Alexandre Garcia

Dilluvia Project

Rules

Dilluvia Project

A game by Alexandre Garcia
for 2-4 players

Contents

2.0 COMPONENTS

Each **Dilluvia Project** copy contains:

- 1 large game board
- 4 player mats
- 4 wooden building markers (1 each in player colors)
- 120 wooden resource cubes (30 each in white, black, brown, purple)
- 56 wooden player cubes (14 each in player colors)
- 32 wooden workers/discs (8 each in the player colors)
- 4 wooden special workers/discs (1 each in lighter player colors)
- 4 wooden population figure (1 each in player colors)
- 1 rectangular game turn indicator (black)
- 4 zeppelins (1 each in player colors)
- 16 garden tiles
- 61 market tiles
- 86 building tiles
- 8 prestige markers (4 large and 4 small crowns – for point track and player mat)
- 62 "Aero" coins in 2 denominations
- 4 money markers for the player mat
- 4 player aids – light carton
- 2 rules booklets (English/German)

1.0 INTRODUCTION

Planet earth is overpopulated but recent technological developments open new possibilities – whole cities hovering high in the skies.
The first sky city was planned and named Dilluvia Project. Will it succeed? Will it attract people living detached from their friends in the skies?
It is an important time for mankind!

The players are entrepreneurs managing the construction of this first sky-city.
During seven game turns the main goal of the players is to attract new inhabitants to the city. Who is building the city most efficiently. Who is attracting the most population and winning **Dilluvia Project**?

2.1 The Game Board

The **Dilluvia Project** game board is divided into several parts. The *point track* runs around the edges.
The *market* is located in the upper left corner. *The players place their zeppelins here to acquire market tiles.*
The game *turn track* is in the top center, showing seven game turns.
The right half of the game board is covered by the *city* and its propellers. *During the game the players will place buildings here.*

Note: The outer "ring" of grey squares of the city is only used when playing with four players; the next inner row of squares only when playing with three or four players. In two-player games these two rows are **not** playable.

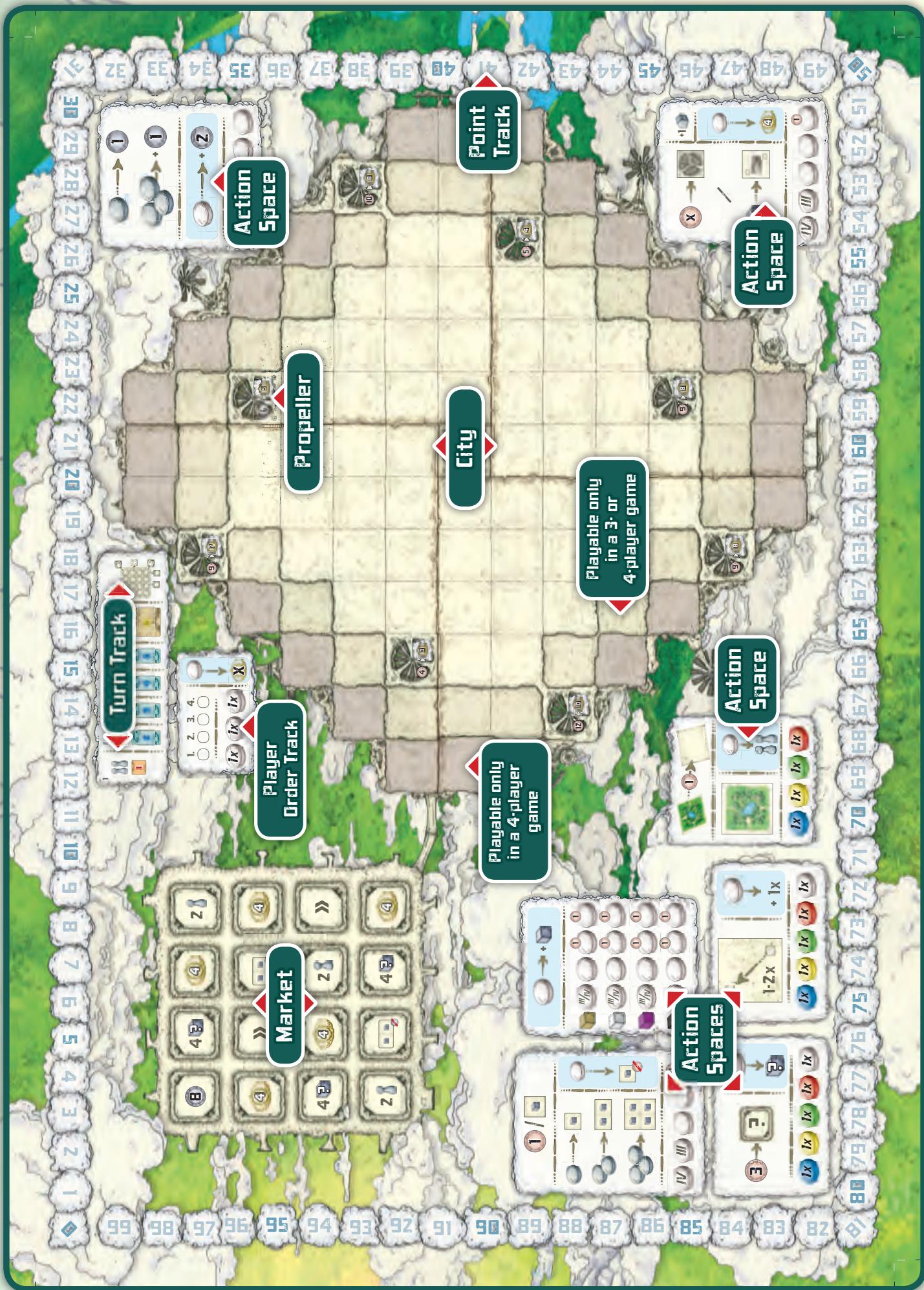**Attention:** All propellers are always playable.
Below the game turn track is the player order track. This player order track, and the boxes on the top right, the bottom right and on the left part of the board are eight *action spaces* where the players place their action discs and select actions.

Point Track

Action Space

Action Space

Action Space

Action Spaces

Propeller

City

Turn Track

Player Order Track

Market

Playable only in a 3- or 4-player game

Playable only in a 4-player game

2.2 Player's Components

Each player receives the following components: a player mat, a zeppelin, a player aid, and, in his player color: two prestige markers (large and small), a building marker, a population figure, a money marker, 14 cubes, and nine workers (eight darker and one lighter one).

The large prestige marker and the population figure are used on the point track; the small prestige marker, the building marker, the money marker, and one cube are used on the player mat.

Large Prestige Marker

Money Marker

Population Figure

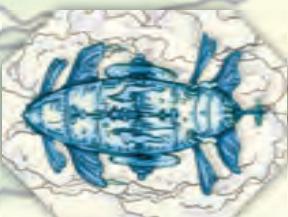**Building Marker**

Cube

Small Prestige Marker

Player Mat Note: 36 is the maximum number of money, resources, and prestige a player may have.

The other cubes are used as markers in the city and on the market (last game turn). They do not represent an absolute limit. If needed, players may use substitutes.

The player needs his zeppelin to acquire tiles at the market.

The workers indicate which actions (and how often) they have been selected by a player.

Note: Per player, three dark workers are *not* available at the start of the game.

The *player aids* list how many wooden resource cubes a player needs to build a specific building.

Dilluvia Project

www.spielworxx.de

Spielhilfe Player Aid

2.3 The Market Tiles

Dilluvia Project contains 61 square market tiles. They have two differently colored backsides (white/beige and grey). They are used on the market of the game board.

2.4 The Building Tiles

Dilluvia Project includes 86 building tiles in three different sizes (covering one, two, and four spaces in the city). The backside of each tile tells the players from which game turn they may be built. *Most buildings exist in two different versions (A and B).*

2.5 The Garden Tiles

The 16 square garden tiles are placed in the city by the players during a game.

2.6 The Resource Cubes

To erect a building, a player needs resource cubes in various colors. *Dilluvia Project* contains white, black, brown, and purple resource cubes.

The cubes do not represent an absolute limit. If needed, players may use substitutes.

2.7 The Aero Coins

Market tiles, territory in the city, and some actions cost money. The currency in *Dilluvia Project* is the "Aero". There are Aeros in two denominations: 1 and 5.

2.8 The Game Turn Indicator

The game turn indicator tells the players which game turn it is.

3.0 AIM OF THE GAME

In *Dilluvia Project*, the players try to attract population to the city. To do so, they acquire helpful market tiles, erect buildings, and plant gardens.

The player who has attracted the largest amount of population to Dilluvia in seven game turns is the winner.

4.0 GAME PREPARATION

Place the game board on the table. The wooden resource cubes are divided by color and placed aside. The Aeros are divided by value and also placed aside to form "the bank." The garden tiles are put nearby. Depending on the number of players, several market tiles must be removed from the game! One player takes the market tiles and separates them by backside color. Each of the two stacks is shuffled; then 16 tiles with white/beige backside are placed openly on the market – one tile per space. The remaining tiles are placed face-down next to the game board. The stack of grey tiles is put next to the white/beige tiles, also face-down.

Another player separates the building tiles by backside number and letter. He then flips over the tiles with numbers 0 and 1. The population figure and the large prestige marker of each player are placed on space "0" of the point track.

Each player places his player mat in front of himself, the small prestige marker, one cube in his color, and the money marker next to it. Each player places the building marker on the first "building space" of his player mat. The players keep their other cubes in front of them.

The player aid is placed next to each player mat.

Three of the darker workers of each player are put together and form the "pool". The other darker workers and the single special worker in a lighter color are available right at the start – they are placed next to the player aid.

One player takes one cube of each player and randomly selects the turn order for game turn 1. The cubes are put into the squares numbered 1 – 4 of the turn order action space.

The game turn indicator is placed on the first turn space.

Finally, the start player receives three Aeros, the second player in turn order four, the third five, and the fourth six Aeros.

You are ready to build this city!
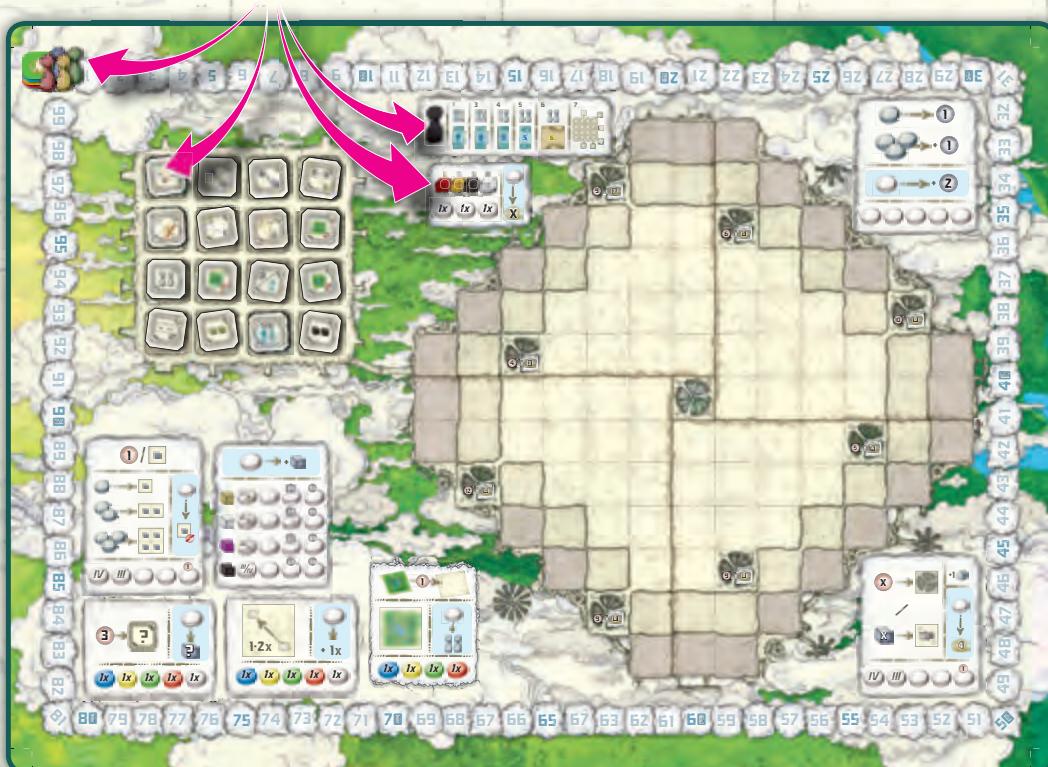
5.0 SEQUENCE OF PLAY

Dilluvia Project is played in game turns. Each game turn is divided into three game phases:

- 🔴 **Market Phase**
- 🔴 **Action Phase**
- 🔴 **Income Phase**

In the *Market Phase,* the players buy tiles from the market (see 6.0). In the *Action Phase*, they place workers on the various action spaces and conduct the corresponding action(s) (see 7.0), and in the *Income Phase,* the players receive Aeros, prestige points, and resources according to the markers on their player mat (see 8.0).

Each time a player's prestige marker reaches a "10" on the point track, he scores population points according to the position of his building marker on the player mat.

After the completion of seven game turns the winner is determined (see 10.0).

Note: There is no *Income Phase* in the seventh game turn; the players directly proceed to the *End Game Scoring*.

6.0 SEQUENCE OF PLAY

The *Market Phase* is the first phase of each game turn and is completed by all players before they advance to the *Action Phase*. Each player acquires from zero to four market tiles. Starting in game turn 2, the players first refill all empty spaces of the market with one new tile each. First the players take tiles from the "white/beige stack"; if that stack is empty, they take tiles from the "grey stack". See below for an exception at the start of the seventh/last game turn.

Tiles are always refilled starting in the top-left and continuing, row by row, to the bottom-right space of the market.

placement of new tiles

In game turn order, each player now places his zeppelin either next to a row or column of the market. The zeppelin's front is pointing to the market.

A zeppelin may *not* be placed in these ways:
- 🔴 In the same row/column of another zeppelin.
- 🔴 Opposite another zeppelin.
- 🔴 Diagonally.

When all players have placed their zeppelins, each player, in game turn order, may buy market tiles.

A player may only acquire market tiles in his selected row/column. He may acquire one, two, three, or all four tiles, if still available, in his row/column.

Costs: The first tile in the row/column (the one next to the zeppelin's front) costs 1 Aero, the second one 2, the third one 3 and the last one 4.

A player does **not** have to buy tiles "in sequence"; i.e., he may buy the first tile and the third tile but not the second one.

Example:
Marion buys all 4 tiles and pays 10 Aeros (1+2+3+4) to the bank. She could have bought only the first and third tile for a total of 4 Aeros.

Acquired tiles are taken off the market by the owner. The tiles have different effects and are implemented accordingly (see 11.0 for the effects of all tiles).

Tiles that have been used are discarded and placed back into the box.

A player may own more than one copy of the same tile (e.g., two *Converters*).

Compensation: Because tiles are bought in game turn order and are not *replaced after each player*, a later player may already find empty spaces in his row/column and therefore less tiles to acquire. For **each** empty space in his row/column a player receives compensation of one Aero from the bank.

Important: The player receives this compensation only **after** paying for all tiles bought from the market.

Example: *After Marion bought her tiles, Angelika's choice is limited to three tiles. When Angelika has finished buying tiles, she receives a compensation of 1 Aero for the empty space in her column.*

Special tiles: There are several tiles in the game listing a price of 5 Aeros (see 11.0). This is the price of the tile and replaces the standard price relative to the position of the zeppelin. It is **not** paid in addition to the position in the market!

Last Game Turn: At the start of the Market Phase of the *last* game turn, empty market spaces are not refilled. Instead, all remaining tiles are removed and put next to the game board. The effects printed on the market spaces are used in this turn.

A player "buying a space" puts one of his cubes in it to show that the space is unavailable for the other players. All spaces have an immediate effect. Players still get a compensation for already chosen spaces.

7.0 ACTION PHASE

The number of workers (discs) each player has is always open to all players.

In game turn order, the players place one (or more) workers on **one** of the **empty** round spots of the eight action spaces of their choice. Players place workers from left to right without leaving any blank spots in between.

The players immediately execute the chosen action, with the exception of the player order action (see 7.1).

Players without any workers left are simply skipped – the Action Phase ends when all workers of all players have been placed.

Note: A player may not "pass" to save a worker for later – when it is a player´s turn, he has to place at least one worker in a single spot of an action space.

Each action space gives benefits to the **first** player using his **special worker** (in lighter color) on it; see below for details.

Note: Other players may use their special worker on an action space that already contains a special worker; they just do **not** earn the benefit.

The action spaces may have the following symbols:
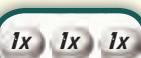
• 1x means that only one worker may be placed per spot.

• A colored spot means that only the player of that color may place a worker here.

• A IV, a III, or a IV/III means that this spot may be only used in a three- or four-player game.

• An Aero above a spot means that this spot may only be used if the owner pays 1 Aero to the bank – this is 1 Aero per spot, not per individual worker placed.

In addition to placing one or more workers, a player may use any number of market tiles in his possession on his turn during the Action Phase. See 11.0 for details on the market tiles.

7.1 Player Order

Here the players may change the player order for the **next** game turn.

To change the player order, the player places one of his workers in the leftmost empty spot.

At the very end of the game turn, the player order for the next turn will be determined. Players who selected this action move as far as possible to the front starting from the left – the other players are pushed back.

Special Worker Benefit: The first player using his special worker receives as many prestige points as his current place in turn order (the fourth player would receive four prestige points). Advance his prestige marker on the point track.

Example: *Angelika and Marion decide to advance in player order, so they both get earlier player turns in the next game turn. Both Jeff's and Michael's markers are pushed back. Angelika uses her special worker, so she gets an additional 4 prestige points.*

7.2 Income

Here the players immediately receive money from the bank. Each placed worker is worth 1 Aero. For every three workers used in one spot the owner gets 1 extra Aero.
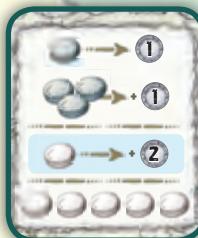
Special Worker Benefit: The first player using his special worker receives an extra 2 Aeros.

Example: *Michael places 3 workers on the first spot, one of them is his special worker. He gets a total income of 6 Aeros.*

7.3 Resources

Here the players immediately receive resource cubes from the pool. Each worker placed earns 1 resource of the indicated color. The player puts the resources in front of him.

Special Worker Benefit: The first player using his special worker receives an extra resource cube of the corresponding color.

Example: *Angelika needs white resource cubes. As both Marion and Jeff already took white resource cubes, Angelika places two workers on the third spot – she must pay 1 Aero. She takes two white resource cubes from the general storage.*

7.4 Territory Purchase

Here the players purchase "ground" in the city. *Owned ground is necessary for erecting buildings.*

• **Each** space bought in the city costs 1 Aero.

• Purchasing a single space *(small terrain)* with one worker costs 1 Aero.

• Purchasing two spaces in a row or column *(medium terrain)* with two workers costs 2 Aeros.

• Purchasing four spaces in a square *(large terrain)* with three workers costs 4 Aeros.

Combinations are possible if a player places two or more workers.

Special Worker Benefit: The first player using his special worker receives one free extra space.

Example: *Marion places four of her workers on a spot and she may buy: a) 4 small terrains, or, b) 2 medium terrains, or c) 1 medium terrain and 2 small terrains, or, d) 1 large terrain and 1 small terrain.*

The player immediately marks purchased spaces in the city with his cubes.

Where to place?

At the start of the game a player has to place his first cube adjacent to the propeller in the center of the city (all 8 spaces around the propeller are considered adjacent). Placing cubes diagonally is allowed, but the shape of purchased terrains must be respected (see above).

From here, a player may extend his terrain in all directions, always placing adjacent to at least one of **his** other **terrains or buildings** (again, placing diagonally is allowed if the shape of purchased terrain is respected).

Note: In the very rare case that a player cannot place his first cube legally (e.g., because all spaces adjacent to the central propeller are occupied), he may place that cube adjacent to any building of another player.

7.5 Construction

Here the players erect buildings **and/or** purchase propellers. These are two distinct actions that may be conducted alone or together when placing one worker on one of the spots.

To execute this combined action once, the player needs to place one worker in a spot. If the player wants to buy more than one propeller and/or erect more than one building in the same action, he must place the necessary number of workers at the same time in the spot.

Special Worker Benefit: The first player using his special worker receives four prestige points, immediately advancing his prestige marker on the point track.

Example: *Marion wants to erect two buildings and buy one propeller in a single action. Thus, she must place two workers in the spot.*

Purchasing a propeller: The player pays the amount of money indicated on the game board to the bank and puts one of his cubes on the propeller space. Only one player may purchase a propeller.

Advantages: The player immediately receives the prestige points indicated on the game board space and advances his prestige marker on the point track accordingly. Moreover, effective immediately, he may place cubes for purchased terrain adjacent (again, diagonally is allowed) to the propeller.

Erecting a building: To erect a building, a player needs:
• The necessary resources for that type of building (see the player aid). He places the resources back into the general supply next to the game board.
• The required "ground" in the city – respecting the shape of the building.
The building has to be immediately placed in the city. It can never be moved later.

The player pays the necessary resources and removes his cubes from the ground in the city. He places one of his cubes on one of the two available squares on the building. The cube may only be moved from one square to the other by using action 7.8.

The location of the cube on the chosen square determines the income of the player. Income in money, resources, and prestige

is immediately marked on the player mat (never directly on the point track of the gameboard). The money, resource, and prestige marker(s) are moved in this way:

• **Money:** The player moves his money marker the respective number of spaces on the player mat.

• **Resources:** The player moves his cube the respective number of spaces on the player mat.

• **Prestige:** The player moves his prestige marker the respective number of spaces on the player mat.

• **A new worker (disc):** Building #0 allows the owner to take an additional worker from the pool if he chooses the matching square – a player may take up to three additional workers in this way. *A purchased worker is only available at the start of the next game turn!*

In addition, each purchased propeller and erected building advances the building marker on the player mat from *building spot to building spot*.

Example: *First, Angelika erects the building on her ground of the city. She places a cube on the building, and moves her resource marker ① one space and her money marker ② three spaces on her player mat. Afterwards, she purchases the propeller for 6 Aero, pays the money to the bank and places one of her cubes on that propeller. She immediately advances her prestige marker ③ on the point track. Finally, she moves her building marker ④ two spaces on her player mat.*
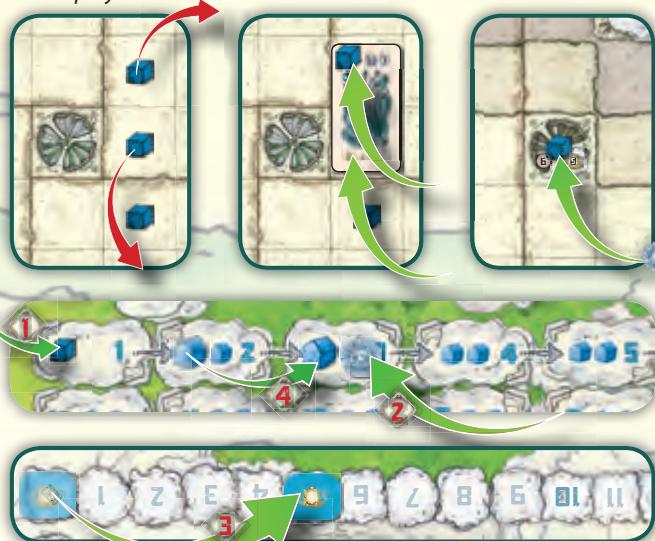
Erecting buildings from future game turns: A player **cannot** erect buildings from future game turns; only from the current turn and earlier ones (see the market tiles for an exception).

Erecting buildings of the current game turn: Each time a player erects a building of the current game turn (see the number on the building tile), he receives 2 population points. *This is indicated on the game turn track.* The player advances his population marker on the point track accordingly.

The player gets two population points for each ① building erected during the first round.

7.6 Acquiring Market Tiles

Here the players acquire additional market tiles. Placing a worker allows the player to take any one remaining market tile for 3 Aeros (even a tile that normally has a fixed price of 5 Aeros). The taken tile is used according to the standard rules.

Note: In the last turn, place a player cube in the chosen space so that it is not used more than once.

Placement rules: Each player may only use the spot in his color. In addition, one player may use the white spot – but only after he has used his colored one. *Therefore one player may select this action space twice in a game turn.*

Special Worker Benefit: The first player using his special worker receives one resource cube of his choice.

7.7 Gardens

Here the players place a garden tile onto a space in the city. The player takes a garden tile from the pool and places it into **any** space containing one of **his** cubes in the city. This costs 1 Aero, payable to the bank.

Gardens are not marked by a cube afterwards – they belong (as recreational areas) to everyone. Gardens are important in the end scoring (see 10.0).

Placement rules: Each player may only use the spot in his color.

Special Worker Benefit: The first player using his special worker receives two population points, immediately advancing the population marker on the point track.
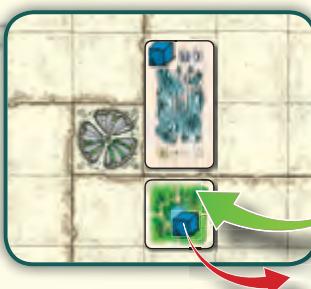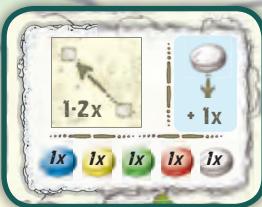
Example: *Angelika places one garden adjacent to one of her buildings.*

7.8 Changing the Position of Cube on Building

Here the players may change the position of their cubes on buildings. This action allows the player to switch one or two of his cubes on any of his buildings to the other cube spot.

The player immediately has to adjust his markers on his player mat according to his new values.

Note/exception: A player **never** loses his additional worker of the building #0 when switching his cube on such a building to the spot for 2 prestige points. In addition, each building #0 only earns the player a single worker; he **cannot** switch the cube twice on a single building in order to get two workers. *By*

counting his buildings #0 a player sees how many workers he may have in play.

Placement rules: Each player may only use the spot in his color. In addition, one player may use the white spot – but only after he has used his colored one. If fast, a player may select this action space twice in a game turn.

Special Worker Benefit: The first player using his special worker may switch a cube on one additional of his buildings.

When all players have placed their workers, the Action Phase ends.

Note: Because players will likely have a different number of workers available starting from turn #2 and place a different number of workers on spots, not everyone will have the same number of player turns in a game turn. Players without a worker simply "pass".

8.0 INCOME PHASE

In game turn order, the players now determine their income. They take a look at their player mat and
- take money from the bank according to the money marker;
- take the amount of resource cubes *of their choice according to the resource marker;*
- advance their prestige marker on the point track according to their prestige marker.

The money, resource, prestige and house markers remain on their spots on the player mat. *Therefore the players usually get more and more income during the game.*

Note: The Income Phase is skipped in the final game turn; players immediately go to the End Game Scoring (see 10.0).

Afterwards, the player order for the next game turn is determined and the game turn indicator is advanced to the next space on the track.

Finally, each player turns over any market tiles that may be used once per turn and takes back his workers and zeppelin from the game board.

9.0 SCORING POPULATION

Remember: The player with the most population in the city will win the game.

When does a player receive population points:
A player receives population points *each time his prestige marker* on the point track reaches or crosses a "10" (10, 20, 30, 40 etc.). The number of population points received depends on the space occupied by the *building marker* on the player mat.

Population points received are immediately marked with the player's population marker on the point track.

Example: *Marions's prestige marker is advanced from 9 to 11. Her building marker is in the 2 space of her player mat. She immediately receives 2 population points, marked on the point track.*

Note: A player without any buildings receives **one** population point when his prestige marker reaches a 10.

10.0 END GAME SCORING

Immediately after the *Action Phase* of the seventh turn, the *End Game Scoring* occurs and the winner is determined

**In game turn order, all players run through these four steps:**
1. Each player receives income according to the markers on his player mat (prestige points, money, resources).
2. Each player receives prestige points for certain market tiles in his possession (see 11.0).
3. Each player receives prestige points for gardens: A garden does not belong to a specific player. If adjacent to a garden, each player may score this garden.

Each building orthogonally adjacent to a garden (in other words only horizontally and vertically, not diagonally) earns the owner a number of prestige points according to the building's size:

- 🔴 Small building   1 prestige point
- 🔴 Medium building   2 prestige points
- 🔴 Large building   4 prestige points

A building adjacent to several gardens will score prestige points once for each garden.

Example: *The players get prestige points from the three gardens as follows: Garden A gives 4 prestige points to Marion (red) and 1 prestige point to Jeff (yellow). Garden B gives 6 prestige points to Marion. Garden C earns Marion 1 prestige point and 5 prestige points to Jeff.*
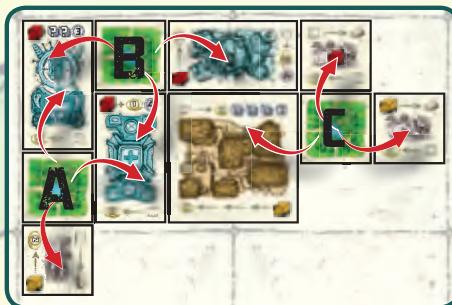
4. Each player receives population points for certain market tiles (see 11.0).

Reminder: As usual, each time a player´s prestige marker reaches or crosses a "10" on the point track during the End Game Scoring, his population marker is advanced according to the number of buildings he owns.

The player with the most population points is the winner!

In the case of a tie, the player whose prestige marker is nearest to the next "10" on the point track, is the winner. If still tied, the tied players share the victory.

Example: *Marion and Michael both have 89 population points. As Michael's prestige marker is closer to the next "10" on the point track (he is closer to score his population again), he wins the game.*

11.0 MARKET TILE GLOSSARY

Market tiles have two backsides – either white/beige or grey. The ones with white/beige backs are used before the ones with grey backs.

On their front sides, all market tiles have symbols in up to three positions of the tile´s frame – top left, top right, bottom left.

Symbols in the top left:

This tile immediately earns the owner 1 prestige point on the player mat.

This tile costs 5 Aeros to purchase, no matter its position on the market. However, see 7.6.

Symbol in the top right

This tile is used in the End Game Scoring.

This tile may always be used when applicable.

This tile may be used once per game turn. Afterwards, it is turned over as reminder that it has been used.

This tile may be used once during the game (owner´s choice); afterwards it is discarded.

This tile is immediately used after pickup, then discarded.

Symbol in the bottom left (and on the back of the tiles)

This tile is only used in a 3- or 4-player game; it is not used in a 2-player game (put it back into the game box).
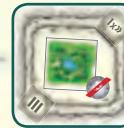
This tile is only used in a 4-player game; it is not used in a 2- or 3-player game (put it back into the game box).

All Tiles In Detail

The owner receives 3 prestige points for each set of 5 Aeros and 5 resource cubes (of any kind) at the end of the game.

The owner may take 1 garden tile and place it on any empty space adjacent to one of his buildings, or in a space containing one of his cubes for free.
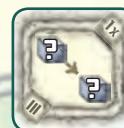
Each building built in the correct turn (e.g., a building #2 in the second game turn) earns the owner 3 prestige points.

The owner receives 2 population points.

The owner pays 1 less Aero for each acquired medium or large space of ground.

The owner may convert 1 resource cube into any other kind of resource cube.

The owner may erect a building from a future game turn. **Exception:** Buildings from turn #6 may not be erected in advance.

The owner may place his cubes in 2 single spaces in the city adjacent to one of his terrains or buildings free of charge.

Each time any player places a worker in a spot with the Aero symbol, the owner receives 1 Aero. If the owner does this himself, he receives the 1 Aero from the bank; if another player is doing this, he pays the Aero to the owner (and not into the bank).

Instead of 1 Aero compensation for an empty space in his row/column, the owner receives 2 Aeros per space in the Market Phase.

The owner receives 3 brown resource cubes.

The owner receives 2 Aeros per small building he has.

The owner receives 3 white resource cubes.

The owner receives 3 Aeros per medium building he has.

The owner receives 3 black resource cubes.

The owner receives 5 Aeros per large building he has.

The owner receives 4 population points when he alone owns the most propellers in the city. If other players own the same amount of propellers, he receives 3 population points. If any other player owns more propellers, he loses 1 population point.

When erecting a building #2 or #3 the owner needs to pay 2 less resource cubes (of his choice).

The owner receives 4 population points when he alone has the most medium buildings in the city. If other players have the same amount of medium buildings, he receives 3 population points. If any other player has more medium buildings in the city, he loses 1 population point.

When erecting a building #4 or #5 the owner needs to pay 2 less resource cubes (of his choice).

The owner advances his building marker on his player mat to the next building spot.

The owner receives 2 white resource cubes.

The owner receives 4 population points when he alone has the most small buildings in the city. If other players have the same amount of small buildings, he receives 3 population points. If any other player has more small buildings in the city, he loses 1 population point.

The owner may place his cubes in 2 orthogonally adjacent spaces (medium terrain) in the city adjacent to one of terrains or buildings.

The owner receives 7 prestige points.

The owner receives 2 black resource cubes.

The owner receives 4 population points when he alone has buildings in the most different sectors (quarters) of the city. If other players have buildings in the same number of different sectors, he receives 3 population points. If any other player has buildings in more different sectors, he loses 1 population point. A building can only count for one sector.

The owner receives 2 brown resource cubes.

The owner receives 2 purple resource cubes.

The owner receives 4 population points when he alone has erected at least 2 large buildings (#6). If other players also have erected the same amount of large buildings as he has, he receives 3 population points. If any other player has erected more large buildings than he has or if he has not erected 2 large buildings, he loses 1 population point.

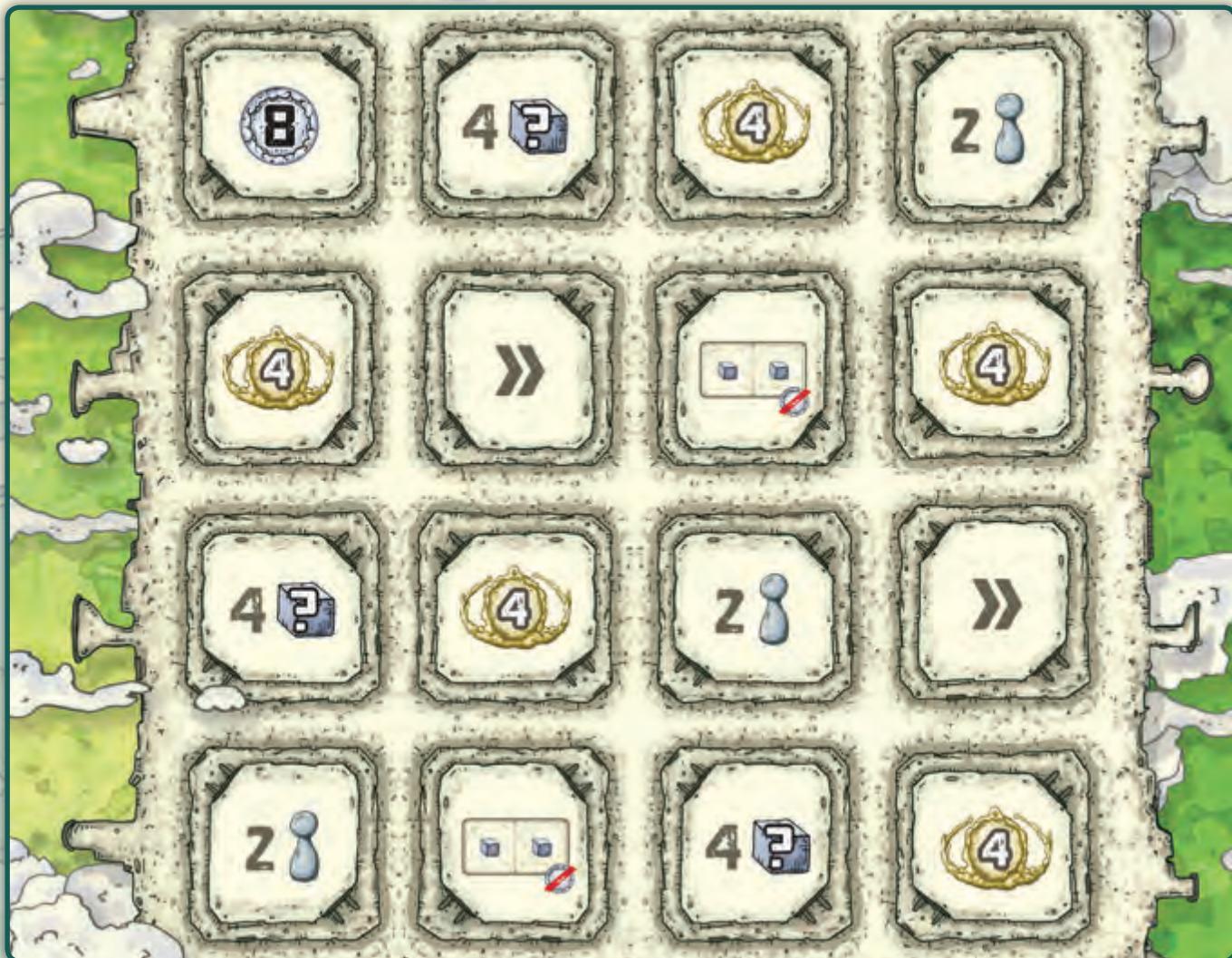The owner receives 5 Aeros from the bank.

The owner receives 4 population points when he has the most workers in play. If other players have the same amount of workers in play, he receives 3 population points. If any other player has more workers in play, he loses 1 population point.

The owner receives 6 Aeros from the bank.

The owner receives 3 purple resource cubes.

The owner receives 3 prestige points for each "population tile" in his possession.

In the last game turn the effects printed on the market spaces are used (see 6.0).

The player receives 8 Aeros from the bank.

The player receives any 4 resource cubes.

The player receives 4 prestige points on the point track.

The player receives 2 population points on the point track.

The player may select a market tile from among the ones put away at the start of the turn and use it according to normal rules.

The player may place his cubes in 2 orthogonally adjacent spaces (medium terrain) in the city adjacent to one of his terrains or buildings.

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