

DUSTIN DOBSON & MILAN ZIVKOVIC

AGUEDA

CITY OF UMBRELLAS

25th
CENTURY

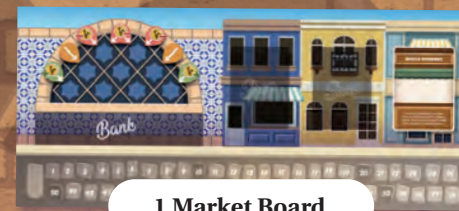
umbrella[®]
— PROJECT —

ÁGUEDA

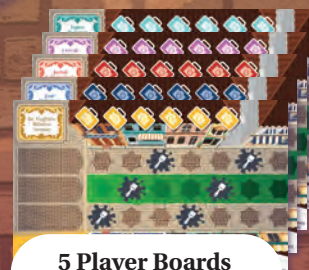
CITY OF UMBRELLAS

1-5
PLAYERS
AGE
10+
20-40
MINS

COMPONENTS



1 Market Board



5 Player Boards
(1 per player color)



5 Café Boards
(1 per player color)

5 Scoring Markers
(1 per player color)



30 Mural Tiles
(6 per player color)



18 Shop Cards



1 Bicycle Token



15 Tourist Tiles
(3 per player color)



20 Coins



30 Tourist Meeples
(6 per player color)



6 Wooden Shop Markers
(1 in each color)



120 Umbrella Tokens
(20 in each color)



1 Draw Bag



1 Solo End Game
Scoring Card



10 Tour Guide Cards
(Solo play)

SETUP

MARKET BOARD SETUP

1. Place the Market Board so it's accessible to all players. Place all of the coins on the designated space on the Market Board to create the bank.
2. Randomly draw 2 Shop Cards* and place them face-up on the designated spaces on the Market Board. Return all unused Shop cards back to the box.
3. Randomly draw and place 1 Wooden Shop Marker face-up on each  spot on each Shop Card. Then place all remaining Wooden Shop Markers face-up on the Agueda Souvenirs space on the Market Board.
4. Add all of the Umbrella Tokens to the Draw Bag and mix them up. Fill up the token area on the Market Board by randomly drawing umbrellas from the bag and placing them on the board. Umbrellas are placed on the top row first, then each subsequent row is filled in from left to right.



** When learning the game, the designers suggest using the Flora's Fancy Footwear and Isabella's Ice Cream Shop cards.*



PLAYER SETUP

Each player completes the following steps:

5. Choose a player color and take your matching Player Board, Scoring Marker, Mural Tiles, Tourist Meeples, and Tourist Tiles.
6. Place your Mural Tiles (umbrella side up) on your Café Board in a 2x3 grid forming the mural's art image.
7. Place your Tourist Tiles on the designated Tourist spaces on your Player Board in the same order as the Mural Tiles to the left.
8. Place 3 of your Tourist Meeples on the suitcase spots across the top of your Player Board. Take the remaining 3 Tourist Meeples and place 1 of them next to each row of the mural.
9. Place your Scoring Marker on the starting spot on the Market Board.
10. Take 2 coins from the bank.
11. Return any unused Player Boards, Scoring Markers, Tourist Meeples, and Tourist Tiles to the box.
12. Randomly determine a starting player.

HOW TO PLAY

GAMEPLAY

Starting with the first player and continuing clockwise, each player takes a turn by completing these steps in order:

DECORATE PHASE

1. PICK UMBRELLAS

Choose 1 diagonal line from the market and take all of the umbrellas from it.

If you choose the diagonal with 1 umbrella, you also gain 1 coin from the bank. In order to pick a column with 3 umbrellas, you must first pay 1 coin to the bank. Picking a column with 2 umbrellas is free (you don't gain or spend any coins).

2. PLACE UMBRELLAS

Choose 1 row on your Player Board where you will place all of the umbrellas you have selected. Starting with the leftmost empty space, place each umbrella one by one, from left to right, in the order of your choice. You may not skip any spaces.

You must place each umbrella that you selected. Any umbrellas you selected that do not fit in the row are discarded back into the bag.



3. UPDATE MURAL

After placing all umbrellas, check if you filled a space marked with the paint splatter and paintbrush. If you did, flip the Mural Tile that matches that umbrella's color to the opposite side.

If you placed an umbrella in a paintbrush space that matches the color of a Mural Tile that is already flipped, nothing happens.

Once you've flipped both Mural Tiles in the same row, you unlock the Tourist Meeple next to that row. Move that Tourist Meeple to a suitcase spot on the top of your Player Board.

Note that a newly unlocked Tourist Meeple may be used right away during the next step of your turn.



4. ATTRACT TOURISTS

Choose one of the following 3 options:

Attract 1 Tourist & Score

Take 1 Tourist Meeple from a suitcase spot, and place it on any open* Tourist Tile. Then, score that row. Choose one of the colors from the Tourist Tile, then score 1 point for each umbrella that matches that color for the entire row (including previously placed umbrellas).

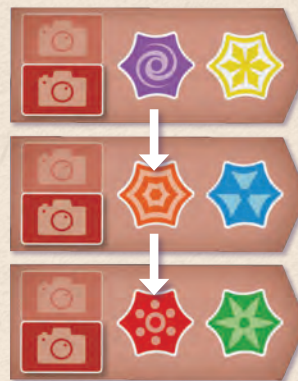
Attract 2 Tourists & Score

Take 2 Tourist Meeples from suitcase spots, and place them on any open* Tourist Tile to score that row. Score 1 point for each umbrella that matches either color of that Tourist Tile for the entire row (including previously placed umbrellas).

If all of your Tourist Meeples have already been placed, you may not Attract Tourists and must Take a Break instead.

Take a Break

If you have any placed Tourist Meeples, take them off of your Tourist Tiles and place them in the suitcase spots on your Player Board. Then shift the Tourist Tiles on your Player Board down 1 space, and move the bottom Tourist Tile up to the top row.



You may choose the Take a Break option to shift your Tourist Tiles, even if you do not have any tourists placed.

** A Tourist Tile is considered open ONLY when it is empty, containing no tourists on the tile.*

REFILL THE MARKET

As the last step of your turn, refill all empty spaces in the market following the setup placement rules (one at a time, starting from the top row and going from left to right) with random umbrellas from the bag.



GAME END & FINAL SCORING

The end of the game is triggered when any player fills all 3 rows of their Player Board. That player takes the Bicycle Token, then every other player takes one final turn. After that, players simultaneously complete their scoring as follows:

1. MURAL SCORING

Each player scores points for how much of their mural is completed:

2 points for 4 flipped Mural Tiles

4 points for 5 flipped Mural Tiles

6 points for 6 flipped Mural Tiles

2. SHOP SCORING

Each player scores for each Shop Card according to their scoring conditions.

3. EMPTY UMBRELLA SPACE

Each player scores -1 point for each empty space on their Player Board.

WINNING THE GAME

The player with the most points wins.

In the case of a tie, the tied players resolve the winner in order as follows:

- 1. Least empty spaces on Player Board*
- 2. Most completed mural*
- 3. Most coins*

If there is still a tie, the tied players share the victory.



SOLO MODE

SETUP

1. Set up everything exactly like the base game, using only 1 Player Board.
2. Choose your desired difficulty level from the Solo Mode End Game Scoring card. Place the Solo Mode card face up near the main board, then mark your desired difficulty level with a scoring token of another player color.
3. Shuffle all 10 Tour Guide cards and place them in a facedown deck near the difficulty card.
4. Place 1 Scoring Marker (from any of the remaining player colors) for the AI at the starting scoring space.

GAMEPLAY

1. Take your turn exactly as in the base game.
2. After Attracting Tourists/Taking a Break (**don't refill the market yet!**), flip over the top card of the deck. Follow the directions on the revealed card, keeping all umbrellas discarded by the AI in groups of the same color near the deck (do not place them in the bag).
3. Refill the market.
4. Repeat gameplay steps 1-3 until the game ends.



GAME END & SCORING

The game ends after revealing the final card of the deck and finishing the steps listed on that card. Then score the game.

1. Calculate all end game scoring for the AI, as listed on the Solo Mode End Game Scoring card.
2. The player calculates all end game scoring for themselves following all standard rules.

WINNING THE GAME

The player wins if their score is greater than the AI's score. If the AI's score is greater than or equal to the player's score, the player loses.



THE UMBRELLA PROJECT

ART FOR THE URBAN SPACE

**THE MOTTO IS COLORING
LIFE, BRINGING COLOR TO
GRAY SPACES AND MAKING
PEOPLE SMILE!**

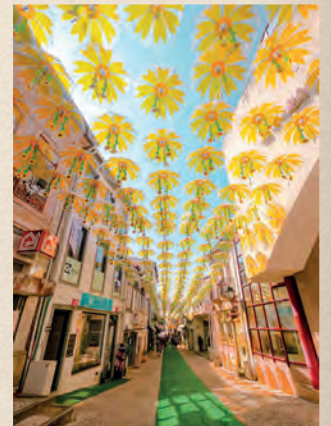


The "Umbrella Sky Project" was brought about in Águeda in 2012 by **Impactplan Art Productions**. The movement is composed of several colorful art installations spread all around the city, with the sky of floating umbrellas serving as the project's trademark. The simple yet beautiful idea brings color and protection to public spaces while also transporting people into a fantasy world!

This project has been on display through several countries, drawing a tremendous amount of public attention. This open-air experience also produces beautiful and viral images all over social media, attracting the attention of bloggers, photographers, and the press. These unique experiences have consistently had a positive impact on local tourism and economies. Architectural Digest recently acknowledged the umbrella streets as among the most beautiful in the world.

In Águeda, the art installations can be visited from July 1st until September 30th. In other cities, the dates and locations of the projects are regularly announced on social networks and at www.impactplan.pt.





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CREDITS

Game Design:

Dustin Dobson and Milan Zivkovic

Development and Production:

Chad Elkins

Illustrations: *Umbrella Sky Project*
by *Impactplan Art Productions.*

Graphic Design: *Matt Paquette & Co.*

Cultural Consultancy:

*Adriana Arnay, Patrícia Cunha,
and The Umbrella Project team*

Portuguese Translation:

Impact Plan & Nicolás De Bonis

The publisher would like to thank *The Umbrella Project* for their involvement in this game. Their excitement about bringing the beautiful city of Águeda to life was critical to what you see in this finished product.

