

THE GAME OF SPECIAL REGENT PARK EDITION URBAN RENEWAL

Welcome to the exciting world of urban renewal!

You and your friends can do all the things that are done in a modern city's cut-throat planning office.

You can demolish a failed urban experiment and start again from the ground up. With no budget problems and no political agendas to cloud your vision, you can build bigger and better than any city's done before.

Renewal is fun in the city of the future!

Starting:

This game can be played by any number of players, from one to - well, the sky's the limit.

Each player assumes a role from this list: City Councilor, Developer, Community Activist, City Planning Employee, Man-On-The-Street, Academic Urban Theorist, Resident of Existing Development to be Demolished, Mayor, Random Federal Politician, Skyscraper Enthusiast, Garbage Man.

Note: Each role may be assumed by more than one player; however, there can only be one Mayor.

Set-up:

The game includes these components:

Board
Buildings (18)
Decision Engine Wheel
Planning Directive Cards (10)
Tabula Rasa Rake

The board should be placed on a level surface. The Buildings should be placed beside the board. The Decision Engine Wheel should be placed beside the Buildings. Shuffle the Planning Directive Cards and place them in a pile face-down beside the Buildings and the Decision Engine Wheel.

Note: If there is a City Planning Employee playing the game, this player is responsible for handing out the Planning Directive cards when called to do so by the Decision Engine Wheel. If there is no City Planning Employee playing the game, the cards are to be kept face down next to the board and each player is to draw a card by his or herself when directed to do so by the Decision Engine Wheel.

Game Play:

The Mayor is the first to play. After completing his or her turn, the Mayor decides who will play next by selecting either the player to his or her right or the player to his or her left. This decision determines whether game play will continue in a clockwise (leftward from the Mayor) or counter-clockwise (rightward from the Mayor) direction for the duration of the game.

Each player, starting with the Mayor, spins the Decision Engine Wheel at the start of his or her turn. When the Wheel settles on an icon, each player then follows the instructions associated with that icon:



Condominium – Player picks up one Building and places it on the board at a location of their choosing. For the rest of the game, condos can be stacked on top of other condos to create towers.



Commercial Building – Player picks up one Building and places it on the board at a location of their choosing. For the rest of the game, Commercial Buildings can be stacked on top of other Commercial Buildings to create towers.



Public Housing – Player picks up one Building and places it on the board at a location of their choosing. For the rest of the game, Public Housing Buildings can be stacked on top of other Public Housing Buildings to create towers.



School – Player picks up one Building and places it on the board at a location of their choosing. Schools must be placed directly on the board; that is, stacks of schools are not allowed. Other buildings – Condominiums, Commercial Buildings and Public Housing – can be stacked on top of Schools to create towers.



Bulldozer – Player uses the Tabula Rasa Rake to demolish as much or as little of the Buildings on the board as he or she wishes. Buildings accidentally knocked out of place by the demolition must be removed from the board.



Park – Player fosters the use of open space by producing a park. No pieces are placed on the board. The turn has ended.



Planning Directive – Player draws a Planning Directive Card from the top of the pile and follows the instructions printed on it. Once the player has completed the task, his or her turn has ended.

Notes:

The game never ends. Continue playing until all players have left the game in pursuit of other interests.

Buildings come in several sizes and colours. When it comes his or her turn, each player chooses the Building they want to play with based on their personal preferences.

Players can add variety and enliven game play by introducing new Buildings to signify world-class architecture by international world-class architects. Suggestions for Buildings: bottle caps, pebbles, dried pasta, crystals, small candies.

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