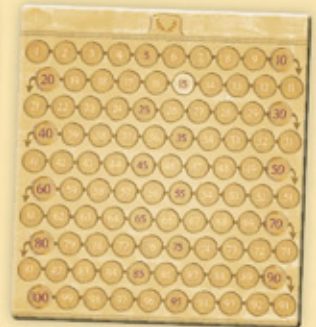
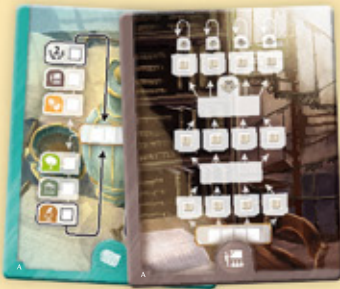


RISE



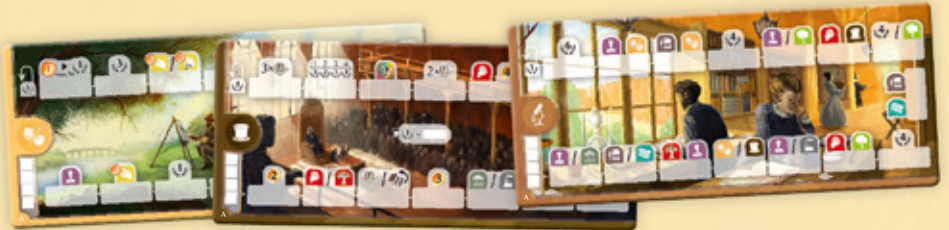
In *RISE*, you assume responsibility for the economic and social development of a city. There are not many limits to your possibilities: On various tracks, you can influence how best to provide for your citizens' well-being. Whether through culture, science, or political relations – all this can be achieved, but only in accordance with respect for the conservation of the environment and the satisfaction of the population.

CONTENTS



11 (double-sided) tracks

Except for the Victory-point track, each track shows two different sides, to be identified by an **A** or **B** in the bottom left corner.



4 factories (1 per player)



4 Victory-point markers
(1 per player)



40 markers
(10 per player)



4 "100"-markers
(1 per player)



4 strongboxes
(1 per player)



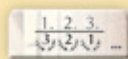
54 coins
(33x value 1,
15x value 2,
6x value 5)



10 Culture tiles
(only for side **B**)



2 frame parts



3 Politics tiles (only for side **A**)



8 Penalty tiles
(4 each for the
A side or **B** side of the Conservation track)



16 School tiles
– among them, 4 starting School tiles
(recognizable by the ★ on the back)

110 game cards:



66 Action cards
(22 each for eras 1, 2, and 3)

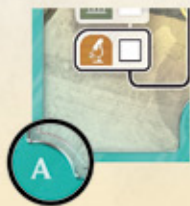


44 Event cards

SET-UP OF THE GAME

1.

Put the **tracks** on the table as shown below (but you can also arrange them differently, if you want). **For your first game lay out the tracks so that the A sides are visible.**



The **B** sides of the tracks are different from the **A** sides. From the second game on, you can also use the **B** sides. Or you can mix the sides, i.e., lay out some tracks with their **A** side and others with their **B** side facing up. All 1024 possible combinations are compatible with each other!

2.

Now each player chooses one color and takes the **wooden pieces** matching that color:

a) **1 Victory-point marker**; put it on **space 15** of the Victory-point track.



b) **10 markers**, put one on each **starting space** of the 10 other tracks.



The starting spaces have a golden frame.

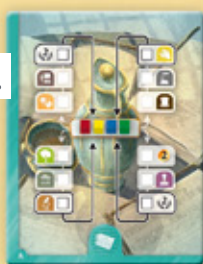
c) **1 factory**



5.



1.



6.



8.



7.



5.

Sort the **Action cards** according to eras 1, 2, and 3 (by reference to their backs) and place them face down.



The **Event cards** (all showing the same back) are put next to them as a separate face-down pile. Then shuffle all 4 face-down piles separately.

a) **Remove 8 random Event cards** from the pile and put these back into the box – they are not needed for this game.

b) **Remove 6 random cards** from each of the 3 **Action card piles** and put these back into the box as well.

Do not look at the faces of any cards that were returned to the box.



Next to both piles, leave some room for a **discard pile**.



Then place the three piles on top of one another in such a way that the cards of era 3 come to lie at the bottom, followed by the cards of era 2 and then, on the top, by the cards of era 1.

3.

In addition, each player takes **1 strongbox** and places it in front of themselves, with the side showing 5 coins facing up. The remaining strongboxes and wooden pieces are put back into the box.



2.



6.

Keep the **coins** and the **"100" markers** handy as a supply.

7.

Put the **frame** together, as depicted.

8.

Take each player's **factory** and place them in a random order on the spaces at the top left of the frame, beginning with the "1" and continuing up to the current number of players. If your factory is now on space 1 or space 2, take **3 coins**. Otherwise, take **4 coins**.



4.

Now prepare the **tracks**. The set-up on side **A** is partially different than the one on side **B**. For your first game, you can ignore the set-up for the **B** sides.

A



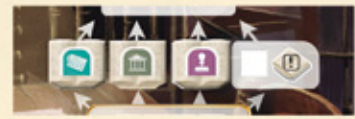
Mix the **4 starting School tiles** face down (recognizable by the ★ on the back) and deal one of them randomly to each player. Put any remaining starting School tiles back into the box. Each player then flips their starting School tile face up.

Mix the **other 12 School tiles** face down and place 1 on each of the 12 applicable spaces on the School track, then flip them all face up.




B

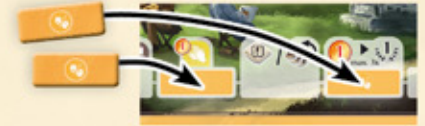
Mix the **other 12 School tiles** and place 1 on each of the 9 applicable spaces on the School track. Then flip them all face up. Don't put any School tiles on the spaces on the very right! Put the 3 remaining School tiles back into the box.



There is no further set-up on side **A** of this track. Put the **Culture tiles back** into the box.



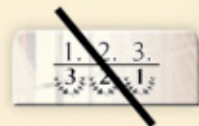
Mix the **10 Culture tiles** face down. Place 1 random Culture tile on each **space marked**  and flip it over. Put the 5 remaining Culture tiles back into the box.



In the two- or three-player game, take the **Politics tiles** and turn them onto the side that corresponds with the number of players. Use them to cover the effects above spaces 6, 10, and 14 on the Politics track. The **little dots** in the bottom right corner indicate what Politics tile belongs to **which space**.



There is no further set-up on side **B** of this track. Put the **Politics tiles back** into the box.



Put the **Penalty tiles** showing an **A** within reach as a supply. Put the remaining Penalty tiles back into the box.



Put the **Penalty tiles** showing a **B** within reach as a supply. Put the remaining Penalty tiles back into the box.



OVERVIEW

As a personality in a city, you try to influence its development (and yours, of course) through various activities. In each game round, you have the possibility to choose 1 out of 4 Action cards in order to increase your influence. Each Action card shows 2 options. If your coffers are well filled, you can carry out the stronger option. But when you choose your cards, you also need to consider the events that occur.



All actions enable you to advance your marker on one or more tracks. This way, you get different bonuses or effects that will change your play. After **12 rounds**, the player who has scored the most victory points wins.

THE TRACKS

In *RISE*, there are 10 tracks (excluding the Victory-point track). Each track stands for a specific sector that makes up your city. Each of the 10 tracks depicts a symbol that always indicates the effect referring to this track.




Every time an effect shows you one of these symbols, you **may** advance your marker on this track. If it shows just the symbol without a number, you may move your marker exactly 1 space ahead. If it shows the symbol with a number, you may advance your marker on this track up to as many spaces as indicated. **In doing so, you always advance one space at a time; then, after each single move, activate the effects of the space you just moved to.** This might also allow you to advance a marker on a different track. All effects of a space are optional – **except for red effects (explained below), these types of effects are always mandatory.**

Special effects: Pollution and Riot

There are two more symbols: **Pollution** and **Riot**. They are the “antagonists” to conservation and to satisfaction, so they cause you to step back on the respective tracks. In contrast to the other symbols, **you must always activate effects that show these symbols** (you cannot ignore them). They require that you move your marker on the respective track backwards. Due to this backwards movement, it is possible to move into the starting area again during gameplay; so please note that the starting area counts as a single space that all markers can share at the same time (you don't skip the starting space when moving).



Example: Your marker is on the starting space of the Science track. An effect allows you to advance up to 3 spaces on the Science track. First, you move your marker ahead onto the first space, which immediately gives you the option to advance 1 space on the Bureau or Bank track **1.** You immediately choose to advance on the Bank track (and then immediately activate the effect on the moved-to Bank track space, and so on).

After that, you choose to move your marker another space ahead on the Science track; and then, you can decide whether to advance 1 space on the School track or the Press track **2.** (and again, immediately activate any triggered effects on that track). Finally, you choose to advance your Science-track marker a third time. Due to the  on the moved-to space, you **must** move your marker on the Conservation track 1 space to the left; in addition, you may advance your marker 1 space on the Bureau track **3.**





This effect stands for a joker. You may advance your marker 1 space on a track of your choice. If an effect indicates that you get 2 jokers, you must perform both advances on the **same** track.



This effect means that you obtain as many coins from the supply as shown.



This effect means that you must pay the indicated number of coins into the supply to activate the effect. If you don't have enough coins, you must forfeit the effect for which you would have to pay (or convert victory points into coins to pay, see "Satisfaction track" on page 10).



When you activate this effect, advance your Victory-point marker on the Victory-point track as many spaces as indicated. If your marker exceeds the "100" space, you start again at the beginning of the track and take a "100"-marker.



Some effects can also make you lose victory points. In that case, you must move your marker the shown number of spaces backwards on the Victory-point track. If you fall below 0 victory points (which should rarely happen!), you move beyond the "1" back onto space "100" and keep in mind that you are in the minus range. This effect is also mandatory.

Track set up overview

Although the tracks are similar in many aspects, they each have their own unique rules.



The starting space of each track looks like this. This is where all player markers start. The starting space is treated as a single space when moving back onto it (which can only occur on certain tracks).



Multiple markers may share the same space (and you still activate the effect, even if you are not the first player to place a marker there).



Some spaces only allow one marker to be placed there (those with a small square that only fits a single marker). When moving a marker, skip occupied spaces like this, and continue the movement to the next unoccupied space on the track (this still counts as a single advance).



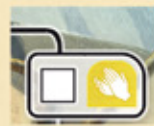
Many spaces show one or more effects. Immediately when you move your marker here, you **may** activate the effect(s) (you cannot save it for later).



If a space shows a slash you may choose **one** to activate (and ignore the other).



If you move to a space that is connected to an effect by a **dotted line**, do **not** activate the effect when moving your marker there (these effects are never activated when moving forward on these tracks). However – at **any time** – you may choose to activate **all** effects that are connected to your current space by a dotted line (back to the starting space) and then immediately move your marker to the starting space.



If the space your marker ends up on shows a black frame, you immediately activate the effect shown there **and then immediately move your marker back onto the starting space of this track**. If you have any steps left on your turn, you may then keep making them, moving along the same or different pathway choice on this track.



Normally, your markers may never move backwards on a track (exceptions: Conservation track and Satisfaction track). Most tracks allow only one direction in which to move the marker. But on some tracks, you can choose between directions that are indicated by arrows.



On the Conservation track and the Satisfaction track, you move your marker to the right when you gain a positive effect (🌳 or 🤝). But when you activate a negative effect (🚫 or 🚫), you must move your marker to the left.



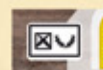
If your marker is on the last space of a track, and an effect would allow you to advance (or force you to move backwards), you get the indicated bonus (or malus) for each forfeited step instead.



This symbol stands for your income. You don't gain it immediately when entering this space. At the beginning of each round, you gain income according to the progress you have achieved (see "Industry track" on page 14).

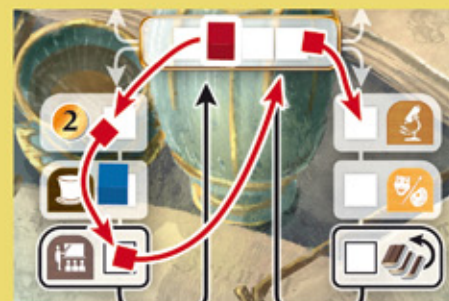


An effect showing this symbol is not activated immediately, but at the end of the game.



An effect showing this symbol is not activated immediately, but at the end of the round.

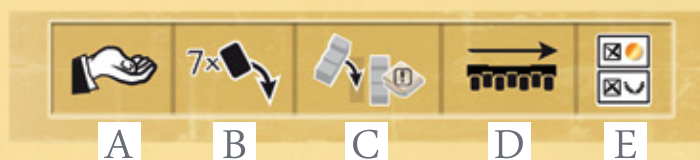
Example: Robert may advance his red marker on the Press track up to 3 spaces. He chooses the path on the left and obtains 2 coins on the first space. Since the next space has already been occupied by Anita's blue marker, Robert skips this space and gains a bonus on the next space, allowing him to advance his marker on the School track (and gain the respective bonus there). After that, he puts his marker back onto the starting space of the Press track. Since he still has 1 step left, he advances his marker to the first space on the right path and may now move 1 more step on the Science track.



COURSE OF THE GAME

RISE is played over **3 eras**, with each era consisting of **4 game rounds**. So you play **12 rounds in total**; in the end, a final scoring takes place.

Each round consists of 5 phases. The frame depicts an overview of these.



PHASE A: GAIN INCOME

This phase doesn't take place in the first round, since you begin with the seed capital you received! You gain income depending on the position of your marker on the Industry track (coins and maybe victory points).



PHASE B: CARD DISPLAY SETUP

Reveal the top 4 cards of the Action card pile and the top 3 cards of the Event card pile, one after another, and place them in the frame so that an Action card and an Event card always alternate with one another, beginning and ending with an Action card. This forms the **display** for this round.



PHASE C: PLACE FACTORIES BELOW ACTION CARDS

This phase starts with the player whose factory is on the 1st space in the turn order. After that, the player whose factory is on the 2nd order space has their turn, etc.

On your turn, **choose 1 of the 4 Action cards in the display and place your factory below it.** If there are already one or more factories there, you place your factory to the very left of all factories already placed under this card.

Note: Factories are always placed below Action cards – never below Event cards.

Depending on the Action card you choose, you might have a mandatory cost to pay in coins. For the 1st / 2nd / 3rd / 4th Action card, you must pay 0 / 1 / 2 / 3 coins. If you don't have enough coins, you can exchange victory points for coins (see also "Satisfaction track" on page 10), or must to choose a different Action card – one that requires fewer coins.



If you place your factory below an Action card where there are one or more factories already, **the player whose factory is now directly to the right of yours may activate one of their own face-up School tiles** (this will be explained in detail below).

Important: In the two-player game, the other player may activate one of their face-up school tiles **if you place your factory anywhere to the left of that player's factory – even on a different card anywhere to the left!**

So, in the two-player game, if you place your factory below the third action card, and then the other player places their factory below the second action card, you may activate one of your School tiles!

Example: Robert places his red factory below the 2nd action card and pays 1 coin for that. Now Geraldine, who owns the yellow factory, may activate one of their School tiles – but Anita, with the blue factory, and John, with the green factory, may not do so. (Blue already activated a School tile this round when yellow placed their factory.)



SCHOOL TILES

School tiles give you special bonuses. They show an effect ("active") on the front, while the back shows book spines ("inactive").



At the beginning of the game, you start with one face-up and active School tile. As your marker on the School track advances, you can gain additional School tiles.



This symbol allows you to activate one of your School tiles. In this case, you may flip one of your **active** (face up) School tiles face down and advance your marker 1 space on the indicated track (and, as usual, activate the shown effect on that track).

If you were allowed to activate one of your School tiles but they are all inactive (face down) or they are blocked (see "Conservation track"), this effect goes to waste.



Your inactive School tiles are **not** automatically turned back to their active side. To do so, you must activate this shown effect, which flips **all** of your School tiles to their active (face-up) sides.



Choose one: Activate **one** of your face-up School tiles **or** flip all of your School tiles to their active (face-up) sides.



Note: If your marker leaves the Bureau track (and is put back on the starting space), you may – no matter from which space your marker left – flip all of your School tiles back to their active sides.

Remember, you can have your marker leave the Bureau track at any time!

Phase C ends after all players have placed their factory, have paid the respective costs (if any) and, if applicable, have activated their School tiles.



PHASE D: ACTIVATE EVENTS AND ACTIONS

Now, beginning with the Action card that is lying furthest left, all actions and events are resolved, **from left to right**.

Each player that has a factory below the Action card activates it. If there are several factories below this card, they are resolved **from left to right**.

Each Action card shows 2 options. The action at the top doesn't cost any coins. In order to be able to activate the (possibly better) action at the bottom, you must pay the coins shown. Sometimes, the option doesn't show coins as costs, but a negative effect. If you are unable to pay these costs, you must choose the upper action.



After choosing an option and paying the respective coins (if necessary), you advance your marker on the corresponding track(s) as many spaces as indicated. On each space your marker passes or reaches, you may use the effect shown. This may result in additional track advancements.

Example: You are allowed to activate this Action card. You can choose whether to **A** advance 1 space on the Satisfaction track and activate 1 School tile or **B** pay 3 coins in order to advance 1 space on the Satisfaction track and 1 space on the Conservation track.



After you have completed your action, **you put your factory back onto the frame, onto the leftmost (lowest-number) empty order space.** That means: The earlier you have had your turn in a round, the earlier will you be allowed to place your factory on the next turn.

As soon as all factories below the first Action card have been resolved, this Action card is put on the discard pile.

Example: After Robert has performed his action, he puts his factory back onto the frame.

Now Green activates this Action card, then the game continues with the first Event card.



The next thing to do is to resolve the first of 3 Event cards. Each player with a factory **to the right** of the Event card (below any Action card to the right) activates the Event (i.e., those who haven't yet activated an Action card this round). The details of some events will be explained on the last page.

To summarize: The further right you place your factory, the more events you may activate this round!

Example: Robert and John have chosen the first Action card, Anita, the third one, and Geraldine, the fourth one. The first event takes place: the Rent Increases. Since Robert and John have already put their factories back onto the frame, they don't activate the event. Anita and Geraldine, however, must activate the event: They gain 3 coins each, but they are also exposed to the Angry Mob and have to move their marker on the Satisfaction track 1 space to the left. And they will still activate the other events that are lying to the left of the Action cards they have chosen (i.e., both will activate the 2nd event, and Geraldine, also the 3rd event).



Most events can be activated by each player simultaneously; but for some events, the order can be important. In these cases, the rule is the same as with the Action cards: Players who haven't had their turn yet activate these events from left to right according to the factories (on the subsequent Action cards).

As soon as the first event has been activated, the card is put on the discard pile. Then the Action card lying directly to the right of that card is activated, as described above; after that, the next event takes place for all those who haven't yet activated an Action card, and so on. As soon as all players have activated their chosen Action cards and all factories have been put back, all remaining cards are put on the corresponding discard pile, and the phase ends.



PHASE E: ACTIVATE END-OF-ROUND EFFECTS, COIN LIMIT

First, activate all end-of-round effects that are shown on the **Satisfaction track**:



A side: If your marker is to the **right** of the starting space of the Satisfaction track, and no other marker is on a space further right than yours, gain 1 victory point. In case of a tie, all players that have their marker on this rightmost space each gain 1 victory point.




B side: Depending on the space where your marker is at the end of the round, you gain or lose as many victory points as indicated below the space.



In addition, each player's **coin limit** is checked during this phase. At the beginning of the game, your coin limit is **5 coins**. Over the course of the game, you have the chance to flip your strongbox over to increase your coin limit to 10. If, at the end of a round, you have more coins than your limit allows, you must put the surplus coins back into the supply.

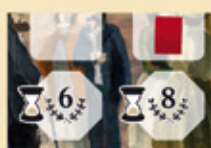
Once both card piles have been used up – which means, you have played 12 rounds – the game ends and final scoring takes place. Otherwise, you start a new round with phase A.

FINAL SCORING

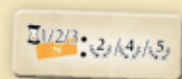
Now, all  effects are activated as follows:



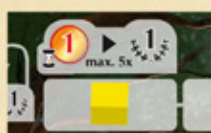
On the Politics track, you gain 1 victory point for each space your marker has advanced.



On the A side of the Satisfaction track, gain or lose victory points, depending on the position of your marker.



Gain points for all Culture tiles you have collected (from the Culture track's B side), based on how well you meet their requirements (page 15).



The remaining coins are no longer worth anything – unless you play with the **B Culture track** and have reached the last space of that track. In this case, you may convert 1 coin into 1 victory point up to 5 times. If eligible, do this **after** collecting points for your Culture tiles (see page 15).

The player who now has the most victory points wins the game. In case of a tie, the tied player with the most coins wins. If there is still a tie, players share the victory.

THE TRACKS IN DETAIL


The rule for all tracks is: If an effect shows the symbol corresponding to this track, you **may** advance your marker there 1 space. Exceptions to this rule – such as “Pollution” and “Riot”, which are always **mandatory** – are explained in detail under the respective tracks. You will find an explanation of the individual symbols on page 5.


THE B SIDES

From the second game on, you can also use the backs of the tracks (**B** sides). If you do, consider the partially modified set-up of the game. You don't need to use all **B** sides – you can turn over just a few tracks. So you can, for instance, use 5 **A** sides and 5 **B** sides, if you like.

SATISFACTION and RIOT



Every time you get , you may move your marker 1 space to the right.

Every time you get , you must move your marker to the left (i.e., in the opposite direction).

Depending on the space where your marker is, you may convert victory points into coins (but not vice versa) at any time. The exchange rate is shown above the space.

A side:



At the **end of each round**, if your marker is to the **right** of the starting space of the Satisfaction track, and no other marker is further right than yours, gain 1 victory point. In case of a tie, all players that have their marker on this rightmost space each gain 1 victory point.



At the **end of the game**, each player gains (or loses) victory points according to the position of their marker. The points are shown below the respective space.

B side:



At the **end of each round**, all players gain (or lose) victory points according to the position of their marker. The victory points that you gain or lose are shown below the space where your marker is.

SCIENCE



Advancing on this track mainly helps you move forward on other tracks, but some spaces also provide valuable victory points.

B side:



Some spaces show a 'shortcut' arrow. When advancing from these spaces, you may choose to move along either path; but note, you forfeit all effects on all skipped spaces! But be cautious about moving quickly to the end of the track, because as soon as your marker has entered the last space, it can no longer advance (and you don't get 1 victory point for forfeited spaces).

CULTURE



This track helps you (among other things) to move forward on the Satisfaction track.

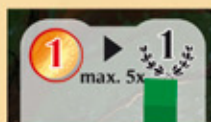


This effect allows you to advance 1 space on the Satisfaction track, provided you pay 1 coin for this. If you are not able or willing to pay, you may let the effect go to waste.

The same applies to the joker, for which you must pay 1 coin.



Here, you can choose whether you want to pay 1 or 3 coins in order to advance 1 or 2 spaces on the Satisfaction track. You may let this effect go to waste as well, if you are not able or willing to pay.



When you enter the space, you may immediately pay 1 coin to gain 1 victory point, up to the number of times shown below the arrow; you may also make fewer exchanges.

B side:

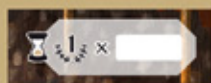
On this side, 5 Culture tiles are laid out at the beginning of the game. If your marker advances to such a space, you can choose whether to take the Culture tile **or** activate the effects of the space. If somebody else has already taken the Culture tile from there, you can only choose to activate the effect of the space.

If you fulfill the conditions indicated on your Culture tile(s) by the end of the game, you gain as many victory points as indicated. The Culture tiles will be explained in detail on page 15.



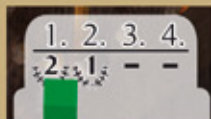
On the last space, you activate a coin exchange for the end of the game. That means that you may not immediately use your coins for converting them into victory points! If you have the Culture tile that gains you points for **having** 5 coins, score it **first**, then spend coins for this effect afterwards.

POLITICS



At the end of the game, gain 1 victory point for each space you have reached on the Politics track.

A side:



This side has 3 spaces where you get rewarded if you reach them before the other players. The first player to move their marker onto such a space gains the victory points indicated under "1."; the second player, the points indicated under "2.", and so on.

B side:

Some spaces on this side show a **rank**, marked with Roman numerals from "I" to "V." Every time you move your marker onto such a space, you get the effect shown, as usual.




If you are the first player to reach a rank (e.g., by moving your marker onto the space with rank IV, while nobody else has managed to do that), you also trigger a **rank income**. All players (including you!) once again get the effect of the rank they last achieved.


Example: Yellow has reached rank II, Green has not yet reached any rank. Red is the first to reach rank IV. For this, Red immediately gets the effect of the space (3 coins or 2 victory points) and then triggers the rank income (since nobody else reached rank IV before him). Red gets another 3 coins or another 2 victory points. Yellow gets 1 coin or 1 victory point (since she has reached rank II). Green gets nothing. When Yellow reaches rank III later on, only the effect of the space is resolved, but not the rank income, since Red has already reached this rank!



CONSERVATION



Every time you get , you may move your marker to the right.

Every time you get , you must move your marker to the left (i.e., in the opposite direction).

If you don't take enough care of the environment and move your marker too far to the left, this will have consequences for you.

A side:



If your marker is on this space or further left, you must take a Penalty tile. You may not activate any School tiles until you have gotten rid of the Penalty tile! As soon as you move your marker from this space towards the right, you discard the Penalty tile; from now on, you may activate your School tiles again.



If your marker enters this space, immediately move your marker on the Satisfaction track 2 spaces to the left. You still need to obey the Penalty tile.

B side:



If your marker moves onto this space, take a Penalty tile and put it in front of you, with this side facing up.

At the end of the round, your coin limit is decreased to **3 coins** (regardless of the limit given by your strongbox).

When you move your marker from this space to the right, put the Penalty tile back into the supply (and you are back to your usual coin limit).



If your marker moves onto this space, flip the Penalty tile to its back and immediately move your marker on the Satisfaction track 1 space to the left.



When you activate an Action card, you may only choose to activate the top effect on the card. Your coin limit still is 3 coins.

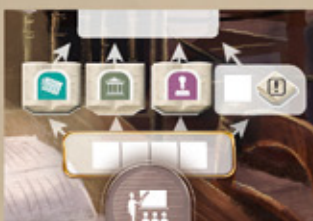
When you move your marker from this space to the right, flip the Penalty tile back over (but you don't move your marker on the Satisfaction track backward).

SCHOOL



This track shows small spaces and large spaces. When your marker advances, it must follow the arrows. On the first, third, and fifth space, you place your marker on a School tile, take this tile and put it in front of you, with the active side facing up. Unlike other tracks, you cannot skip occupied spaces; this means you must move to a remaining School tile to take at each opportunity.

B side:



On the first, third, and fifth space on this side, each has only 3 School tiles available; the fourth space shows the effect "Activate 1 School tile." So you must decide whether to pick up 1 new School tile or activate one of your School tiles that you already have. Unlike other tracks, you cannot skip occupied spaces; this means you must choose an unoccupied small space to move to.

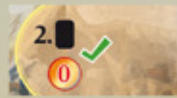
Keep in mind: Each small space may contain only 1 marker!

BANK

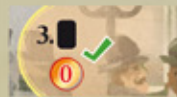


A side:

Normally, you must pay 0 / 1 / 2 / 3 coins in phase B when you place your factory below the 1st / 2nd / 3rd / 4th card. Depending on the progress on this track, the costs for placing your factory drops:



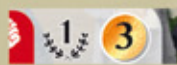
Once you have reached the first space, you no longer have to pay anything for placing your factory below the second Action card (normally, the placement costs 1 coin there).



Once you have reached the third space of this track, choosing the third Action card is free (you do not have to pay 2 coins for this). The second Action card is also free.



And if you have reached the fifth space, choosing the fourth Action card is free as well (instead of having to pay 3 coins) – which means you can place your factory below any Action card for free.



On spaces 2 and 4, you gain the coins and victory points indicated there.



For every step here, you must move your marker on the Satisfaction track 1 space to the left.

These discounts apply only to the placement of the factories during phase B – not to the option at the bottom of the Action cards, for which you always have to pay.

B side:

If you move to a space that is connected by a **dotted line** to an effect, do **not** activate the effect when moving your marker there (these effects are never activated when moving forward on these tracks).

However – at **any time** – you may choose to activate the effect of where your marker currently is, then immediately move your marker to the starting space, activating any other effects that this arrow moves **through** only.

Only when you advance your marker from the starting space to the first space of the track do you have to move your marker on the Satisfaction track 1 space to the left.

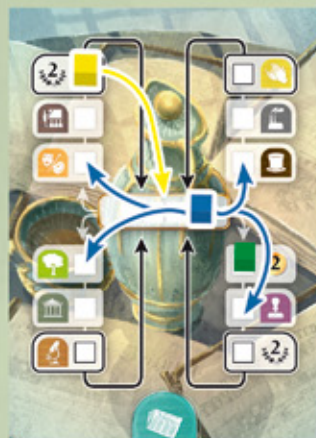


Please note, if the dotted line is shown moving between 2 effect boxes (such as shown to the left), you may activate **both** effects.

For example, if you leave the track from the third space, you gain 7 coins and may turn your strongbox over (if you have not already done so) and thus increase your limit to 10 coins.

Keep in mind that you may leave the track at any time – even during an action!

PRESS



From the starting space, your marker can advance along a path of your choice (among the 4). Once you have begun moving along a path, you must continue on this path until you get to its end; then you immediately move your marker back onto the starting space (and may take a different path from there). Moving your marker back onto the starting space from the final space does **not** cost a movement point.

Each small space may contain only 1 marker; that means, if a space is already occupied by a marker, it is not included in the count of the total number of steps, and you skip over it when moving.

So you can use this as a tactic in order to block certain spaces.

INDUSTRY



This track gives you income in phase A. At the beginning of the game, your income is 1 coin; later on, it can increase up to 3 coins and 3 victory points. You can increase your income by advancing your marker. You do not gain income during the first round of the game.

A side:



Every time your marker advances on this track, you must move your marker on the Conservation track 1 space to the left.

B side:



Every time your marker enters a space in the upper row, you must move your marker on the Conservation track 1 space to the left. But you can instead choose to move your marker into the "second row" by following the arrows. There, your income is lower, but you no longer have to move your marker on the Conservation track to the left when you advance on the Industry track.

BUREAU



If you move to a space that is connected by a **dotted line** to an effect, do **not** activate the effect when moving your marker there (these effects are never activated when moving forward on these tracks).

However – at **any time** – you may choose to activate the effect of where your marker currently is, then immediately move your marker to the starting space, activating any other effects that this arrow moves **through** only.



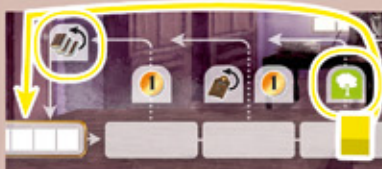
Whenever you leave the track, this allows you to flip all of your School tiles back to their active sides.

Keep in mind that you may leave the track at any time – even during an action!



If you activate an effect showing the strongbox, flip your strongbox over (if you have not already done so) and thus increase your coin limit to 10.

A side:



On this side, you get only the effect of the space where your marker has been (and you may turn your School tiles back to their active side).

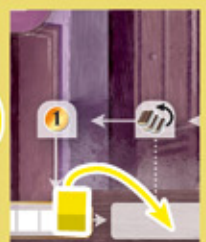
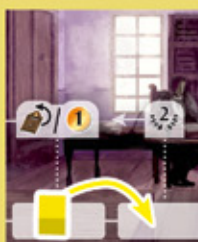
B side:



If you leave the track on this side, you get not only the effect of this space **but also the effect of all previous spaces**.

If you are allowed to advance several spaces on the track, you may leave the track between each advancement (even multiple times) and then move forward the remaining number of spaces from the starting space.

Example: Geraldine is allowed to advance 2 spaces. She moves 1 space forward, leaves the track, activates the respective effects, and then advances 1 space from the starting space for her second movement.



OVERVIEW OF THE CULTURE TILES (B -SIDE ONLY)

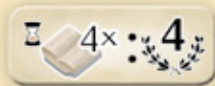
All Culture tiles are scored only at the end of the game. If you fulfill the condition, you gain the victory points indicated.



If your marker has reached the last space of the depicted track by the end of the game, you gain 5 victory points.



If your marker is to the **right** of the starting space of the Satisfaction track, and no other marker is on a space further right than yours, gain 4 victory point. If you share this rightmost space with any other players, you still gain the 4 victory points.



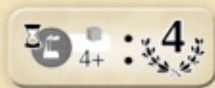
If you own 4 or more School tiles (no matter if they are active or not), you gain 4 victory points.



If you have turned your strongbox over (i.e., your coin limit is 10), you gain 3 victory points, provided you don't have the Penalty tile that decreases your coin limit to 3.



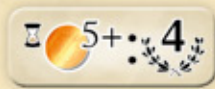
If your marker on the Conservation track is somewhere to the right of the starting space of the track, you gain 3 victory points.



If you have advanced your marker on the Industry track at least 4 times, you gain 4 victory points.



Gain points for how many Culture tiles you own, **including this one**: gain 2 / 4 / 5 points for having 1 / 2 / 3+ Culture tiles.



If you have 5 or more coins, gain 4 victory points. Gain these points **before** you spend coins for any other possible end-game effects.

SPECIAL CONDITIONS (ACTION CARDS)



Some cards show "Riot" as one option. If you choose this option, you must move your marker on the Satisfaction track 1 space to the left. This action doesn't cost any coins, though.



If your marker is to the right of the starting space of the Satisfaction track, and no other marker is further right than yours, you may choose to activate this effect (to gain 2 jokers). If you share this rightmost space with any other players, you still may activate this effect.

OVERVIEW: EVENT CARDS



Export Surplus: Gain 1 coin from the supply.



Elections: Gain 1 coin or 1 victory point.



Festival / Anniversary: Gain 1 or, respectively, 2 victory points.



Breaking News: Advance your marker on the Press track 1 space.



Report Cards: Advance your marker on the School track 1 space.



City Council: Advance your marker on the Bureau track 1 space.



Conservation: Move your marker on the Conservation track 1 space to the right.



Park Opening: Move your marker on the Satisfaction track 1 space to the right.



Construction Ban: You may move your marker either on the Conservation track or on the Satisfaction track 1 space to the right.



Lecture: You may immediately activate one of your active School tiles.



Summer Vacation: You may immediately flip all of your School tiles back to their active sides.



Strike: Your population is unsatisfied and goes on strike. Move your marker on the Satisfaction track 1 space to the left.



Rent Increases: You gain 3 coins; but because of the dissatisfaction of your population, you must move your marker on the Satisfaction track 1 space to the left.



Opinion Poll: If you are affected by this event and your marker is to the **right** of the starting space of the Satisfaction track, and no other marker is further right than yours, gain 1 victory point. If you share this rightmost space with any other players, you still gain the point.

Attention: If you are not affected by the event, but you have the rightmost marker on the track, you do not gain any points.



Angry Mob: If you are affected by this event and your marker is to the **left** of the starting space of the Satisfaction track, and no other marker is further left than yours, you must lose 2 victory points. If you share this leftmost space with any other players, you still lose the points.

Attention: If you are not affected by the event, but you have the leftmost marker on the track, you do not lose any points.

IMPRINT

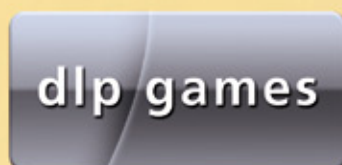
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