

# TECH CITY

## CITY OF CARDS



### TECH CITY RULES (1-Page Foldable Rules Insert)

#### TECH CITY INTRODUCTION

The Levantine cities, such as Jericho, first sprang up in Mesopotamia between 5,500 BCE and 3,800 BCE during the bronze age. Today, 55% of the world's population inhabit Urban areas. A modern city is a harmonious integration of technological developments, scientific applications, and modern services that caters to its citizens. A synchrony of companies come together to deliver utilities, resources, and services to support a thriving metropolitan city. Tech City represents the development of a high-tech, high-touch contemporary city, full of marvelous wonders. In Tech City, players will build companies, represented by cards, which expand the capabilities and services available to all its inhabitants.

#### GAME SETUP

**STARTING CITY** – Put the 3 of Service (🌐) Delivery services card in the center of a play area. This is the seed card for *Tech city*. The Tech city cards are said to be *in play*. (Optional) If playing with 5 or 6 players, it is suggested to use two Tech Decks. Throughout the game, all Service cards are neutral and uncontrolled by any player.

**DEAL CARDS TO PLAYERS** – Shuffle the cards. Deal 6 cards to all the players.

**DECK & DISCARD** – The remaining cards form a *deck* placed at the side of the board. The discard will be next to it.

**FIRST PLAYER** – Randomly determine a first player and give them a token or marker to denote they are the first player.

#### PHASES IN A ROUND SUMMARY

Each round is composed of phases. Starting with the first player and going clockwise each player may:

**BUILD UP TECH CITY** – Each player may play a card into *Tech City*. Pay for the cost of the card. Score the played card. The player places a marker on the newly played card. Service cards are communally built.

**USE COMPANY EFFECTS** – Each player may use the game effect from any *Tech City* card. If a player uses an effect on a card that is controlled by another player, the owning player may draw and discard a card.

**END OF ROUND** – All players discard down to 6 cards (or 5 cards in a 5-6 player game). Those with less than 3 cards, draw until they have 3 cards in hand. The first player marker is passed to the next player to the left (clockwise).

**GAME END** – The game ends after 6 rounds.

#### BUILDING UP TECH CITY PHASE

**PLAY A COMPANY TO THE CITY** – Starting with the first player, each player may play a card to Tech City representing a company. The new card must connect orthogonally (horizontally or vertically) to another card in Tech City.

**PAYING FOR A CARD** – To pay for the cost of building a new card, discard a card with a value of 7 or less or two cards of any value. If you control one technology company (🔧), you can discard a card of any value card to pay for the cost. If you have two technology companies, you can build the card for free without having to discard a card.

**PLACE A MARKER** – The player who played the company card places one of their markers on the card that they added to Tech City. You can use coins, poker chips or a token to denote ownership.

**SCORE** – If there is another card anywhere *in play* in Tech City matching the value of the card just played to Tech City, that player scores 1 base point. If there are two other matching cards of the value played (a triple) score 2 base points. If there are three others (a quadruple) score 3 base points. If 2 or more base points are scored and that player controls two science companies (🧪), score a bonus point. If the player placed the card next to two of their companies, orthogonally or diagonally, score an additional bonus point.

**PLAYING A SERVICE CARD TO THE CITY** – A service card (🌐) is special. It requires at least one other player to discard a card to help build it. Starting with the active player, each player may discard any card to help build the service card. If at least two cards were discarded this way, the service card is completed and placed into play following normal placement rules. It scores normally for the playing player with a minimum of 1 point scored. Assisting players each score 1 point. Do not put any player tokens on the Service Card. Service cards are neutral (uncontrolled by any player).

**WILD CARD** – The wild card has the value & domain of another card in play chosen when playing the card. It enters the board as a company of the value & domain chosen for scoring purposes. After it scores, it is replaced by a card from the top of the deck. If the card is a non-service card, place a player token on the replacing card. The wild card can also be used to pay for any build. In both these cases, expel the wild card after it is used. If a wild card would replace another card by a game effect, instead expel it and draw another card.

## TECH CITY RULES

### USE COMPANY EFFECTS PHASE

**USING COMPANY EFFECTS** – Starting with the player who has the first player marker, each player may choose to use a game effect from any company card in Tech city. If a player uses an effect on a card that is controlled by another player, the owning player may draw and discard a card. You do not score points from new cards coming into play through game effects. If you search the deck, shuffle afterwards. If a game effect searches for a card (value & domain) and it is not found, the card has no effect.

**KNOWLEDGE COMPANIES** – If you control two knowledge (🌐) companies, you may use the effect on one of your knowledge companies for free once per turn. You may use this free effect before or after you use another company effect.

**NEUTRAL CARDS** – A *neutral card* is a card in Tech City not controlled by any player. All the Service Cards are neutral cards. If a neutral card is replaced, it will also be neutral. Some game effects on cards reference neutral cards.

**MULTIPLE USES** – Effects from non-service companies can only be used once in a turn. You can keep track of used cards by tilting them. The game effect of service (🌐) companies can be used multiple times in a turn by different players. Service companies are neutral and uncontrolled.

**CHAINING ABILITIES** – Chaining abilities can occur. An ability used by one player may create the opportunity for another player to use new game effects. For example, a replaced company card could be used the turn it comes into play. If multiple effects need to be resolved, the active player chooses the order. Do a sentence at a time as you resolve effects.

**DECK RUNNING OUT OF CARDS** – If the deck runs out of cards, or a player needs to reveal more cards than are in the deck, do as much as possible. Then, shuffle the discard to form a new deck to finish the effect. For example, to reveal 4 cards in a 2-card deck, reveal 2 cards. Create a new deck. Reveal an additional 2 cards. If there are still not enough cards in the deck, reveal as many as possible.

### END OF ROUND PHASE

**DISCARD** – All players discard down to 6 cards (or 5 cards in a 5-6 player game).

**DRAW IF NO CARDS** – Starting with the first player, if any player has less than 3 cards in their hand, they draw until they have 3 in hand.

**GAME END** – After the sixth round, the game ends.

**PASS FIRST PLAYER MARKER** – The first player marker is passed to the next player to the left (clockwise).

### SOLO PLAY

To play solo, place one new card into Tech City during the build phase. Service cards are built by discarding any card.

### GENERAL RULES

**RESHUFFLE** – If a game effect requires you to draw or reveal card(s) and there are not enough cards in the deck to do so, shuffle the discard pile with what is left of the deck to form a new deck.

**LOOKING AT PILES** – Any player may look through the discard. This is public information.

**REVEALING** – To reveal card(s), expose the card(s) for all to see. Then return them from where they came, preserving the order that they had. A player who looks at a card *may* choose to divulge the information.

**EXPELLING** – A card that is expelled is permanently removed from the game.

**EXCHANGING** – Exchanging two cards causes them to swap places with each other putting one where the other card was. For example, exchanging from the top of the deck with a card in hand causes the top card of the deck to change places with a card from hand.

**REPLACE** – To replace a card, discard it and put the replacing card in its place.

### FOR MORE INFORMATION

To find more info visit [Boardgamegeek.com](http://Boardgamegeek.com), [Youtube.com](http://Youtube.com), or [cheung.interzone.com](http://cheung.interzone.com)

### CREDITS

Designer, Developer  
Play Testers

Benjamin Cheung  
Steven O. Chew, Clifton Field, Kenji Kaneshiro, Rich Kopacz, Eugene Ku, Vincent Mondaro,  
Lillian Mondaro, Pedro Ortiz, Henry Young