

30-60 Minutes Ages 12+ 1-6 Players

STORY

Welcome to the fastest growing suburb in the country. You and your opponents are cast as irresponsible real-estate developers charged with the task of building houses, shops and factories in order to make quick money.

DESCRIPTION

New Jack City is a city-building dominoes game with light worker placement elements.

ACCESSIBILITY

Ages 12 and up. 2-6 Players. Low language requirement. The current format may not be suitable for people with certain forms of colorblindness.

PLAY DESCRIPTION

Players place cards that contain residential, commercial, or industrial properties. Players must place cards by matching the roads and construct them using workers known as builders. Constructing large properties offers bonuses which allow you to outpace the other players.

MATERIALS

62 Property Cards
12 Builder Meeples
40 Money Tokens

20 Bonus Tokens
Instructions

OBJECTIVE

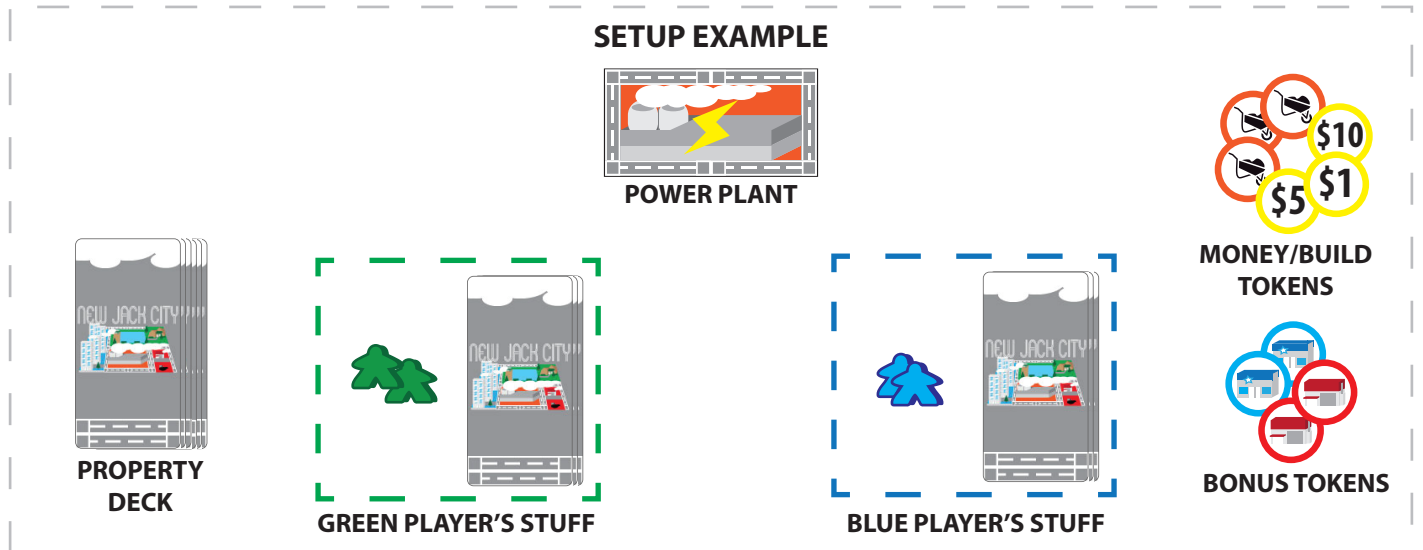
The player with the highest total of money wins. Money is earned by constructing buildings.

SETUP

Shuffle the domino-shaped cards - this is the **Property deck**. **Property cards** are drawn from this deck. All players draw three Property cards for their starting hand.

Players receive two Builders to start the game. **Builders** are meeples that are used to claim and score Properties.

Place the Power Plant in the center of the play area. Players may not place Builders on the Power Plant.



The player who most recently moved residences goes first. Play is passed from player to player in a clockwise direction.

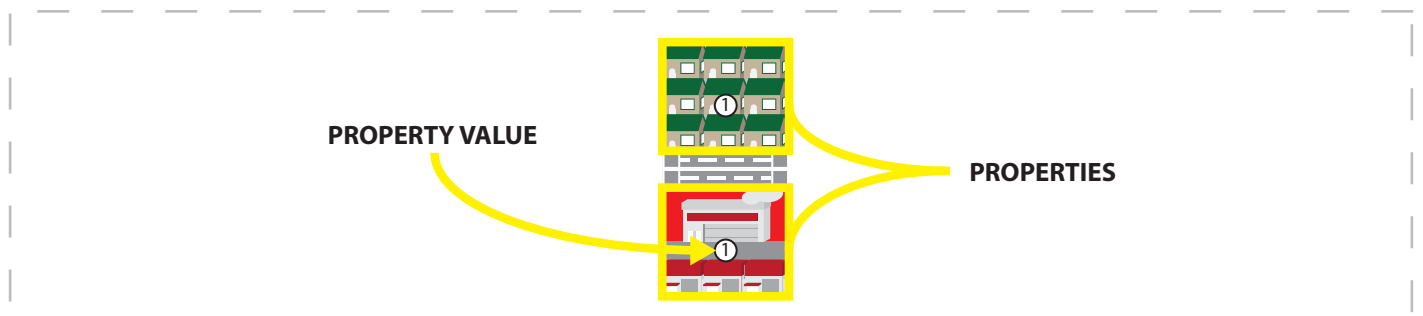
PLAY

A turn consists of three phases. First, play a Property card. Next, move a Builder. And last, draw a Property card.

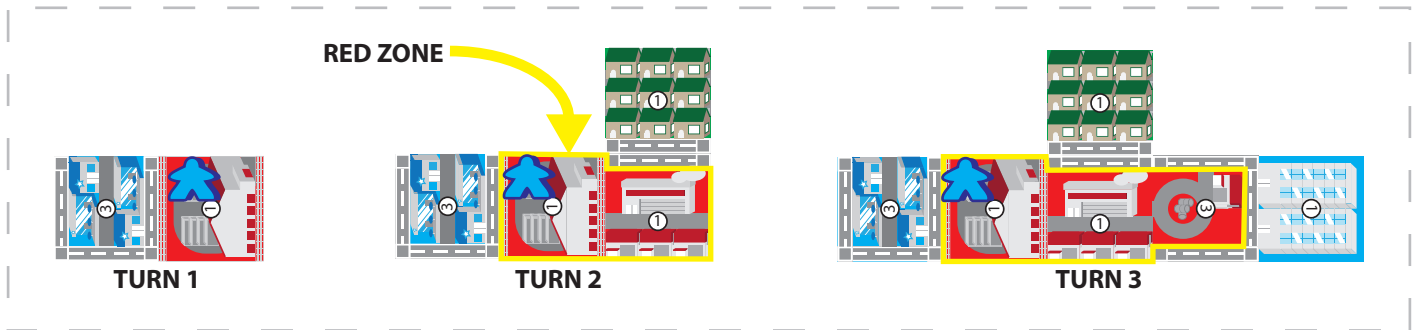
1. Play a Property card

A single Property card may contain one or two Properties. A **Property** refers to one colored zone on a property card and is indicated with a circled number. This number is the Property Value. The **Property Value** represents the worth of the buildings in the Property.

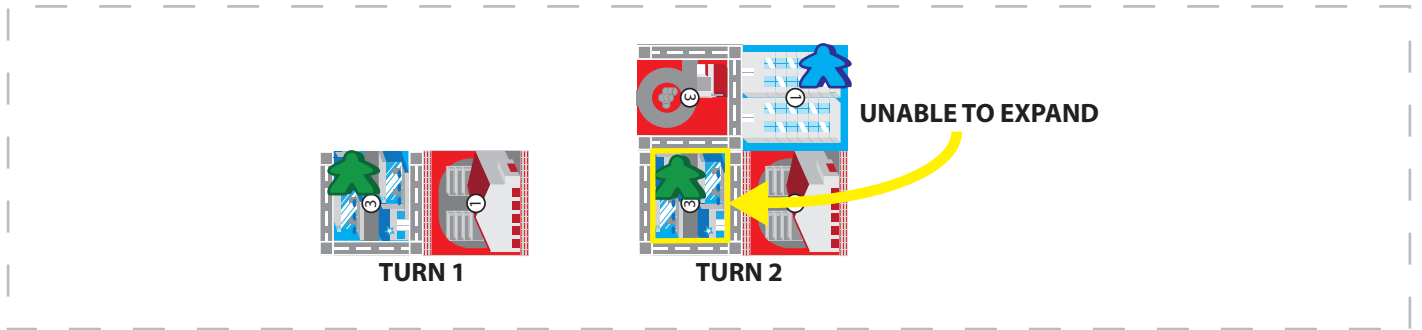
A player may choose not to play a Property card and skip this phase.



Playing Property cards allows players to expand the size and value of a Zone that they have claimed with Builders. A **Zone** is an area of the same colored Properties that are uninterrupted by roads. A player only needs one Builder to claim multiple Properties that are in the same Zone. Adding Property cards to a Zone that they have claimed with a Builder is how they may increase value.

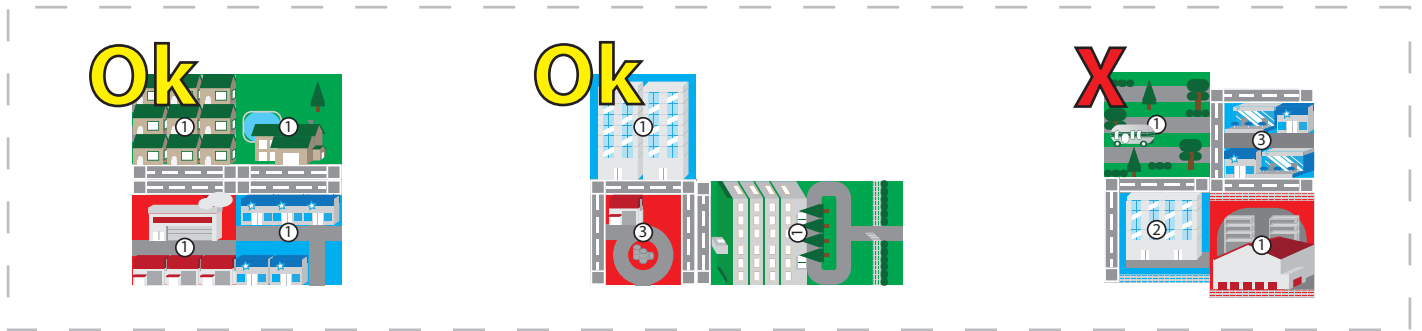


Roads block the expansion of Zones.

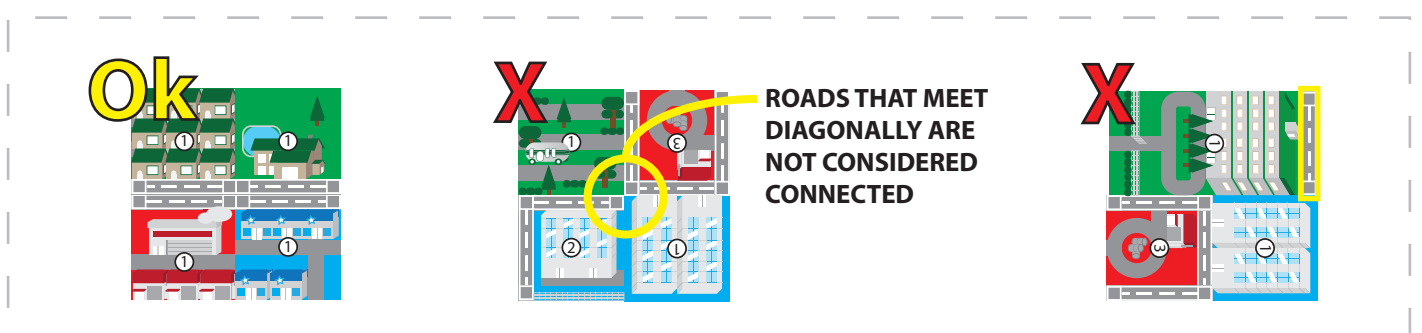


Property Card Placement Rules

Property cards must be placed horizontally or vertically, connected to any other Property card at half card or whole card intervals.

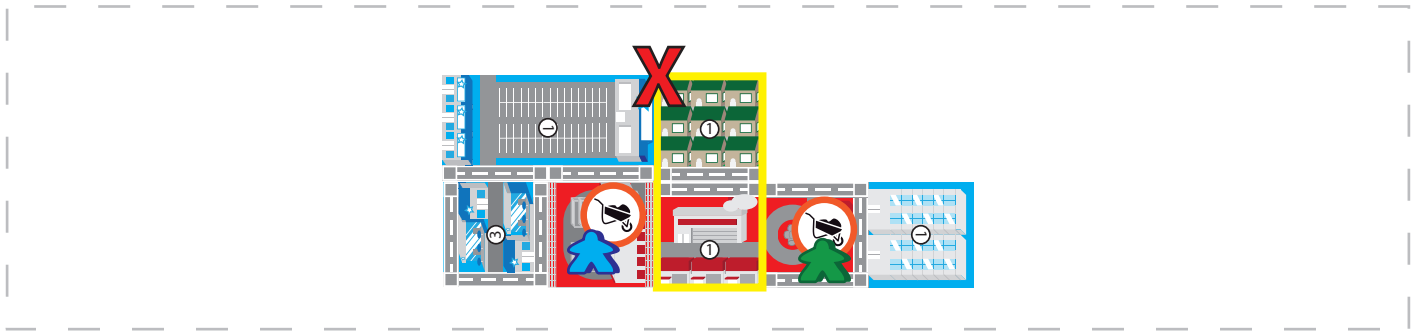


Property cards must be placed so they do not leave a road disconnected. A road is considered connected if you can follow the road from the card that was just played back to the Power Plant. Dead-end streets are perfectly fine.

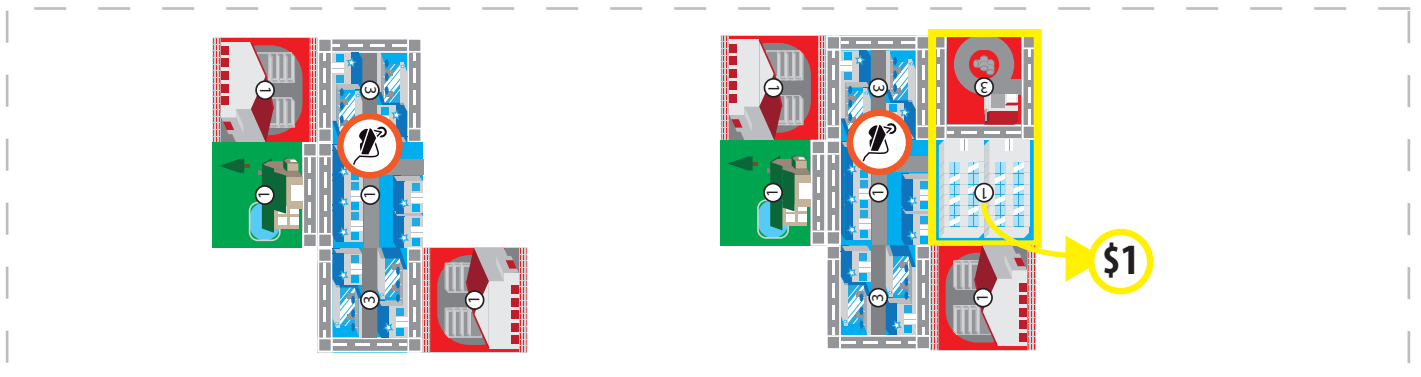


Property cards may be played continuously in any direction as long as they can fit on the table or play area.

Property cards may not be played that join two different player's Zones together of the same color.



Property cards that expand a built Zone immediately score that player the Property value of the connected Property. Any player may add Properties to any built Zone even if it was built by another player.



If a Property card joins two unbuilt Zones of the same color that are claimed by the same player, one of the Builders is immediately returned to the player.

Using A Commercial Bonus Token



COMMERCIAL BONUS TOKEN

In the next phase, it is possible to acquire a Commercial Bonus token. This token may be expended to play an additional Property Card during this phase only.

2. Move a Builder

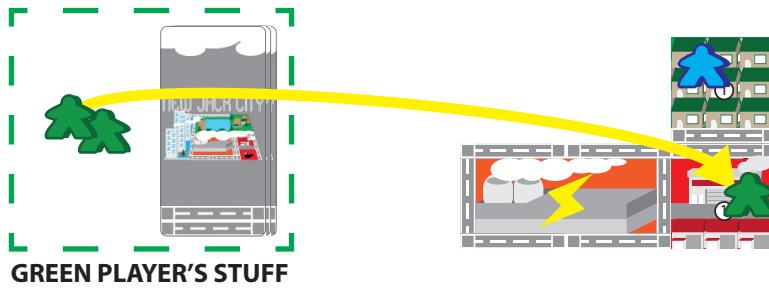
During the 'Move a Builder' phase a player may take **one** of the following actions:

1. Play a Builder
2. Move a Builder to a different Property
3. Score a Zone.

A player may choose not to move a Builder and skip this phase.

1. Play a Builder

To claim a Property a player must place a Builder on a Property. To do this, take an available Builder and place it on a property.



A player may place a Builder on any Property without a Build token or another player's Builder.

A player may play a Builder to any available Property, not only on a Property card they have played.

2. Move a Builder to a different Property

A player may move a Builder from a Property they are currently occupying to any other unoccupied or unbuilt Property.

3. Score a Zone

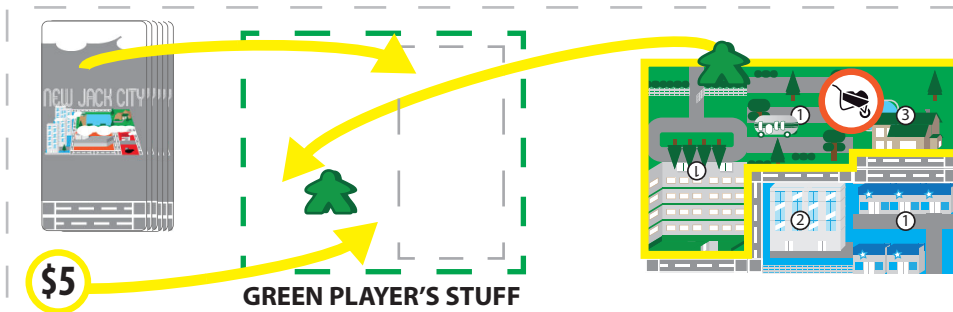
If the total of the Property Value of all the Properties in the Zone is greater than five, the Zone may be 'built' and scored. The three colors of Properties have different effects when scored.

Green (Residential) Properties -

If you score 5-6 points of Property Value, draw one card.

If you score 7-8 points of Property Value, draw two cards.

If you score 9 or more points of Property Value, draw three cards.



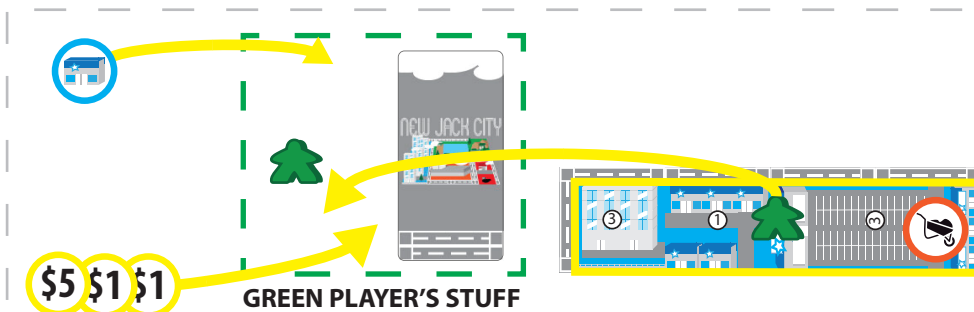
IN THIS EXAMPLE, GREEN PLAYER WOULD RETURN THEIR GREEN BUILDER, COLLECT \$5, AND DRAW ONE CARD.

Blue (Commercial) Properties -

If you score 5-6 points of Property Value, take one Commercial Bonus Token.

If you score 7-8 points of Property Value, take two Commercial Bonus Tokens.

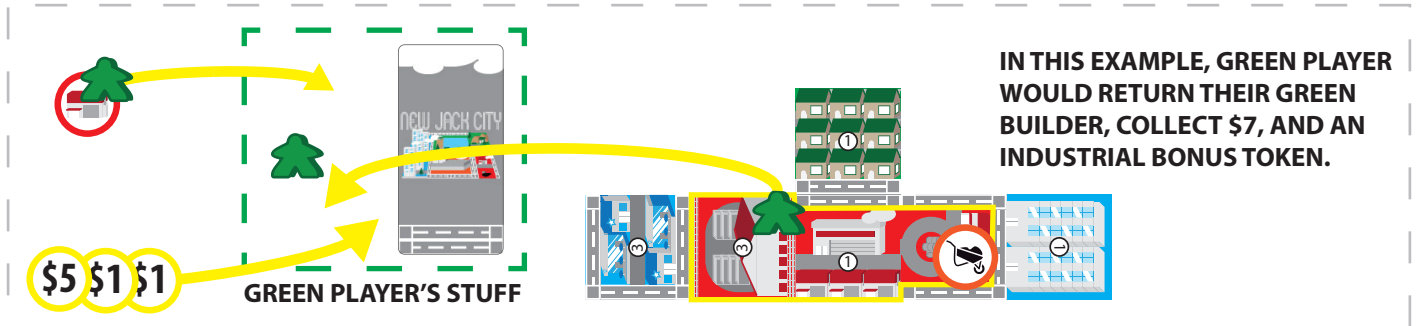
If you score 9 or more points of Property Value, take three Commercial Bonus Tokens.



IN THIS EXAMPLE, GREEN PLAYER WOULD RETURN THEIR GREEN BUILDER, COLLECT \$7, AND TWO COMMERCIAL BONUS TOKENS.

Red (Industrial) Properties -

If you score 5-6 points of Property Value, take one Industrial(Red) Bonus Token.
 If you score 7-8 points of Property Value, take two Industrial(Red) Bonus Tokens.
 If you score 9 or more points of Property Value, take three Industrial(Red) Bonus Tokens.



Players receive **Money tokens** equal to the total of the Property Values of all the Properties in the Zone that is scored. Money tokens are found on the reverse side of any Build token.



If a zone is scored, put a **Build token** on the zone. A Build token can be found on the reverse side of any Money token.

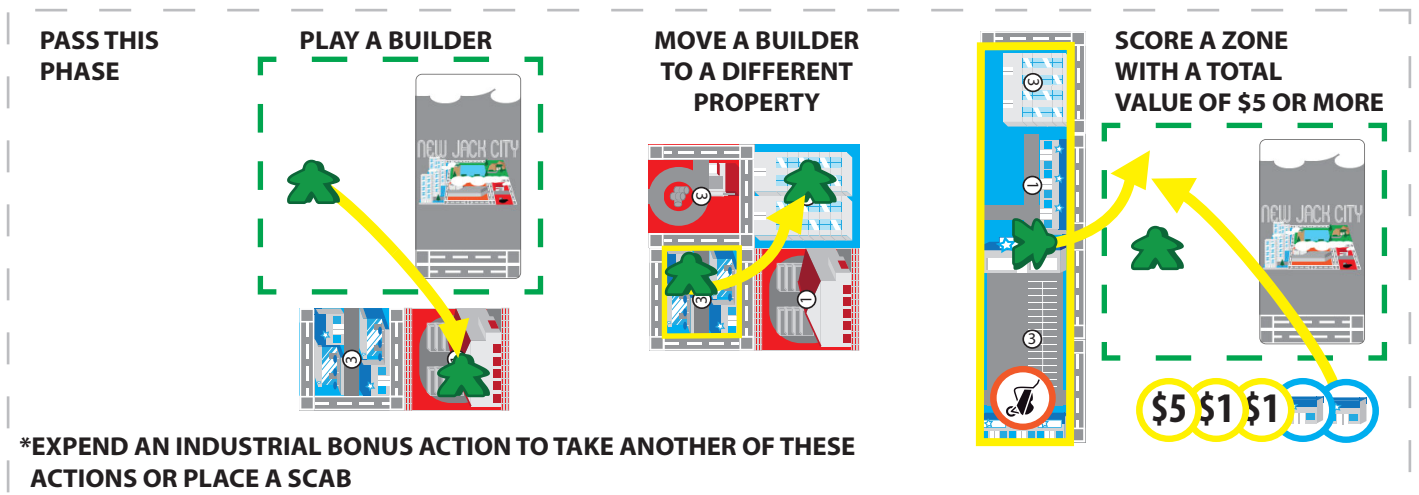


Using An Industrial Bonus Token



An Industrial Bonus Token may be expended during this phase to play an additional Builder, move a Builder to a different Property, or score a Zone. Essentially, it may be used to do another Builder action.

An Industrial Bonus token may only be used during this phase.



3. Draw one Property card

After a player has played a Property card, moved a Builder, or passed these phases, they must draw one card from the Property deck to their hand. When a player has drawn a card, their turn is over and play passes to the next player in a clockwise direction.

ENDING

The final round is signaled when a player has drawn the last card from the Property deck or passed a specific total that changes with the number of players. If a player crosses this threshold, it is their final turn. All other players will have one more turn.

2 players - \$30

3 players - \$25

4 or more players - \$20

When the final player has completed their turn, all players are allowed to score any Zone with a Property value of 5 or greater, but they will not receive Bonus tokens.

Players receive \$1 for every Bonus token and card in their hand.

The player with the greatest total of money at the end of the game wins.

DEFINITIONS

Blue (Commercial) Properties - A Commercial Property is a half or whole area of a Property card that has a blue background. Scoring a Zone of Commercial Properties awards players Commercial Bonus tokens.

Build Token - A token that indicates that a Zone has been scored. A Build token can be found on the reverse side of any Money token.

Builder - A wooden human-shaped token representing a construction team. They are used to claim and score Zones.

Built - A Zone that has been scored is considered built. A Build token must be placed on any scored Zone to indicate this state.

Commercial Bonus token - This token can be expended to play an additional Property card during the 'Play Property cards' phase.

Green (Residential) Properties - A Residential Property is a half or whole area of a Property card that has a green background. Scoring a Zone of Residential Properties allows the player to draw cards.

Industrial Bonus token - This token can be expended to take an additional 'Move a Builder' action

Money Token - A token in one of three denominations (1, 5 & 10) that represents money. A Money token can be found on the reverse side of any Build token.

Power Plant - The starting card placed before the first player takes their turn. It is denoted by roads on all sides and a lightning bolt in the center.

Property - A Property is an area with blue, green or red background found on either a half or a whole Property card. A Property is also noted by a circled number found in the center of the Property.

Property Card - A domino-shaped card that contains one or two Properties.

Property Value - The circled number in the center of a Property. A player is awarded Money tokens equal to the total of the Property values of a Zone when scored.

Red (Industrial) Properties - An Industrial Property is a half or whole area of a Property card that has a red background. Scoring a Zone of Industrial Properties with award players Industrial Bonus tokens.

Zone - A group of Properties of the same color that is not separated by roads.

ONE PLAYER VARIANT

In single player mode, the player attempts to make the most efficient city possible by leaving as few unscorable Properties on the table by the time they have played all of the cards in the deck.

SETUP

Shuffle the Property deck. Place the Power Plant into the center of the play area. For a shortened game, remove half of the Property cards from the deck. The player has no starting hand or Builders.

PLAY

The player draws one card from the Property deck and plays it onto the city following all normal conventions for playing a Property card.

If a player has created a Zone of value 5 or larger, place a Build token on the Zone.

A Property card may be played to extend a built Zone.

ENDING

When all of the Property cards have been played, add up the total of the Property values of the Properties in the city without a Build token. A lower score indicates higher efficiency.

FULL DECK

1-30 VERY GOOD

30-40 OK

40+ ...

HALF DECK

1-15 VERY GOOD

15-20 OK

20+ ...