



# Urbify



## Components



- **1 town hall board.**  
Containing the prestige track, the four departments, and 6 spaces to form the construction project area.



- **4 influence boards.**  
Containing five tracks: tourism, economy, culture, transportation, and development, and a space to place the politicians.



- **30 building tiles:**  
- 16 of Stage I  
- 14 of Stage II



- **1 main square tile.**



- **1 start player tile.**



### BUILDING DESCRIPTION

- Prestige points
- Building cost
- Inauguration benefit
- Required politicians

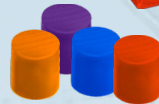
- **24 politicians.**  
(6 per player)



- **20 influence cubes.**  
(5 per player)



- **4 scoring tokens.**  
(1 per player)



- **4 extra points tiles.**  
(1 per player)



*Our city is experiencing rapid growth and thriving in many ways. The process of obtaining building permits is an ongoing negotiation within the main city council departments. Several political parties govern in coalition and utilize their influence and politicians to successfully execute major construction projects, consequently becoming the most popular party in the city. Who knows, perhaps this success will propel them towards even more ambitious political endeavors...*

**In Urbify**, each player assumes the role of a political party strategically influencing the four city council departments - tourism, economy, culture and transportation. The primary goal is to secure the best building permits, gain prestige by constructing these projects, and reap various benefits upon their inauguration. The player whose political party accumulates the most prestige upon the city's completion will emerge as the winner.

# Setup

- 1 Place the **town hall board** within easy reach of all players.
- 2 Put the **main square tile** in the center of the table.
- 3 Shuffle the **Stage I and Stage II building tiles** separately and create two face-down piles near the town hall board.
- 4 Reveal 6 Stage I building tiles and place them under the town hall board to form the **construction project area**.

5 Each player receives:

- A) 1 **influence board** in the color of their choice.
- B) 5 **cubes** of their color to track their influence and development. Place one cube at value 1 on each of the four tracks on the left , and the fifth cube at value 0 on the track on the right .
- C) 1 **scoring token** of their color. Place it at value 0 on the prestige track of the town hall board.
- D) 4 **politicians** of their color. Place them in the politicians' area of their influence board. Place the remaining 2 politicians in a common pool near the town hall board.



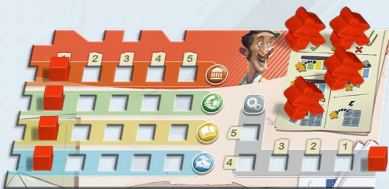
6 Randomly determine which player gets the **start player tile**.



Setup for 3 players



5D



5B

5A

# Influence and Development



Tourism



Economy



Culture



Transportation

Each player has four influence tracks on their influence board, that correspond to the four council departments, where they will adjust the influence points they gain or lose by moving the corresponding markers forward or backward.

## Politicians' area



Influence tracks

Development track



**Development** cannot be directly obtained at the town hall. Instead, players will acquire it through the effects of certain buildings (especially from Stage I) and will spend it to obtain other buildings and pay for certain benefits (especially from Stage II).

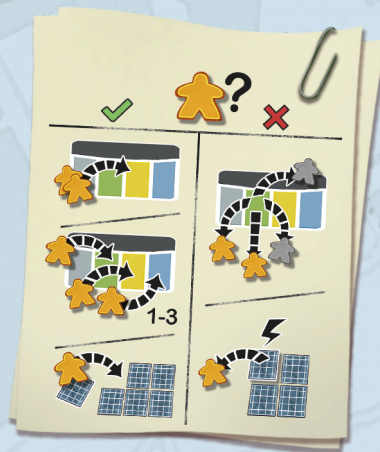


**Important:** During a development payment, the player can spend 1 point from each of the four influence levels instead of one development point, and they can do this as many times as they want. This exchange cannot be used to increase the development track; it is only allowed when paying for development.

# How to play

Players, starting with the one with the start player tile, take turns clockwise, performing an action to place or remove politicians from the town hall and buildings. The end of the game is triggered when the pile of Stage II buildings is exhausted.

On their turn, the player must take **ONE** of the following actions, **depending on whether they have any politicians** on their influence board or not.



If they have any politicians, they must use them by choosing one of the following actions:

- **Influence the council departments.**
- **Start a construction project** and gain prestige.



If they don't have any politicians, they must choose one of the following actions:

- **Activate a planning session** in a department where they have politicians, distributing influence and prestige among the parties present in the vote, and removing all the politicians from that department.
- **Inaugurate a building** in the city where they have politicians, activating the benefits of that building.

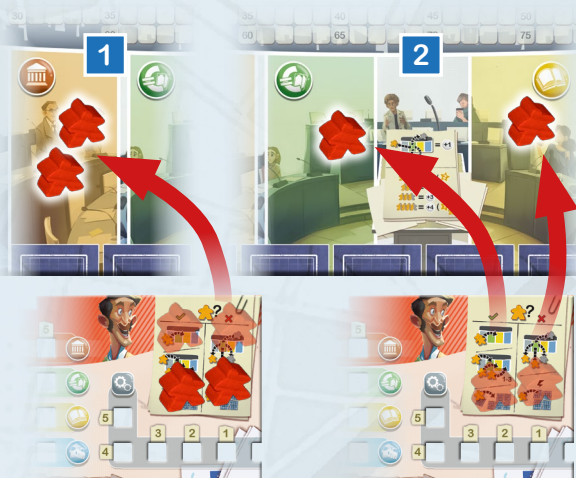


## INFLUENCING THE COUNCIL DEPARTMENTS

In order to gain influence during the voting (or perhaps some prestige), the player can choose this option to add politicians from their influence board to the town hall's departments. Choose between:

- **Placing up to 2 politicians in a single department** of the town hall.
- **Placing up to 3 politicians distributed among different departments**, with only one in each.

**Important:** You cannot place more than 4 politicians from the same party (or player) in a department.



**Example:** The red player can choose to place 1 or 2 of their 4 politicians in one of the departments, or up to 3 politicians in different departments.

- 1 They choose to place 2 in the tourism department.
- 2 In a later turn, they have 2 politicians left and decide to place them in two different departments.

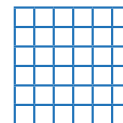


## STARTING A CONSTRUCTION PROJECT

Managing construction projects is the main source of prestige for the parties. The player can choose one of the buildings in the project area whose cost in politicians and influence they can afford, and place it in the city. Follow these steps:

- 1- **Choose a building** in the construction project area.
- 2- **Pay the influence cost of the building**, reducing the corresponding values from your influence levels.
- 3- **Place the building adjacent (horizontally or vertically, not diagonally)** to at least one other building in the city.
- 4- **Place the indicated number of politicians** from your influence board on the building.
- 5- **Add the prestige points** provided by the building to the town hall board's track.
- 6- **Reveal a new Stage I building** and place it in the project area, ensuring there are always 6 buildings available. When the Stage I pile is empty, continue replenishing with Stage II buildings.

**Important:** The city cannot exceed a maximum size of 6 rows and 6 columns.



**Example:** The red player has 2 politicians and initiates the project to build a hospital. They pay 1 tourism, 1 economy, and 1 transportation resource, and place the building next to the main square, with the 2 required politicians from their influence board. Finally, they score 2 prestige points.





## ✖ ACTIVATING A PLANNING SESSION

Through the voting, political parties obtain most of their influence. To hold a vote:

- 1- Choose one of the departments where you have at least one politician.
- 2- All players increase the corresponding influence level on their board by the number of politicians they have in the department, with three exceptions:
  - The player activating the planning session receives **1 extra influence point**.
  - If a player other than the one activating the planning session has **only one politician**, they do not receive influence for being in the minority, but in return, they receive **2 prestige points** for participating.
  - If the player activating the planning session has the maximum of **4 politicians**, they also receive **1 prestige point** (in addition to the influence points) for their high level of participation.
- 3- Return all politicians present in that department to their owners, who place them on their influence boards.



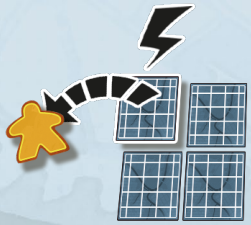
**Example:** The blue player activates a planning session in the culture department. They earn 5 influence points (4 from their politicians and an additional 1 point for activating the planning session) along with 1 prestige point for activating a planning session with the maximum of four politicians.

The orange player only receives 1 culture point (though they should receive 2 for the politicians they have) because they have reached the maximum allowed level on their board.

The red player receives 2 prestige points.

Then, all players return their politicians in the culture department to their respective influence boards.

## End of the game



### ✗ INAUGURATING A BUILDING

By inaugurating buildings of construction projects they managed, players receive different benefits. To inaugurate a building:

- 1- Choose one of the buildings occupied by your politician(s).
- 2- Gain the benefit indicated by the building (optional). You can find a detailed description of each building's benefits at the end of this manual.
- 3- Remove the politician or politicians from that building and return them to your influence board.



**Example:** The red player has no politicians left on their influence board and decides to inaugurate the hospital they planned in a previous turn. They obtain the building's benefit by paying 2 influence points (they decide to pay 1 tourism and 1 economy) and gaining 3 development points, and then remove the two politicians from the building, returning them to their influence board.

The end of the game is triggered when the **last tile of Stage II buildings is drawn** and placed in the project area. Finish the current round normally, meaning every player who has not taken their turn in the current round (up to the player seated to the right of the initial player) takes their turn.

Then, starting from the initial player, **play 2 additional rounds** during which players **can also activate a planning session and inaugurate a building, even if they have politicians left on their influence board.**

### EXTRA SCORING

Once the two additional rounds are finished, players check their five influence levels. For each level, a player scores:

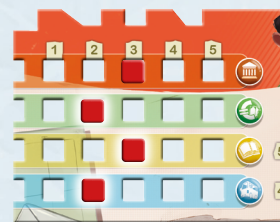
- 4 prestige points if they have the highest influence.
- 2 prestige points if they have the majority and tie with other player(s).

The player with the most prestige points wins the game.

In the event of a tie, the player with the highest total influence points across the levels of their influence board wins, considering that development points count double. If the tie still persists, the players share the victory.

**Extra scoring example:** At the end of the game, purple, red, and orange players review their influence and development levels:

- In **tourism** 🏛️ the purple player has more points.
- In **economy** 🌱 purple and red are tied.
- In **culture** 📖 the red player wins.
- In **transportation** 🚗 all three players are tied.
- Finally, in **development** ⚙️ the red player wins.



# Building benefits

## Stage I - CULTURE BUILDINGS



**College and University:** Return one politician from this building to the common pool and gain 3 development points.



**Theater:** Pay 1 influence point and gain 2 development points.



**Museum:** Obtain 2 development points.

## Stage I - ECONOMY BUILDINGS



**Hotel (x2):** Obtain 1 politician of your color from the common pool (if available) and place it on your influence board.



**Shopping Center:** Gain 3 prestige points for each adjacent building of a color you choose, excluding this building.



**Factory:** Obtain 2 prestige points for each different color of the adjacent buildings, excluding this building.

## Stage I - TRANSPORTATION BUILDINGS



**Parking (x2):** Activate the effect of an adjacent building to this one.



**Bus Station and Taxi Station:** Pay 1 or 2 influence points (as indicated by the benefit) and move the politicians to an empty building in the city. If the empty building requires only 1 politician, return the other one to your influence board.

## Stage I - MIXED BUILDINGS



**Fire Station:** Obtain 3 influence points to distribute as you wish (multiple points can be assigned to the same track).



**Police Station:** Pay 1 development point to obtain the benefit of another occupied building.



**Hospital:** Pay 2 influence points to obtain 3 development points.



**Bridge:** Obtain the sum of the prestige points from 2 adjacent buildings of the same color that are constructed anywhere in the city.

Therefore, purple player gains 8 points (4+2+2+2), red gains 12 points (2+4+2+4) and orange only gains 2 extra points.



**Remember:** For 2 buildings to be adjacent, they must touch along one of their four sides and not at the corners.

## Stage II - CULTURE BUILDINGS



**Cinema:** Pay 1 influence point and gain 3 development points.



**Science Museum:** Obtain 3 development points.

## Stage II - TRANSPORTATION BUILDINGS



**Metro Station (x2):** In another empty building in the city, place the politicians required by that building (and not in this one).

## Stage II - ECONOMY BUILDINGS



**Burger Joint:** Obtain 1 prestige point for each politician in the city (including this building).



**Bank:** Pay 1 development point and initiate an available construction project without paying the influence points. Place the required politicians you need using the same politicians you remove here (if the new building only requires one politician, return the other to your influence board). Obtain the prestige points of the new building as usual.

## Stage II - TOURISM BUILDINGS



**Playground and Soccer Stadium:** Pay 1 or 2 influence points and gain 8 or 9 prestige points (as indicated by the benefit).



**Marina and Airport:** Return one politician to the common pool and the other to your influence board, and gain 7 or 8 prestige points (as indicated by the benefit).



**Skate Park:** Obtain 5 prestige points



**Opera House:** Pay 1 development point and gain 7 prestige points.

## Stage II - MIXED BUILDINGS



**Post Office:** Sum and obtain the prestige points from the buildings of the color you choose in this building's row.



**Garbage Recycling Center:** Sum and obtain the prestige points from the buildings of the color you choose in this building's column.



## URBIFY

- **Game creator:** Kalle Malmioja
- **Game artist:** Grizz
- **Graphic design:** Pedro Soto
- **Development & Rules:** Pako Cantarero
- **Published by:** Looping Games S.L.