HOW TO PLAY (1A)

Hillview

SCRIBBLE CITY

When playing with the Hillview map pack, the following step is added to the end of the regular game setup steps:



Randomly place a Hillview landmark beside each plan card, with the ✱ side facing upwards.

If you require any rules clarifications, scan the QR code below to access the living rules glossary, or visit ***scribblecity.nekomancy.sg***.

Rules Glossary

BUS ROUTES (1B)

Hillview

At the start of Era A, after building a new road, all players draw a bus on that road. *Your bus can be any shape of your choice!*

During the game, when a player builds a bus stop connected to the road their bus is on, they **immediately** move their bus.

They draw their bus on the space where they just drew their bus stop, and cross out the previous bus. Next, they check every road space between the old and new bus positions.

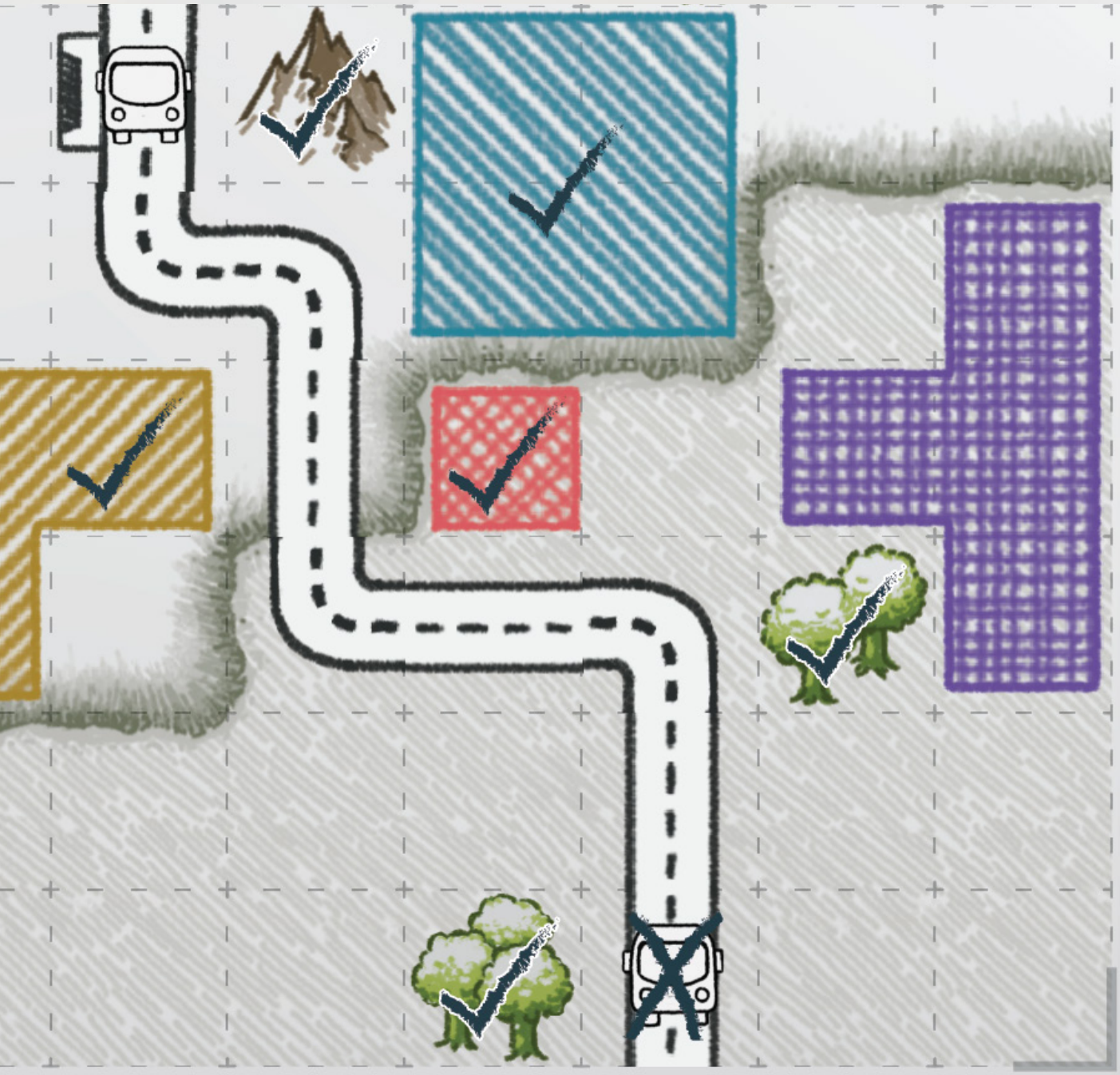
For each building or feature that is adjacent to one of those road spaces, draw a check mark on them. Each building and feature can have a maximum of one check mark.

At the start of Era B and C, after building a new road, players may reposition their bus to the new road, crossing out the old bus.

BUS ROUTES (2A)

At the end of the game, the ***City Attractions*** scoring bonus rewards players for having many check marks.

Here's an example of a bus route:



SCORING BONUSES (2B)

Hillview

The ***City Attractions*** scoring bonus gives prestige for check marks from bus routes. For each condition, if you meet or exceed the amount of check marks indicated, score the prestige in the space below.

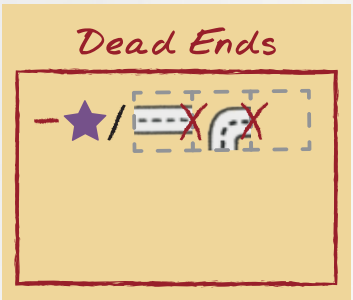
City Attractions

3✓	3✓	3✓	3✓	5✓	3✓	15✓
2★	2★	2★	3★	4★	5★	6★

The ***Prime Estate*** scoring bonus gives prestige equal to the number of buildings on hills.



Dead Ends is a scoring penalty that deducts prestige for road ends that do not connect to roads, buildings or features *(Hill edges are not a feature)*.



BENEFITS & REWARDS

Hillview



Increase a step on the respective track.



Increase the indicated amount of steps on tracks of your choice (except prestige).



Build a bus stop.



Build your next landmark.
Must be built in order (1►2►3).



Build a residence **anywhere**. Residences are single squares drawn in green.

Triggered Rewards: When you gain a triggered reward, check the circle at the corner. Cross out the reward when you expend it.



When you build a building, expend this reward to ignore the requirement to build adjacent to a road.



When you build a building, expend this reward to flip the shape of your building, **or** to build it as a type of your choice.

FEATURES



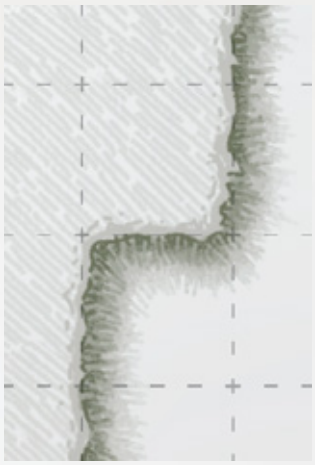
Mountains
Cannot be built over.



Rivers
Cannot be built over, except for bridges.



Woods
Can be built over. If built over, check marks on it are lost.



Hills
Can be built on. Spaces separated by a hill's edge are considered **not adjacent** to each other, except for roads, which may connect to other roads across a hill's edge.

SCORING PLANS

When you score a plan, build the landmark on the card placed beside it. Then, if the card is on the ✱ side, flip it.

Solo play: At the start of Era B and C, choose a card that is still on the ✱ side and flip it, if any.