



2 - 6

30 - 45 mins

OBJECTIVE

To be the first person to reach 50 points by having a Diverse City, avoiding disasters, and collecting the People card.

SET UP

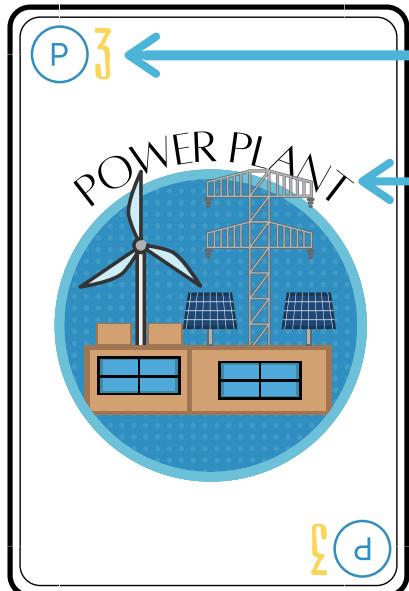
Shuffle the cards. Deal 5 cards to each player. Each player will hold the cards in their hand so the other players cannot see (with the exception of **DISASTER** cards as explained below). Place the remaining cards in the middle to form the Draw Pile. A Discard Pile will form next to the Draw Pile.

HOW TO PLAY

The person with the most diverse colors in their clothes goes first. On your turn, always draw first! You may draw from the top of the Draw Pile or the top of the Discard Pile (if applicable).

On the next page is an example of **CITY** cards and **DISASTER** cards.

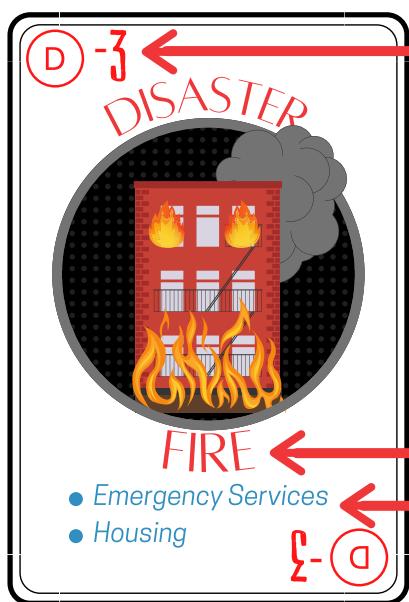
This is a **CITY** card - You want to collect these!



This tell you how many points it's worth.

This tell you the category.

This is a **DISASTER** card - You want to avoid these!



This tells you how many negative points it's worth.

FIRE

- Emergency Services
- Housing

-3
D

This tells you the category.

This tells you which **CITY** card(s) you must have in order to discard this **DISASTER**.

If a player draws a **DISASTER** card, they place it face up directly in front of them. If at any point there are 5 or more **DISASTER** cards face up on the table, this triggers a reset (see "Exceptions" for 5-6 players). All players must discard their entire hand including any **DISASTER** cards in front of them. Play continues to the left of the person who drew the last card. Each player on their turn draws 3 new cards from the Draw Pile.

In the example above, you must have both **CITY** cards in order to discard this **DISASTER**. Once you have them both, you may discard the **DISASTER** card with the other two cards. Some **DISASTERS** only require one **CITY** card. All **DISASTER** cards must be placed on the table face up in front of the player who drew it until it is resolved. On your turn, you may donate one or more **CITY** cards to another player's **DISASTER** and discard that card immediately (see "Exceptions" below). You may also ask the other players if they would like to donate to your **DISASTERS**. You may not donate any cards if it is not your turn unless you are being asked by the current player who's turn it is.

There are other types of **DISASTERS** that have consequences for all players. These are called **MAJOR DISASTERS**.



This is a **MAJOR DISASTER** card

This tells you the category.

This tells you what all players must do.

This tells you that you do not keep this card in front of you; you discard it once everyone has done the action.

See "Disaster Cards" below for more information.

Your turn ends once you discard. Any discard ends your turn (unless a card was donated to you and it wasn't your turn). At the end of your turn, you may not have more than 8 cards in your hand (including the **DISASTER** cards in front of you). If you discard all the cards in your hand, redraw 3 new cards from the Draw Pile at the beginning of your next turn.

ENDING THE ROUND

The round ends when someone calls "Diversity". You must have a **PEOPLE** card in your hand in order to call "Diversity". Once someone calls "Diversity", each player adds up the points in their hand and subtracts the points from any **DISASTER** cards on the table directly in front of them (see Exceptions below). If you have two or more of any category (ex: School), none of the cards in that category count toward your score.

CARDS AND FUNCTIONS

PEOPLE card (3 points) - A very important card as it allows you to end the round. You may not have more than one **PEOPLE** card. If you draw another **PEOPLE** card while you still have one in your hand, you must discard it. If you are dealt two **PEOPLE** cards or draw more than one on a redraw, put the extras back in a random spot in the Draw Pile and draw another card.

World War - Everyone must pass their entire hand (not including **DISASTERS** on the table) one person to their right.

Pandemic - Everyone must discard their **PEOPLE** card **OR** three (3) **CITY** cards. If they have a **PEOPLE** card and three **CITY** cards, they may choose which to discard. If they have no **PEOPLE** card and less than 3 **CITY** cards, they must discard all of their **CITY** cards.

Global Warming - Everyone must discard two (2) **CITY** cards. If you have less than two **CITY** cards, you must discard all of your **CITY** cards.

Flood - To discard this card, you must have an **Emergency Services** card and a **Food** card.

Fire - To discard this card you must have an **Emergency Services** card and a **Housing** card.

Blizzard - To discard this card you must have an **Emergency Services** card and a **School** card.

Traffic Jam - To discard this card you must have a **Public Transportation** card.

Litter Bug - To discard this card you must have a **Waste Management** card.

Blackout - To discard this card you must have a **Power Plant** card or a **Communications** card (indicated on the card).

Pollution - To discard this card you must have an **Activity** card or a **Power Plant** card (indicated on the card).

DISASTER CARDS

- Some **DISASTER** cards have “penalties” which are indicated in blue.
You cannot use the same **CITY** card to discard more than one type of **DISASTER** card (ex: in front of you is a **Flood** and a **Fire**. You have in your hand one Emergency Services card, one Food card, and one Housing card. You cannot discard both **DISASTER** cards using the same Emergency Service card. You must choose ● which to discard.)

You cannot discard a **DISASTER** card unless:

Indicated on the card to discard it

You have the appropriate **CITY** card(s) marked in blue.

EXCEPTIONS

- You may resolve **DISASTER** cards on your first turn if you have the appropriate cards (see "Disaster Cards"). If you are dealt any of the **MAJOR DISASTERS**, or draw one on a redraw, put it back in a random spot in the draw pile and draw another card.
- If you have a **DISASTER** card in front of you that requires two **CITY** cards to discard it and another player donates only one of the required cards, place that card on the table in front of you. This **CITY** card does not count as part of your hand (8 card limit) nor part of your points if someone calls “Diversity” before you are able to get rid of the **DISASTER**.
- For 5-6 players the maximum **DISASTERS** becomes 6. If 6 **DISASTERS** are on the table at once, a reset is triggered.

ENDING THE GAME

The game ends when a player reaches 50 total points. If two players pass 50 points from the same round, the player with the highest points wins.

QUICK REMINDER

- Always draw to start your turn.
- Place **DISASTERS** in front of you face up.
- Donate or ask for help.
- Resolve any **DISASTERS**.
- Discard to end your turn (if applicable).
- If you discard all your cards, redraw 3 new cards from the Draw Pile at the beginning of your next turn.
- Diversify your City!