

CITIES SKYLINES

THE BOARD GAME

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THE COOPERATIVE CITY-BUILDING GAME FOR URBAN PLANNERS AGES 10 AND UP

You have a big job ahead of you. Together, you want to build a new, thriving city where people are happy. To do that, you have a number of milestones to complete. Each milestone represents a period of construction for your city. You will have to finish each milestone before beginning the next. Once you have completed them all, the game ends. The quality and skill of your cooperative efforts will be reflected in the happiness of your residents.

You can plan and consult among yourselves as much as you like. If you are not able to agree on something, it will be up to the active player to make the final decision. Just make sure that you don't run out of money, or you will all lose the game together.

You learn the game by playing through various scenarios. The introductory game contains the important basic rules, but not all of the game elements. In further scenarios, a variety of additional elements will come into play. The final scenario involves the most variety and new challenges. If it's your first time playing the game, you will want to play through the scenarios in the specified order.

If you want to start playing the game with all of the rules and elements, use Scenario 4 on page 7. Since the scenarios build on each other, you should first read these basic rules and additional rules of Scenarios 1–4. Then play Scenario 4.

GAME MATERIALS

Before the first game, carefully separate all the die-cut pieces from their frames.



The game materials that are **not** needed in the introductory game should be placed back into the box:

- 3 Game board pieces (C, D, F)
- 10 Unique building cards, 10 Role cards, 10 Policies cards, 10 News cards
- 10 Unique building tiles

GAME PREPARATION

Assemble the three game board pieces B, E, and A in the middle of the table as shown below. The back sides with the letters should be facing up.



Note: In later games or if you want to play with all the rules right away, assemble all four game boards as indicated for the given scenario.

Place the administration board face up next to the game boards and put the eight administration markers on the matching display bars, on the "0" space in each case.

Deposit a starting capital of 12 money tokens (two large money with a value of five and two small ones with a value of one) in the city treasury. The rest of the money is placed in a stockpile next to the playing area.

Sort all the zone and building tiles in accordance with their color and type, and keep them ready next to the playing area.

Shuffle the construction cards for Stage 1 and deal each player the appropriate number of cards based on the total number of players (see below). Each player places these cards **face up** in front of himself or herself:

- 4 players: three cards each
- 3 players: four cards each
- 2 players: five cards each
- 1 player: seven cards

Give each player their own Turn Overview card.

Shuffle the remaining Stage I construction cards, as well as the Stage II and Stage III ones, keeping the different stages separated. Have them ready next to the playing area.

Place the Happiness display (Skyline) next to the administration board. Stick the display chips onto the "0" spaces of the numerical scales on the left and right sides of the display.

The youngest player gets the Starting player token and the "End of a Milestone" overview card. The starting player token is "Chirper," the mascot of *Cities: Skylines*.

The Administration Board



The administration board helps you keep track of how well your city is doing.

In the upper area, you can read the capacity of your city in the **utility categories of Power, Water, and Garbage**. The farther into the green range your marker is, the higher your capacity.

Important: For each step below "0" (red range), the Happiness of your residents will drop by one at the End of a Milestone.

Happiness can take a positive, negative, or neutral (=0) value. After each Milestone, this value is transferred to the overall Happiness display (Skyline). The higher the overall Happiness at the end of play, the better your final result will turn out to be. You can see what this is by looking at the success table on the final page.

The employment bar displays the **working population available to you**.

Important: For each step away from "0" for your working population, whether above or below, you will have to pay one money from the city treasury at the end of a Milestone.

Background: The "0" value stands for full employment. If the value is below "0," the economy lacks a sufficient labor force. If the value is above it, there is a shortage of jobs. In either case, money must be invested.

In the lower area, you will see three bars that will have an impact on the quality of life of your residents. Your construction activities will raise the pollution, traffic, and crime values during the game, but you can lower these values by taking various countermeasures.

Important: At the end of the game, the overall Happiness of your residents will drop in accordance with how far above "0" you are on these bars.

Overview of Game Symbols

Services		Zones		Utilities									
	Healthcare		Fire		Residential		Power		Pollution		Available Labor		District
	Education		Public Transport		Commercial		Water		Traffic		Happiness		Milestone
	Police		Parks		Industrial		Garbage		Crime		Money		

COURSE OF PLAY



Start of a Milestone

First, decide together which board game piece you want to start with. You will want to take into consideration the **development costs** printed on them. Once you have decided (the starting player has the final word!), take the required sum of money from the city treasury and return it to the stockpile next to the playing area, turn the selected board piece over, but keep it in the same position relative to the other pieces.

Note: You will have to rotate it around its longitudinal axis (formed by the row of money tokens printed on it!). That way, the bodies of water shown on the front side will be arranged the same as on the back.

Example: You pay two money tokens and turn game board piece A face-up.

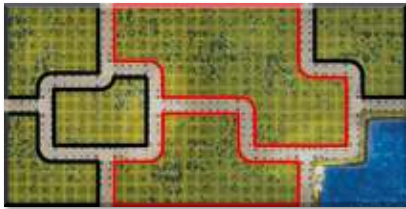


On the front side of the board piece, you will see a grid of squares, where you will be placing building and zone tiles during the course of the game. The tiles are not allowed to be placed over the edge of the playing area, across streets, on other building tiles, or on the water.



The squares are arranged into various areas. These are the districts of your city. All areas that are bordered by a street or the edge of the board count as **City Districts**.

Later on during the course of play, a city district will be able to extend over several game board pieces. Many of the cards refer to these districts.



Also, a condition for the end of a Milestone is that there be at least one building or zone tile in each city district.

As the first active player, the starting player carries out **one** of the following three actions. Then, the next player in a clockwise direction becomes the active player, etc.

The Actions:

- Play a construction card
- Exchange a construction card
- End a Milestone

Play a Construction Card

There are two types of construction card:

For **construction cards** with **service buildings** or **utility buildings** on them, you have to pay the amount of money indicated.



Example 1: You are building a medical clinic. You have to pay one money and your Happiness increases by one.



Example 2: You are building a wind power plant. You have to pay three money tokens and your Power capacity increases by three. This means that you will soon be able to use more power.

The **green, blue, and yellow construction cards** are used to build **residential** 🏠, **commercial** 🏢, and **industrial** 🏭 zones.

These are free and require no money. Their impact on your city will vary in terms of a number of factors, however. If you build them in such a way that you use **already-available** services, this will yield benefits for your city.



Example: You build a residential zone. The recently-arrived residents consume more water. That causes your water capacity to drop by one. But there is also a larger workforce available. The value on your employment bar increases by one. If you utilize the "healthcare" service indicated in the lower part of the card, you get one money for your city treasury.

Important: This benefit only applies if the service building is already on the game board. If it is not built until later, the benefit will not apply retroactively.

If the player wants to play one of the construction cards lying in front of himself or herself, he or she slides the card slightly forward.

The cards for **service** and **utility buildings** display the required **tile on the card**. With the **residential, commercial, and industrial cards**, you can take **any tile you like from the matching zone category**.

The player takes the tile from the **general supply** and places it on a suitable location on the face-up game board. The player may turn and rotate it however he or she likes to make it fit best. The tile must fit into the grid of squares.

Once placed a constructed tile has to remain in place until the end of the game. It cannot be moved again.

Important: In each city district, you are not allowed to construct more than one utility building. If, say, you already have a wind turbine ⚡ in a district, you cannot also build an oil power plant ⚡ there. A water tower 💧 wouldn't be possible there either.



For service buildings in the "Stage I" pile, the new zone (or at least one square of it) has to be built **directly adjacent** to the service building for this service building to be utilized.

Be sure to leave enough space to be able to build more than one neighboring zone that can utilize the service.

Example: Build the medical clinic in such a way that there is room for several directly adjacent zones.



Example: Thanks to a neighboring medical clinic already in place, you can utilize the “healthcare” service. To do that, the residential zone has to have at least one square bordering the medical center. A residential zone that only touches the medical center by a corner does not count as neighboring.



 For service buildings in the Stage II and III piles, the new zone just has to be built in the **same city district** as the required service building.

Example: The hospital is good for the entire district. So the residential zone does not have to be neighboring.



When constructing utility buildings, you do not have to worry about adjacency since they are not prerequisites for later benefits. They have a one-time effect during the construction process.

Then, you pay the costs indicated on the card (in the first row of the residential, commercial, or industrial construction card). If you have to pay money, it will be deposited from the city treasury into the stockpile.

The markers indicated on the card are then moved accordingly on the administration board. “-” means to move the marker to the left, “+” means to move it to the right.

For **residential, commercial, and industrial** there is then a reward (second row of the construction card) in the form of money or a change in the administration markers, assuming the prerequisite is met.

For cards with the “city district” symbol, the new zone has to be built in a  district where certain other tiles are already present in order to take advantage of this symbol.

Detailed examples for specific construction cards:



The new residential zone needs power and water. Capacities for each are reduced by one. On top of that, there have been a lot of reported burglaries, raising the crime rate by one. If the residential zone is constructed in a district where the services “healthcare” and “education” are being offered, Happiness will increase by one and two new residents will be added to the employment.



In the new residential zone, garbage is piling up. Garbage capacity is reduced by one. The influx of residents raises the available workforce by one. If the value on the employment bar is under “0,” you get two money tokens for your city treasury.



The new residential zone consumes power and generates garbage. The power and garbage capacity are each reduced by one. If the residential zone is built in a district where there are already at least two other residential zones, the residents feel good and Happiness increases by two.



The new residential zone consumes water and generates garbage. The water and garbage capacity for each are reduced by one. If you have a Happiness bar value of greater than five, one additional labor unit is available to you. Also, Happiness increases by one and you get one money for the city treasury.



The new residential zone consumes water and generates garbage. The water and garbage capacity for each are reduced by one and you have one additional labor unit available. If there is no crime, the residents feel good and Happiness increases by three.



The new commercial zone generates more garbage. Garbage capacity is reduced by one. The value on your employment bar is reduced by one, since there are fewer people available for employment due to the hiring of workers. Since customers are visiting the new stores in their own cars, traffic increases by one. If the new commercial zone is built in a busy district where there is already at least one residential zone, one other commercial zone, and one industrial zone, these bring four money tokens to your city treasury in the form of taxes.



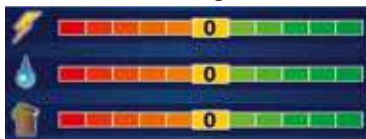
More people are employed in the new industrial zone. That means that fewer people are available for work and the value on your employment bar drops by three. The industry pollutes the environment and increases the volume of traffic. The values for pollution and traffic increase by one each. If the new industrial zone is built in a district where there are at least three commercial zones and there is fire service available, a lot of business gets done, taxes are collected, and your city treasury is richer by eight money tokens.

For Costs and Rewards:



City treasury: If money has to be spent and there is **not enough money** in the treasury, the card may **not** be played.

Power, Water, Garbage:



If a marker has to be moved past the last square **in the red area**,

the card may **not** be played. If a

marker has to be moved past the

last square **in the green area**, the card **may** be played. The marker remains on the highest value, however.

Pollution, Traffic, Crime:



If a marker has to be moved past the last square **in the red area**, the card may **not** be played. If a

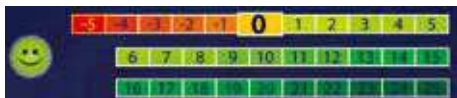
marker has to be moved below zero, the card **may** be played. The marker remains on the "0" space.

Employment bar:



If the marker has to be moved beyond "-5" or "5," the card may **not** be played.

Happiness bar:



If the marker has to be moved beyond the "25" square, it remains on "25." The remaining points are immediately transferred to the overall Happiness Skyline display.

Important: If the Happiness marker has to be moved to "-5" or beyond, you **immediately lose** the game!

After a building card has been played, it goes back into the box. It is thereby **out of play**.

Draw a New Card:

The player adds to his or her card display by drawing one card from **any** of the three face-down piles (Stage I, II, or III) **of the player's choice**.

Note: The effects of the cards increase in accordance with costs and rewards.

Instead of drawing a face-down card, the player may select any card from the face-up exchange pile, which will be created in the course of the game.

Then it is the next player's turn.

Important: If all three piles are empty, the next player has to end the current Milestone and the game ends. This happens even if the prerequisites are not met and some game board pieces are still face down.

Exchange a Construction Card

The player pays **two money tokens** from the city treasury to exchange exactly **one** of his or her construction cards. He or she then places the card on a face-up pile next to the three face-down Stage I, II, or III piles. The first card to be exchanged begins the Exchange Pile. This card is **not** returned to the box. **Note:** You can look at the cards in the exchange pile whenever you like.

Then, the player draws a new card from any of the three Stage I, II, and III piles he or she likes, and places it in his or her card display. If there are already cards in the exchange pile, he or she can take any card from there.

Ending a Milestone

A player is allowed to end a Milestone if there is **at least one** tile in each district.

If a player is ending the current Milestone, he or she takes the **starting player token** and performs the following steps:

1. Power, Water, and Garbage utility bars:



For each step under "0" (in the red range), the marker must be moved one square back on the Happiness bar. **Note:** The markers for the utility types are not changed as a result.

Example: You have attained a value of nine on the Happiness bar. Since you are two squares in the red for power and one square in the red for waste, you must move three squares back on the Happiness bar to six.



2. Happiness bar:



Next, the current value of the Happiness bar is transferred to the overall Happiness display and the Happiness indicators are repositioned accordingly. The double-digit values are on the left, the single-digit ones on the right. Do not reset the Happiness bar to zero after transferring the score to the Happiness indicator.

Example: The new Happiness value of six is transferred to the Skyline. The left display remains at "0," while the right one is shifted to "6." That gives you an overall Happiness of six.



If the overall Happiness is negative, the indicator is set to  on the left.

Then, the numbers on the right count as negative values.

Important: If the indicator has to be positioned on "-10" or beyond, you **immediately lose** the game!

3. Employment bar:



For each step away from “0” your working population moves, whether below or above, you will have to pay one money from the treasury at the end of a Milestone. **Note:** The marker is not changed as a result.

Example: You have reached the value of “-2” on the employment bar. That means that there is not enough workforce available in your city, and you have to pay two money from the treasury.



4. New Milestone:

When a new game board piece is turned over, it has to be adjacent to a game board piece that is already face up. You will also have to pay the development costs displayed. If you have a choice, decide together which game board piece you want to continue with. If you cannot agree, the person with the starting player token gets to decide.

Example: You pay five money and turn over adjacent game board piece E.



With the new board piece, the city districts grow. Existing services in an enlarged city district can now be used in the whole larger district.

Of course, you can also keep building on the old game board piece.

5. Exchange construction cards:

Starting with the player who has the starting player token, each player may place any number of his or her cards on the exchange pile and draw an equal number of cards from any of piles I, II, and III — just not from the exchange pile. For each of these cards, one money has to be paid into the stockpile from the treasury. **Note:** You may discuss among yourselves who will exchange how many cards.

6. Game play resumes:

Then, the player with the starting player token continues the game.

END OF GAME

To end the last Milestone and thus the game, **all board game pieces** must be revealed and in each district there must be **at least two** tiles of any kind.

After the last Milestone has been assessed, you still have to see how many squares you are away from “0” on the pollution, traffic, and crime bars. For each square, you will have to reduce the overall Happiness of your residents by one.

Then, take a look at the success table on the final page to see what status you were able to help your city attain. All results in the green range count as a successful game.

Failed city:

It sometimes happens that you lose the game. This will be the case if any of the following situations apply:

- Costs have to be paid, but you don't have enough money in your treasury.
- During a player's turn, he or she cannot perform any of the possible actions.
- The Happiness marker on the administration board has dropped to “-5” or the overall Happiness reaches “-10.”

Should you lose, use the following tips to help you succeed the next time.

Tips for Successful City Planners

- Start with a game board piece with low development costs. That way, you will have more money available for your service and utility buildings.
- Use the opportunity to exchange construction cards. That will let you save cards for later that can't help you at the moment.
- Try to construct utility buildings at the edge, where they won't bother anyone. You can also try building them in still-empty districts, thereby gaining the prerequisite for ending a Milestone.
- In the “Stage I” cards, you will find the simple, inexpensive service buildings that have benefits that you can use right away. Of course, you will have to be sure to build the zones directly adjacent to each other. Therefore, build them in such a way that you can add adjacent zones on many sides. Keep in mind that they can also be used for an adjacent game board piece once you play the next Milestone.
- It is best to draw “Stage II” cards early. There, you will find service buildings that will impact the entire district. You do not have to build them centrally, and when you add an adjacent game board piece they will have an impact on the larger district that results.
- You should only take “Stage III” cards after you have already built some things, and have more money in the treasury.
- Pay attention to the bars for pollution, traffic, and crime. Even if it is not until the end of the game that they will have an impact on overall Happiness and thus on the final result, you should keep an eye on them throughout the game. If their values reach the limit, you cannot play any cards that would raise them, thus restricting your possibilities.
- Since most of the game board pieces only consist of three or four city districts, a Milestone can often be completed very quickly. If, however, the values on your administration board are too low, you might end up losing a lot of Happiness or paying money due to your employment bar. In that case, it would be better to try to improve these values rather than ending the current Milestone right away.
- Each increase in Happiness will yield multiple benefits, since the attained value also counts for later Milestones.
- Be sure that you still have enough money in the treasury for the next Milestone. You will have to be able to pay the development costs for an adjacent game board piece. And you also should keep enough money to be able to build new service and utility buildings.

THE SCENARIOS

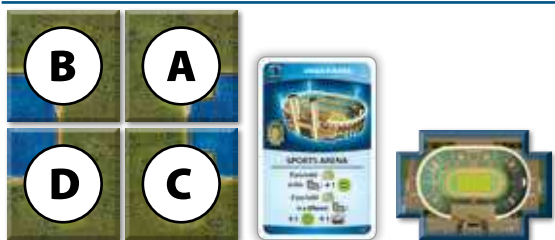
All of the **introductory game rules** apply. On top of them, however, there are other rules and game materials that come into play as well.

The scenarios are built on top of one another. All of the rules of scenario 1 also apply to scenario 2. And in scenario 3, the rules from scenarios 1 and 2 also apply, and so on.

That's why it's best to play the scenarios in the specified sequence. That way, you will gradually get to know all the rules. At the beginning of each scenario, you will set up the depicted game board pieces. Unlike in the introductory game, you will always begin with a starting capital of ten money tokens. 

If you want to play the game with all of the rules right away, start by reading the rules for scenarios 1–4 and then play scenario 4.

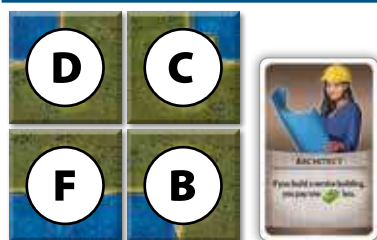
Scenario 1: Unique Buildings



- Unique buildings are special buildings that yield benefits but also require a lot of space.
- Mix the ten Unique building cards into the appropriate Stage II and III piles (see back of card). The corresponding ten building tiles are placed face up next to the game board.
- If a player draws a Unique building card, he or she places it in his or her display as usual. He or she is allowed to build this unique building as soon as it is his or her next turn.
- After construction, the card is placed face up next to the administration board. As of now, the benefits stated on the card apply.
Exception: The "Opera house" and "Posh mall" yield a one-time benefit immediately following construction.
- A Unique building card can be exchanged just like a normal construction card and drawn from the exchange pile later on.

Note: That way, you can hold onto a building until a better time later on even if you don't yet have the room for it — without having the card block your display.

Scenario 2: The Role Cards



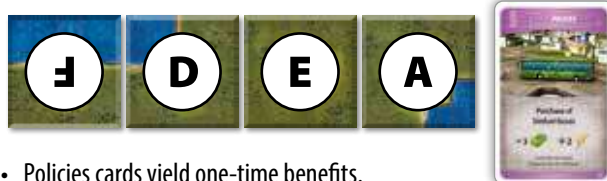
- Each player receives a role with special abilities, which he or she can use as often as he or she wants during the game.
- Start by shuffling the ten role cards. The starting player gets two cards and chooses one. Then, the next player, proceeding in the clockwise direction also gets two cards and chooses one. Continue like this until there is one card face up in front of every player.

Note: You can immediately read your selected role card out loud, in order to allow all the players to coordinate their selections better.

- Cards that are not selected or distributed are returned to the box.
- All players place their role cards face up next to their construction card displays.

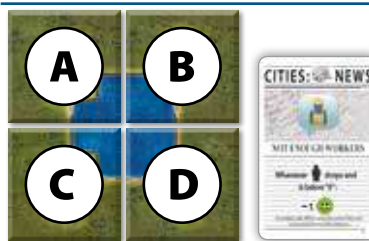
Note: If you are playing with role cards for the first time, you can try distributing cards at random instead of choosing specific ones.

Scenario 3: The Policies Cards



- Policies cards yield one-time benefits.
- Mix the ten policies cards into the appropriate Stage II and Stage III piles (see back of card).
- If a player draws a policies card, he or she places it face up in his or her display as usual.
- A policies card can be played instead of a construction card when the player chooses the "Play a construction card" action. After the costs are paid and the card has been played, it is returned to the box. A building is not added to the board.
- A policies card **cannot** be exchanged for a payment of two money tokens.
- If you have not used your policies card by the end of the Milestone, you must discard it unused (into the box). You cannot carry it over into the next Milestone.

Scenario 4: The News Cards

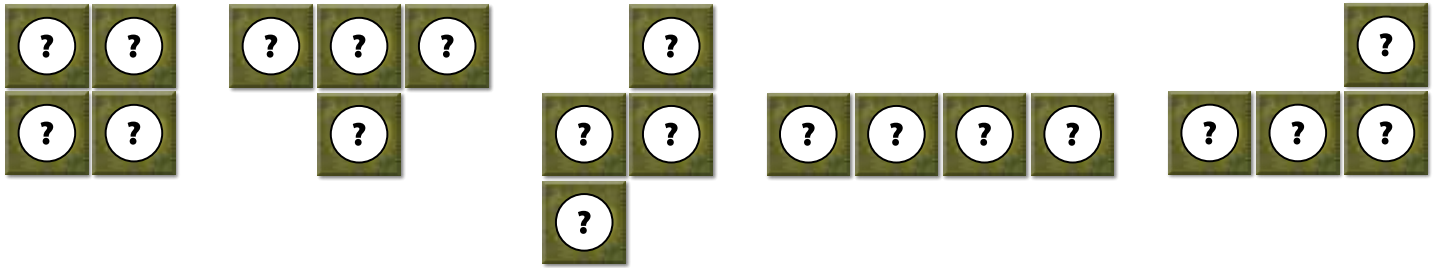


- For as long as they are in play, news cards yield disadvantages that limit your options.
- Mix the ten news cards into the appropriate Stage II and Stage III piles (see back of card).
- If a player draws a news card, he or she places it face up next to the game board. That player then draws **another card as a replacement**.

Note: It is helpful to place the news card in the play area indicated on the card, such as near the utilities board or next to the supply of corresponding tiles. The news has immediate effect.

- There are two ways to get rid of a news card:
 - > If another news card is drawn, the new one immediately replaces the old one, which goes into the box.
 - > At the end of a Milestone, the current news card is placed in the box.
- If a player draws a news card at the end of a Milestone during a card exchange, it is returned to the box without having any effect. The player draws a replacement card in exchange. If that one is a news card too, it likewise goes into the box, and so on.

Scenario 5: Lots of Variability



- If you have already played a few games, this scenario offers you new challenges by varying the game board configurations.
- In this scenario, all of the unique buildings and role, policies, and news cards get into the act.
- The play area can be assembled in different ways as dictated by chance. Mix the game board pieces under the table and select four of them, which you may arrange however you like.
- When assembling the play area, you must be sure to have land surfaces placed against land surfaces and water against water, or along the edge. Other than that, it is up to you to decide how to put the pieces together. For example, you could arrange them in a 2x2 arrangement with a large lake in the middle, or with the water surfaces at the outside edges. Or you could arrange them in the shape of an L.
- You determine the level of difficulty of your game by choosing your starting capital:

Beginner = 12 Money tokens

Advanced = 10 Money tokens

Expert = 8 Money tokens

- All the previously described rules still apply.

The author and publisher would like to thank all the test players and rule reviewers.

The author: Rustan Håkansson, born in 1981, lives with his wife and children in Sweden. After his initial release of the Tribes civilization game, this cooperative city planning game is his second game with Kosmos.



Editing: Wolfgang Lüdtk
Editorial assistance: Peter Neugebauer, Kosmos team
Graphics: Fiore GmbH
English Text Editing: Ed Gartin

© 2019 Franckh-Kosmos Verlags-GmbH & Co. KG
Pfizerstr. 5-7, 70184 Stuttgart
Telephone: +49 711 2191-0
Fax: +49 711 2191-199
info@kosmos.de
kosmos.de

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Phone: 01580 713000 ; Web: thamesandkosmos.co.uk

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MADE IN THE NETHERLANDS

SUCCESS TABLE:

< 0: Dying City

Half the population has already moved away, and the other half will leave as soon as they can.

0 – 10: City of no importance

Hardly anyone remembers this city. The residents are not proud to live here. They do not consider themselves fortunate to live in this city.

11 – 20: Ambitious City

This city could become something. Some day. Maybe.

21 – 30: Busy City

Things are starting to really get rolling here. There is construction activity all over the place. It might soon be a desirable place to live.

31 – 40: Showcase City

People like living here. When younger people move away, they later return with their families.

41 – 50: Boom City

This is a city for those who are going places, it is booming!

51 – 60: Grand City

Residents and tourists agree, this is an amazing city. As soon as there is even a hint of a problem, it is tackled and solved.

61+: Heavenly City

Citizens absolutely love living in this city, and they wouldn't trade it for anywhere else in the world.