Ginkgopolis (2012)

2-4 Players   Designer: Xavier Georges

Build the city and control area.   Play until out of tiles 2nd time. 60 minutes

Board Setup

- Randomly place the **9 Building Tiles** numbered 1-3 of the 3 colors in a 3x3 square. Place the **12 Urbanization tokens** A-L around the outside of the square in alphabetical order
- Shuffle the remaining Building tiles & form several face-down piles. *2p/3p*: remove 6 random tiles -> box
- Place the **Construction Site tokens** and **Success Points** [VPs] near the board
- Form a deck by shuffling the **12 Urbanization cards** [A-L] with the **9 Building cards** matching the starting building tiles. *2p/3p*: discard the 1st 7 cards face-up next to the deck [players can see them]
- Sort the remaining Building cards by color & order each stack numerically

Player Setup

- Players get a **screen** in chosen color & **2 New Hand tokens**
- Use **resources** per player count: *2p*=25 resources   *3p*=20 resources   *4p*=18 resources   *5p*=16 resources each. Remaining resources -> box
- Shuffle & deal each player **4 Character cards**. Draft by choosing 1 & passing remainder to the left until each player has chosen 3 cards. Return remaining Character cards -> box
- **Take the resources, tiles & VP as indicated on selected Character cards** & place behind player screen. After taking resources, place the remaining in a general supply – they are not available to the player until earned during play
- Form player's tableau, grouping face-up Character cards by action at the bottom of the card
- Pick a start player & award the 1st Player card

End Game & Scoring

- When the tile supply is exhausted for the 1st time, players simultaneously return any # of tiles to the supply face-down for 1 VP each. Shuffle the returned tiles to form a new supply. Take any owed tiles from the new supply
- The game ends when the tile supply is exhausted for a 2nd time **or** a player has placed all their resources in the city. Finish the current round & proceed to scoring

- VP earned during game play
- VP for cards in your tableau with endgame bonus [cards with "=" icon]
- +2 VP for each unused New Hand token [leftover resources & tiles have no value]
- VP for City Scoring
    - A district must consist of at least 2 tiles of the same color to score [single tiles do not score]
    - The player with the highest # of resources in the district scores VP = total of all resources present in the district
    - The player with the 2nd highest # of resources scores VP = # of their own resources in the district
    - Tie: tied player with tallest building wins. Still tied: tied player with tallest building showing the highest # wins
    - If all the resources in a district belong to a single player, they win both 1st and 2nd VPs [*2x VP per resource*]
- Most VP wins. Tie: no tiebreaker

Endgame Bonus Cards

	+1 VP for each resource you have on a blue, yellow, or red building		+1 VP for each 1-floor and 2-floor building you own
	+2 VP for each card with a Construction bonus in your tableau including Characters		+3 VP for each 3-floor or taller building you own
	+2 VP for each card with an Exploiting bonus in your tableau, including Characters		+9 VP if in your tableau
	+2 VP for each card with an Urbanizing bonus in your tableau, including Characters		+2 VP for each blue, red, or yellow card in your tableau, including Characters

Ginkgopolis (2012)

Game Play

- Deal each player 4 cards
- Players simultaneously choose 1 card from their hand [and possibly 1 tile] & place them face-down
- Before selecting a card, in turn order, you may discard a New Hand token to discard your hand & draw a new one
- Starting with the 1st Player & proceeding clockwise, reveal played card [and tile] and resolve the action

Exploit - play a card by itself [without a tile] & take items based on the type of card played
- **Urbanization card [A-L]** - take either a tile **or** resource from the general supply
- **Building card** - take the items based on the color of card: Red 4 = resources   Blue 4 = tiles   Yellow 4 = VP.
  Take the # of items = level of the Building played [i.e. a red level 3 building generates 3 resources]
- Gain any *Exploiting* bonuses from the cards in your tableau
- Place the played card in the discard pile face-up

Urbanize - play an Urbanization card with a tile & place the tile [+1 resource] in the space of the Urbanization letter
- Find the Urbanization token matching the card played. Place the tile in that space, along with 1 resource from
  behind your screen & a Construction site token . *Tip*: you can put the Construction site token on your face-down
  card when played to help remember to place it on the tile
- Relocate the Urbanization token to one of the available spaces adjacent to the placed tile, keeping alpha order
- Take items based on any buildings orthogonally adjacent to the placed tile. Like Exploiting those buildings, the # of
  items = level of the adjacent buildings
- Gain any *Urbanizing* bonuses from the cards in your tableau
- Place the played card in the discard pile face-up

Construct - play a Building card with a tile & place the tile [and x resources] on the Building tile of the card played
- If the building has resources on it, return them to the player along with 1 VP per resource from the supply. That
  player places the resources behind their screen [not into supply]. You don't get VP for building on your own tiles
- Stack the tile on the tile of the Building card played & place resources = level of the building from behind your screen
  - If the color of the placed tile is different than the existing Building, pay 1 extra resource -> supply
  - If the # of the tile being played < # of tile being covered, pay the difference in VP -> supply
- *Note:* if you don't have the items necessary to place a tile, take the tile back & perform an **Exploit** action for the card
- Place a Construction site token on the tile. *Tip*: you can put the Construction site token on your face-down card
  when played to help remember to place it on the tile
- Gain any *Construction* bonuses from the cards in your tableau [not including played card]
- Place the played card *into your tableau*, grouping face-up cards by action at the bottom of the card

Next Round

- After all player actions are resolved, pass your remaining 3 cards [and 1st player card] to the left. Starting with the
  1st player, deal 1 card to make a hand of 4
  - If the deck is empty, immediately stop play & rebuild it. Retrieve the Building cards for each of the Construction
    tokens in play, then return the tokens to the supply. Combine the new cards with the discard pile & shuffle to
    form a new deck. *2p/3p*: discard the 1st 7 cards face-up next to the deck [players can see them]