Atlanta

2-4 Players | 30 Minutes | Ages 10+ | by Mondo Davis | mondo@mondodavis.com

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Its time to build The Paris of the South. In Atlanta, players will be laying cards to build the sprawling city. The player who can build the most efficient section will be the winner.

Components
100 Cards
30 District Tiles

Setup
Shuffle the Sector cards together and deal two cards to each player. Each player places these two cards in front of themselves, starting their tableau. Cards should be placed side-by-side with about 2 inches of space between them.

Shuffle the remaining cards into one deck. Draw the first five cards from the draw deck and display them side-by-side in a row in the middle of the table.

Separate the District tiles by color and shuffle each group together. Place each stack above the five-card row of Sector cards. Then, reveal the top District tile from each stack face up.

The player who was born closest to Atlanta becomes the first player.

Gameplay
Players will be drawing cards and placing them in their personal tableau. On a player's turn, they may do any combination of two of the three possible actions; Draw a Sector card, Play a Sector card, or Designate a District. After doing one of these three actions, their turn is over and play proceeds to the next player

Draw a Sector Card
From the draw row in the middle of the table, players may select any one face-up card, or they may draw the top card from the draw deck. This card is added to the player's hand.

Play a Sector Card
The player may place one Sector card from their hand into their personal tableau.

Each Sector card has a suit and a color. Players may place any other card on top of an existent card so that the corner of the new card covers the corner of the card already played. This may be done with any card, as long as only one corner of one existent card is covered.

Also, players may play a card so that it covers two corners of adjacent cards if the value of the new card fits between the values of the cards that have already been played.

Example: If a player has played a "4" value card and a "10" value card side by side (left to right), they may play a "7" value card so that it covers the upper-righthand corner of the "4" and the upper-lefthand corner of the "10," thereby bridging the values since 7 is greater than 4 and less than 10.

Wild spaces may be created two ways. First, if two cards whose values are the same are adjacent (for example a "9" is placed adjacent to another "9"), the space between those two cards is wild, and may hold any value card.

Secondly, if two adjacent cards are one value apart (for example a "5" is adjacent to a "6"), the space between those two cards is also wild and may hold any value card.

After a player plays a Sector card in the manner described above, their turn concludes and the next player may begin their turn.

Creating Districts
When a player places a Sector card in a space that creates a closed square between four cards, they have created a District.

Designate a District
To designate a District, a player may draw one of the face-up District tiles from the draw row in the center of the table. They then immediately add that tile to an eligible District. Districts may be designated as one of the five suits in the game; Industrial, Residential, Tourism, Business, or Retail.

To determine which suit to designate a district, identify which of the five suits holds a majority in the 4 cards that surround that district. For example, if a District space is created by two Residential cards, one Industrial card, and one Retail card, it must be designated as a Residential district, as there are more Residential cards surrounding that district than any other suit.

In the event that there is no majority of one suit from the cards surrounding a District, the player may decide how to designate the District in question, choosing from a suit that is represented in four cards around the district. For example, if a District consists of two Tourism cards and two Business cards, the player may decide to designate it as a Business district or a Tourism district, depending on which suit will award them the most points.

District tiles have scoring parameters written on them, which apply to the District in which they are placed.

Turn End
After completing two actions, the player should replace any cards or tiles that were drafted by drawing from the appropriate deck. The next player may then begin their turn

Game End

Play continues until two of the five District stacks are emptied. When this condition occurs, players will continue to take turns until the last player in turn order finishes their turn, so that all players have the same number of turns.

After the last player has taken their final turn, the game ends and scoring begins.

Scoring
Players score points according to the District tiles that they have placed throughout the game. Each tile has parameters specified on it that apply to the District in which it was placed. Players calculate their scores and the player with the most points wins.