





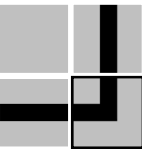
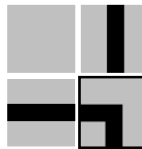




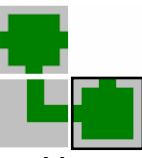
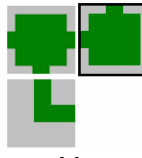


How to play the game

1. Find the start tile ("S") and set it aside.
2. Turn all game pieces face down.
3. Mix the remaining tiles, keeping them face down.
4. Draw three tiles, one at a time.
5. Place one of the three tiles on the game board, respecting the placement restrictions.
6. Repeat steps 4 and 5 until winning conditions are met.
7. Count your score.

Exceptions

- When there are no more tiles to draw or place, count the scores as though winning conditions have been met.
- If the three tiles drawn cannot be used, set them aside, and draw three more tiles. Remix the three unusable tiles with the remaining ones. Resume playing the game.

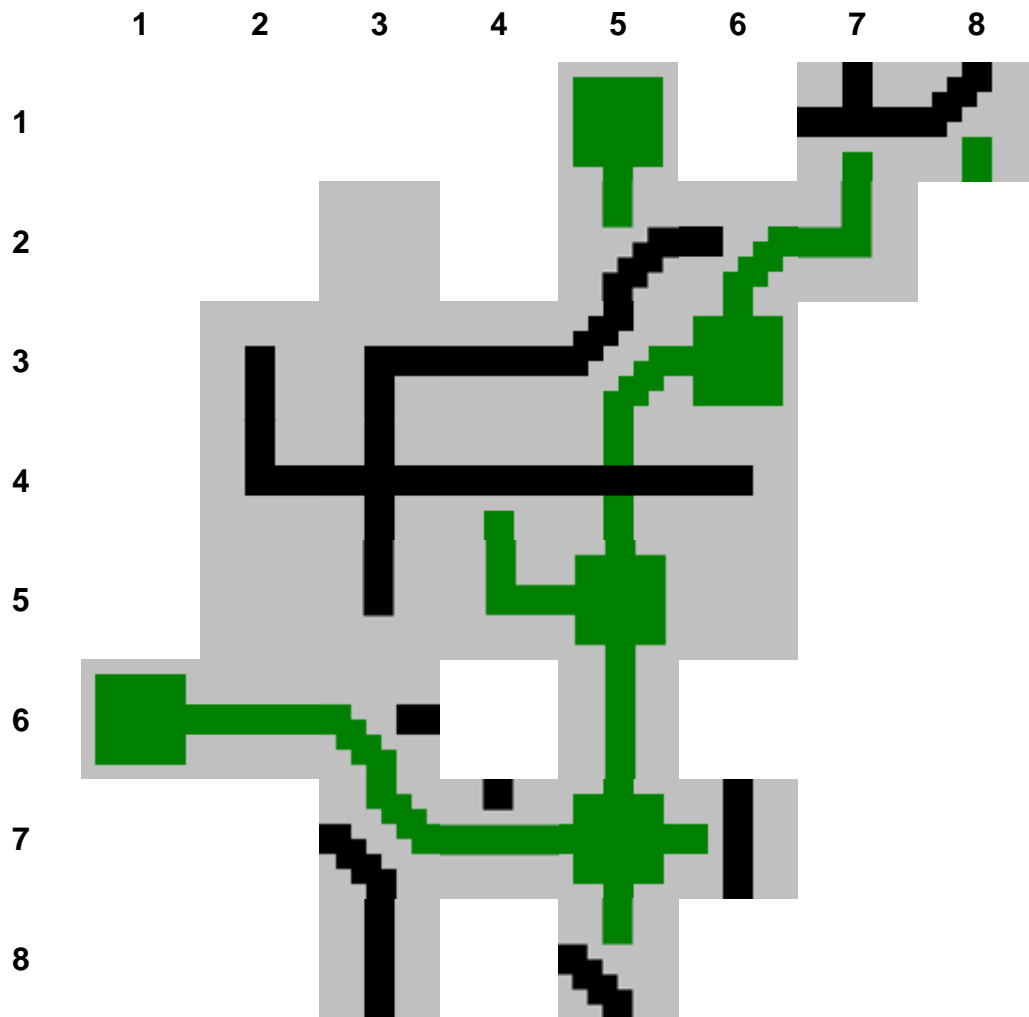
Tile placement restrictions

<p>If a tile contains part of a street or greenway, at least one side must connect to be able to place it.</p>	 <p>Yes</p>	 <p>No</p>
<p>Only tiles of the same type can be connected.</p>	 <p>Yes</p>	 <p>No</p>
<p>When placing a tile, all sides must connect with adjacent tiles.</p>	 <p>Yes</p>	 <p>No</p>
<p>A street cannot be completed unless it has at least one intersection.</p>	 <p>Yes</p>	 <p>No</p>
<p>A greenway cannot be completed unless it has at least one park.</p>	 <p>Yes</p>	 <p>No</p>
<p>Two parks cannot be placed side by side.</p>	 <p>Yes</p>	 <p>No</p>
<p>Two building tiles cannot be placed side by side.</p>	 <p>Yes</p>	 <p>No</p>

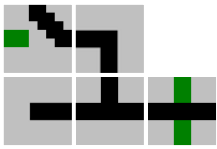
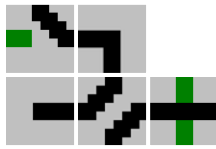


Conditions for completing the game

- The board must have a minimum of 8 rows and 8 columns. There may be empty spaces.
- Each column must contain at least one tile with a greenway.
- Each row must contain at least one tile with a greenway.

Example of a board that meets the three conditions:



Calculating scores

<p>A) Each street tile linked to at least one intersection is worth 1 point.</p>		
	5 points	0 points
<p>B) Each greenway tile linked to at least one park is worth 1 point. A park counts as a greenway tile.</p>		
	3 points	0 points
<p>C) Each park is worth 2 points.</p>		
<p>D) Each greenway tile placed along the longest greenway is worth 1 point. A greenway does not have to contain a park. Only one greenway is counted even if there is a second one of the same length.</p>		
<p>E) Each unused tile in the draw pile is worth 1 point.</p>		

The above example would give the following scores:

- A) 14 pts.
- B) 20 pts.
- C) 10 pts.
- D) 18 pts.
- E) 22 pts.

Total: 84 points

