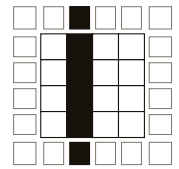
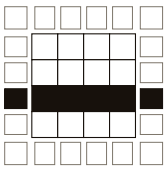
CITYWRIGHT Quick rules 快速规则

Draft a ruler from around the shared site board. Its position gives you tiles; its shape says how you draw them on your own 7×7 table. Everyone takes 12 turns. Highest total wins.

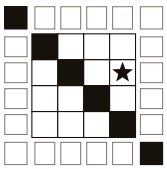
从场地数据板四周选一把模板尺：位置决定你拿到哪些板块，形状决定它们怎样画到你 7×7 的绘图台上。每人 12 回合，总分最高者胜。



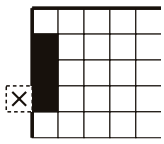
Top or bottom: the column
上下两边：该列



Left or right: the row
左右两边：该行



Corner: diagonal + ★ any cell
四角：斜线 + ★ 任选一格



Overhang: that tile is lost
伸出台外：该块作废

Draw these 照着画



Residential
住宅区



Commercial
商业区



Park
公园



Industrial
工业区

In a hurry: R C P I, 或 住 商 园 工

Rounds × turns each 轮数 × 每人每轮回合	**Solo 单人** 3 × 4	**2 players 二人** 3 × 4	**3 players 三人** 3 × 4	**4 players 四人** 4 × 3	**= 12 turns each** 每人都是 12 回合

Setup

One city sheet and one pencil each. No erasers: charcoal doesn't erase. Shuffle the four-cell and five-cell rulers as two decks. Mix the 16 tiles in a cup and fill the site board at random. Deal 16 four-cell rulers to the edge slots and 4 five-cell rulers to the corners. Whoever visited a park most recently is the start player and seat 1. Seats run clockwise and never change.

准备

每人一张城市图纸、一支铅笔。不准用橡皮：炭笔落下就擦不掉。四格尺和五格尺分开洗成两叠。16 块板块放进杯子混匀，随机铺满场地数据板。四条边发 16 把四格尺，四个角发 4 把五格尺。最近去过公园的学员是起始学员，坐 1 号位，座位顺时针排定，全局不变。

Your turn: 3 steps

1 Draft. Take any one ruler from its slot. It is gone for this round.
2 Take tiles. Top or bottom slot: that column. Left or right slot: that row. Corner slot: that diagonal plus 1 required free pick from any of the 16 cells. You copy the tiles; they stay on the board all round.
3 Commit. Draw the tiles on your 7×7 drawing table in the ruler's shape. Rotate or flip it, use any empty cells. Arrange the tiles on its cells as you like, except that the free pick goes on ★. Tick the shape on your sheet.

你的回合：三步

1 选尺。从任一槽位拿走一把模板尺，本轮不再出现。
2 拿板块。上下两边：该列。左右两边：该行。四角：该斜线，外加必选的 1 块自选（16 格任选）。只是照抄，场地数据板上的板块整轮不动。
3 落笔。按模板尺的形状，把板块画到你 7×7 的绘图台上。可旋转、可翻转，放在任意空格。哪块画在哪一格自己定，只有自选的那块必须画在 ★ 格。最后在图纸上给这个形状记一笔。

Committing

Never draw over a filled cell. A ruler may hang off the edge: tiles on those cells are lost, but at least 1 must land. If this ruler truly has no legal placement, discard it with its tiles and end your turn; it earns nothing for achievements. If any placement is legal, you must make it.

落笔规则

不能覆盖已画的格子。模板尺可以伸出绘图台，伸出去的板块作废，但至少要有 1 块落在台上。只有这把尺真的放不下时，才连同板块一起弃掉并结束回合，它不计入成就。只要还放得下，就必须放。

End of round

Tiles back in the cup; refill the board at random. All rulers, taken or not, go to their deck's discard pile. Deal fresh rulers; if a deck runs out, shuffle its discard pile and keep dealing. Pass the start marker clockwise.

一轮结束

板块放回杯子，重新随机铺满。所有模板尺（拿过的和没人拿的）进各自的弃尺堆。重新发尺；一叠发完就把它的弃尺堆洗好接着发。起始标记顺时针传一位。

Scoring

Residential. Largest cluster: +5 per 2 tiles, round down. Second-largest cluster: +1 per tile.
Commercial. All tiles: 5–9 = 5, 10–14 = 15, 15+ = 30. Each tile beyond 15: +1. Each isolated tile: +2.
Park. Each park touching residential or commercial: +1. Each row with a park: +2. Each column with a park: +2.
Industrial. Each tile on the outer ring: +2. Every 2 tiles anywhere: +3.
Touching means sharing an edge. A cluster is same-type tiles joined by edges.

计分

住宅区。最大连片：每 2 块 +5，向下取整。第二大连片：每块 +1。
商业区。总块数：5–9 得 5，10–14 得 15，15 以上得 30。超过 15 的每块 +1。每个孤立的商业区 +2。
公园。每个挨着住宅区或商业区的公园 +1。每个有公园的行 +2，每个有公园的列 +2。
工业区。最外圈每块 +2。全台每 2 块 +3。
挨着指共用一条边。连片指由共边相连的同类板块。

Achievements

Versatile 6 / 7 / 8 / 9 different shapes placed: 6 / 8 / 11 / 15. **Mastery** each 4 placed of one shape: 7. **Perfectionist** all 49 cells filled: 12. **Bustling** largest residential cluster ≥ 8: 8. **Industrial Pillar** largest industrial cluster ≥ 6: 8. **Tree-lined** highest Park score at the table, all ties: 8.

成就

多才多艺 放过 6 / 7 / 8 / 9 种形状：6 / 8 / 11 / 15。**精通此道** 同一形状每放 4 次：7。**完美主义** 49 格全部画满：12。**人声鼎沸** 最大住宅连片 ⩾ 8：8。**工业支柱** 最大工业连片 ⩾ 6：8。**绿树成荫** 公园得分全场最高，并列都算：8。

Final total

Districts + achievements + seat bonus. Seat bonus: 2 players 0 / +1; 3 players +2 / +2 / 0; 4 players +2 / +2 / +1 / 0; none solo. Ties: fewer empty cells, then more different shapes placed, then a shared win.

总分

四个区 + 成就 + 座位补偿。座位补偿：二人 0 / +1；三人 +2 / +2 / 0；四人 +2 / +2 / +1 / 0；单人没有。平局：空格少者胜，再比放过的形状种类多者，仍平则共享胜利。

Two players

Take out every ruler tagged NOT 2P: 20 four-cell and 8 five-cell remain. Instead of using a corner ruler you may remove it from the game and draw 1 tile of any type on any empty cell. That earns nothing for Versatile or Mastery.

二人局

先抽掉所有标着“二人局不用”的模板尺，剩 20 把四格尺、8 把五格尺。拿到角上的五格尺时，可以不用它，把它移出游戏，改在任意空格画 1 块任意类型的板块。这不计入多才多艺和精通此道。

Solo

Full deck. After each draft the rival apprentice removes the ruler at the opposite end of the same line, if it is still there: top and bottom, left and right, opposite corners. Tree-lined needs Park ≥ 40. Rank: Intern 0–109, Apprentice 110–134, Draftsperson 135–154, Architect 155–174, Master 175+.

单人模式

使用全部模板尺。每次选尺后，对手学员拿走同一条线另一端的模板尺（如果还在）：上对下，左对右，角对角。绿树成荫要求公园得分 ⩾ 40。评级：实习生 0–109，学徒 110–134，绘图员 135–154，建筑师 155–174，大师 175+。

Print at 100% (Actual size), one side; black and white is fine. Sheet 2 once per player per game. Cut sheets 4 to 6. You also need pencils, scissors and a cup.
打印请选 100%（实际大小）、单面，黑白即可。第 2 页每局每人一张。第 4 到 6 页裁开使用。另备铅笔、剪刀和一个杯子。

This bar must measure 50 mm 此线应长 50 毫米

Residential 住宅区

Cluster: same tiles joined by edges
连片：共边相连的同类板块

Largest cluster 最大连片	÷2 ↓ ×5	
2nd largest 第二大连片	×1	

District total 小计

Commercial 商业区

5–9 = 5 · 10–14 = 15 · 15+ = 30
5–9 得 5 · 10–14 得 15 · 15+ 得 30

All tiles 总块数	tier	
Beyond 15 超过 15 的	×1	
Isolated 孤立的	×2	

District total 小计

Park 公园

Touching = sharing an edge
挨着：共用一条边

Touching res/com 挨住宅或商业	×1	
Rows with a park 有公园的行	×2	
Columns with a park 有公园的列	×2	

District total 小计

Industrial 工业区

Ring: 24 cells outside the dashed line
最外圈：虚线外的 24 格

On the ring 最外圈的	×2	
All tiles 全部工业区	÷2 ↓ ×3	

District total 小计

Achievements 成就

Solo: Tree-lined needs Park ≥ 40 单人：公园 ≥ 40

Versatile 多才多艺
6/7/8/9 shapes: 6/8/11/15 放过的形状种数

Perfectionist 完美主义
all 49 cells: 12 49 格画满

Tree-lined 绿树成荫
top Park score, ties too: 8 公园全场最高

☐ **Mastery** 精通此道
each 4 of one shape: 7 同形每 4 次

☐ **Bustling** 人声鼎沸
residential cluster ≥ 8: 8 住宅连片

☐ **Industrial Pillar** 工业支柱
industrial cluster ≥ 6: 8 工业连片

Rulers placed 已落笔的模板尺

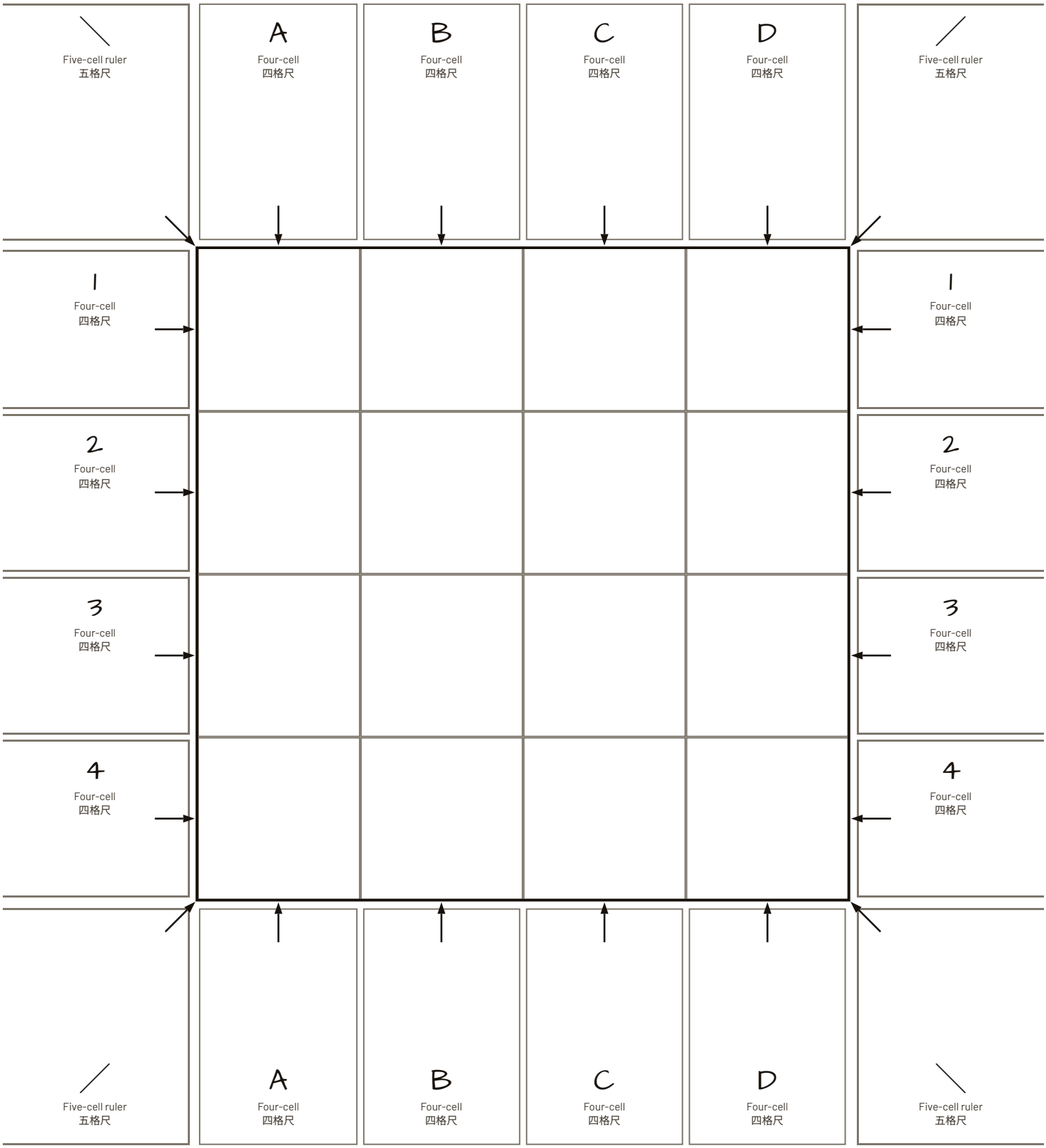
one tick each 每次记一笔

I L T Z O W T5 P V

Residential 住宅区 + Commercial 商业区 + Park 公园 + Industrial 工业区 + Achievements 成就 + Seat bonus 座位补偿 (2P 0 / +1 · 3P +2 / +2 / 0 · 4P +2 / +2 / +1 / 0) = **Total 总分**

Tie-break 平局比较
☐ empty 空格
☐ shapes 形状

Solo rank 单人评级
Intern 0–109, Apprentice 110–134
Draftsperson 135–154
Architect 155–174, Master 175+



Round track 轮次记录

(1) (2) (3) (4)

Keep a coin on the round; round 4 is for 4 players only. Keep the two decks and their discard piles beside this sheet. Turns in a round: solo 4, 2 players 8, 3 players 12, 4 players 12.

用硬币标记当前轮；只有四人局才有第 4 轮。两叠模板尺和各自的弃尺堆放在这张纸旁边。每轮总回合数：单人 4，二人 8，三人 12，四人 12。

Reading a slot 怎么看槽位

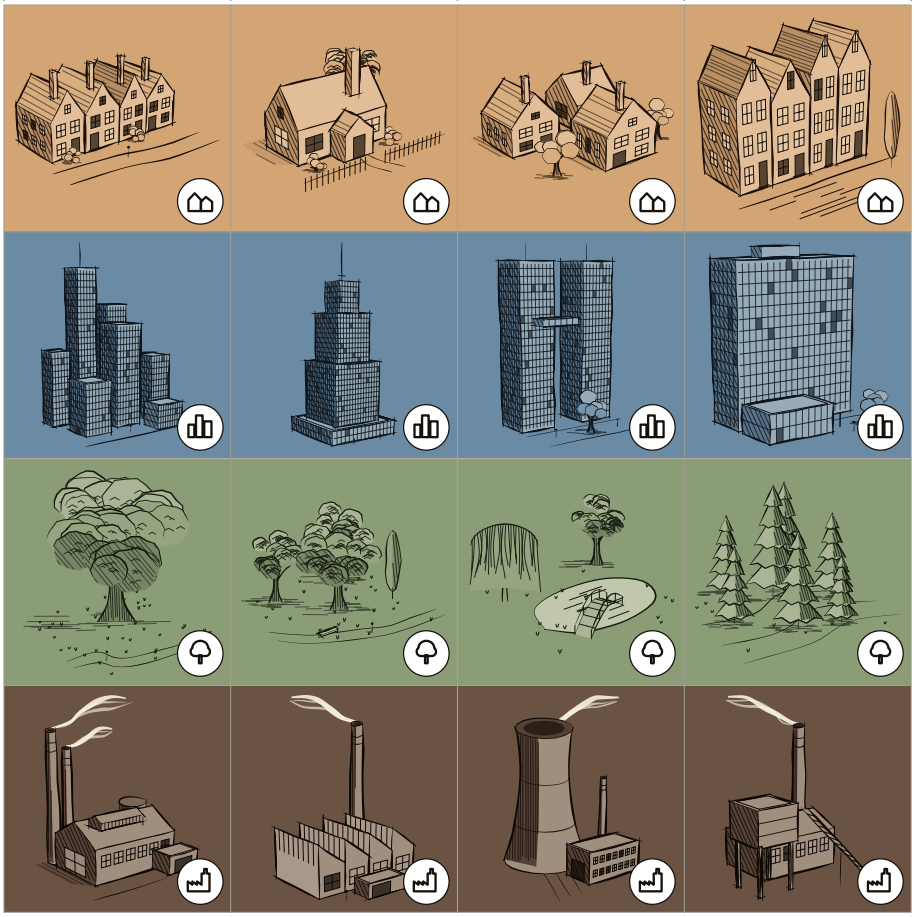
A slot points at the line its arrow enters. A and A, 1 and 1 are the two ends of one line; both give the same 4 tiles. Corners give their diagonal plus ★. Turn rulers to fit; they may stick out past the printed slot.

箭头指向的那条线就是这个槽位能拿的板块。两个 A、两个 1 是同一条线的两端，都拿到同样的 4 块。四角拿斜线外加 ★ 自选。模板尺转一下放进槽位，超出印好的范围也没关系。

End of round 一轮结束

Tiles back in the cup, refill at random. All rulers to their discard piles, taken or not. Deal 16 + 4 fresh rulers. Pass the start marker clockwise.

板块放回杯子，重新铺满。所有模板尺进弃尺堆，拿过没拿过都一样。重新发 16 + 4 把。起始标记顺时针传一位。



Residential 住宅区

4 tiles. Copy this symbol on your sheet.
4 块。把这个符号画到图纸上。

Commercial 商业区

4 tiles. Copy this symbol on your sheet.
4 块。把这个符号画到图纸上。

Park 公园

4 tiles. Copy this symbol on your sheet.
4 块。把这个符号画到图纸上。

Industrial 工业区

4 tiles. Copy this symbol on your sheet.
4 块。把这个符号画到图纸上。

Start
起始学员
Passes clockwise each round

Why so few tiles? 为什么板块这么少?

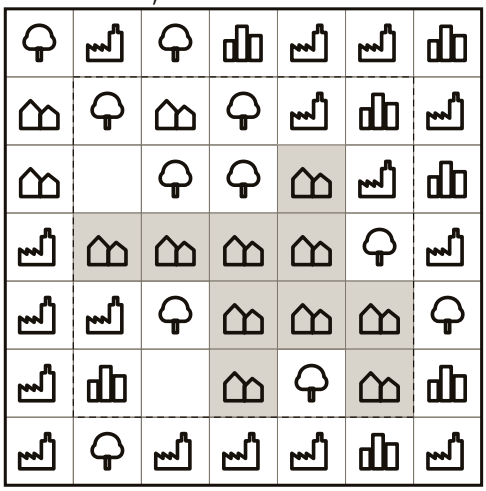
The full game has 240 tiles because each player builds with them. Here you draw your city in pencil, so these 16 are all you cut. They are a menu: they sit on the site board, you copy them, they never leave it during a round.

正式版有 240 块板块，因为每位学员都要拿来拼城市。这里用铅笔画城市，所以只需剪这 16 块。它们是一张菜单：摆在场地数据板上，你照着抄，一轮之内不会被拿走。

Color is optional. The drawing and the corner symbol tell the districts apart in black and white. The start marker is cut the same way; a coin works too.

彩印不是必须的。黑白打印时靠图案和角上的符号区分四个区。起始标记也这样剪下来，用硬币代替也行。

A finished city, scored 一座画完的城市及计分



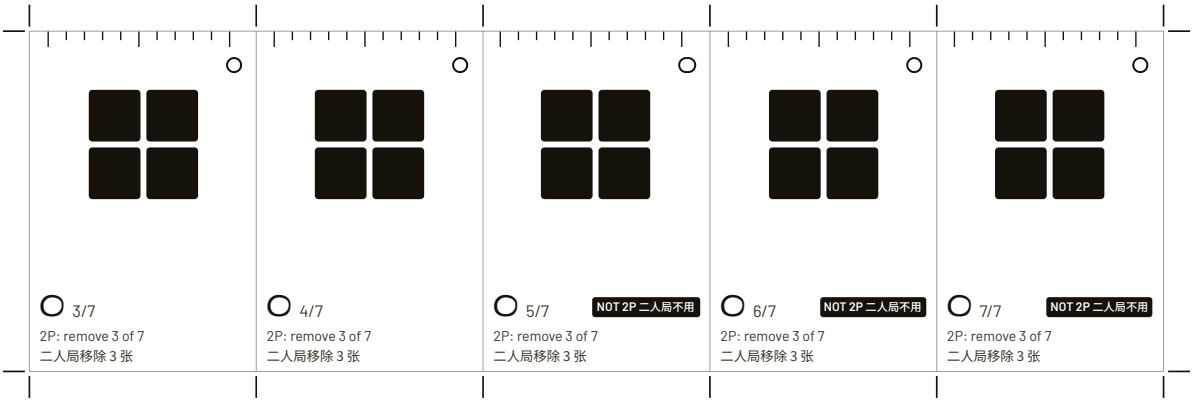
From a simulated game; shaded: the largest residential cluster 取自一局模拟；阴影：最大住宅连片

Residential 住宅区	largest 10: 5 × 5, second 2: 2 × 1 最大连片 10 块：5 × 5，第二大 2 块：2 × 1	27
Commercial 商业区	7 tiles: tier 5, 7 isolated × 2 7 块：档位 5，孤立 7 块 × 2	19
Park 公园	11 touching, 7 rows × 2, 7 columns × 2 挨着的 11 个，7 行 × 2，7 列 × 2	39
Industrial 工业区	13 on the ring × 2, 16 tiles: 8 × 3 最外圈 13 块 × 2，共 16 块：8 × 3	50
Achievements 成就	Versatile 15, Bustling 8 多才多艺 15，人声鼎沸 8	23
Seat bonus 座位补偿	seat 2 of 3 三人局 2 号位	+2
Total 总分	2 empty cells: no penalty, they only break ties 2 个空格不扣分，只在平局时比较	160



Cut along the thin lines; the ticks line up your cuts. **Narrow cards** are four-cell rulers for the edge slots, **square cards** are five-cell rulers for the corners, so the two decks stay apart even face down. **Two-player game:** take out every ruler tagged NOT 2P; solo, 3 and 4 players use them all.

沿细线裁开，边上的刻度帮你对齐。**窄卡**是放在四边的四格尺，**方卡**是放在四角的五格尺，背面朝上也分得清两叠。**二人局**抽掉所有标着“二人局不用”的模板尺；单人、三人、四人全部使用。



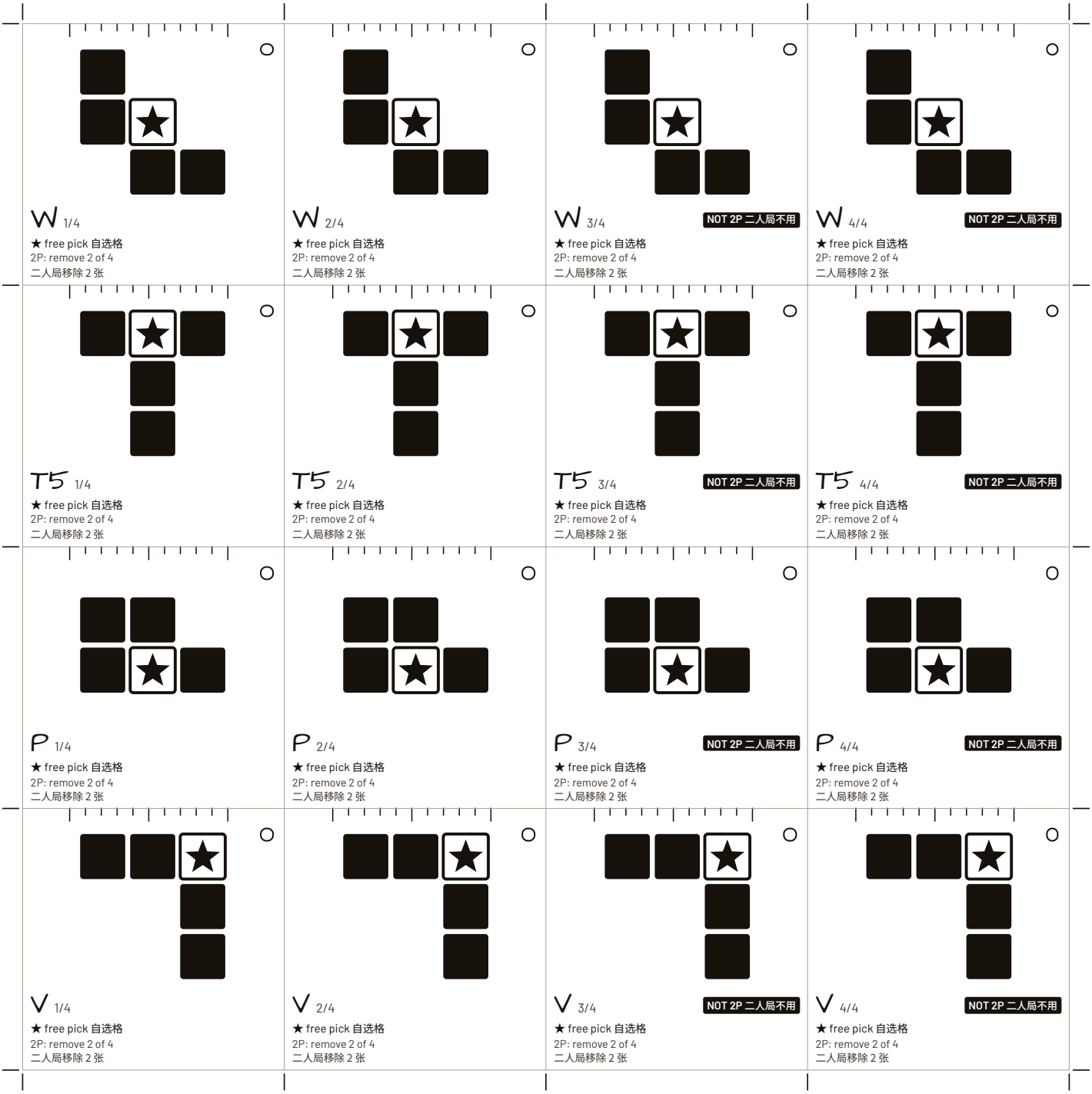
O 3/7
2P: remove 3 of 7
二人局移除 3 张

O 4/7
2P: remove 3 of 7
二人局移除 3 张

O 5/7 NOT 2P 二人局不用
2P: remove 3 of 7
二人局移除 3 张

O 6/7 NOT 2P 二人局不用
2P: remove 3 of 7
二人局移除 3 张

O 7/7 NOT 2P 二人局不用
2P: remove 3 of 7
二人局移除 3 张



W 1/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

W 2/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

W 3/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

W 4/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

T5 1/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

T5 2/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

T5 3/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

T5 4/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

P 1/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

P 2/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

P 3/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

P 4/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

V 1/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

V 2/4
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

V 3/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

V 4/4 NOT 2P 二人局不用
★ free pick 自选格
2P: remove 2 of 4
二人局移除 2 张

★ is the free-pick cell. The fifth tile you choose from the site board goes exactly there, wherever the ruler lands.

★ 是自选格。你从场地数据板任选的第五块，无论模板尺怎样摆，都画在这一格。

Tell us what broke 告诉我们哪里不对

You are one of the first real people to play this game. So far its balance has only been tested by AI players, and its play time is a guess. Five honest minutes here tell us what no simulation can. Harsh is fine, and useful. Hand this page, with your city sheets or a photo of them, to whoever gave you the kit.

你是最早真正玩到这款游戏的人之一。到现在为止，它的平衡只有 AI 测试过，游戏时长也只是估计。花五分钟老实写几句，能告诉我们任何模拟都给不了的东西。话说重一点没关系，那样才有用。请把这一页连同城市图纸（或照片）交给把这套材料给你的人。

The game 这一局

Date 日期 _____ Players 人数 ☐ 1 ☐ 2 ☐ 3 ☐ 4 Learned from 怎么学的 ☐ quick rules 快速规则 ☐ rulebook 规则书 ☐ a person 有人教

How long did it take? 花了多久?

Cutting 裁剪 _____ min 分钟 Teaching 讲规则 _____ min 分钟 Playing 游戏 _____ min 分钟

It felt 感觉 ☐ too short 太短 ☐ about right 正好 ☐ too long 太长

Final scores 最终得分

Seat 座位	Residential 住宅区	Commercial 商业区	Park 公园	Industrial 工业区	Achievements 成就	Seat bonus 座位补偿	Total 总分
1							
2							
3							
4							

What confused you? 哪里让你困惑?

Any rule you looked up twice, argued about, or found out you had played wrong. 查了两遍的规则、争论过的地方、后来发现玩错的地方。

Best and worst moments? 最爽和最难受的时刻?

When did you grin? When were you bored, stuck or waiting too long? 什么时候忍不住笑了？什么时候觉得无聊、卡住或等太久?

Did anything feel unfair? 有没有觉得不公平的地方?

A seat, a district, an achievement, a ruler. 某个座位、某个区、某项成就、某把模板尺。

Would you play again? 还想再玩吗?

☐ yes, right now 现在就想 ☐ yes, some time 以后会 ☐ maybe 说不好 ☐ probably not 大概不会 ☐ no 不会

Why? 为什么?

Thank you. 谢谢你。