

Underwater Cities Frequently Forgotten Rules

Setup

2p: 7 **Symbiotic** Cities, 17 Regular Cities

3p: 10 **Symbiotic** Cities, 17 Regular Cities

4p: 13 **Symbiotic** Cities, 17 Regular Cities

Do not forget "**Action Cloning Tile**" gets added in **4p** (1st person to take it can use taken spot)

Each Player:

* 1 Board & Starting City

* 2 Blue/1 Brown Metropolis

* 6 Era I cards (Discard down to 3)

* 1 Assistant (Expansion ones, deal 2/choose 1)

* 1 **Steelplast**/1 **Kelp**/1 **Science**/2 **Credit**

Boards 1-4: Regular Game

Boards 5-8: Asymmetrical Boards

Boards 9-12: Museum Expansion

Boards 13-16: Metropolis Choice Boards

Starting Turn Order Track:

1st Player goes below the Turn Order Track

2nd Player goes in Space 4 (No Bonus)

3rd Player goes in Space 3 (1 **Credit** Bonus)

4th Player goes in Space 3 (1 **Credit** + 1 **Steelplast** Bonus)

Biomatter is a wild resource ONLY for building Cities, Buildings & Tunnels (It may only replace **Kelp** or **Steelplast**)

Biomatter may also be used instead of **Kelp** to Feed Cities

Cannot place Action card in Tableau if it is played Off Color

Optional: 3 Contract cards

Cities

* You may build a City on any location that is 1 spot away from another City even if the location is not Connected by Tunnel

* If the location is more than 1 spot away, you CANNOT build there even if you have Tunnels leading to it

* Cities DO NOT Produce or Consume if they are not Connected by Tunnels to Start City

* Buildings w/o Cities or are on UN-Connected Cities DO NOT Produce

* Cities that are not Connected DO NOT Consume **Kelp** & DO NOT score points

Tunnels

* Must be Connected to Start City

* May always place if 1 away from another Tunnel

* Don't require Cities on a location to build them

* Can be built far away as long as you can trace back to Start City

* A Tunnel DOES NOT Produce unless it is adjacent to a City

* **Metropolis:** A Connected Metropolis will Produce (but DOES NOT cause adjacent Tunnels to Produce)

** **CONNECTED:** Means you can trace back to the Start City via a Tunnel Network

Buildings

* May place adjacent to a City OR a location where a City could be built (1 away from another City even if no Tunnel exists)

* Buildings DO NOT Produce if not on a Connected City

* Buildings have no beneficial effects until on a Connected City

Cards that mention Building DO NOT work unless on a Connected City

Underwater Cities: New Discoveries

Variants & Museum Expansion

Quick Start Tile Variant

None of the regular starting resources

All Players start below Turn Order Track with No Bonuses

Deal #Players + 1 Quick Start Tiles

Draft tiles in Reverse Turn Order & collect resources

Start game in Round 2

Metropolis Race Variant (Boards 1-12)

All Players get a random Brown Metropolis

Deal #Players + 1 Blue Metropolis tiles face up to table

Deal #Players + 1 Green Metropolis tiles face up to table

1st time a Player Connects to a Metropolis space, Draft 1 available Blue Metropolis tile

2nd time a Player Connects to a Metropolis space, Draft 1 available Green Metropolis tile

Metropolis Choice Variant (Boards 13-16)

Look in the lower right corner of your board to tell how many random Metropolis tiles to draw

Choose 1 Metropolis of each color (Brown, Blue, & Green)

Museum Expansion (Boards 9-12)

Each Player gets 5 Discovery tiles of their color

Shuffle tiles & randomly place them Face Down on the Player Board

Special Cards & Tiles on the Museum board are placed Face Up

When Players build a site with a Discovery icon, it may be used

- * Turn Discovery Tile over & receive bonus
- * Place tile on Museum board & receive that bonus
- * Tiles must be placed in Group I first, then Group II, III, IV, and finally V