



Émilien Alquier



Objective

Your goal in **Link City** is to **build a thriving city together over 6 rounds**. Each round, a different player takes on the role of the mayor.

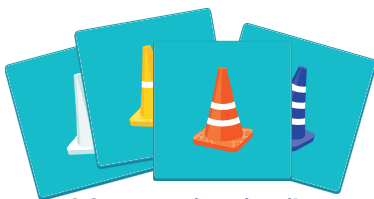
Your mission: expand the city! However, will you agree with the mayor?

Only harmony will allow you to **connect a maximum of locations** to create a unique and quirky city that scores plenty of points!

Content



1 City Hall tile



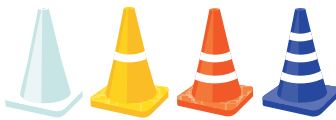
8 Construction site tiles



57 Location tiles



1 City hall screen



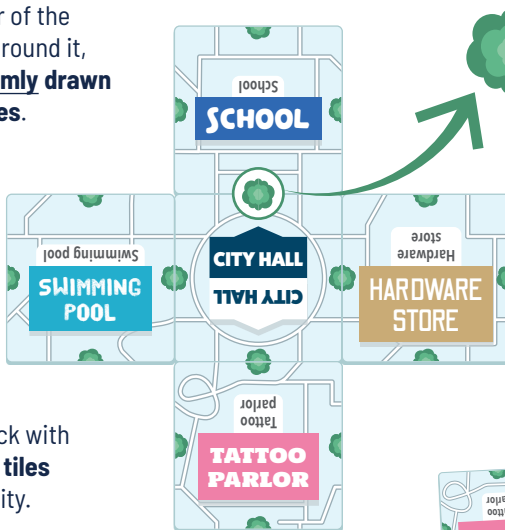
4 Construction cones



6 Bonus tiles

Setup

- 1 Place the **City Hall** tile in the center of the table, then around it, add **4 randomly drawn Location tiles**.



Two tiles connected on the side allow you to complete a tree. Trees are your victory points!

- 2 Create a stack with the **6 Bonus tiles** next to the city.



For younger players!

Each side of a Location tile shows 2 different places. You can always choose the side with the place you understand better.

- 3 Designate the person who will play the role of the mayor in the first round!

The mayor places the screen in front of them and draws **3 new Location tiles** from the box, which they **immediately hide** behind the screen.



They also collect **3 Construction site tiles** – blue, orange, and yellow – behind the screen.



Round Sequence

- 1 The person to the left of the mayor is appointed the **deputy mayor!**

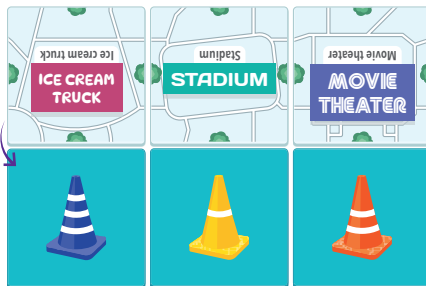
The deputy mayor places the **3 cones** - blue, orange and yellow - at **3 different locations of their choice**, among those where the city can expand (✓).



- 2 Behind their screen, the mayor **secretly pairs each of the 3 cones with one of the 3 new Location tiles**. They use their 3 Construction site tiles for this.

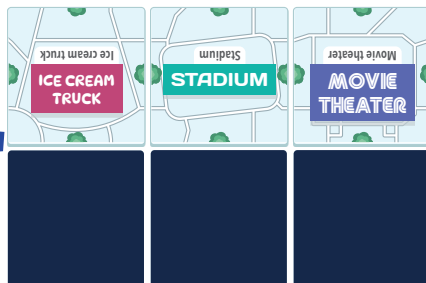
The mayor's goal is to think about associations of ideas that the other players could find. The nearby locations of the cones serve as clues.

In this example, the mayor believes the **ice cream truck** suits the **blue cone's** location due to the nearby **school** and **swimming pool**.



The other players let the mayor make their choices without influencing them!

Once the mayor has made their choices, they **flip over only the 3 Construction Site tiles** and **remove the screen**.



- 3 The other players** collect the remaining 3 Construction Site tiles (blue, orange, yellow). They discuss among themselves to try to **figure out the mayor's choices** and place **together** their Construction Site tiles in front of the corresponding Location tiles.

The mayor lets the other players make their choices and remains silent!



In my opinion, the stadium is outside the city, next to the hardware store.

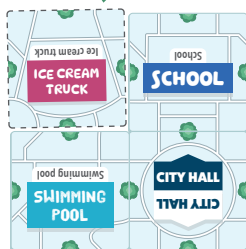
Not sure, because the stadium is for sports, like the swimming pool, plus football players like tattoo parlors!

Except that for me, after a dip, I feel more like going to a movie theater than the stadium!

If the other players don't all agree... it's the **deputy mayor** who decides!

- 4 RESOLUTION!** The mayor reveals the Construction Site tiles on their side:

If the Construction Site tiles match, the mayor **replaces the cone** with the new location **exactly** in the same spot within the city.

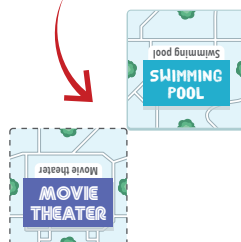


By connecting the ice cream truck to the school and the swimming pool, 2 trees are completed, earning **2 points**.

If the Construction Site tiles are different, the mayor places the new location **wherever they want** around the city, attaching it **only diagonally** to at least one other location.

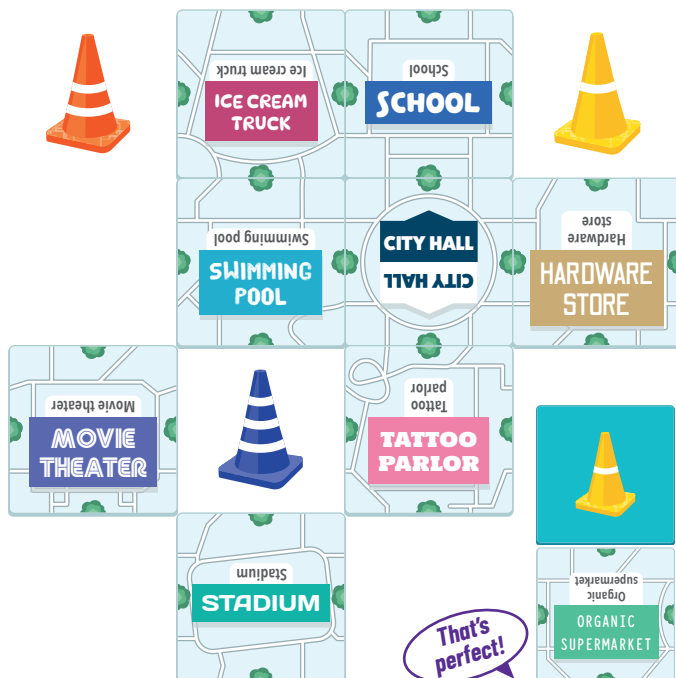


No tree completed with the movie theater, so **0 point**.



Next Rounds

In the following round, the deputy mayor from the previous round becomes the **mayor**. The person to their left then becomes the **deputy mayor** and places the 3 cones.



*Each round unfolds like the first one.
Your goal: Expand the city by making as many connections as possible!*

In this example, the orange cone can earn 1 point (1 tree completed), the yellow cone 2 points and the blue cone 4 points.



UNLOCK BONUSES!



THE WHITE CONE

As soon as the mayor and all players achieve a **perfect score** by reaching complete agreement on all locations, you unlock the white cone!

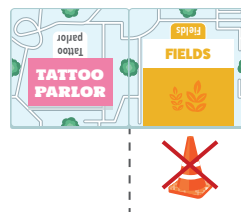
From now on, play **each upcoming round** with **4 cones** and **4 new locations!**



BONUS TILES

After each round that ends with a perfect score, the mayor adds to the city **the Bonus tile from the top of the stack**, creating even more connections!

But beware... You **can't build in the whole line following the color zone** of a Bonus tile.

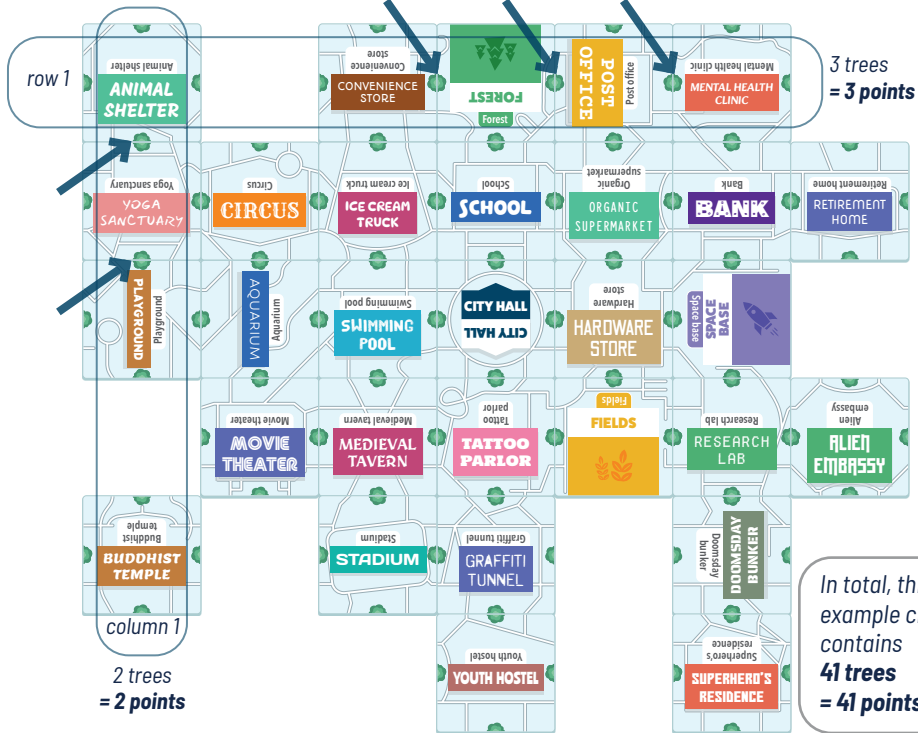


End of the game



The game lasts for 6 rounds. At the end of the last round, count your points by tallying the number of completed trees in your city! **1 full tree = 1 point.**

Tip: Count within the rows first, then within the columns.



Congratulations, you've finished your city! What's your level?

-30 points : Welcome to **Bizarre City...**

+30 points: You're good, welcome to **Cool City!**

+40 points: You're very good, welcome to **WOW City!**

+50 points: You're exceptional, welcome to **LINK CITY!**

+60 points: Congratulations, but... you cheated ;)



1 tree cut down in production
= 2 trees planted with our
cooperation partner **Ishpingo**
in the Amazon. www.ishpingo.org

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Development: Next Chapter Games GmbH - Design: Mathieu Claus.
Distribution, licensing and partnerships: Blue Orange
bandjo@blueorangegames.eu

