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Chantal et François ont créé l'Escale à jeux en 2013. Depuis l'été 2022, Isabelle et Raphaël leur ont succédé. Ils vous accueillent à Sologny (Bourgogne du sud), au cœur du Val Lamartinien, entre Mâcon et Cluny, à une heure de Châlon-sur-Saône ou de Lyon, une heure et demi de Roanne ou Dijon, deux heures de Genève, Grenoble ou Annecy et quatre heures de Paris (deux heures en TGV).

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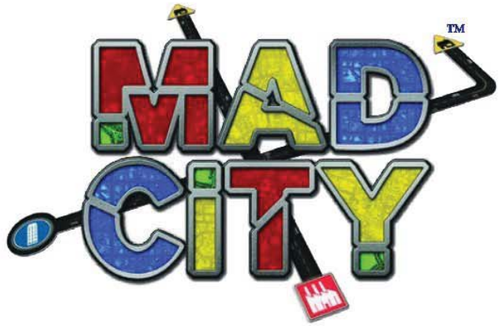


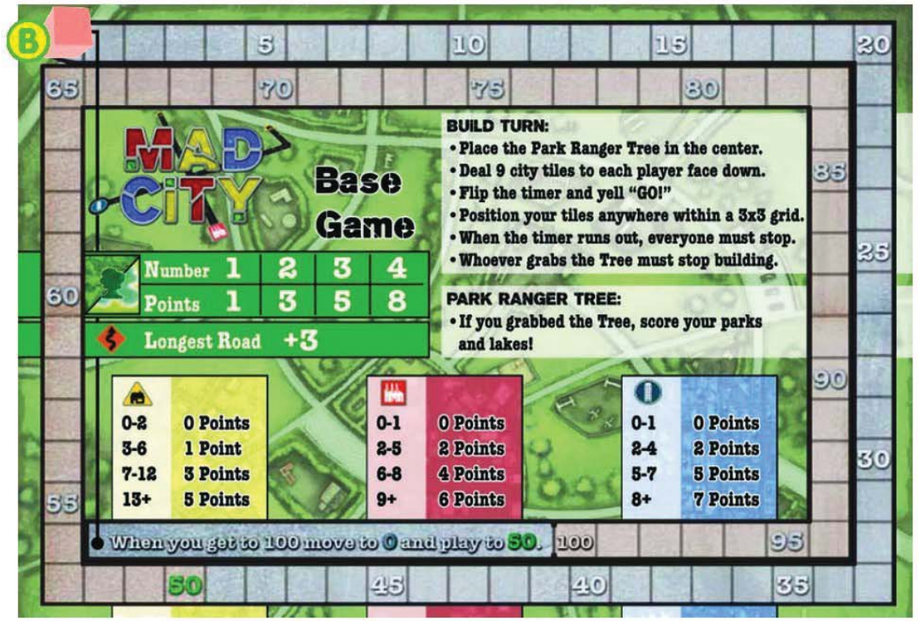
Mode Démo

Bienvenue à Mad City ! ™ Nous sommes là pour vous aider à lancer votre premier jeu le plus rapidement possible !

S'il y a quelque chose que vous ne comprenez pas, consultez les règles habituelles pour plus de détails !

Mise en place

1. Mettez toutes les tuiles avec Mad City imprimé au dos dans le sac. (A)
2. Prenez un plateau de joueur et un cube de score. Placez le cube sur la case "0" du jeu de base, en face (B)
3. Placez l'arbre Park Ranger en bois au milieu de la table, où tout le monde peut l'atteindre. (C)
4. Placez le chronomètre au milieu de la table, visible de tous. (D)
5. Piochez au hasard 9 tuiles dans le sac et empilez-les face cachée devant vous (E). Passez le sac au joueur à votre gauche. Continuez ce processus jusqu'à ce que tous les joueurs aient 9 tuiles.
6. Laissez tout le reste dans la boîte de jeu. Toutes ces tuiles sont pour une autre version du jeu.



But du jeu

Ici, à Mad City, nous prenons le zonage et la construction très au sérieux… Mais nous ne sommes pas très bons en cela.

Vous êtes tous des bâtisseurs de villes, faisant la course contre le temps et les uns contre les autres afin de construire la meilleure ville. Vous organiserez vos tuiles de ville afin de marquer des points pour les zones résidentielles, industrielles et urbaines, et vous affronterez vos adversaires pour marquer des points bonus pour vos lacs et parcs.

Vous jouerez plusieurs tours jusqu'à ce que quelqu'un marque 150 points. Jouez ensuite un dernier tour. Celui qui gagne le plus de points est le gagnant !

Bon, assez bavardé, vous feriez mieux d'y aller. Vous avez une ville à construire, et seulement une minute pour le faire !

Aperçu

Vous allez essayer de construire une ville en une minute ! Vous marquez des points en regroupant des côtés similaires !

Parfois, cependant, vous marquez plus de points si vous séparez vos zones !

Les zones sont des aires qui sont de la même couleur, seules sur une tuile ou sur deux ou plusieurs tuiles se touchant par les côtés (voir l'exemple au verso).

Emparez-vous de l'arbre Park Ranger pour marquer un bonus pour vos parcs et lacs. Mais une fois que vous l'avez pris, vous ne pouvez plus toucher ni déplacer les tuiles de votre ville.

COMMENT JOUER

Au début de chaque tour, un joueur compte « 1, 2, 3 » puis retourne le sablier.

Vous avez tous 1 minute pour construire votre ville. À la fin, votre ville doit ressembler à un grand carré de 3 x 3 !

Peu importe comment vous construisez ou comment les tuiles sont orientées tant qu'elles tiennent dans un carré.

Si vous avez fini d'organiser vos tuiles, vous pouvez saisir l'arbre Park Ranger.

Si vous attrapez l'arbre, vous seul marquez des points bonus pour les parcs et les lacs !

Mais si vous l'attrapez, vous ne pourrez plus toucher vos tuiles pour le reste de la manche !

Lorsque le sablier est terminé, vous ne pouvez plus modifier votre ville !

Si vous n'avez pas mis les 9 tuiles dans votre ville, mélangez les tuiles qu'il vous reste et remplissez les vides sans regarder les tuiles !

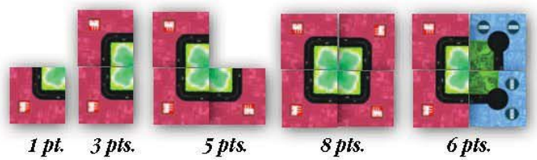
Après avoir marqué toutes les tuiles, retournez dans le sac et un nouveau tour commence.

COMMENT MARQUER

Vous marquez pour les zones que vous avez dans votre ville, vous marquez des points si vous avez la route la plus longue, et vous marquez vos parcs et lacs si vous attrapez l'arbre ! Gardez trace de vos points sur votre plateau de joueur !

Premièrement, si vous avez pris l'arbre, comptabilisez tous vos lacs et parcs.

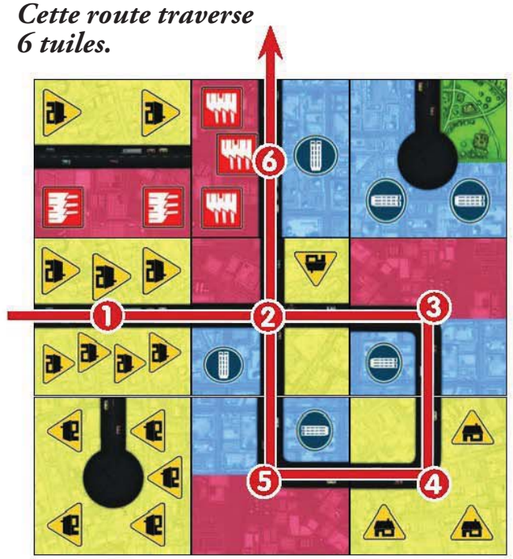
Plus chacune de vos zones de lac est grande, plus elle rapporte de points ! Il en va de même pour vos zones de parc. Les parcs et les lacs sont indépendants.



Ensuite, si vous avez la route la plus longue, marquez 3 points de plus.

Plus chacune de vos zones de lac est grande, plus elle rapporte de points ! Il en va de même pour vos zones de parc. Les zones de parc et de lac ne se combinent pas pour les points.

Cette route traverse 6 tuiles.



Enfin, chaque joueur comptabilise toutes les zones de sa ville !

Vérifiez chaque zone de votre ville. Chaque zone peut séparément vous rapporter des points s'il y a suffisamment de bâtiments dans cette zone.

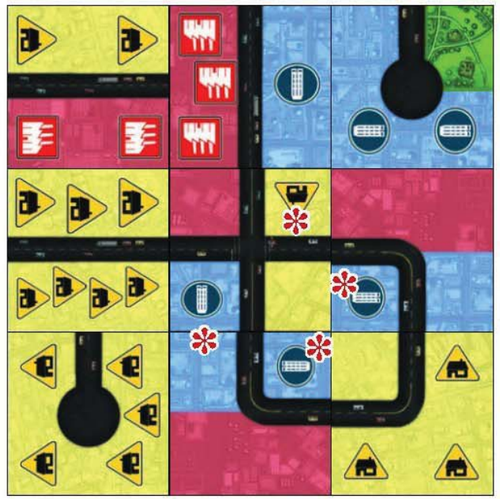
Cette zone jaune *(2 bâtiments, 0 pt.)*

Cette zone rouge *(5 bâtiments, 2 pts.)*

Cette zone jaune *(3 bâtiments, 1 pt.)*

Cette zone jaune *(9 bâtiments, 3 pts.)*

Chaque zone avec 0 ou 1 bâtiment ne marque aucun point.



Cette zone de parc *(1 aire)*

Cette zone bleue *(3 bâtiments, 2 pts.)*

Cette zone rouge *(0 bâtiment, 0 pt.)*

Cette zone bleue *(0 bâtiment, 0 pt.)*

Cette zone jaune *(3 bâtiments, 1 pt.)*

Points des zones

Jaune	0 à 2 bâtiments	0 pt
	3 à 6 bâtiments	1 pt
	7 à 12 bâtiments	3 pts
	13 bâtiments ou +	5 pts
Rouge	0 à 1 bâtiment	0 pt
	2 à 5 bâtiments	2 pts
	6 à 8 bâtiments	4 pts
	9 bâtiments ou +	6 pts
Bleu	0 à 1 bâtiment	0 pt
	2 à 4 bâtiments	2 pts
	5 à 7 bâtiments	5 pts
	8 bâtiments ou +	7 pts

COMMENT GAGNER

Si un joueur totalise au moins 150 points, jouez une dernière manche. Le joueur qui a le plus de points gagne la partie.

C'est ça Mad City ! Nous espérons que vous aimez le jeu.

Si vous voulez rendre le jeu encore plus excitant, jouez au jeu standard. Vous devez marquer plusieurs fois des zones plus petites avant qu'elles ne rapportent des points, et vous pouvez risquer des points si vous pensez avoir le plus de bâtiments d'un type, ou la route la plus longue !

Si vous avez d'autres questions sur les règles, vous pouvez vous référer aux règles du jeu de base dans le livre de règles.

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Traduction française : François Haffner
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MAD CITY™

The manic game of parks and re-creation by Kane Klenko

For 1-6 players, ages 8+
Takes 30-45 minutes

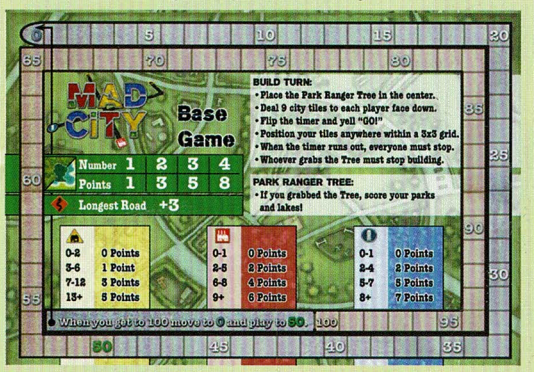
Overview

Welcome to Mad City™, where we take zoning very seriously … we're just not very good at it.

Players take on the roles of city builders, and will race against time and each other in order to build the most lucrative city. You will be arranging your city tiles in order to score for Residential, Industrial, and Urban areas, and racing against your opponents in order to score bonus points for your lakes and parks. But that's enough chit-chat … you'd better get to it … you have a city to build, and only one minute to do it …

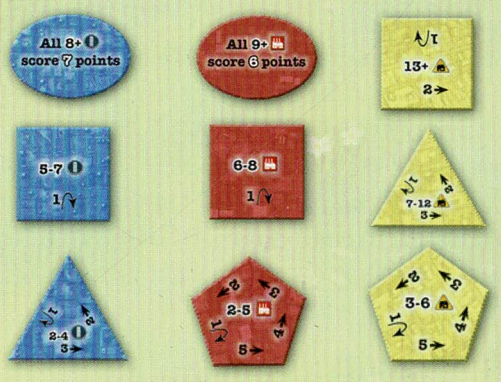
Components

6 double sided player boards (base/standard)



6 score cubes
(1 for each player)

1 Park Ranger Tree



54 Scoring tokens
(6 sets, each with: 3 blue, 3 red, 3 yellow)

60 second timer

54 city tiles

24 Contractor tokens
(6 sets, each with: 1 blue, 1 red, 1 yellow, 1 road)

BASE GAME

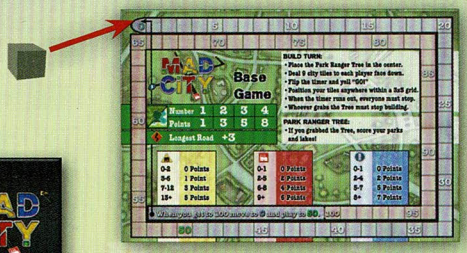
These rules detail the Base Game. You should use these rules for your first few games of *Mad City*. After that you can add the Standard Game rules to inject more excitement and challenges to your games.

SETUP

Place the *timer* within view of all players.

Place the *Park Ranger Tree* in the middle of the table within reach of all players.

Place your *player board* so that the Base Game side is up, and place a score cube on the 0 space of the score track.



Place the *city tiles* in the bag.

GAMEPLAY

A game of *Mad City* is played in a series of rounds. Each round plays the same way. The game ends when one or more players score 150 or more points.

A Round

To start a round, you, and each of the other players, draw 9 tiles. Stack the tiles facedown, Pass the stack of tiles to the player to your left.

Then, flip the timer. You have 1 minute to build your city by placing your tiles into a 3x3 grid.

Finally, you each score points for your own city.

Note: *If you have finished your city, you may grab the Park Ranger to receive bonus points (see page 4).*

CITY BUILDING

When everyone is ready, one player flips the timer and yells, "GO!"

You and the other players immediately begin building your cities.

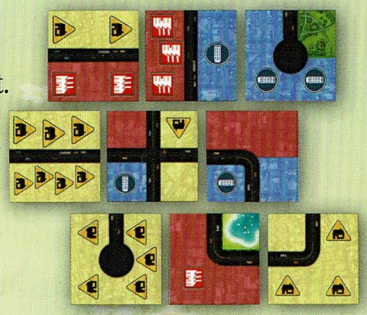
To build your city, flip your 9 city tiles face up and arrange them into a 3x3 grid. Tiles can be turned in any way you would like, as long as your tiles form a 3x3 grid.

None of the features on your tiles need to match up in any way. But, you can score more if they do.

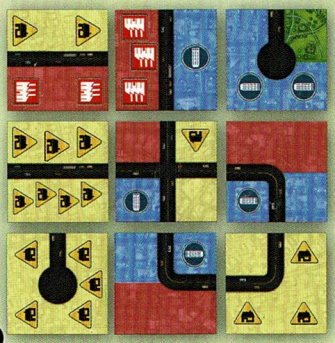
When the timer runs out, you must stop working on your city and proceed to scoring.

NOTE: *If you grab the Park Ranger Tree (see page 4), you may no longer move your city tiles, but you are free to watch the timer and call out when time has run out.*

If you have not completed your 3x3 grid when the timer runs out, shuffle your tiles that you did not place. Then randomly place each tile in the empty spaces in your 3x3 grid—just flip each tile up and put it into place without rotating it.



Illegal Layout
(offset tiles)



Legal Layout
(tiles align)

Areas & Zones

There are 5 types of areas in the game (some areas have building icons, some do not):

Residential – yellow background (with houses)

Industrial – red background (with factories)

Urban – blue background (with skyscrapers)

Lakes – deep blue

Parks – green

A *zone* ("zoning area") consists of all of the contiguous areas of the same color (yellow, red, blue, deep blue, green). Areas are not contiguous if they connect only at corners. Areas are not contiguous if they are separated by roads.

Zone Points

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

SCORING

First, mark any bonus points that you receive for the Park Ranger and for the Longest Road (see page 4) on your score track.

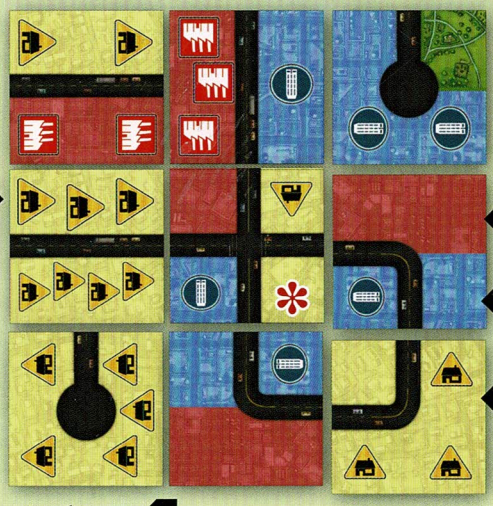
Then, score points for the buildings in each "zone" of your city. Each other player does the same. If you all agree, you can score these points simultaneously.

Zone Scoring

You score points for each zoning area (i.e., "zone") in your city based on the number of buildings in that zone (see the chart at the left).

Buildings in the same zone have the same building type: house, factory, or skyscraper.

Example: *In the city below, there are several different zones that are worth points. For yellow (Residential), each of the 2 yellow zones with 3 houses is worth 1 point. The large Residential zone in the lower left has 9 houses worth 3 points. For red (Industrial), there is a zone with 5 factories worth 2 points. For blue (Urban) there is a zone with 3 skyscrapers worth 2 points. The 3 blue zones in the center (✻) have ony 1 building each since they are only connected at the corners and /or separated by a road. The rest of the zones are also worth 0 points.*



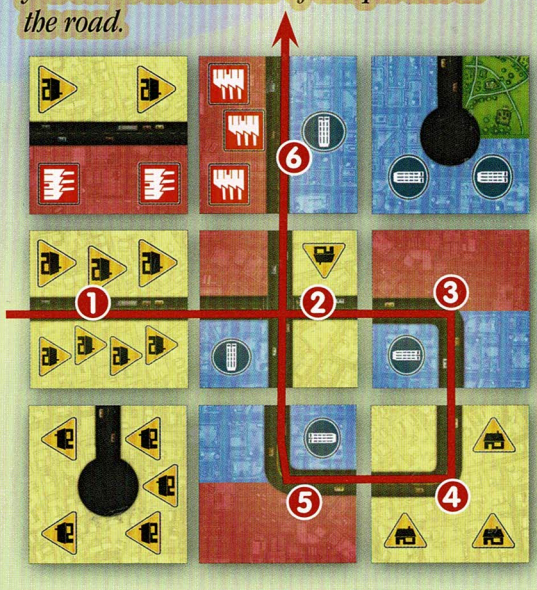
✻ *Each of the 3 blue buildings in the centeral portion of the city is in a separate zone and is worth 0 points.*

Longest Road

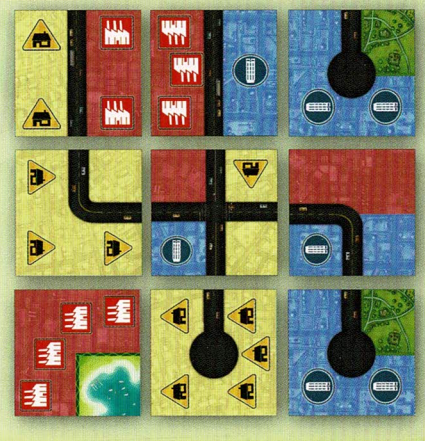
Count the number of tiles in your longest continuous road. Branches do NOT count.

If you have the longest road, you score 3 bonus points. If you are tied for the Longest Road, each tied player scores 3 bonus points.

Example: *The city below has a Longest Road of 6. Since the loop is still a continuous path without branches, it counts. However, the tile in the middle is only counted once since you count the number of unique tiles in the road.*



Example: *The city below has a Longest Road of 5. The longest continuous path is from top-left to bottom-right. The other road segments are either disconnected, or they are branches.*



The Park Ranger

During city building (before the timer runs out), you can grab the Park Ranger Tree and become the Park Ranger. As the Park Ranger, you score points for each lake zone and points for each park zone in your city. If you are not the Park Ranger, you score nothing for your lakes/parks.

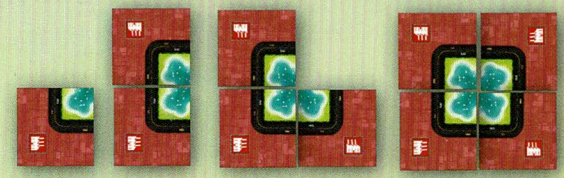
Note: *Each park zone must be scored separately from each lake zone.*

1 point – for each lake/park zone with 1 area

3 points – for each lake/park zone with 2 areas

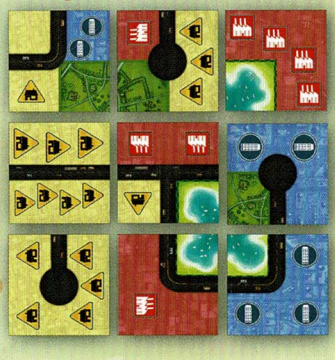
5 points – for each lake/park zone with 3 areas

8 points– for each lake/park zone with 4 areas



1 pt. *3 pts.* *5 pts.* *8 pts.*

Example: *Tina is the Park Ranger. She scores 10 points for her lakes and parks: 8 for her 3-area lake, 3 for her 2-area park, 1 for her 1-area lake, and 1 for her 1-area park. She moves her Score Cube forward 12 spaces on her Scoring Track.*



GAME END

If one or more players has 150 points or more at the end of a round, the game ends. If you have the most points, you win and are elected the Mayor of Mad City. If two or more players are tied, those players play one last round to determine the winner.

For a shorter game, play to 100 points.

STANDARD GAME

When playing the Standard Game, the Base Game rules remain in effect unless specifically noted below.

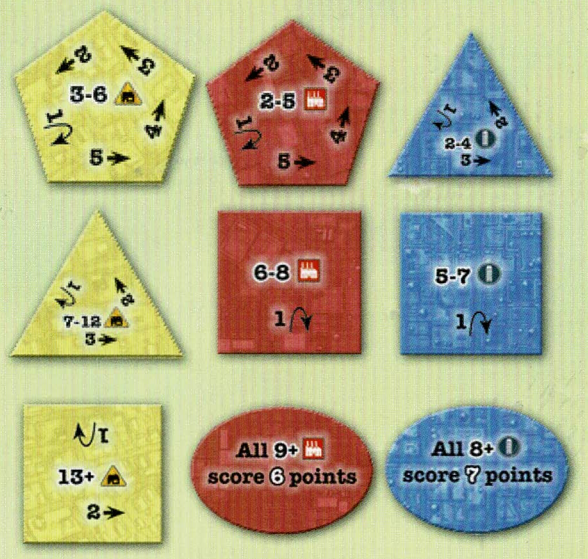
SETUP

Set up for the Base Game, but your player board should be Standard Game side up.

Keeping your starting tiles secret: *After you take 9 city tiles, stack them facedown and pass them to the player to your left.*

Then take one each of the Contractor tokens:

Take a set of Scoring tokens and place them next to your player board as shown below:



All Scoring tokens should have the side that says "All _____ score _____ points" face-down, and oriented so that the icon is facing you and the largest number with an arrow is at the bottom (see above). Please note that the oval-shaped tiles are the same on both sides. Therefore, they can start with either side up.

GAME PLAY

In the Standard Game, you build your city just as you do in the Base Game. However, you play to 100+ points, and bonus points and scoring are handled differently.

Bonus Point Tokens

In addition to the Park Ranger Tree in the middle of the play area, you start with 4 of your own Contractor tokens: Longest Road, Most Houses, Most Factories, and Most Skyscrapers.

- The Park Ranger Tree is used as in the Base Game, but you may **not** grab it if you have already scored 50 or more points.
- Longest Road is no longer awarded automatically—you may try to claim it by palming (taking into your hand) your Longest Road Contractor token **before** the timer runs out.
- Similarly, you may also try to claim Most Houses, Most Factories, and/or Most Skyscrapers. To do so palm the appropriate Contractor token(s) **before** the timer runs out.

Example: *Carter thinks that he has the Longest Road and also the Most Houses. So, before the timer ends, he palms the Longest Road and the Most Houses Contractor tokens. When the timer ends, he must hold them out in front of him in a closed fist.*

Scoring Points

In the Standard game, points are scored in a similar manner to the Base Game. However, zone scoring can be delayed. You can also score bonus points for Park Ranger, Longest Road, Most Houses, Most Factories, and Most Skyscrapers.

CITY BUILDING

At any time while building your city, you may grab the Park Ranger Tree. If you do, you must immediately stop building. In addition, you may palm Contractor tokens and still continue to build.

THE PARK RANGER

If you have 50 or more points at the beginning of a round, you may **NOT** grab the Tree.

If you have 50 or more points AND you do take the Tree, you do not score for your lakes and parks. Instead, each of the other players scores bonus points for his or her own parks and lakes.

CONTRACTORS

You may take any or all of your Contractor tokens into your hand before the timer runs out. The tokens are: Most Houses, Most Factories, Most Skyscrapers, and Longest Road.

Note: *It is legal to bluff the other players and hold out an empty, closed hand.*

SCORING

First, score any bonus points that you receive for the Park Ranger and for Contractor token.

Then, score points for the buildings in each "zone" of your city.

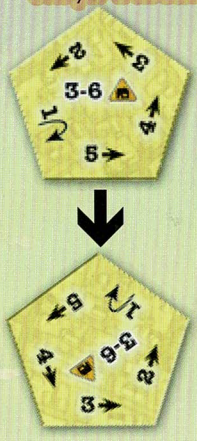
DELAYED ZONE SCORING

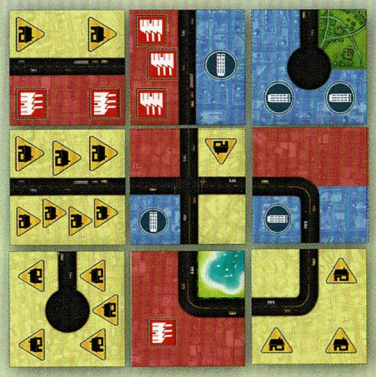
Scoring your zones in the Standard Game is quite different than in the Base Game. This is where your Scoring tokens come in.

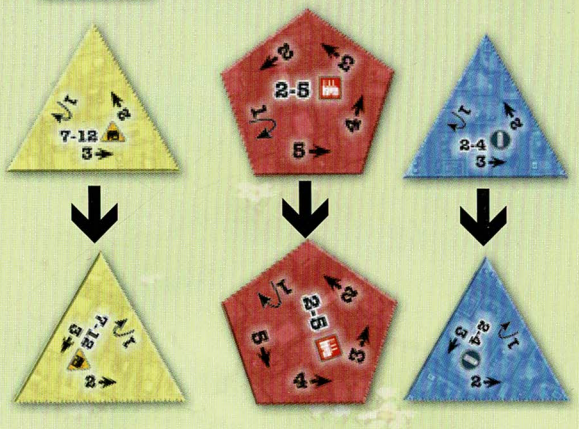
You have 9 different Scoring tokens, 1 for each combination of zone type & number of buildings (see the box on the next page). Instead of scoring immediately, you are required to build a number of zones of that type before you may score (as shown to the right). Two zones still score immediately (large Red and Blue Zones).

Use your Scoring Tokens to keep track of how many zones of each category you've created. Each time you build the number of buildings required for a category, rotate the corresponding Scoring token clockwise to decrease the number shown at the bottom edge. When the tile reaches the "1" edge, flip the tile over. You can now score points for this category normally (see page 3).

Example: *In the first round, Kallen builds the city below and scores. He built 2 yellow zones of size 3-6, so he rotates his "3-6 residential" yellow Scoring token (the 5-sided one) clockwise twice. Based on the other zones he built, he rotates his yellow/7-12 residential Scoring token once, and rotates his red/2-5 industrial Scoring token once. Finally, he rotates his blue/2-4 urban Scoring token once.*







Once you have flipped over a Scoring token, any time you build a zone in that category you can score that zone normally. For your convenience, the number of points you score is shown on the flipped Scoring token.

Zone Scoring Requirements

Yellow	3 to 6 buildings	5 zones
	7 to 12 buildings	3 zones
	13+ buildings	2 zones
Red	2 to 5 buildings	5 zones
	6 to 8 buildings	1 zone
	9+ buildings	none
Blue	2 to 4 buildings	2 zones
	5 to 7 buildings	1 zone
	8+ buildings	none

Example: *Carter has a Industrial zone in his city with 7 factories, but his 6-8 Industrial Scoring token is already flipped over. So, instead of rotating his Scoring token, he marks 4 points on his score track on his player board. He also has an Urban area with 8 skyscrapers in it. Since the 8+ Urban section does not have any numbers on its edge for rotating, he instead scores 7 more points.*

Contractors

When you take a Contractor token, you either earn 3 points or lose 2 points. So, be careful.

Most Houses – If any other player's city has a zone with more Houses than your largest residentual zone, you lose 2 points. Otherwise, you score 3 points.

Most Factories – If any other player's city has a zone with more Factories than your largest industrial zone, you lose 2 points. Otherwise, you score 3 points.

Most Skycrapers – If any other player's city has a zone with more Skycrapers than your largest urban zone, you lose 2 points. Otherwise, you score 3 points.

Longest Road – If the longest road in any other player's city is longer than your longest road, you lose 2 points. Otherwise, you score 3 points.

VARIANTS

This section presents some optional rules for *Mad City.*

2-PLAYER GAME

When playing the Standard Game with 2 players, we recommend that you set up a divider (e.g., a book) between the players so that they cannot see each other's cities. This will add tension to the Contractor choices.

EXTRA CITY TILE

When using one of these variants, you have 10 city tiles available but can only use 9 of them to score. **Note:** *2-5 players only.*

Draw 10, Use 9 – You are dealt 10 tiles instead of 9. You must still build a 3x3 grid, you just need to choose which 9 tiles to use.

Draw 9, 1 Common, Use 9 – Deal 9 tiles to each player and 1 face up to the middle of the table. Once per round, you can discard a City Tile to the middle and take the faceup tile to use in your city. You can only use one hand to make this swap, and must discard before taking the center tile.

SOLITAIRE

There are 3 different solitaire versions of *Mad City*: Puzzle Solitaire, Advanced Puzzle Solitaire, and Speed Solitaire.

Puzzle Solitaire

In this solitaire version, you play through 3 rounds trying to maximize your score. Normal rules apply except as noted.

Setup

Draw 8 face-down city tiles. Place these tiles to form a 4x4 grid (4 down the side and 4 across the top). These tiles are called Guide Tiles, and they are used to outline the grid onto which you play other tiles.

Setup your Scoring tokens and the city tile bag, but set aside the timer and the Park Ranger Tree.

Gameplay

Take a city tile from the bag. Then you must place it face-up anywhere in the 4x4 grid. Tiles need not be adjacent when placed. Continue this process until the entire grid is filled and your city is complete.

Once you place a tile and a new one has been drawn, the placed tile is locked in place and cannot be moved or rotated.

Scoring

- Score zone points as in the Standard Game.
- Score parks and lakes as follows:
  single = 0 pts double = 1 pt
  triple = 3 pts quadruple = 5 pts
- Score your longest road as follows:
  1-4 tiles = -5 pts 5-8 = 1 pt
  9-12 = 3 pts 13+ = 5 pts

Game End

Play through 3 full rounds (shuffling all tiles together between rounds). Your final score is the sum of the points scored in the three rounds.

Advanced Puzzle Solitaire

This is played in much the same way as the standard Puzzle Solitaire game, with one exception. After the City has been built, but before scoring, you have the option of making changes.

Start with the top right or the bottom left Guide Tile. Flip that tile faceup. Then, you may place that tile in any orientation on top of one of the tiles in the row or column that corresponds to that tile. If you do not place that tile, put it back, facedown.

You can start at the top right and proceed left and then down. Or, you can start at the bottom left and proceed right and then up.

Continue flipping guide tiles until all guide tiles have been evaluated, and then move on to scoring.

Speed Solitaire

Speed Solitaire is the same as Puzzle Solitaire except that instead of dealing one tile at a time, you have one minute to build a 4x4 city.

Deal 16 tiles and start the timer to build the best city you can! Play 3 rounds and score them the same as in Puzzle Solitaire.

Credits

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