districts

1-2 PLAYERS

20 MIN

AGE: +12

RULES

8 districts is free and played with a deck of cards and an app. The game combines the strategy of planning with the interactivity of an app. Your mission as Urbanist Head is to fulfill dynamic public contracts, manipulating your Project cards in the 8 districts of the city. To do this, you will use your cards and the effects of the figures (Specialists).

Are you up for it?

OBJECTIVE OF THE GAME

Earn the most **Prestige** by completing contracts in the App until the draw pile is exhausted.

GAME COMPONENTS

8 districts is free and you can use it with components you probably already have at home. These are:

- **1 deck of 52 poker cards**

- **1 Mobile Device:** With the 8 districts app and ready to play. To do this, you must download BG Extras from the QR code:

Android

iOS

HOW TO USE THE MOBILE APP

The mobile application (the City Council) will display the Public Contracts to be fulfilled:

- **Infrastructure Contract**: these are the suits in the deck (Spades: Residential, Hearts: Commercial, Diamonds: Industrial, Clubs: Green Areas).
- **Density Contract:** These are the numbers on the cards, which represent the number of buildings within that district.

Your objective is for **Active Projects** (arranged around the mobile) to fulfil these contracts.
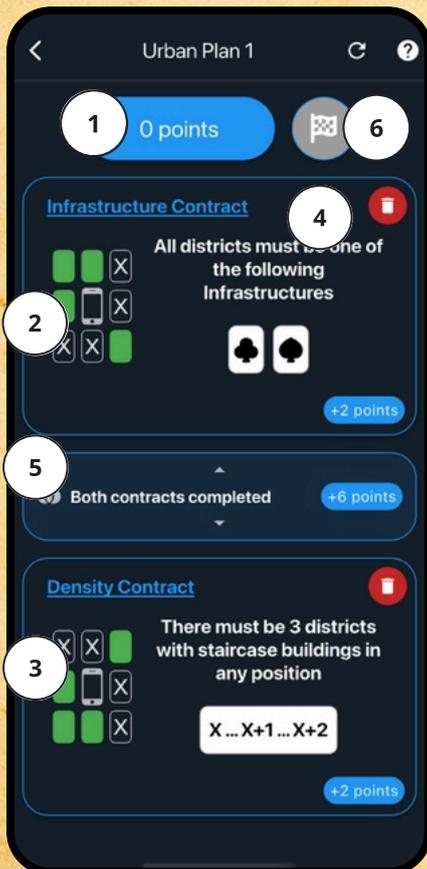
1 Prestige: Your current points.

4 Renegotiate Contract: Discard it *(Action 3)*

2 Claim Contract 1.

5 Claim 2 contracts at once

3 Claim Contract 2.

6 End game

PREPARATION

Here we explain the solo game. At the end, we will explain the 2-player variants in collaborative and competitive modes.
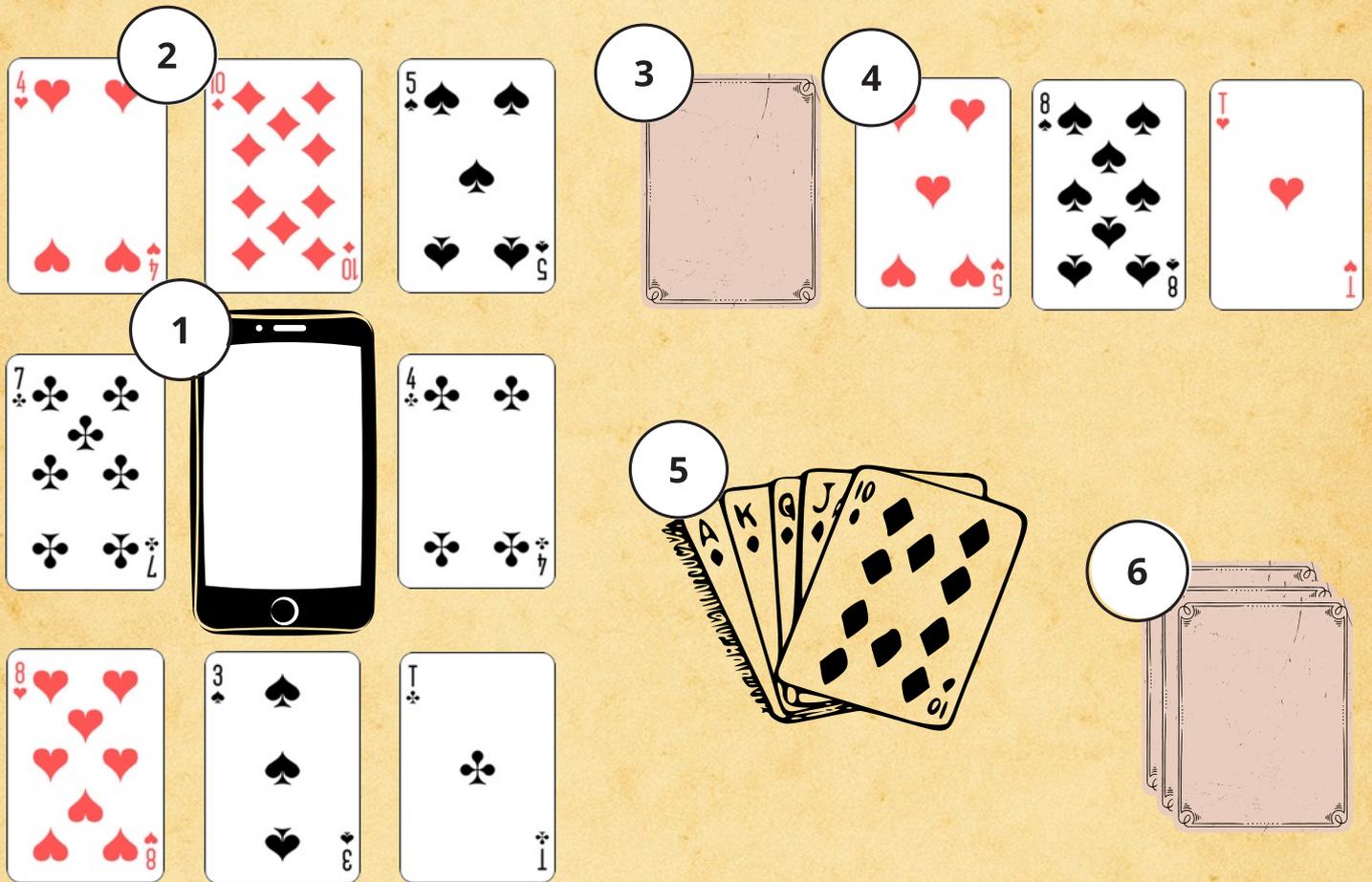
① Place your mobile phone in the centre with the BGExtras app open and 8 districts running.

② Place 8 cards face up around the mobile. These are the **8 districts**. If a Specialist (J, Q, K or Joker) appears, return it to the deck and draw another card. If you have fulfilled any starting contracts, claim your prestige!

③ Place the deck face down. These are the Pending Projects.

④ Create the **Market**: draw 3 cards from the Pending Projects and place them face up.

⑤ Draw 5 cards to form your starting hand. These are your **Plans**. If you have more than 2 Figures, return them to the deck, shuffle, and draw again until you have 5 cards (with a maximum of 2 Figures).

⑥ PArchived Projects or Discard Zone.

CONTRACTS IN THE MOBILE APP

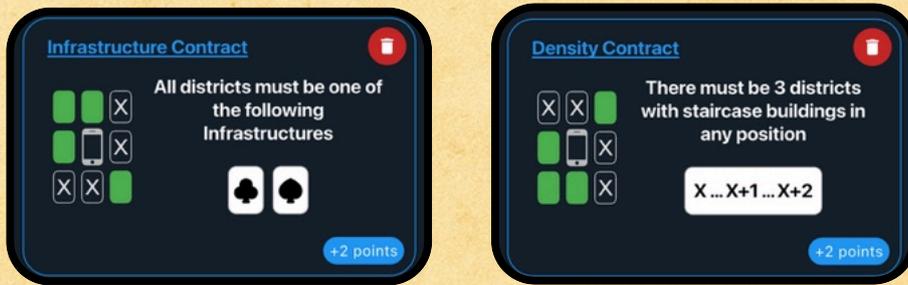The application will display two contracts, each with two parts:

(1) **Affected Districts (Area):** A graph will indicate which districts (grid positions) in green are part of this contract.

(2) **The Condition to be Fulfilled (Condition):** This will specify the regulations that the plans for these districts must comply with. It may be based on the type of infrastructure (Pole) or the density of buildings (Number). For example:

Infrastructure Contract
All districts must be one of the following Infrastructures
♣ ♠
+2 points

Density Contract
There must be 3 districts with staircase buildings in any position
X ... X+1 ... X+2
+2 points

HOW TO PLAY

8 districts are played in turns. On your turn, you will choose and perform a single action from 4 possible options.

(1) ## Play a card from your hand (Present a Plan)

Place a card from your hand on a district.

- *Requirement: Must match the suit or number of the visible card in the district.*

(2) ## Move Active Charter from District (Transfer Project)

Move the top card from one district to another.

- *Cost: Discard 1 card from your hand.*
- *Requirement: The card moved must match the suit or number of the destination district.*
- *Note: If the source district becomes empty, immediately fill it with a card from your hand.*

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(3) ## Discard Target (Renegotiate Contract)

Change a contract in the app..

- *Cost: Discard 2 cards from your hand.*

(4) ## Discard an Active Card (Demolish Project)

Remove the top card from a district and place it in the discard pile.

- *Cost: Discard 1 card from your hand.*
- *Note: If the district becomes empty, refill it with a card from your hand.*

SKILL: MODIFY URBAN DENSITY

Available during **Actions 1 and 2.** If the card matches in suit but not in number, **you may discard a card from your hand** to add or subtract its value to the card played/moved and thus match the number of the destination.

SAMPLE

You want to move a **5 of Hearts** to a position with an **8 of Spades**, and you have a 3 in your hand. Discard the 3. The **5 of Hearts temporarily becomes an 8 (5 + 3 = 8)** to meet the requirement of the 8 of Spades, allowing the move.

Important: This action is temporary. The card will retain its original value on the grid.*n el grid.*

END OF TURN (REFRESH HAND)

Steal cards from the Deck or Market until you have 5 in your hand.

- **Specialist Limit:** *You may never have more than 2 figures (J, Q, K, Joker) in your hand. If you draw a third, discard it and draw another.*
- **Market:** *If you bought from the Market, immediately replenish it to 3 cards.*

CLAIM CONTRACTS

The points earned for achieving the objectives are:

1 point if it is a contract for **3 districts**

2 point if it is a contract for **4 districts**

3 point if it is a contract for **5 district**

Furthermore, **if you fulfil two contracts at the same time,** you will earn one additional point for each one.

FIGURES (SPECIALISTS)

Face cards (J, Q, K) and Jokers have unique abilities:

JJ (Jack) - The Archivist

Discard it to retrieve any number card (1-10) from the discard pile to your hand.

Q (Queen) - The Inspector

When playing or moving a card (Action 1 or 2), the card temporarily acquires the Project Type (suit) of the Inspector.

K (King) - The Councillor

Allows you to play the next card in your hand in any district, ignoring ALL placement rules (suit and number).

JOKER - The Mayor

It can be placed anywhere. For contracts, it counts as the suit and number you want. (It is removed from the game after being used to score points).

END OF THE GAME

The game ends when, upon attempting to replenish your hand at the end of your turn, there are not enough cards left in the Deck or Market. Claim any contracts you have fulfilled, and the game will end. The application will display your final Prestige.

2 PLAYERS: COOPERATIVE

The setup for the 2-player cooperative game is exactly the same, and each player will take 5 cards into their hand. The game ends when, upon attempting to replenish your hand at the end of your turn, there are not enough cards left in the Deck or the Market.

During the game, **communication is permitted,** which is key to strategy. However, you are not allowed to reveal the exact cards you have in your hand.

2 PLAYERS: COMPETITIVE

Each player will use their own mobile phone. Players will sit opposite each other and the top row of cards will be shared. The player with the highest score wins.

You can play the same Urban Plan to play the same contracts.