



## DEMO SETUP

Welcome to Mad City!™ We're here to help you get your first game going as quickly as possible!

*If there's something you don't understand, check the regular rules for more detail!*

## HOW TO SET UP

- Put all of the tiles with Mad City printed on the back into the bag **(A)**.
- Take a player board and a scoring cube. Put the cube on the "0" space on the Base Game side **(B)**.
- Put the wooden Park Ranger Tree in the middle of the table, where everyone can reach it **(C)**.
- Put the timer in the middle of the table, where everyone can see it **(D)**.
- Randomly draw 9 tiles from the bag and stack them face-down in front of yourself **(E)**. Pass the bag to the player on your left. Continue this process until all players have 9 tiles.
- Leave everything else in the game box. All of those tiles are for another version of the game.



**(B)**

MAD CITY		Base Game	
Number	1 2 3 4		
Points	1 3 5 8		
Longest Road +3			
	0-2 0 Points 3-6 1 Point 7-12 3 Points 13+ 5 Points		0-1 0 Points 2-5 2 Points 6-8 4 Points 9+ 6 Points
	0-1 0 Points 2-4 2 Points 5-7 5 Points 8+ 7 Points		

**BUILD TURN:**

- Place the Park Ranger Tree in the center.
- Deal 9 city tiles to each player face down.
- Flip the timer and yell "GO!"
- Position your tiles anywhere within a 3x3 grid.
- When the timer runs out, everyone must stop.
- Whoever grabs the Tree must stop building.

**PARK RANGER TREE:**

- If you grabbed the Tree, score your parks and lakes!

When you get to 100 move to **(C)** and play to 50.



## OBJECT OF THE GAME

Here in Mad City we take zoning and construction very seriously... We're just not very good at it.

You are all city builders, racing against time and each other in order to build the best city. You will be arranging your city tiles in order to score for Residential, Industrial, and Urban areas, and racing against your opponents to score bonus points for your lakes and parks.

You will play a series of rounds until someone scores 150 points. Then play one final round. Whoever earns the most points is the winner!

*OK, that's enough chit-chat—you'd better get to it. You have a city to build, and only one minute to do it!*

## OVERVIEW

You will try to build a city in one minute! You score points by grouping similar sides together!

*Sometimes, though, you score more points if you split your zones up!*

Zones are areas that are the same color, by itself on a tile or two or more tiles touching along sides (see the example on the flip-side).

*Grab the Park Ranger Tree to score a bonus for your parks and lakes. But once you do, you cannot touch or move your city tiles any more.*





## HOW TO PLAY

Each round, one of the players must count “1, 2, 3” and then flip the timer.

*You all have 1 minute to build your city. Your city must look like a big 3 x 3 square when you are done!*

*It doesn't matter in what order you build, or how the tiles are turned as long as they fit in a square.*

If you're done arranging your tiles, you can grab the Park Ranger Tree.

*If you grab the tree, only you score bonus points for parks and lakes!*

*But if you grab it, you can't touch your tiles for the rest of the round!*

When the timer runs out, you can't change your city!

*If you didn't get all 9 tiles into your city, shuffle the tiles you have left and fill the gaps without looking at the tiles!*

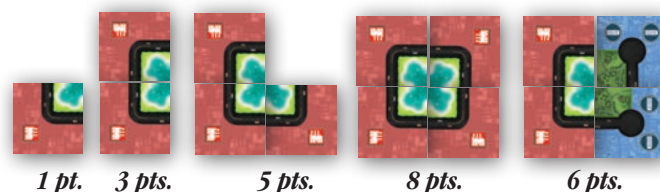
After scoring all of the tiles go back into the bag, and a new round begins.

## HOW TO SCORE

*You score for the zones you have in your city, you score points if you have the Longest Road, and you get to score your parks and lakes if you grabbed the tree! Keep track of your own points on your player board!*

First, if you grabbed the tree, score all your lakes and parks!

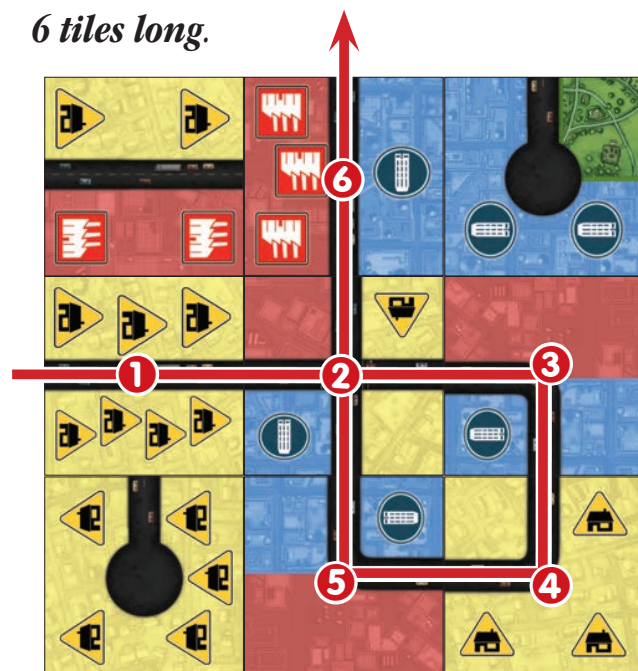
*The bigger each of your lake zones are, the more points they are worth! The same goes for your park zones. Park and lake zones do not combine for points.*



Next, if you have the Longest Road, you score 3 more points!

*Pretend you have a car, and your car can't go backwards. Use your finger to “drive” along your longest road. Count every tile you cross, but don't count a tile twice!*

*This road is 6 tiles long.*



Finally, each player scores all of the zones in his or her city!

*Check every zone in your city. Each separate zone can score you points if there are enough buildings in that zone.*

*This Yellow Zone (2 buildings, 0 pt.)*

*This Red Zone (5 buildings, 2 pts.)*

*This Yellow Zone (3 buildings, 1 pt.)*

*This Yellow Zone (9 buildings, 3 pts.)*

*\* Any zone with 1 or fewer buildings is worth 0 points.*



*This Park Zone (1 area)*

*This Blue Zone (3 buildings, 2 pts.)*

*This Red Zone (0 buildings, 0 pts.)*

*This Blue Zone (0 buildings, 0 pts.)*

*This Yellow Zone (3 buildings, 1 pt.)*

## Zone Points

Yellow	0 to 2 buildings	0 points
	3 to 6 buildings	1 point
	7 to 12 buildings	3 points
	13+ buildings	5 points
Red	0 to 1 building	0 points
	2 to 5 buildings	2 points
	6 to 8 buildings	4 points
	9+ buildings	6 points
Blue	0 to 1 building	0 points
	2 to 4 buildings	2 points
	5 to 7 buildings	5 points
	8+ buildings	7 points

## HOW TO WIN

If someone gets 150 or more points, play one more round. The player with the most points after that round is the winner!

*That's Mad City! We hope you like it!*

*If you want to make the game even more exciting, play the Standard Game. You have to score smaller zones a few times before they are worth points, and you can risk points if you think you have the most buildings of a type, or the longest road!*

*Also, if you have more questions about the rules, you can refer to the Base Game rules in the rule book.*