Barcelona



Rulebook

It's the mid-19th century. For almost 150 years, the city of Barcelona has been considered a strategic stronghold under military control. For that reason, it was not allowed to grow outside its walls, resulting in buildings and factories being cramped within and making it the most densely populated city in all of Europe. Living conditions in old Barcelona were very poor, and disease outbreaks were frequent; the life expectancy of a worker was only 23-24 years.

Shortly after the walls were finally destroyed, Ildefons Cerdà, who is now considered the inventor of urbanism, presented the plan for the creation of the "Eixample," the expansion that Barcelona so desperately needed. Its construction began in 1860.

The new city design was ahead of its time. He planned extremely wide streets that would provide enough space for pedestrians, carriages, and trams and would also ensure sunlight on all the buildings up to the street level. Furthermore, he planned green spaces to provide fresh air and areas for socialization, along with the famous octagonal-shaped blocks to increase visibility at street crossings, creating even more space for pedestrians.

In *Barcelona*, you will take on the role of builders in 19th-century Barcelona working on the new expansion to the city. Your main goal is to construct buildings to accommodate the citizens who want to leave the old city, and in the process, you will also build streets, create tram lines, and build public services. You may even decide to explore *Modernisme*, a new architectural and arts style that has been gaining popularity among the rich.

Game Components

Your copy of Barcelona includes the following components:

1x Main Board



1x Side Board



11x Action Tiles



14x Cerdà Scoring Tiles



4x Player Boards



18x Modernisme Tiles



24x Cobblestone Tiles



21x Public Services Tiles



16x Sagrada Família Tiles



Resources Tokens

Only these two components are intended to be unlimited.

Should you run out of either of these, use any suitable substitute.

30x 30x



4x Building Bonus Tiles



8x +100/200/300/400 VP Tiles



1x First-Player Token



72x Citizen Tokens

(from left to right:
25 Working Class, 24 Middle Class, 23 Upper Class)



Building Tiles

8x Corner Building Tiles



12x Level-1 Building Tiles



8x Level-2 Building Tiles



7x Level-3 Building Tiles



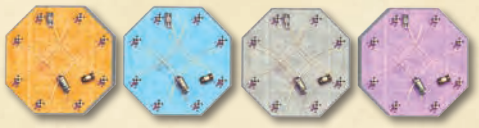
1x Cloth Bag



Player Components

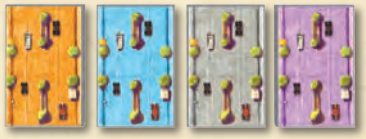
20x Intersection Tiles

(5 per player)



20x Wide Street Tiles

(5 per player)

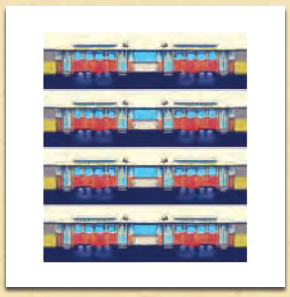


4x Trams

(1 per player)



1x Sticker Sheet



40x Narrow Street Tiles

(10 per player)



44x Wooden Disks

(9 big disks per player: 8 Building markers, 1 Scoring marker)



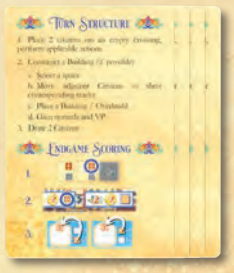
(2 small disks per player: 1 Cerdà track marker, 1 Sagrada Família track marker)

40x Cubes

(10 per player: 5x Passengers and 5x Modernisme markers)



4x Player Aid Cards



Solo Components

8x Solo Cards



1x Wooden Meeple



LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

Missing or damaged components:

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:
https://boardanddice.com/customer-support/

Game Setup

Before your first game, carefully punch out all components from the punchboards. We also recommend that you apply the Tram stickers to their wooden components, though this is not mandatory.



To set up the game, perform the following steps in order:

1. **Prepare the main board.** Place the main board in the middle of the table.

- Place a Building Bonus tile in each of the four dedicated spaces on the main board A.
- Shuffle all the Action tiles, and place one on each Action tile space on the main board B; for your first game, you may skip this step and use the printed setup instead.
- Prepare the Citizen track C: In a game with fewer than 4 players, place a Citizen token of the corresponding type on each marked space on the Citizen tracks on the main board. Cover spaces marked with 3 in 3 player game and both 3 and 2 spaces in 2 player game.
- Place all remaining Citizen tokens in the cloth bag D.
- Finally, randomly select three Cerdà Scoring tiles, and place them on their designated spaces E.

2. **Prepare the side board.**

- Remove the Modernisme tiles that correspond to the three Cerdà Scoring tiles placed on the Citizen track, returning them to the game box F.
- Shuffle the remaining Modernisme tiles to create a face-down stack, placing the stack on its dedicated space. Reveal the top four tiles, and place them on their reserved spaces G.
- Separate the Public Service tiles by type (of which there are seven), and stack them in descending order of cost in Coins, with a tile costing 3 Coins on the top. Randomly select five of these stacks, and put them on their spaces on the side board, returning the other two to the box I. (Do not use the cheapest building in a 2 player game.)

3. **Prepare the stacks and general supply.**

- Separate all Building tiles by type, and create four separate stacks with the non-building side (showing a cost on the left and benefits on the right) facing up H.
- Separate the Sagrada Família tiles by level (indicated by the number printed in the middle of each tile), and place them next to the board J.
- Create two separate piles of Coins and Cloth tokens next to the main board to form the general supply K.

4. **Prepare the player board.** Take a player board and all the components in your chosen color. Place your player board in front of you on the table.

- Place a small disk on the leftmost space of the Sagrada Família track A.
- Place five cubes next to the Modernisme Project Spaces—one on each bottom space to the right B.



- Place the Tram and your remaining five cubes—henceforth referred to as your "Passengers"—on the corresponding spaces of the Tram area C.
- Create a stack of 4 Narrow Street tiles, and place them on the leftmost dedicated space below the Tram. Place the remaining 6 Narrow Street tiles in a stack on the dedicated space to the right D.
- Create a stack of all 5 Wide Street tiles, and place it on the dedicated space to the right of the Narrow Street tile stacks E.
- Place all your Intersection tiles on their dedicated spaces F.
- Take 1 Coin and 1 Cloth token, and place each of them on a separate leftmost space of the Warehouse G.
- Place a Cobblestone tile on each of the six rightmost spaces of your Warehouse H.
- Place eight large disks—henceforth referred to as your "Building markers"—on the spaces at the bottom of your player board, first creating three stacks of two disks and then placing two single disks on the last spots I.

5. Prepare for the first turn.

- Each player should place their last large disk on the "0" space of the scoring track L around the main board and their last small disk on the starting space of the Cerdà track M on the main board.
- Determine the first player however you prefer, and give them the First Player token.
- Finally, each player should now draw 2 Citizen tokens from the bag and place them face down near their player board; **you may look at them at any time, but keep them hidden from other players.**



Playing the Game

Barcelona is played over a variable number of rounds interrupted by three scoring phases before a final scoring phase. Every round, each player takes a single turn consisting of two or more actions, a building phase, and then preparation for their next turn. At the end of the game, the player with the most Victory Points is the winner.

Starting with the first player and continuing clockwise around the table, players take turns consisting of four **mandatory** steps that must be done in the following order:

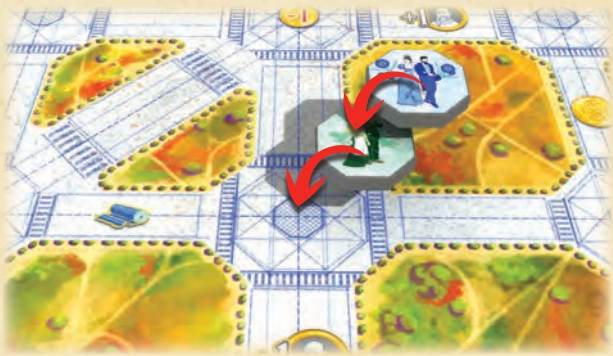
1. Place 2 Citizens on a street crossing on the main board, then optionally perform the street crossing's corresponding actions.
2. Remove Citizens from street crossings to construct a Building, placing the selected Citizens on the corresponding Citizen tracks on the main board.
3. **At the end of each player's turn**, check if a scoring phase has been triggered. If so, perform a Cerdà Scoring.
4. Take 2 Citizens at random from the bag.

If you cannot or are not willing to pay the costs of performing an action, then you cannot take that action. You must fully complete an action before performing another one; i.e., you cannot interrupt an action to perform a different action to gain resources and then finish resolving the original action using the resources you just gained.

Placing Citizens

Historical Note: This step represents the movement of citizens from old Barcelona who are trying to find a new place to live in a specific part of the Eixample.

Take your two Citizens, and place them in an order of your choosing on a single street crossing that has no Citizens on it. If the chosen street crossing has a visible printed cost in Coins, you must **first pay that cost.** If you place citizens on a built Intersection check page 8 for details.



After placing the Citizens, you may perform any or all of the actions corresponding to the streets meeting at that crossing in any order. You may perform each of the following once:

- the action corresponding to the vertical street **A**,
- the action corresponding to the horizontal street **B**, and/or,
- the action corresponding to the diagonal street, should the selected street crossing also intersect with the diagonal street **C**.



Actions



Gain Cloth/Coins

Either gain 1 Cloth and 3 Victory Points or gain 2 Coins. You must always place Coins and Cloth into your Warehouse on your player board. Each space of your Warehouse can store exactly 1 Coin or 1 Cloth. Any Coins or Cloths that you cannot store in your Warehouse must be immediately returned to the general supply. You are allowed to return any Coins and/or Cloths in your Warehouse to make space at any time.



Place Cobblestone

Take the leftmost Cobblestone tile from your Warehouse, and place it on the Sidewalk section of the side board onto an empty space that is orthogonally adjacent to at least one other Cobblestone. Immediately gain the benefits printed on the space you covered. For a full list of benefits, see the Appendix on page 17.



Historical Note: This cobblestone design is still present on many sidewalks in Barcelona.

Placing Cobblestones allows you to increase the number of available spaces in your Warehouse for Coins and Cloths and provides you Victory Points equal to the highest uncovered value at the end of the game (see the "Game End and Final Scoring" section on page 16 for more details).



Build Wide/Narrow Streets

Build 1 Wide Street tile / 2 Narrow Street tiles, taking them from your player board (from the leftmost stack if more than one) and adding them to the City section of the main board.

Historical Note: While the two street types in the game are wide and narrow, even the "narrow" streets were considered extremely wide at the time—compared to the usual street size in Barcelona—and were heavily criticized, being seen as a waste of space. A famous architect even said that the heavy air currents they created would make living on them impossible. "Narrow" streets were 20 meters wide and, like the 40- and 60-meter-wide streets, were evenly distributed along the grid. Compared to the very crowded and dark streets in old Barcelona, these streets were brightly lit and allowed the division of space so that pedestrians, carriages, and trams would not collide. They later gained importance especially once cars became widespread.

Wide Street tile **must** be placed on empty dedicated spaces for Wide Streets on the main board, and the same rule applies to Narrow Street tiles.

After placing a Street tile, immediately gain the printed benefits that you have just covered. (For a full list of benefits, see the Appendix on page 17). Then, count the number of connected Street tiles in the same street as the Street tile you have just placed (count every tile in a straight line, ownership does not matter), and gain Victory Points as follows:

- 2 Victory Points per tile for Wide Street and
- 1 Victory Point per tile for Narrow Streets.

Anytime a stack of Street tiles on your player board becomes empty, immediately advance on the Cerdà track according to the number of printed steps (i.e., one step for emptying a Narrow Street stack or two steps for emptying the Wide Street stack). Note: If you are building multiple Streets in one action, they do not have to connect (i.e., you can place them on any eligible empty spot on the main board).

Example: Blue takes a *Build Narrow Streets* action, allowing them to place 2 Narrow Street tiles. They place the first one, covering a 1-Coin benefit, and immediately take 1 Coin into their Warehouse.

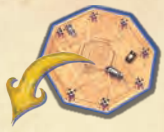


Since this Street tile is not adjacent to any other Street tile, Blue gains 1 Victory Point (just for the Street tile placed). Blue then places a second Narrow Street tile in a space without any printed benefits but forming a line of two contiguous Street tiles, gaining 2 more Victory Points.



Doing this, Blue has placed the last Street tile from their first stack, thus being allowed to advance one step on the Cerdà track.





Build an Intersection

Take the leftmost Intersection from your player board, first paying the depicted cost if applicable, and place it on the main board on a street crossing space that does not already contain an Intersection. If that space has an extra printed cost, you must also pay that cost. If that space has any Citizens, place the Intersection under them. You **must** pay the printed cost even if it is covered by any Citizens.

After placing an Intersection (and paying all printed costs, if any), gain **all of the printed adjacent benefits** on the main board that are still visible (i.e., not covered with Street tiles).

Historical Note: The reason behind the octagonal shape of the blocks was not only to increase visibility at intersections but also to convert the extra space on those street crossings into meeting points for neighbors. Cerdà planned for small kiosks and stands to be placed there. While these areas have long been used as parking space for many years, the city is currently trying to go back to Cerdà's original plan, reducing car speed limits and reserving most of the space for pedestrians.

Placing Intersections gains you benefits every time Citizens are placed on them. Specifically, **whenever Citizens are placed on your Intersections** (either on your turn or on another player's turn), you may immediately receive the benefits printed under the Intersections you have already built: you can only choose one benefit at first, two different benefits once you have built your third Intersection, and up to three different benefits once you have built your fifth, always selecting from benefits of your built Intersections. In other words, whenever Citizens are placed on your Intersections, if you have **built at least 1/3/5 Intersections**, you may **receive up to 1/2/3 benefits**. (For a full list of benefits, see the Appendix on page 17.)

Important: Any player placing Citizens on a space covered by an Intersection does not have to pay its depicted cost.

Example: Blue takes a *Build an Intersection* action, building their third Intersection. They first pay 2 Coins (printed on their player board) and then select a space for the Intersection. The chosen space has an additional cost of 1 Coin, which Blue also pays immediately.



After placing the Intersection, Blue then gains 2 Coins and may advance two steps on the Cerdà track, as these are all the benefits printed in street spaces adjacent to the Intersection.



On a subsequent turn, Orange places Citizens on Blue's Intersection. At this point, Blue has built three Intersections, thus allowing them to immediately select a total of two benefits among the three available to them. Blue chooses to gain 1 Coin and 2 Victory Points.



Improve a Modernisme Project Space

Move exactly one Modernisme marker that is still in its bottom position to its top position. Some of these spaces depict an additional cost, which you must pay immediately.

Example: Blue takes the *Improve a Modernisme Project Space* action, paying 2 Cloths from their Warehouse to move the Modernisme marker for their middle Modernisme Project space to its top position.



Historical Note: Architects weren't the only ones participating in the new *Modernisme* style. Glass workers, woodworkers, mosaicists, and all other kinds of artisans also took part in it, creating the furniture and the interiors of the *Modernista* buildings. The Cloth cost of this action represents the work of all those artisans.

Modernisme markers signal the number of times you get to score each of your Modernisme tiles at the end of the game. A marker in its top position always allows a Modernisme tile to be scored more times than in its bottom position.

A Modernisme marker can **always** be moved to its top position, regardless of the presence of a Modernisme tile in its corresponding space.



Take a Modernisme Project

Take one of the four available face-up Modernisme tiles from the side board, and place it on one of the empty Modernisme Project spaces on your player board. Some of these spaces depict an additional cost, which you must pay immediately. You cannot perform this action if you do not have an empty space for a Modernisme tile. Immediately after taking the Modernisme tile, refill the offer. If at any point the Modernisme tiles stack would become empty, reshuffle the discarded tiles to create a new stack.

Example: Blue takes the *Take a Modernisme Project* action, paying 1 Cloth from their Warehouse to take the Modernisme tile.



Historical Note: *Modernisme*, or Catalan modernism, was an architectural style that flourished during the late 19th century and the early 20th century, with the most famous example being La Sagrada Família. Cerdà's plan for the city was to make all buildings look similar so that all citizens would live in the similar buildings regardless of their wealth. Many *Modernista* architects disliked the idea, however, because that vision clashed with the exuberant and ornamented façades that architects of the time were designing. Barcelona has since become famous for many of these *Modernista* buildings, so this part of Cerdà's plan evidently failed.

Modernisme tiles represent one of the significant ways you can gain Victory Points at the end of the game. Each Modernisme tile lists a scoring condition and a Victory Points multiplier. (For a full list of Modernisme tiles, see the Appendix on page 17.)



Build a Public Service

Spend 3/2/1 Coins to build one of the available Public Service tiles. You can only choose a Public Service you have not yet built. Take the top tile of the Public Service you want to build, pay its cost, and then place it next to your player board. Finally, gain all the applicable benefits:

- the amount of Victory Points printed on the tile (10/6/3 Victory Points) with the value decreasing as more Public Services of the same type have been built),
- a two-step advancement on the Cerdà track, and
- the main benefit of the tile, which is a powerful action described in detail in the Appendix on page 17. Flip the tile after gaining all benefits.

Historical Note: In old Barcelona, not only houses were cramped inside the city walls but also hospitals, markets, and factories. When the Eixample was built, many of these facilities were moved to bigger and better spaces. Importantly, Cerdà wanted all citizens to have the same access to public services near their homes, regardless of where they were living or their social class. To accomplish this, he divided the Eixample into zones and planned each of them to have the same public services within them.



Move Your Tram

This action lets you do the following:

1. place/move your Tram around the City section of the main board and
2. optionally place a Passenger, which provide you with extra actions.

Historical Note: Even though the first tram in Barcelona was not built until 1872, the Eixample—with its wide streets—was already planned with this service in mind. After the first tram was created, the number of lines and companies operating them grew rapidly. The first trams were two-story vehicles towed by horses, and they were replaced by electrically powered vehicles at the start of the 20th century.

The first time you move your Tram, take it from your player board and place it on any Street space in the City with no Tram and no Passenger on it. It does not matter whether or not a Street tile has been built in that space.

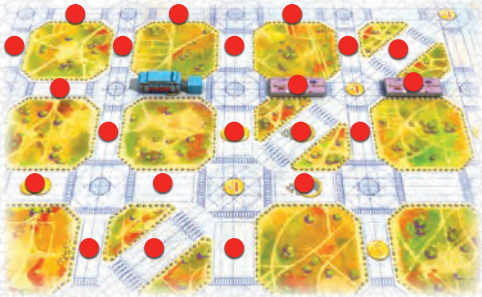
Every other time you take this action, you must move your Tram from its current position. When doing so, move the Tram **one or two** street spaces away; movements through your own Street tiles are "free," meaning they do not count against your movement limit of two spaces. You may move in any direction, turn onto any street, and move through another Tram, but you are not allowed to end your movement on a street space with another Tram, backtrack, or stay in the same spot.

Reminder: When counting street spaces, do not count the spaces with your Street tiles. This means that you can effectively make longer moves, as long as your Street tiles are part of your chosen path.

After moving (or placing) your Tram, if there is no Passenger on that street space or tile, you may (but are not required to) place a Passenger on the same street space as your Tram. To place a Passenger, take the leftmost Passenger from your player board, pay the cost in Coins and/or Cloths, and then place them on the street space containing your Tram. Finally, you may take the **action associated with the street** on which you placed your Passenger.

If you placed a Passenger on a Street tile, the player that Street tile belongs to (yourself included) immediately scores Victory Points as if that Street tile had just been placed. At the end of the game, you score Victory Points equal to your rightmost uncovered Passenger space (see the "Game End and Final Scoring" section for more details).

Example: Blue takes a *Move Your Tram* action, and this is the second time they have taken this action. Blue is allowed to move their Tram in all the marked spaces.



Blue chooses to move their Tram so that they can place a Passenger and perform a Gain 2 Coins action.



After moving their Tram, Blue pays 1 Cloth and places their leftmost Passenger in the same space as their Tram. Purple player gains two victory points, because the Passenger landed on their Street. Then, Blue is allowed to take a *Gain 2 Coins* action, which is the action associated with their chosen street space for their Passenger.



Construct a Building

After you have finished performing all your actions, if you are able to, you **must** construct one Building, either on an empty block or on top of an already-built Building. (A block is the smallest square formed by two pairs of parallel, intersecting streets. Blocks on the diagonal street can each have 2 Corner Buildings constructed on them, while all other blocks can each have 1 (non-Corner) Building constructed on them.) **If you have no Building markers left, you must still construct a Building.** When you construct a Building without any markers on your board, simply do not mark it (but receive Victory Points and all other effects as usual).

Reminder: Constructing Buildings is mandatory! Whenever you can construct a Building (either a new one or one that you can build over an existing one), you must do so.

Each Building has a printed requirement that must be met using Citizens adjacent to the chosen Building space. Required Citizens must thus be present on the street crossings surrounding the space where you want to build. Only visible Citizens matter; Citizens that are not at the top of their stack may never be used for this construction.

To construct a Building, follow these steps:

1. Place a Building tile (with the non-building side face up) on an empty dedicated space on the main board that meets the Citizen requirements, shown on the left side of the tile.
2. If this is the first Building constructed in a row, flip the Building Bonus tile from that row and gain 5 Victory Points.
3. Remove the Citizens from street crossings surrounding the Building (no more than 1 Citizen from a crossing and always the top Citizen) that were used to fulfill the Building's requirements. Place all removed Citizens on the corresponding citizen tracks.
4. **Score as many Victory Points as the lowest Victory Points number visible among all citizen tracks.**
5. Apply all the benefits shown on the newly constructed Building (if applicable).
6. Flip the tile to its building side. Take the leftmost Building marker from your player board, and place it on the newly placed Building. (If you don't have any Building markers left on your player board, skip this step.) If a stack of Building markers becomes empty as a result of this action, advance one step on the Cerdà track, as printed on your player board.
7. Check if a scoring has been triggered. If so, perform a Cerdà Scoring (see page 14).

Building Categories



Level-1 Buildings require any 2 Citizens to be built. They have buildings on two sides of each block and a park on the other two sides. After building them, you must advance one step on the Cerdà track.



Corner Buildings require any 2 Citizens and can only be built on the triangular spaces next to the diagonal street. When building them, only the Citizens on the three street crossings surrounding the triangle can be used. These Buildings cannot be overbuilt.



Level-2 Buildings require 1 Middle-Class Citizen and 1 other (any) Citizen to be built. They have buildings on three sides of the block and a park on the fourth side. After building them, you may advance one step on your Sagrada Família track (gaining the corresponding benefits if applicable), and you must move one step back on the Cerdà track.



Level-3 Buildings require 1 Upper-Class Citizen and any 2 other Citizens to be built. They have buildings on all four sides of the block. After building them, you may advance twice on your Sagrada Família track (gaining the corresponding benefits whenever applicable) and gain 7 Victory Points. You must also move two steps back on the Cerdà track.

Important: You may build any level Building on an empty space.

Example: Blue has just placed a Level-2 Building on the main board. Next, Blue moves two of the adjacent Citizens to their respective tracks (A). (Note that one of them must be a Middle-Class Citizen. (B)) Blue gains 7 VP visible on the Citizen track (C) **(players do not gain those points for covering them with citizens!)**



Then, Blue may move one step on Sagrada Família track and has to move back once on the Cerdà track. Finally, Blue flips the Building tile and places a Building marker from their player board on it. No Cerdà scoring occurs.



Historical Note: One of the most important aspects of Cerdà's plan was that each block would only have two of its sides built, while the other two sides and the center of the block would become parks and socialization spaces for all the neighbors. Unfortunately, the high number of citizens that needed a new place to live and the higher profits that landowners were getting from the buildings built turned the idea into a fantasy. Today, almost all block sides on the Eixample are built, including the center on most of the blocks.

Another of Cerdà's ideas was that all citizens would have the same basic living conditions, living in flats of the same quality regardless of their wealth. This again was not respected, and it clashed with the *Modernista* style that started almost at the same time as the expansion of Barcelona. One of the characteristics of the *Modernisme* style are the very ornamented façades that clearly indicated the wealth of the family living in that building, which broke the more homogeneous style that Cerdà wanted.

This is why when building a Level-2 Building in the game, you must move one step back on the Cerdà track, as you are building on more sides than he wanted. Level-3 Buildings have a two-step penalty, because not only are you building on all four sides but you are also showing off the wealth of the citizens on your block with a *Modernista* façade.

Overbuilding

You may build Level-2 Buildings on top of an already-built Level-1 Building and Level-3 Buildings on top of already-built Level-1 or Level-2 Buildings. If you overbuild, follow the same process for constructing a Building as described earlier but place the new Building tile on top of the previously built one(s). **When placing your Building marker, place it on top of the marker(s) already present, preserving the order.**

Important: **Corner** Buildings and **Level-3** Buildings **cannot be overbuilt.**

Citizen Tracks

These tracks represent the number of Citizens of each type (Working, Middle, or Upper-Class) who have moved to and are living in the Eixample of Barcelona. When adding Citizens, each Citizen type must be placed on its corresponding row on the leftmost empty space. In 2- or 3-player games, the game starts with some Citizens already placed on the tracks. **New Citizens must still be placed on the corresponding leftmost empty spaces.**

Designer's Note: The years shown on this track coincide with three important boosts in the construction of the Eixample. In the 1870s, the construction was driven with the money of those who made a fortune in the American colonies and were returning home. The 1888 Universal Exposition celebrated in Barcelona meant a second surge in the construction of the Eixample. Finally, during the early years of the 20th century, the explosion of *Modernisme* resulted in another construction surge.

Whenever a section of a Citizen track becomes full, place any extra Citizen(s) of that type on the next section of the Citizen track. If the final section of a Citizen track becomes full, place any extra Citizen(s) outside the board instead.

Cerdà Scoring

As players construct Buildings, Citizen tracks fill with Citizens that have found their new home.

Designer's Note: This scoring phase, which simulates a competition among all players with Cerdà acting as judge, is completely made up. In fact, Cerdà died in 1876. I wanted to show some of the differences between what Cerdà planned and what was actually done, and thus certain actions make you advance or move back on the Cerdà track, depending on how you fulfill (or don't fulfill) his plan.

At the end of a player turn, if at least one section of one of the Citizen tracks has been filled to or beyond a marked Cerdà Scoring space (see next image), all players score that section's face-up Cerdà Scoring tile.



The first section of the Upper-Class Citizen track filled up to the marked Cerdà Scoring space.

Each Cerdà Scoring tile shows a goal and the number of Victory Points players score for fulfilling it (for a full explanation of each Scoring tile, see the Appendix on page 17). Depending on your position on the Cerdà track, each player scores the corresponding Cerdà Scoring tile a number of times between 0 and 4.

After all players have scored the current Cerdà Scoring tile, flip this tile face down—this section can no longer be scored again, even if another Citizen track within it is filled. If this is the first or second Cerdà Scoring, reset the disks of all players that have advanced beyond the starting position to the starting position on the Cerdà track. (Disks that are behind the starting position remain where they are.)

Note: After the third Cerdà Scoring, do not reset any player markers; i.e., they remain in their current positions.

Example: At the end of Blue's turn, the Upper-Class Citizen track is filled to the first Cerdà Scoring space. The first Cerdà Scoring tile awards 3 Victory Points per Corner Building on different blocks.



Note the position of players on the Cerdà track: Blue has passed the x3 space but has not reached the x4 space,

Purple's marker is exactly on the x2 space, and Orange's marker is between the x1 and x2 spaces. Therefore, Blue scores this tile three times, Purple twice, and Orange once.



Blue has built 3 Corner Buildings (but only 2 are scored), thus scoring 18 Victory Points (3 Victory Points x2 Corner Buildings x3). Purple has built no Corner buildings, thus scoring 0 Victory Points. Orange has built a single Corner Building, thus scoring 3 Victory Points (3 Victory Points x1 Corner Building x1).



Finally, Blue and Purple move their markers back to the starting space on the Cerdà track (where Orange's already is). Play resumes with the next player's turn.

After finishing a Cerdà Scoring, discard all the Modernisme tiles on display, then reveal four new tiles. If at any point the Modernisme tiles stack would become empty, reshuffle the discarded tiles to create a new stack.

Other Game Concepts

Cerdà Track

Every time you are instructed to move on Cerdà track, you must move accordingly. If your marker is already on the lowest (bottom) space and you need to move your marker further back, ignore that movement. If your marker is on the highest (top) space and you need to advance your marker further, gain 2 Victory Points per forfeited movement instead, keeping your position.

Sagrada Família Track

Every time you are given the opportunity to move your marker on your Sagrada Família track, you may move it to the next space. If you cross over a dedicated slot for a Sagrada Família tile, select a Sagrada Família tile of the corresponding level from the offer (created during setup), place it in the slot just passed, and immediately gain the benefits of that tile. If you gain multiple resources from the tile, you can get them in any combination. You may flip the tile after resolving it.

Historical Note: La Sagrada Família, for which construction began inside the Eixample in 1882, is the most famous *Modernista* building. While it was famously designed by Antoni Gaudí, he was not the first architect assigned to the project. The first architect was in fact fired due to discrepancies with the material costs, and Gaudí, whose reputation was starting to grow at the time, was then chosen.

This track proposes an alternate history in which you all compete to show off your *Modernista* abilities, advancing on that track in order to be chosen as the Sagrada Família's architect.

Game End and Final Scoring

At the end of a player turn, if the last (third) section of one of the Citizen tracks has been filled to or beyond its marked Cerdà Scoring space, game end triggers and all players score the third (final) Cerdà Scoring tile. Then, if this was not the last player in turn order's turn, play continues until all players have played the same number of turns. Afterwards, proceed to Final Scoring as follows:

- Score Victory Points according to the number of Cobblestone tiles you removed from your Warehouse, gaining the rightmost number of Victory Points visible on your player board.
- Score Victory Points according to the number of Passengers you have placed, gaining the number of Victory Points printed on the rightmost uncovered Passenger space.
- Evaluate one by one each of your Modernisme tiles:
  - Each Modernisme tile (just like Cerdà Scoring tiles) lists a condition and a number of Victory Points.
  - Score Victory Points depending on how many times you have fulfilled the condition and multiply it by the number next to the corresponding Modernisme marker next to that tile.

The player with the most Victory Points at the end of the game is the winner. If there is a tie, use the following tie breakers, in order:

- furthest on the Cerdà track,
- furthest on the Sagrada Família track,
- most Building markers on the main board. If still tied, players share the victory.

Example: At the end of the game, Blue has 154 victory points (earned throughout the game).



They add 7 points for Cobblestones.



Then, they add 16 points for Passengers. Finally, in the rightmost space of their player board is a tile awarding 2 Victory Points per Wide Street tile. Their corresponding Modernisme marker is in the x4 space.



Over the course of the game, Blue has built 3 Wide Street tiles.



For the Modernisme tile, Blue scores 24 Victory Points: 2 Victory Points x3 Wide Street tiles x4 (multiplier from the player board). Overall, Blue scores 154 + 7 + 16 + 24 = 201 Victory Points.

Appendix

Modernisme and Cerdà Scoring Tiles



Gain 2 Victory Points per block in your longest uninterrupted vertical or horizontal line of blocks. You are present in a block if you have at least 1 Building marker in that block, regardless of its position.



Gain 2 Victory Points per Coin for up to 5 Coins in your Warehouse.



Gain 3 Victory Points per Intersection that you have placed on the main board and is adjacent to 3 or more Buildings.



Gain 2 Victory Points times your multiplier on the Cerdà track (0x, 1x, 2x, 3x, or 4x).



Gain 2 Victory Points per Public Service you have built.



Gain 3 Victory Points per Passenger that you have placed on the main board and is adjacent to at least 2 Buildings.



Gain 2 Victory Points for each of your Modernisme markers you have moved to its top position.



Gain 2 Victory Points per Cobblestone tile you have placed on the Sidewalk section of the side board (i.e., count the number of spaces with a visible Victory Points icon in your Warehouse).



Gain 2 Victory Points per Cloth for up to 5 Cloths in your Warehouse.



Gain 2 Victory Points per Narrow Street tile in your longest uninterrupted line (vertical or horizontal) of Narrow Street tiles on the same street. (The maximum number of tiles in a line is four, which is the length of every street.)



Gain 2 Victory Points per Wide Street tile in your longest uninterrupted line (vertical, horizontal, or diagonal) of Wide Street tiles on the same street. (The maximum number of tiles in a line is four, which is the length of every street.)



Gain 1 Victory Point per Narrow Street tile you have placed on the main board.



Gain 2 Victory Points per Wide Street tile you have placed on the main board.



Gain 2 Victory Points per Passenger you have placed on the main board.



Gain 2 Victory Points per Intersection you have placed on the main board.



Gain 3 Victory Points for each empty stack of Building markers on your player board.



Gain 3 Victory Points for each of your Corner Buildings on the main board that are not a part of the same block.



Gain 2 Victory Points for each Modernisme tile on your player board.



Gain 2 Victory Points for each of your Building markers on the main board that are placed at the bottom of their stack of Building markers on non-Corner Buildings. (A single marker on a Building tile is both at the bottom and at the top of its "stack.")

Public Services



Sant Antoni Market

Pay 3/2/1 Coins to gain 1 Cloth for every block with at least one of your Building markers on it, advance twice on the Cerdà track, and gain 10/6/3 Victory Points.



Estació de França

Pay 3/2/1 Coins to perform a *Move Your Tram* action (ignoring the Coin cost for placing a Passenger), advance twice on the Cerdà track, and gain 10/6/3 Victory Points.



Hospital de La Santa Creu i de Sant Pau

Pay 3/2/1 Coins to perform a *Build an Intersection* action (ignoring any Coin cost, including the one printed on the main board), advance twice on the Cerdà track, and gain 10/6/3 Victory Points.



Passeig de Lluís Companys

Pay 3/2/1 Coins to perform a *Build Wide Street/Narrow Streets* action, advance twice on the Cerdà track, and gain 10/6/3 Victory Points.



Universitat de Barcelona

Pay 3/2/1 Coins to perform a *Place Cobblestone* action (gaining benefits as usual but ignoring the adjacency rule, effectively allowing you to place a Cobblestone anywhere on the Sidewalk), advance twice on the Cerdà track, and gain 10/6/3 Victory Points.



Museu del Modernisme Català

Pay 3/2/1 Coins to advance twice on your Sagrada Família track (gaining all corresponding benefits), advance twice on the Cerdà track, and gain 10/6/3 Victory Points.



Hospital de La Santa Creu i de Sant Pau - Pavelló d'Operacions

Pay 3/2/1 Coins to perform a T*ake a Modernisme Project* action (ignoring the Cloth cost of placing a Modernisme tile), advance twice on the Cerdà track, and gain 10/6/3 Victory Points.

CREDITS

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From the Designer:
I want to thank all the friends and testers who helped me shape this game with their feedback and time, especially to the ones who had to suffer Ferran's absurd scorings.
And to Board&Dice, for helping me create this game, featuring a very special theme for me.

The designers and Board&Dice would like to thank the following people for play testing, advice, and feedback:
Maria Jóźwik, Marcin Zahorowicz, Janusz Smola, Filip Loba, Adam Foland, Pawel "Wppxis" Gajda, Łukasz Stadnik, Jakub Olton, Przemysław Kapica, Klaudyna Mikołajczyk, Iwona Jaworowska, Mateusz Myrcha, Rafał Szymaszek, Yuriy Ivanov, Jakub Kisala, Patryk Olbert, Marta Szpaderska, Wiktoria Matyja, Bartek Bajda, Damian "Erefor" Adamczak, Anita Sokołowska, Julia Gauza, Daniel "Gun3R" Sobolewski, Damian Głuszczyk, George Ozzy, Dominik 'Vykk' Pańczyk, Krzysztof Kapelańczyk, Jan Skornowicz, Ariel "Ardel" Kowalski, Krzysztof "Aoqi" Świerczyński, Kaśka Siejka, Krzysztof Wójcikiewicz, Anna Oksanen, Daniel Dubel, Konrad Nowicki, Michał "Milka" Milczarek, Joanna Szopińska, Maciej "mat_eyo" Matejko, Franciszek Prusiecki, Gosia Prusiecka, Jan Mikołajczak, Małgorzata Sztokfisz, Jacob Coon, Jan-Fredrik "JF" Wahlin, Noralie Lubbers.

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Quick Reference

Turn Structure

1. Place 2 Citizens on an empty street crossing, then perform all applicable actions.
2. (If possible) Construct a Building: select a building space, move adjacent Citizens to the Citizen tracks, place Building (you may overbuild), resolve the applicable effects, and gain VP.
3. Check if a Cerdà Scoring was triggered.
4. Draw 2 Citizens for the next round.

Icon Summary



Gain the depicted number of VP immediately.



Gain the depicted number of VP at the end of the game.



Pay the depicted number of resources (Coin/ Cloth).



Advance the depicted number of steps on the Cerdà track.



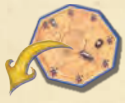
Advance the depicted number of steps on your Sagrada Família track, gaining applicable benefits.



Whenever Citizens are placed on one of your Intersections, select the depicted number of different benefits from the unlocked benefits on your player board.



Gain the depicted resources and Victory Points. Place all resources in your Warehouse.



Pay the applicable cost and place an Intersection, gaining all the adjacent visible bonuses. When Citizens are placed on your Intersection, gain the applicable bonuses depicted on your player board.



Place 1 Wide Street / 2 Narrow Streets on the main board. Gain the covered bonuses. Gain 2/1 VP for every connected street section in the straight line, including the one you just placed.



Place a Cobblestone from your Warehouse to the Sidewalk and gain the covered benefit.



Build a Public Service, paying its cost and gaining all the applicable benefit. You can only choose a Public Service tile you have not built yet.



Place a Modernisme tile on your player board, paying the depicted cost if applicable.



Move a Modernisme marker to its topmost position, paying the depicted cost if applicable.



When performing this action for the first time, place the Tram on any street space on the map. If your Tram is already on the map, move it one or two street spaces away. Movements through your own Street tiles are "free." Optionally place a Passengers, paying the applicable cost, which provides you with an extra action. If you place a Passenger, on an already built Street tile, this Street tile scores again for its owner. You cannot place the Tram on the same street where another Tram is. You cannot place a Passenger where another Passenger already exists.