London Quick Rules

Each turn **draw 1 card**, and then choose 1 of the following:

1. **Play Cards** (play any quantity.)

    A. Place card on top of another card or start a new stack in your Building area.
    B. Discard one card of the same color to the Card Display.
    C. Payment to play card is noted on top left, text on the top portion of card can be utilized ea turn.

2. **Activate Cards** (Run City)

    A. Activate in any order some or all face up cards in your Building area.
    B. Follow instructions on stone base (payment/rewards/flip card.)
    C. Calculate poverty points.

3. **Buy Land**

    A. Place building token in a district (must be adjacent to another building of any color.)
    B. Pay amount shown on the board.
    C. Draw cards in amount shown on board.
    D. Collect VP shown on board at the end of the game.

4. **Take 3 Cards:** If cards available are less than 3, take all remaining. If no cards available you can take this action and do nothing.

Other Rules

1. **Underground Tokens:** Used with Underground card. Place Underground tokens in districts adjacent to another Underground token. Scores 2 extra VPs each for whoever has a building in that district.

2. **Card Display Discard:** Discard to top row first then bottom row if top is full. If both rows are full remove top row and move bottom row to top.

3. **Scoring Poverty Points:** Add: Number of card stacks in your Building area + Total number of cards in your hand – Total number of districts you own.

4. **Two Player Variant:** (1) No two face up cards can be the same in your Building area (2) Place a 3rd fictitious player's house in any adjacent district when the Card Display gets full (3) Discard X number of cards from the top of the draw stack (according to the number of cards the fictitious player would draw from that district.)