

INFINITE CITY

Times are good, the economy is expanding, the workers are pouring in, and the largest city in the world is growing exponentially! Only one corporation can control it all. Will it be yours?

OBJECT

Your goal: take over the city. Do this by controlling the largest areas and holding the most key buildings within the city.

CONTENTS

- Rule Sheet
- 6 groups of 15 colored tokens
- 120 Tiles

SETUP

Each player takes 15 tokens of one color. Turn all the tiles face down to form a tile deck. Shuffle the entire deck, then deal a hand of five tiles face down to each player. Place five tiles from the top of the deck face down in a PLUS (+) shape in the middle of the table, like so:

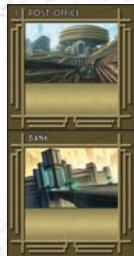


Randomly choose one player to go first. Play proceeds clockwise.

BUILDING THE CITY

On your turn, pick one tile from your hand. Place it on the table face-up with one of your tokens on it, claiming control of that tile. The tile must be adjacent to at least one other tile already placed. Once the tile is in place, follow its printed directions.

To be considered adjacent, the sides of the two tiles must match up fully.



Adjacent



Not Adjacent

If you put a token on a face-down tile as part of your turn, flip that tile face up and follow the directions on that tile. If you place a token on a tile already face-up on the play area, do NOT follow the instructions on the tile.

If a tile's instructions cause you to play another tile, repeat the procedure with that tile, including placing one of your tokens.

Once you have finished placing tiles and following the instructions, draw tiles until you have five in your hand. If you already have five or more tiles, do not draw. Your turn is now complete, and it is the next player's turn.

END OF GAME

If any player runs out of tokens, resolve any text on the tile placed that would not lead to placing more tiles. Each other player takes one last turn, and then the game is over. If a player has no tokens when it would be his last turn, his turn is skipped.

Alternately, if at any time all five Power Stations are in play, the game immediately ends, regardless of the above conditions.

Now add up the scores for each player.

To score, look at the groups of contiguous adjacent tiles you control. Each group must have at least three tiles to qualify for scoring. For each such group, gain a number of points equal to the number of adjacent tiles you control in that group.

A player controls any tile where that player has a token present. If multiple players have tokens present, all of those players control the tile, regardless of the number of tokens present.



Player Abe (red) has 8 Points

Player Betty (blue) has 3 Points

Next, gain bonus points equal to the printed values on your tiles (if any).

In our example above, Betty gains 1 bonus point for each Power Station she controls (for a total of two), plus one for the Police HQ for a total of three points. Abe only gains one bonus point for the Police HQs.

Finally, count the number of tiles you control with silver borders and rows of rings. The player controlling the most silver-bordered tiles gains a bonus equal to the number of those tiles. If two or more players are tied, each gains that bonus.

Each of Betty's Power Stations is silver-bordered, while only Abe's Construction Site is silver. Betty gains two additional bonus points.

When counting scores, you are considered to control a tile with one of your tokens on it, even if other players also have tokens on the tile. This means more than one player can control a tile. Such tiles count for all applicable scoring conditions.

The winner is the player with the most points. In case of a tie, the winner is the tied player with the largest area of adjacent tiles.

Abe scores a total of 9 points. Betty only earns 8.
The Infinite City is Abe's to command.

CREDITS

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