

## End of Game

After 10 rounds, proceed to end of game scoring.

INCOME/SCORE CALCULATIONS TABLE

| Size \ Height | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 |
|---------------|----|----|----|----|----|----|----|----|----|----|----|----|
| 5             | 11 | 13 | 16 | 20 | 25 | 31 | 38 | 46 | 55 | 65 | 76 | 88 |
| 4             | 7  | 9  | 12 | 16 | 21 | 27 | 34 | 42 | 51 | 61 | 72 | 84 |
| 3             | 4  | 6  | 9  | 13 | 18 | 24 | 31 | 39 | 48 | 58 | 69 | 81 |
| 2             | 2  | 4  | 7  | 11 | 16 | 22 | 29 | 37 | 46 | 56 | 67 | 81 |
| 1             | 1  | 3  | 6  | 10 | 15 | 21 | 28 | 36 | 46 | 56 | 67 | 79 |

## End of Game Scoring

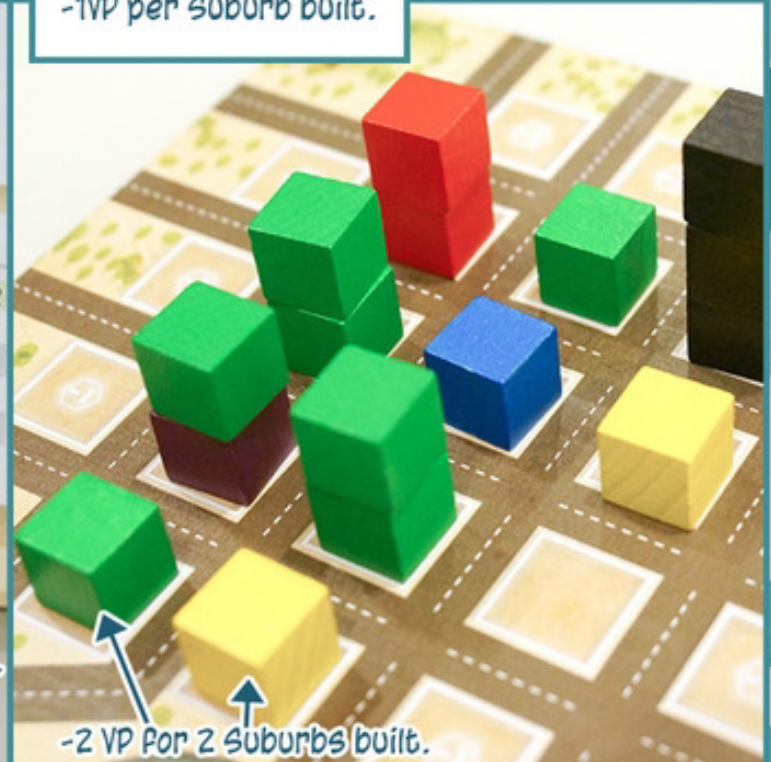
1 VP for every \$5.

INCOME/SCORE CALCULATIONS TABLE

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| 5             | 11 | 13 | 16 | 20 | 25 | 31 | 38 | 46 | 55 | 65 | 76 | 88 |
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Red player gets 17 VP. Green player gets 16 VP.

-1VP per Suburb built.

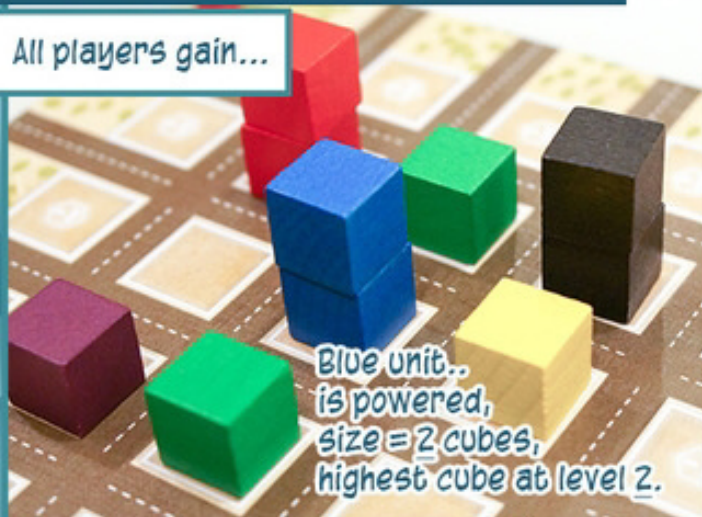


Powered Green VPs.

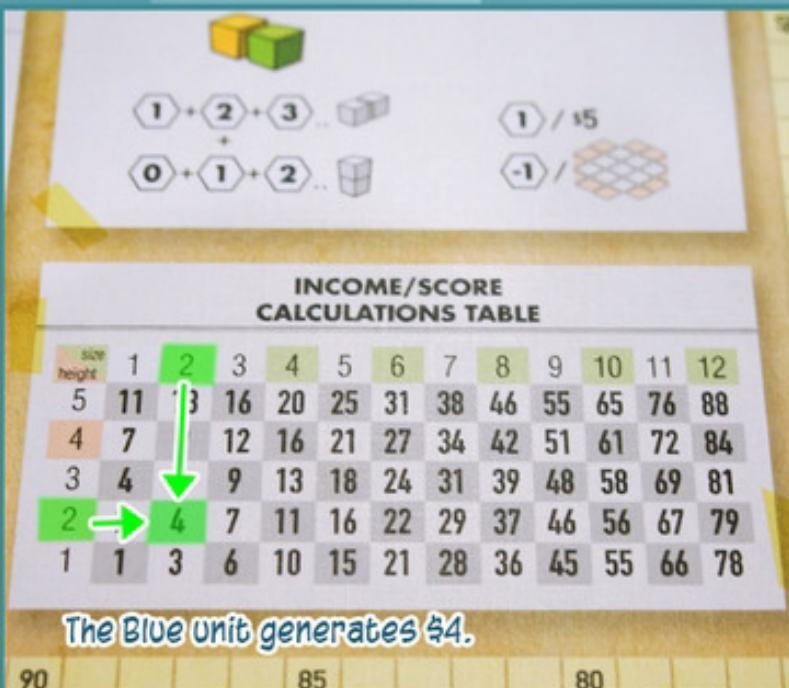


## 4 Tax Revenue Phase

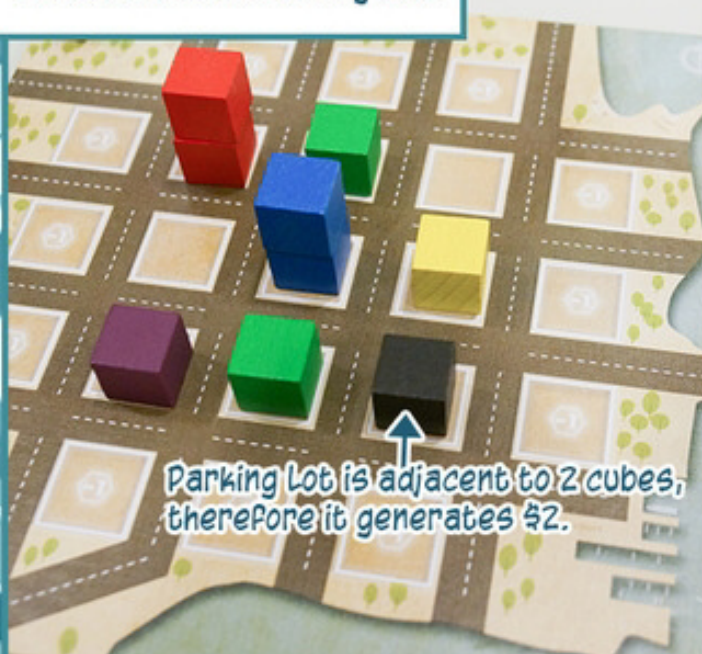
All players gain...



1. Revenue From Blue (powered).



2. Revenue From Parking Lot.



3. Revenue From City Hall (purple) = \$1.



## 5 Public Works Phase

In reverse player order, each player may buy:  
1 Yellow, or  
1 Black.

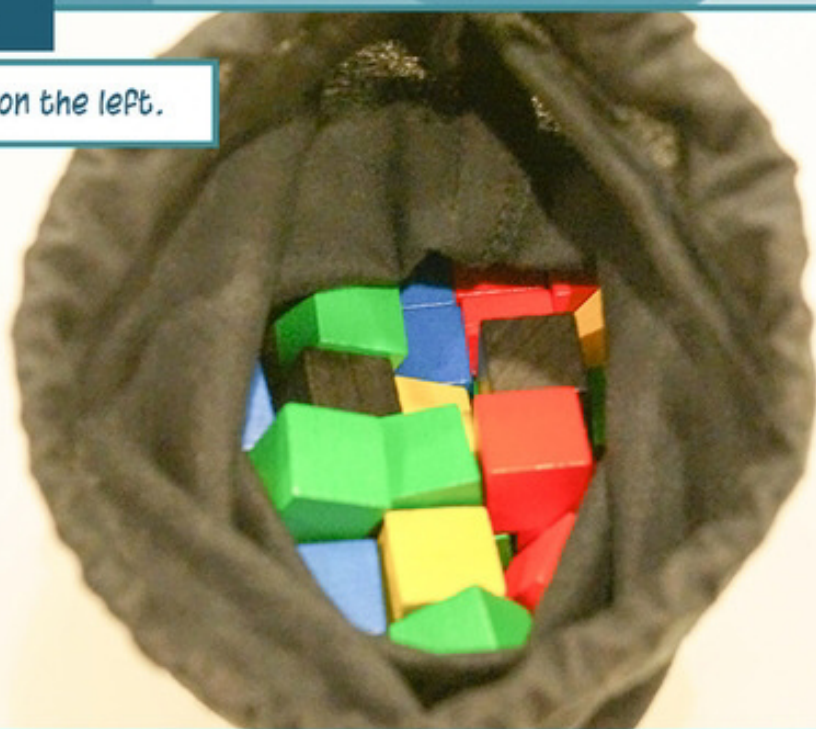
Cost = \$5 + \$5 x existing cubes in town.

Buying the 3rd Black cube  
costs \$15.

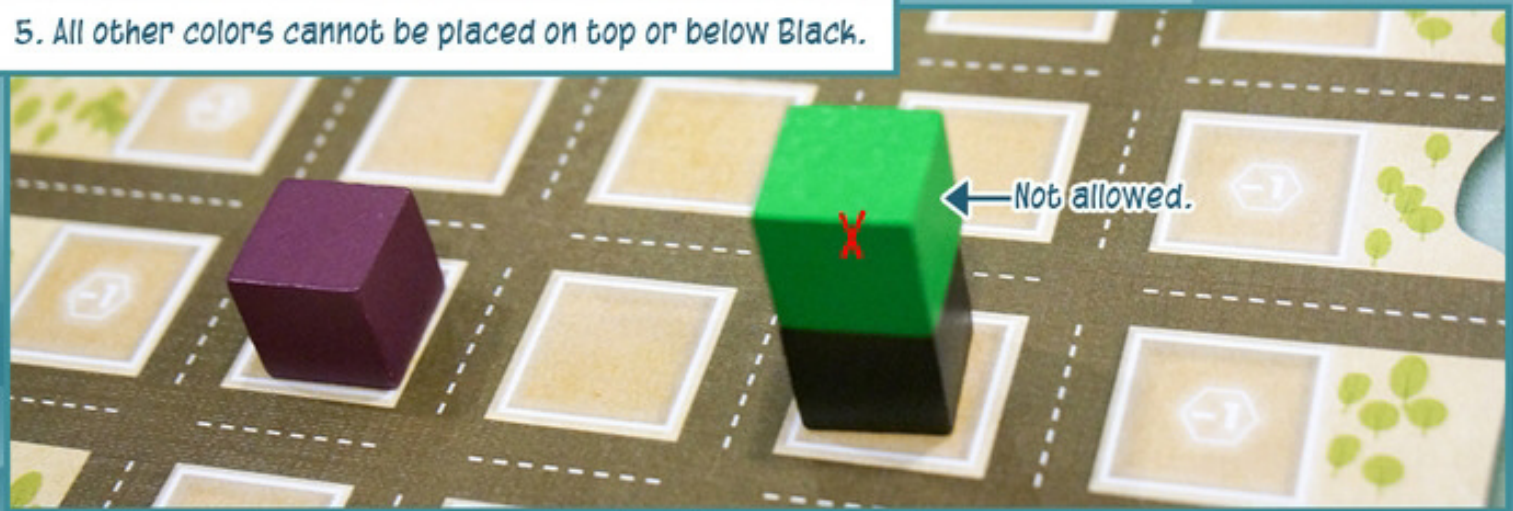
← Buying the 2nd Yellow  
cube costs \$10.

## End of Round

Pass the bag to player on the left.



5. All other colors cannot be placed on top or below Black.



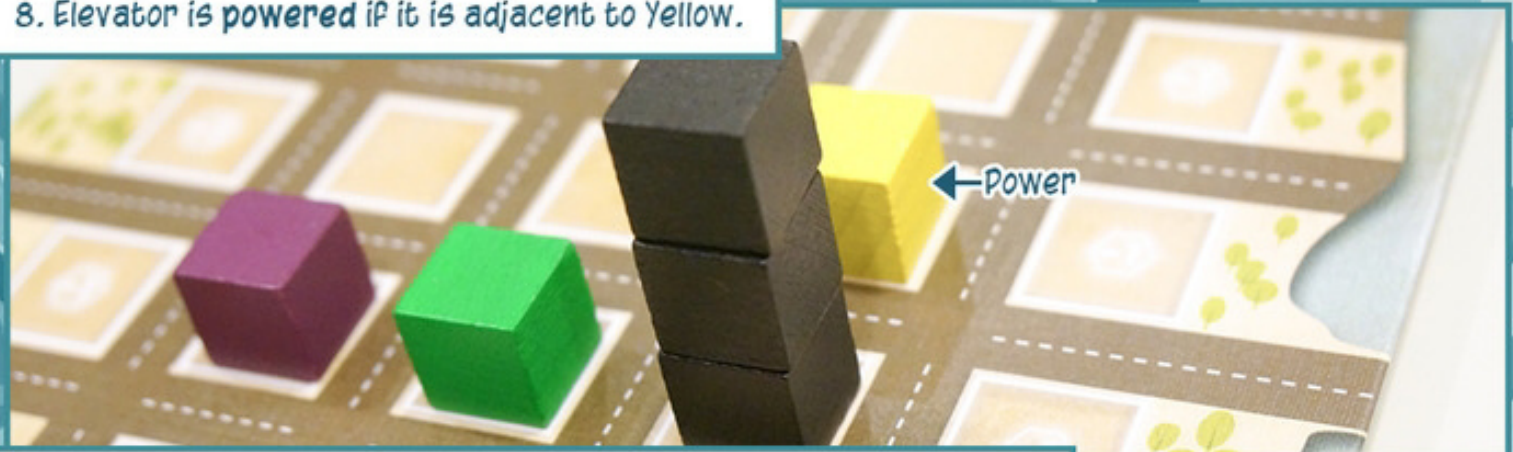
6. Single Black tower on level 1 = Parking Lot.



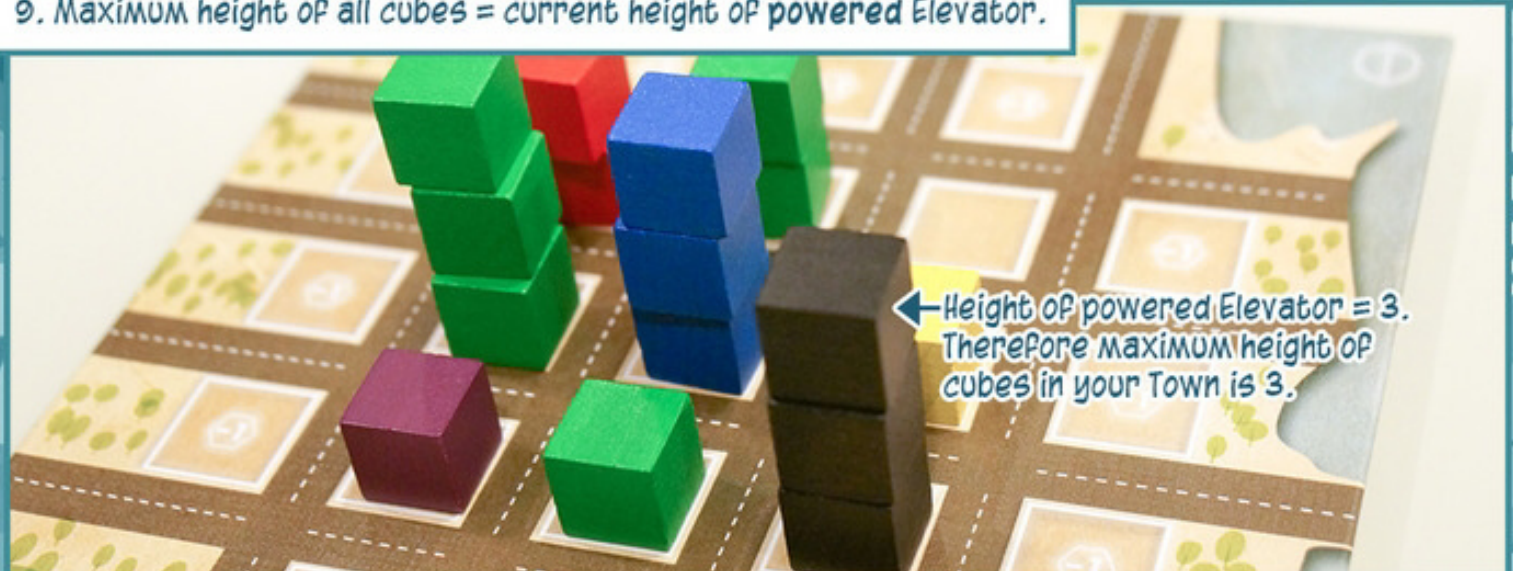
7. Black tower more than 1 cube = Elevator.



8. Elevator is powered if it is adjacent to Yellow.

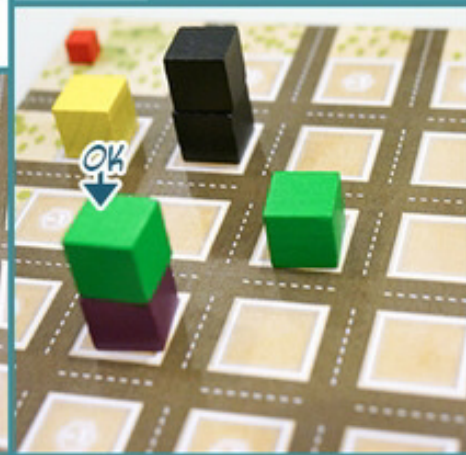
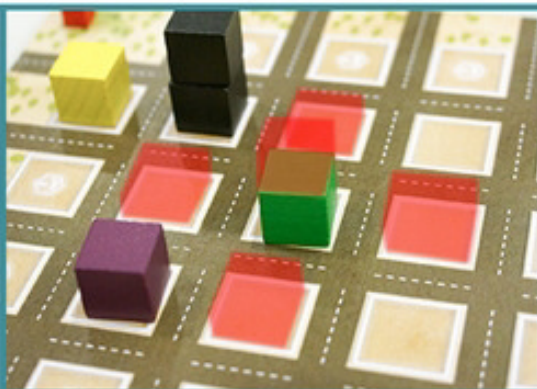


9. Maximum height of all cubes = current height of powered Elevator.



## 2 Construction Phase - Rules for placement

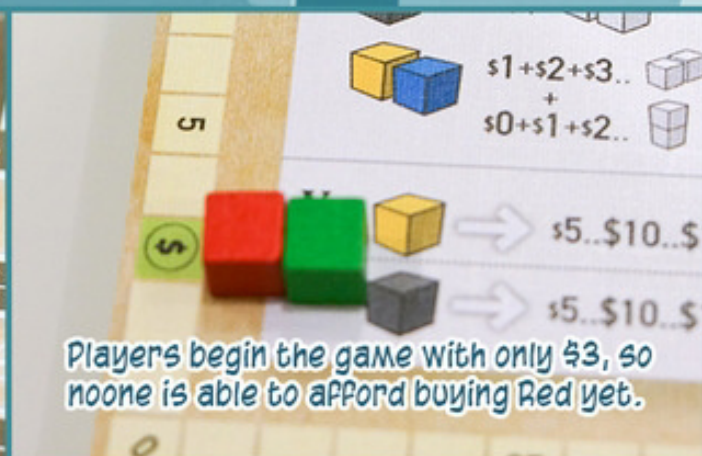
1. Green (Residential) cannot be placed adjacent to another Green.



2. Blue (Commercial) cannot be placed adjacent to another Blue.

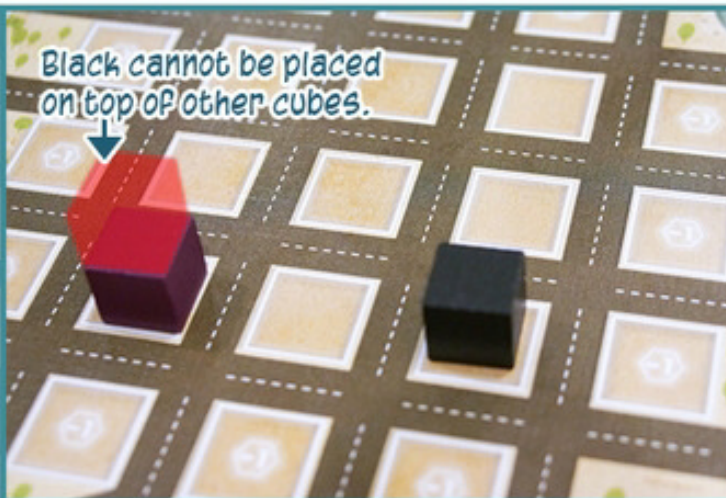


3. Placing Red (Office) costs the player \$5 each.



Players begin the game with only \$3, so noone is able to afford buying Red yet.

4. Black can only be placed on level 1, or on top of other Black.

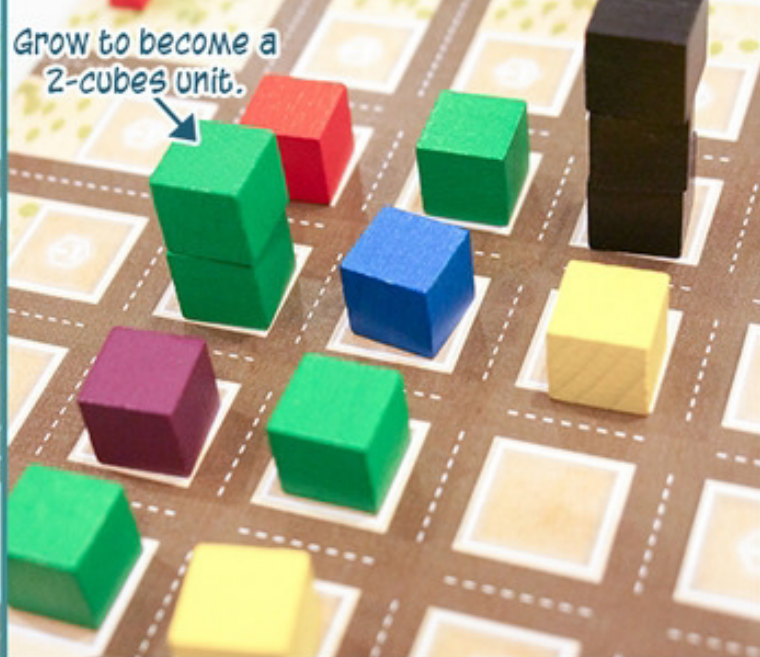


## Growth Criteria #1: Purple/Red > Green

Count all Red cubes adjacent to 1 Green unit.

IF number of Red cubes > number of Green cube, Green unit will grow until number of Green cubes = number of Red cubes.

For example...



Another example...



10. Maximum height of Black tower = 5.



11. Maximum height of Suburbs = 1.



### 3 Development Phase

Simultaneously, all players check to see if their town is eligible for growth.

Cubes used for growth are taken from Reserve, not from the bag.

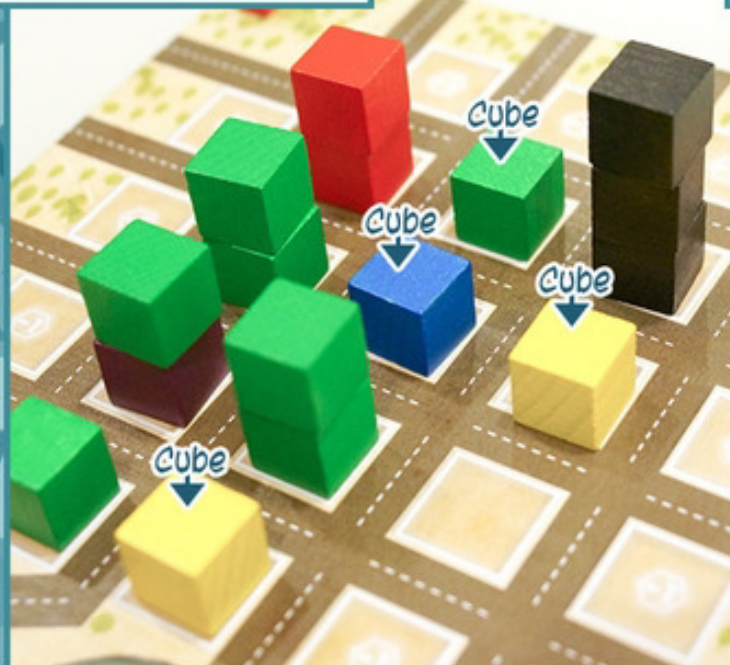
Growth is compulsory. Each player decides on the order of growth.

If there is more than one possible growth area, the player chooses which one.

Grown cubes must be placed adjacent to existing cubes of the same color.



Cube = 1 single cube.



Unit = 1 group of adjacent cubes of the same color.



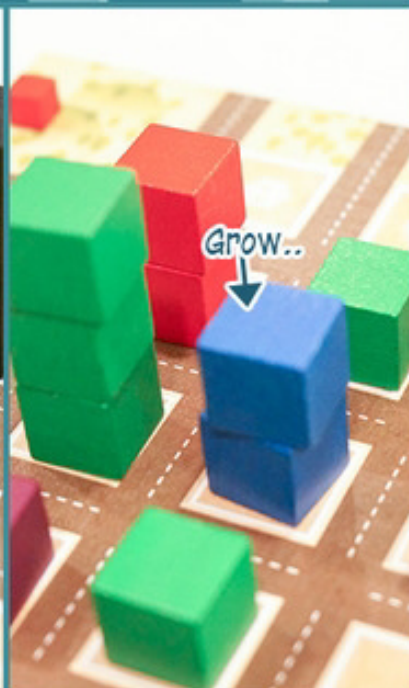
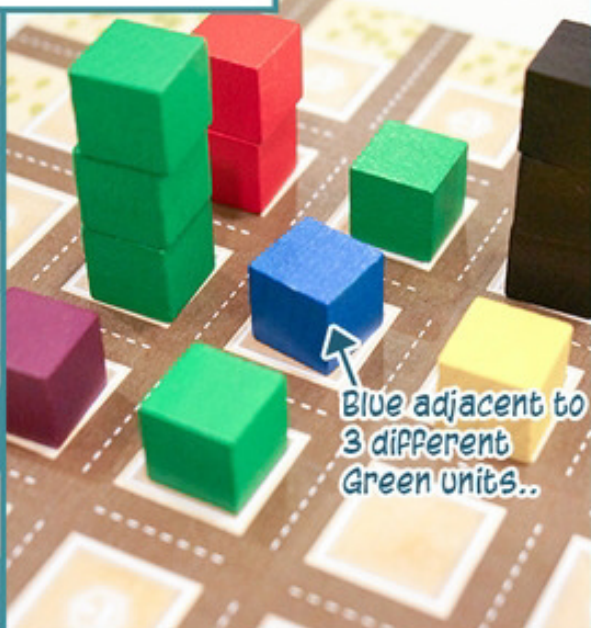
## Growth Criteria #2: Green > Blue

Count all Green units adjacent to 1 Blue unit.

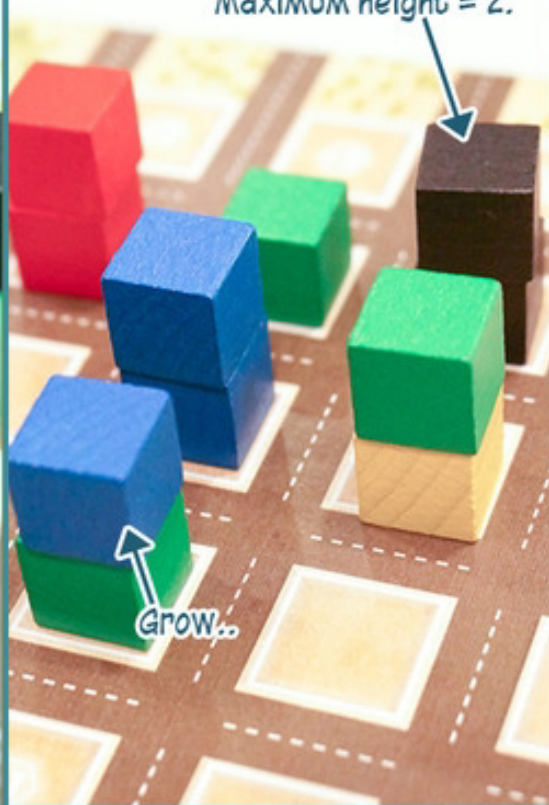
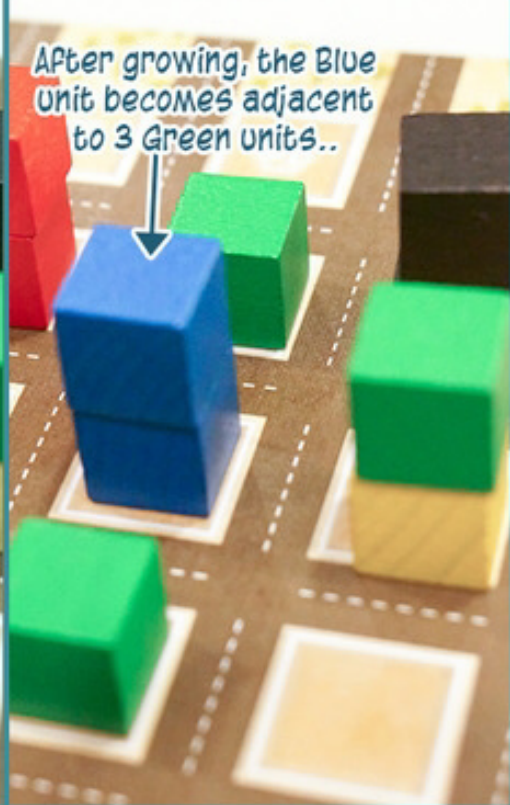
If number of Green units > number of cubes within that 1 Blue unit, Blue unit will grow until number of Blue cubes = number of Green units.



For example...



Another example...



# MAYOR'S QUICK START GUIDE TO TOWN CENTER

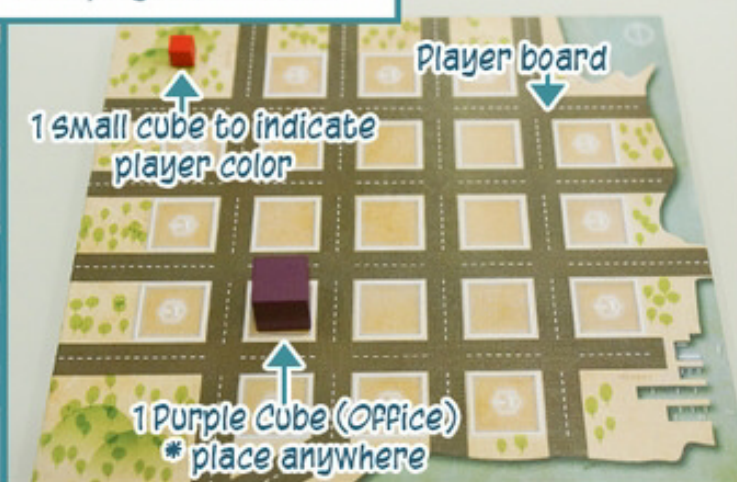
Town Center is a 3D puzzle game for 1 to 4 players.



Each player takes the role of a Mayor of a new town.

## Setup

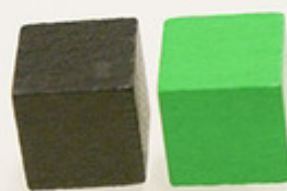
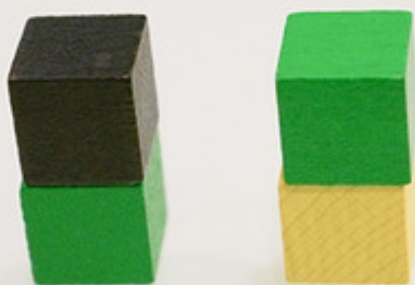
Each player collects...



Put 3 Red, 6 Green, 3 Blue, 4 Yellow, 4 Black cubes per player into the bag. (20 cubes per player).

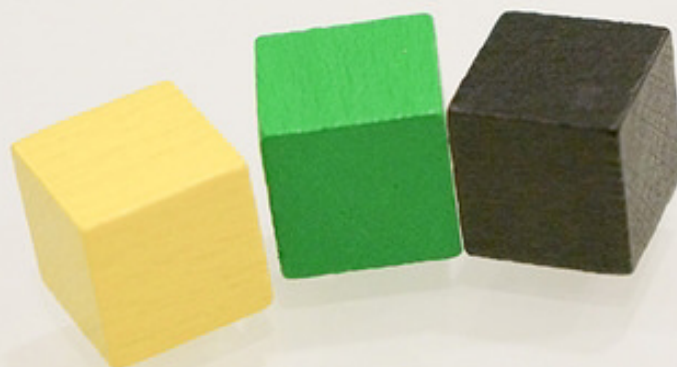


Starting with First player, continuing clockwise, each player must take one of the topmost cubes.



By end of this phase, each player would have chosen two cubes.

**SOLO:** Draw 3 cubes, choose 2, put last one back into bag.

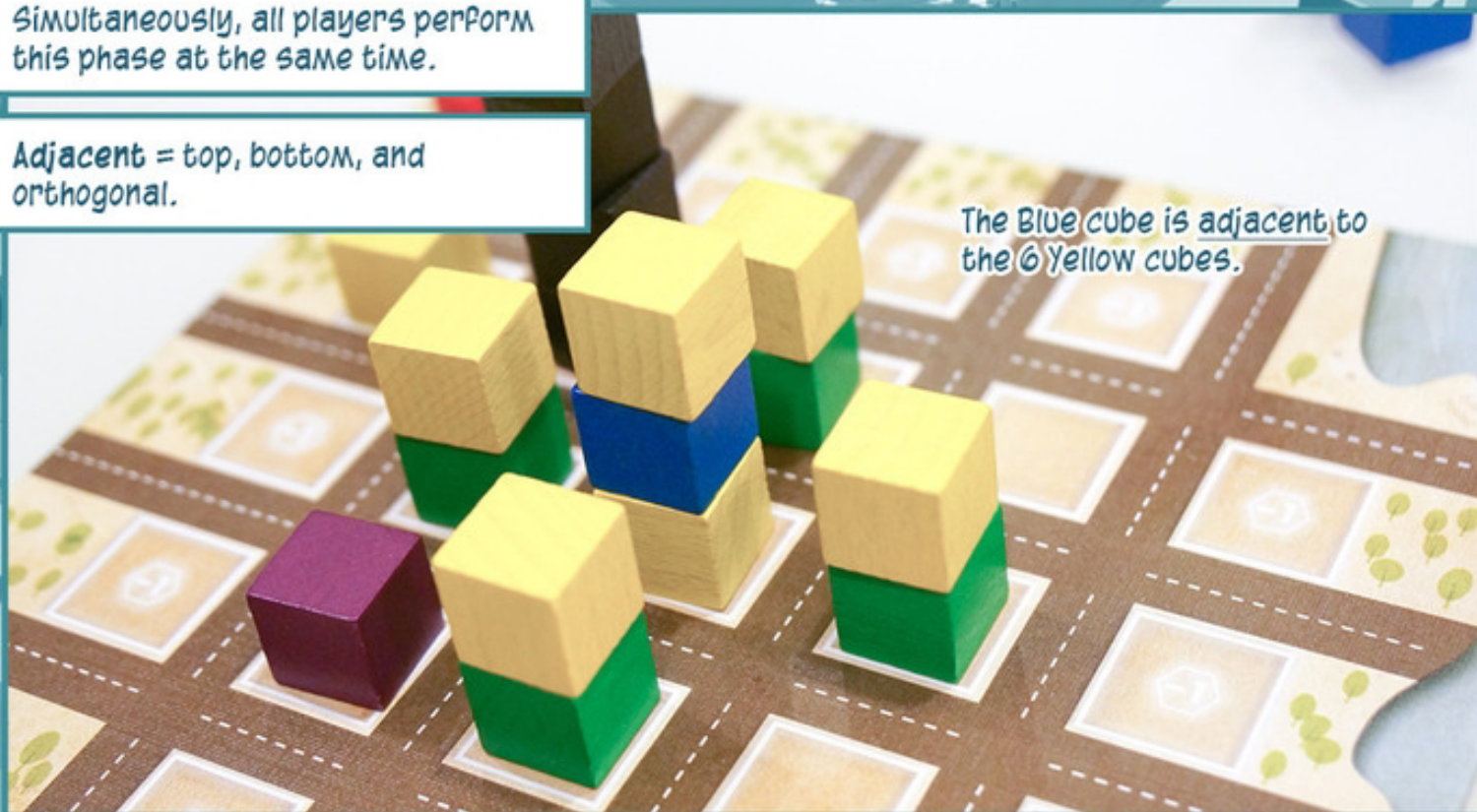


## 2 Construction Phase

Simultaneously, all players perform this phase at the same time.

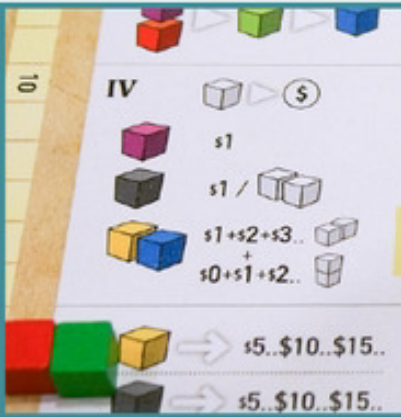
**Adjacent** = top, bottom, and orthogonal.

The Blue cube is adjacent to the 6 Yellow cubes.



# Round Overview

Each game of Town Center lasts 10 rounds.



You can place a small cube here as Round indicator.

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|-------------|----|----|----|----|----|----|----|----|----|----|
| 5           | 11 | 13 | 16 | 20 | 25 | 31 | 38 | 46 | 55 | 65 |
| 4           | 7  | 9  | 12 | 16 | 21 | 27 | 34 | 42 | 51 | 61 |
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| 2           | 2  | 4  | 7  | 11 | 16 | 22 | 29 | 37 | 46 | 56 |
| 1           | 1  | 3  | 6  | 10 | 15 | 21 | 28 | 36 | 45 | 55 |

Each round has 5 phases:

- 1 Investment Phase**
- 2 Construction Phase**
- 3 Development Phase**
- 4 Tax Revenue Phase**
- 5 Public Works Phase**

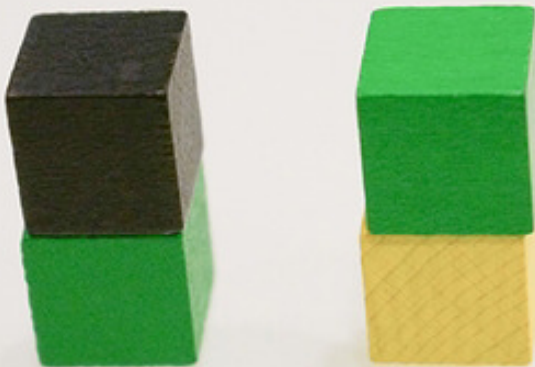
## 1 Investment Phase

First player draws cubes from bag equal to twice the number of players.

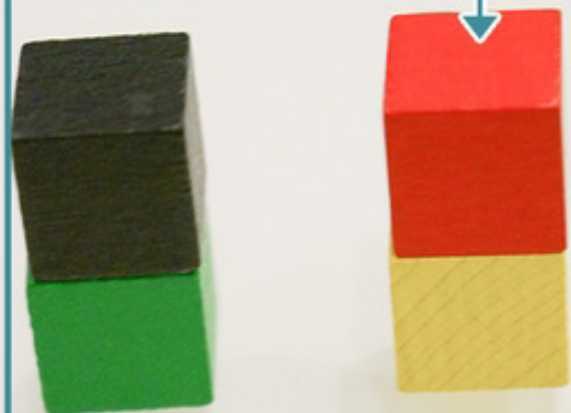


← Draw 4 cubes from bag for 2-player game.

First player forms towers of 2 cubes.



Red cube not allowed in Round 1 (players cannot afford to pay \$5 for it). Draw again.



Round 1 exception: Red not allowed. Return and draw again.