve tile. There is a green zone symbol on the Game preserve too so she can place the green zone token on an empty neighbouring space. She has placed it on the endangered species space and thus has earned three more points. In total, she has earned 6 points in this turn.

Example 7:

At the end of the basic version of the game, the whole group of players have placed 5 blue Buildings, 11 green ones and 12 red ones. This means that they have five full triplets of Buildings of all three colours so they have earned 15 extra points.

Green zones

Some buildings have a symbol of a green tree in their right corner (🌲). When placing such a Building, you can also place a green zone token (🌲) which represents preservation of the indigenous landscape. The green zone token can be placed on an empty space directly neighbouring the Building the player has just placed. (If there is no empty space immediately next to the placed Building, he can place the green zone token on any empty space directly neighbouring his city).

By placing a green zone token the player does not earn or lose any points. When scoring Buildings, the green zone counts as a **green Building,** i.e. if a player places a new Building next to a green zone, he scores as if he had placed the Building next to a green one.

IMPORTANT: It is possible to place a Building on the space with a pollution token or a green zone token on it (but you cannot place another pollution or green zone there!). If you do so, remove the token and subtract **3 points as a fine**.

Endangered species

There are 8 spaces with endangered species (both animals and plants) on the game board. It is possible to place Buildings, green zones as well as pollution tokens there.

However, if you place a Building, a green zone or a pollution token on an endangered species space, you have to subtract **3 points as a fine**.

If, on the other hand, you manage to place a green zone (not a green Building, though!) on an endangered species space, you **earn 3 points**, because you've increased the protection of this space from construction development.

IMPORTANT: The fine for placing any Building on an endangered species space with a green zone on it is 6 points.

TAKING NEW BUILDING TILES

Right before the player finishes his turn he takes **a new Building** tile so he has again exactly three Buildings. That is the end of his turn. While the other players play, he can plan his moves for the next turn.

GAME END

When there are 5 players, the game ends after 6 rounds, when there are 4 of them, it ends after 7 rounds and when there are 3, it ends after 9 rounds.

IMPORTANT: Remember to move the red token on the round tracker before each turn of the oldest player.

Balanced city

At the end of the game, the players count the total number of Buildings of each colour that they have placed on the game board. To make the counting easier, each player can count the Buildings of only one colour.

IMPORTANT: Do not include the City hall tiles among the blue Buildings.

For each **triplet of Buildings** containing a red, a green and a blue Building, the players earn **3 extra points**. Each Building can be counted only once. To make the counting easier, the number of complete triplets is actually the same as the smallest number of the Buildings of one colour on the game board.

The group of players that has earned the most points as a whole wins. If there are two or more groups with an equal score, the one with more green Buildings wins. If they still have an equal score, they both win.

FULL VERSION

OBJECTIVE OF THE GAME

In the full version, it is no longer groups that compete among each other, but individual players at each game board. The player who has earned the most points at each board wins. The game becomes more exciting thanks to Action cards which are connected with various environmental issues.

The rules are the same as those of the Basic version with the following differences:

PREPARATION

Each player chooses a scoring marker and places it on the starting space of the scoring track in the lower left corner of the game board. Then, he takes out a City hall tile in the colour of his scoring marker from the pile of hexagonal Building tiles.

Place three stacks of **Action cards** face down next to the game board, a red one, a blue one and a green one.

ACTION CARDS

After placing a Building (or a pollution token or a green zone) and scoring, the player takes an Action card. The card has to be of **the same colour** as the Building he has just placed on the game board. He reads the title and the contents of the card. The player keeps the card until the game end. In the lower part of the card it says whether the card is played immediately, during the game or whether its effects occur only at the end of the game. It is advisable to keep the Action cards that can be used later in the game separate.

IMPORTANT: The Action cards that can be played later on in the game can be played only during their owner's turn.

On some cards it says that they apply only to the player who owns most cards of a given colour. In that case, the card applies to all players with the highest number of the given cards. The same is true for the cards concerning the owners of the fewest cards of a given colour.

IMPORTANT: The card that the player has just taken must be included when you count the cards.

DISCARDING BUILDINGS

Before the player finishes his turn, he can **discard one of his Building tiles** face up. In that case he takes two new Buildings so that he has again **exactly three Buildings**. That is the end of his turn. Make a new stack next to the game board of the cards that have been discarded. If you run out of the original stack of Building tiles, shuffle the tiles from the latter one and keep taking Building tiles from it.

GAME END

The Action cards help the recording of how many Buildings of each colour the respective players have actually built. That is why each player counts his Action cards at the end of the game. The player earns **7 points** for each **triplet** of Action cards containing a red, a green and a blue one. Each card can be counted only once. To make the counting easier, the number of complete triplets is actually the same as the smallest number of the Action cards of one colour that the player posesses.

FULL VERSION GAME TURN OVERVIEW

1. PLACING BUILDING TILES
A. PLACE ONE BUILDING FROM YOUR HAND NEXT TO YOUR CITY
B. SCORE POINTS ACCORDING TO NEIGHBOURING BUILDINGS
C. PLACE A POLLUTION TOKEN OR A GREEN ZONE IF APPLICABLE

2. TAKING ACTION CARD
TAKE ONE ACTION CARD OF THE SAME COLOUR AS THE BUILDING

3. TAKING BUILDING TILES
A. YOU CAN DISCARD ONE BUILDING TILE FROM YOUR HAND
B. TAKE NEW BUILDING TILES SO THAT YOU HAVE THREE IN HAND

Example 8:

When playing the Full version, Jane placed a blue Building and did the scoring. Now she has to take a blue Action card. In this case, she has received Home Insulation Action card which says that she gets two points for each blue Action card she owns. Jane has only one such card (the one she has just taken), therefore she earns two more points. She'll keep the Action card until the game end to be able to score for the balanced city.

HOME INSULATION

ADD **2** POINTS FOR EACH OF YOUR BLUE ACTION CARDS (INCLUDING THIS ONE).

PLAY THE CARD NOW!

Example 9:

In this game, Jane has got 3 red Action cards, 2 green ones and 2 blue ones which means that she has two triplets of Action cards of all three colours. The third red Action card remains odd. Jane has earned 14 extra points for the balanced city.

$7 + 7 + 0 =$ **14 points**

You can find other exciting versions of the game on:

www.ekopolis.cz