This City Needs... Rules

Welcome to the city! Bad news: There are <u>lots</u> of problems. Good news: There are lots of jobs that can help!

Strength	💪
Study	🎓
Energy	🔋
Creativity	💡

In order to prove to the Boss that the city has improved, you need to connect roads to all four trophies representing the skills that the jobs use:
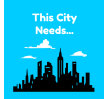
<u>Set up:</u> Place the 'Start' tile in the centre of your play area and the trophy tiles spread around it like so:

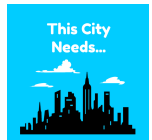Set the 'X' tiles to one side and shuffle the city tiles to form a face down deck.

Each player picks a job (except astronaut) and a re-roll token.

Assign the first player (the person who last did something helpful).

A turn begins with the player drawing a city tile, placing it so the road connects with an existing road and then resolve the tile effect.

There 3 types of tile:

Problem – Put forward one of your jobs and ask another player to do the same. For each skill on the problem, roll the red and blue dice. Each time you do, add your combined bonus for the skill to the blue, and the problem's bonus to the red. If the blue score is higher, you have fixed the problem, you can use the road! If the red score is higher, you have failed! Place an 'X' over the tile.
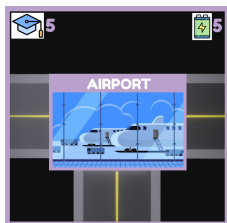
Job Test - Your chance to acquire a new job! Try to beat each skill number on the tile by rolling the blue dice and adding your best bonus. Level or higher? Get the job card that works there! Under? You failed the test, boohoo!

Ability - These tiles have a special ability when played, you can place them on the turn you draw them, or hold them and play them on a later turn instead of drawing a tile.
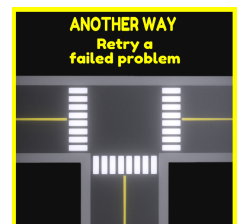
<u>Failed a roll? Don't worry!</u> If you can suggest something that your jobs would do to succeed, you can roll again!

Example – Teacher and Builder fail the Confusion Problem. Teacher player suggests "I put on a class and explain what everyone is confused about". Builder players says "I put signs everywhere so they don't get lost".

Still failed? Ask another player to use their re-roll token to let you re-roll one or both of the dice. Be careful! Once used, the token is discarded. (Players can only gain re-roll tokens if they drawing a city tile matching a job they already have).
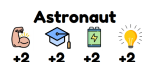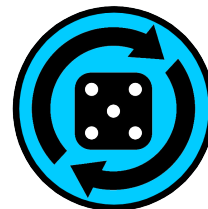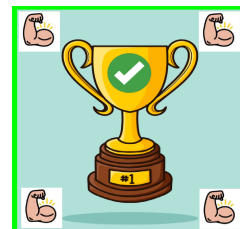
Astronaut
A very special job, and therefore no one can start with it. If you come across the space camp and pass each skill test, only then can be one!

Reaching a trophy
As soon as you connect usable roads to a trophy, flip it over to the side with a tick to show you have achieved it.

Game End - Lose
If you have an empty City Tile deck and have not reached all the trophies, you lose! The Boss will be very disappointed...

Game End - Success
As soon as you reach all the trophies, report back to the Boss. Hmm, it says to flip him over... Wait, he's angry at us!? We ruined his plan and now he wants to fight us!

Fighting the Angry Boss
The Angry Boss has every skill, his bonus is the number of players (X) plus 2. That means if there are 3 players, his bonus will be (3)+2 = 5.

You must try to defeat the Angry Boss like a problem, but this time <u>every player</u> can send a job for the skill roll.

Outcome - How well did you beat the Angry Boss?
0-1 Skills Won - The Boss convinced the voters that you are the problem with the city.
2 Skills Won - The Boss escapes to create more problems in the city.
3 Skills Won - The voters realise the Boss is the problem and vote a new Boss in. Angry Boss plots his revenge...
4 Skills Won - The Boss is destroyed! Never again will he bother the city.

Bored of the jobs? Make your own on the blank cards!

Boss

"We need to make this city great again! Reach all the trophies!"

Flip over when all trophies have been collected.

Angry Boss

X+2   X+2   X+2   X+2

"You weren't supposed to <u>actually</u> fix the city!"

Defeat the Angry Boss! (X = Players)