

# City Heroes Quick Start Guide

## Introduction

Welcome to City Heroes, a competitively cooperative game about city building, politics, betrayal, and glory! Turn a small community of settlers into the greatest city Italy has ever seen...until the next time you play!

To succeed, you will need to strike the perfect balance between undermining your fellow players and aiding them in their times of need.

## Winning the Game

At the end of the game, if your City has less Prestige than your rival, all players lose. Otherwise, the player with the most Influence points wins.

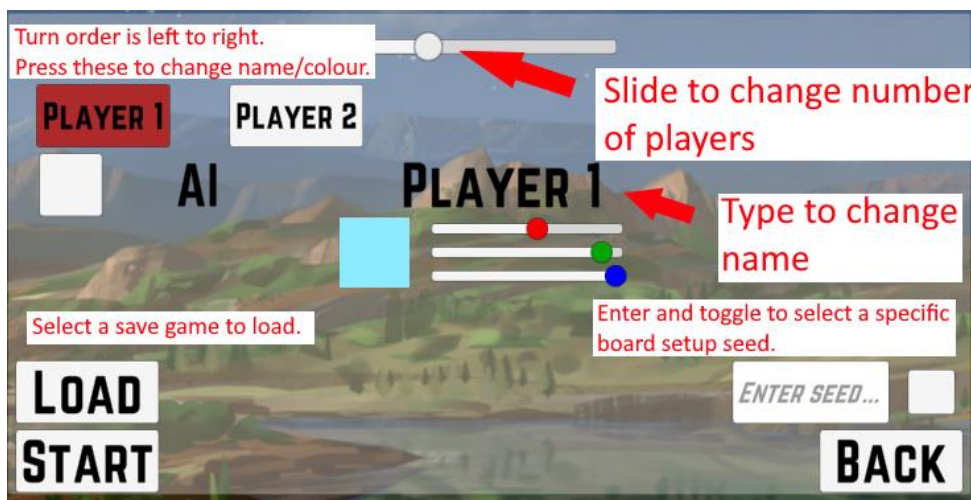
## Setup

When you launch the client, you will be asked to login. If you don't plan to play online, you can simply press Play Offline.

**NOTE:** By default, the client will still attempt to send logs to the server for diagnostics. You can disable this in the Settings menu when the client launches.

## Hotseat Setup

From the Main menu select Hotseat, and you'll see the following (without annotations):



Use the slider to select the number of players, and Start to begin the game.

## Network Setup

For a network game you'll first need to create an Account/log in. The game will ask you to login whenever you first launch it. If you selected Play Offline, you can get the login prompt by pressing update in the top right corner or pressing Multiplayer on the Main menu.



To create an Account, enter your username/pin and select Create. This will setup the entry, and if successful, automatically log you in.

**NOTE:** Please note that the PINs are not for security at this stage, they are merely there to provide a uniqueness signature. They are stored in PLAIN TEXT. Don't use pins that you use elsewhere.

When you are logged in, you should see the Update button with a green colour, along with the account name.

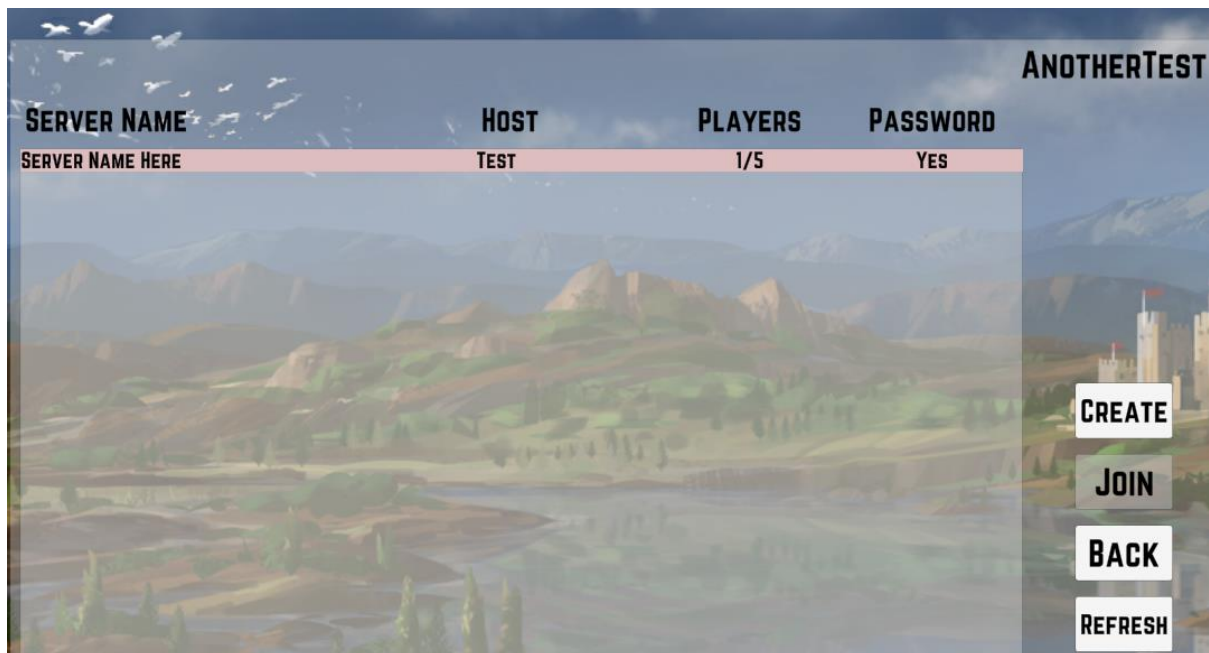


Pressing Multiplayer when logged in brings you to the lobby, where you can join/create games. When you create a game, you can choose the name and whether to protect it with a password to limit who can join.

The lobby displays the name, the account name of the host, and the number of players.

**NOTE:** Although the lobby refers to players as Hosts, matches are not peer-to-peer, and go through a central server for communications.

The lobby does not auto refresh, so if you don't see a game you're expecting to see, you may need to press Refresh.



When you create a game, you'll see the Game Lobby, where you can communicate with players to start the game, use a specific seed for the board, or load an existing save.

**NOTE:** Currently, your player colours are set to default in networking games, and your display name will be your account name.

**NOTE:** Currently, a load save must match the player names to be useable, although no warning is presented if there's a mismatch.



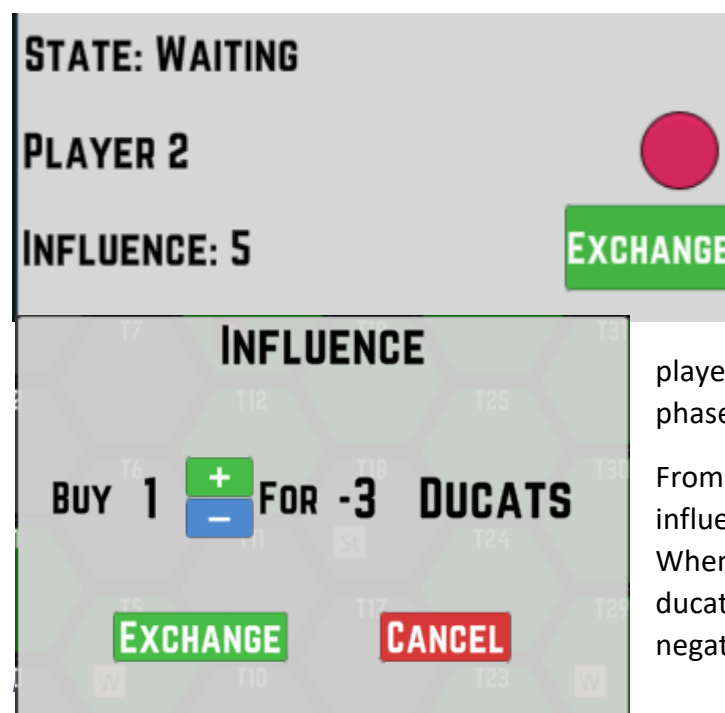
When you press Start, the game will start for all currently joined players. The host will go first.

## Navigating the Game Interface

You can use the scroll wheel to zoom in and out of the board (your mouse must be over the board area for the zoom to register). You can use click + drag on the tiles to move the board around the view.

### Left Panel

When you load into the game (networked or hotseat), the interface will look like the following:



The left part contains the inventory, including the worker pool. You can use the chevrons to scroll between the different players to see their inventories. The state (at the top) shows Active for the player currently taking their turn, "Waiting" for any players that have not yet passed in the phase, and "Passed" otherwise.

From the left menu you can exchange influence for gold (or gold for influence). When buying influence, the amount of ducats you will spend shows up as a negative number.

You can also use the “Exchange Resources” button to buy/sell resources from the supply, check the current Rival Exchange rates for all players, and make an exchange with the Rival.

### Right Panel

The top of the right panel has the following controls from left to right: Game Log, Undo, Help, Feedback, Settings.

The Game Log shows a list of all actions taken by players, split by turns.

The Undo button moves to the start of a players’ turn if they have taken any action, or to the start of the previous players’ turn if the current player has not taken any actions.

The Help menu can be used to browse Building and Public Works rules and costs.



Use the Feedback for to leave positive/negative feedback that is linked to the game you are currently playing (this is useful to report a specific bug if you’ve allowed logs to be uploaded to the server). If possible, tag feedback with good/bad or both if you’re making multiple good/bad points in one response and mark any client (rule or UI) bugs as Bug and limit to one bug per feedback item.

Use the Menu to save/load games, return to the Main Menu or modify in-game options.



## SUBMIT FEEDBACK

ENTER FEEDBACK SUBJECT...

GOOD
BAD
BOTH
BUG

ENTER FEEDBACK (MAX 1000 CHARACTERS)

SUBMIT
EXIT
CLOSE

### Expansion Phase

During the Expansion phase the right menu allows you to purchase tiles that you have selected. You can select/deselect a tile by clicking on it. If you've deselected a tile and have already purchased at least 1 tile in the game, you will be allowed to pass.

STATE: ACTIVE

PLAYER 1

INFLUENCE: 5

EXCHANGE

INVENTORY

St	5		0		5
T	5		0	W	5
G	0		0	RAID: 0	
I	5		0		

WORKER POOL

5

0

0

TURN: 1 OF 10    PHASE: EXPANSION

PRESTIGE: 0    ROME: 100

EXCHANGE RESOURCES

GET STUFF
BUY TILE

PASS

PLAYER 1 SELECTING

## Game Rules

The following describes the game rules, adapted to the digital client (ie. Skipping over all the bits that are relevant only to the physical version).

### Winning the Game

The player with the most Influence points at the end of the game wins, but only if your City has more Prestige points than the chosen Rival. If the City does not have more Prestige points than its neighbours, all players lose.

## Initial Setup

Maps are made up of Hills (grey tiles) and Plains (green tiles). Every map will have at least 1 Iron, Stone and Timber. Players start with 5 Wheat, Timber, Stone, Ducats and Workers in the Ready pool.


The game ends after 8 turns for a 5-player game, 9 turns for a 4-player game, and 10 turns for a 2-3 player game and 12 turns for a solo game.


## Resources and Goods


Resources are divided into two categories – Natural Resources and Goods. Natural resources appear on the board, while Goods are created by players. Wheat and Timber may be planted (see Planting Resources). Wheat can only appear on Plains, while Iron, Gold and Stone may only appear on Hill tiles. Timber may appear on any tile.


At the end of the game, each Natural Resource is worth 1 influence point, and each Good is with 2.


### Natural Resources

 **Iron** – You'll need lots of iron if you want to run a military city. Iron is used to produce Weapons and Tools. You will only find Iron on mountain tiles.

 **Gold** – Gold is a luxury resource used in creating decorations for expensive buildings and jewellery for the city's elite citizens. Like iron, gold only appears in the mountain regions of your cityscape.


 **Stone** – Stone is a construction resource, used in most buildings and public works. It's one of the most important resources for a young and thriving city. Like iron and gold, it is only found in the mountains.


 **Timber** – Timber is a construction resource used in most buildings and public works. IT can be found on any tile and can be planted by the player to increase their yield.


 **Wheat** – Wheat can be planted on plains and is used to move workers faster between pools. (see Worker rotation).

### Goods

Goods are finished products that sell for more than raw materials and sometimes provide additional benefits. The following is a list of goods available in the game.

 **Weapons** – Weapons are used to garrison tiles and pillage neighbours, as well as in constructing some more advanced military buildings. Created from Iron.

 **Tools** – Tools are used to create infrastructure buildings and public works. Created from Iron.

 **Jewellery** – Very expensive commodity, used for creating the most prestigious buildings. Created from Gold.



**Scaffolding** – Made from Wood, few Public Works can be completed without these trusty construction aides.



**Sculpture** – Beautiful works by the most skilled stonemasons and artists, sculptures adorn the most important city buildings. Created from Stone.

### Ducats



Ducats represent the money used to trade and construct upgrades. At the end of the game, players get +1 influence for each 3 ducats they have.

### Workers

All actions (except trade) require at least 1 Worker. Players start the game with 5 workers in the Ready pool. When using workers, move them from the Ready to the Busy pool. Only workers in the Ready pool can be used to complete actions.

Workers will move from the Busy pool to the Idle pool (and from Idle to Ready) at the end of the turn (see Worker rotation).

### Order of Gameplay

Gameplay consists of a series of turns, divided into three active phases - Expansion, Construction, Interaction, and a Cleanup phase to prepare for the next turn. Within each active phase, players take turns to complete actions, until all players pass their action. When all players have passed, a new phase is started. The first person to pass in the previous phase goes first. When all players have passed their action in the Interaction phase, players go through all end of turn triggers, collecting appropriate resources, before beginning the next turn in the Expansion phase.

### Phase 1: Expansion

During the expansion phase, players can only buy a tile or pass. If a player has no tiles, they must select a tile (this tile is free). Subsequent tiles will cost 1 Ducat + 1 Ducat for each tile between the selected tile and the closest tile you own (so buying an adjacent tile is 1 Ducat, buying a tile 1 tile away is 2 Ducats, and so on). Purchasing a Hill costs an extra 1 Ducat. You may not purchase more tiles than you have workers in all pools.



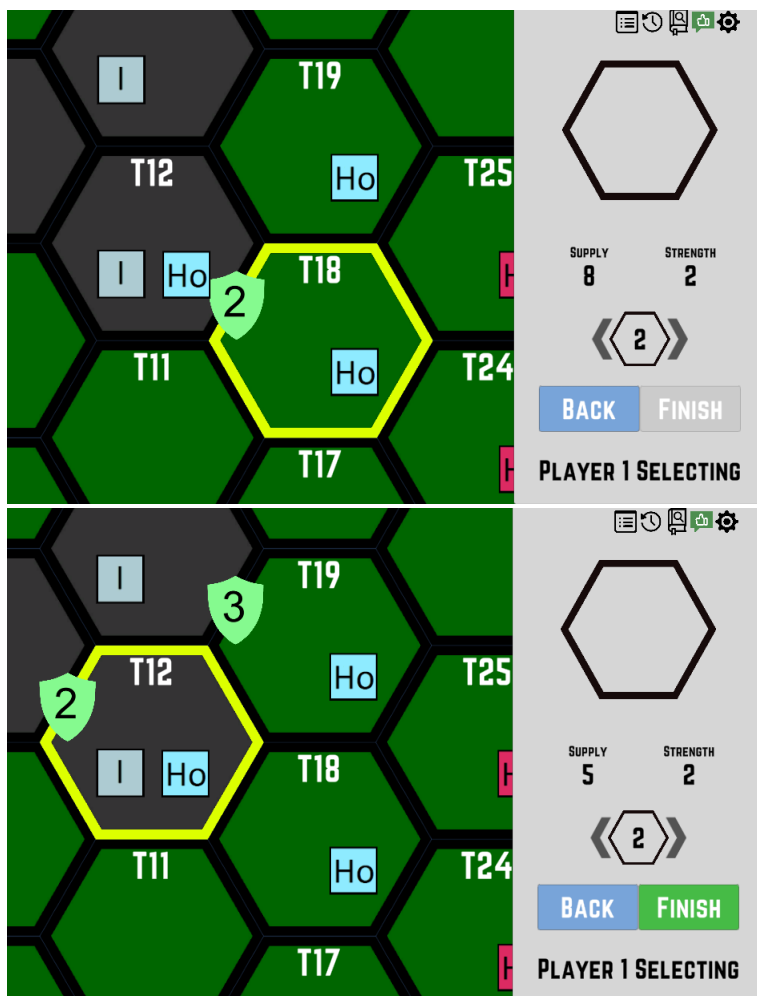
*In this example, the teal player is trying to buy T22. Because it is adjacent to their tile (T15), the price is 1 Ducat, and because T22 is a hill, the price is increased to 2 Ducats. T28 is 1 tile away, so is 1+1=2 Ducats. Other tile prices from T15 are included as well.*





The red player is trying to purchase T33. This tile should cost 1Ducat, as it is an adjacent plain. But because this would be the players' 6th tile and they only have 5 workers in all pools, they may not buy the tile and must pass.

## Phase 2: Construction



The teal player starts their action with 2 weapons garrisoned on T18, and 8 in their supply. As part of 1 garrison action, they may remove both weapons from T18 and add 3 weapons to T19 and 2 weapons to T12.

This phase is split up into the 4 action types: Garrison, Plant, Build and Upgrade.

### Garrison

When garrisoning, a player can choose to place weapons on tiles, move them around, or remove them from the board. These weapons can then be used as attackers and defenders in the Pillage action of Phase 3 (see Pillaging rules for more details). During one action, players may move any Weapons they own on/off any tiles they own. Players may only target tiles they own during the Garrison action.

### Planting Resources

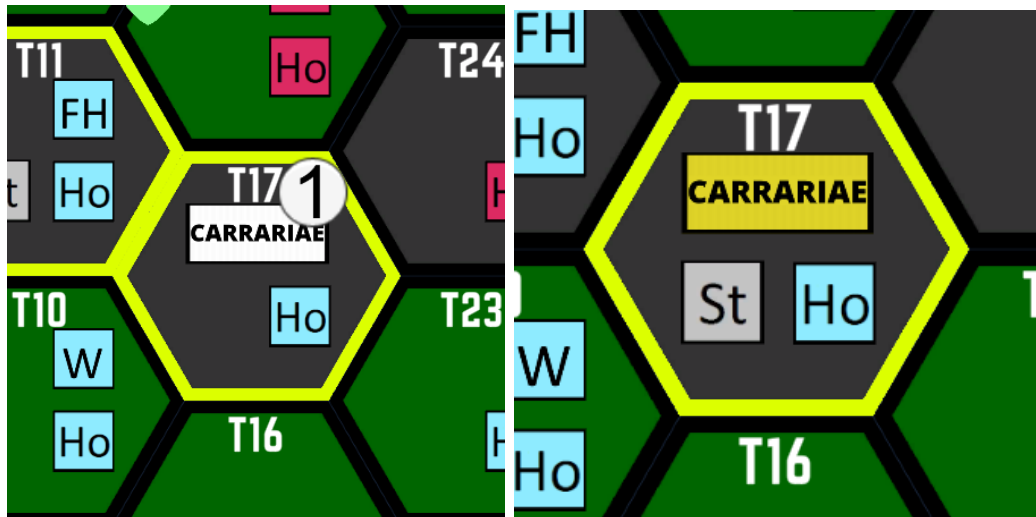
Wheat and Timber can be planted, provided that a matching resource is present in an adjacent tile (regardless of that tiles' owner). If multiple resources are present, you can choose which one you want to plant. You may plant over an existing, different resource, but only if you own the tile. Iron, Gold and Stone can't be planted. You can plant resources either on your own tiles, or on neutral tiles adjacent to a tile you own.

The cost is always 1 worker and 1 of the resource being planted. You may plant as many times per action as you can afford.

#### *Build*

Buildings can be built to enhance tiles and grant bonuses to players. Players can only build buildings that they can afford, place them on tiles that they have purchased and where other buildings don't exist (unless it's an upgrade, see Upgrading Buildings below). Mines can only be built on a Gold, Iron or Stone deposit.

You can build as many buildings as you can afford in each action. See The public work provides no benefits until it is completed (the final stage is finished).



*Left - The Carrariae has been placed and had 1 stage completed. Right - The Carrariae is finished.*

#### *End of Turn (Cleanup)*

During the cleanup phase, players collect resources, collect building bonuses, and reset tiles (in the client this is done automatically). The triggers are applied in the following order:

For each 2 tiles you bought this turn (rounded down), gain 1 Worker into the busy pool.

#### *Building Bonuses*

After workers are rotated, calculate all appropriate bonuses from buildings, starting with the Bank (if present), by doling out the dividends.

#### *Resources*

Players collect one resource of each type that is on a tile they own. They collect an additional copy of the resource if they have built a Mine or Foraging Hut, two copies if the tile has a Gathering Hut, and three extra copies if they have a Harvesting Plant on a tile (i.e. a Harvesting Plant provides 4 copies of the resource at the end of the turn).

#### *Public Works Bonuses*

Calculate all public work bonuses after collecting resources.

#### *Tile Tax*

Players also collect 1 Ducat for each tile they own.

### *Worker rotation*

At the end of the turn, all workers in the Idle pool are moved to the Ready pool, and all Busy pool workers are moved to the Idle pool.

Apothecaries and the Hospital provide additional bonuses when moving workers, and are applied here.

If there are still workers in the Idle pool, 2 Wheat tokens are used to move 1 Worker further from the Idle pool to the Ready pool. This is not an optional action and is repeated until the player has no more workers in the Resting pool or can no longer afford to move a worker.

### *Round Actions*

Some actions are available to players during any phase. These actions do not qualify as phase actions and must be done alongside another action (you may not make only a Round Action and pass the phase). If a player has passed during the current phase, they may not take these actions until the next phase.

### *Exchange Resources with Rival City*

You may buy and sell resources from your rival if they offer those goods or are interested in buying them. Doing so will either cost your city prestige (if you're buying), or gain you prestige, if you're selling to the city. Building markets and the Grand Bazaar will increase the prestige gained, as well as reduce the trading rates.

There is a limit to how much of each resource can be bought/sold. The limit is  $1 + \text{your Festival Grounds} + 2 * \text{your Grand Bazaar}$  per action (the limit applies to the entire first phase).

### *Exchange Resources with Bank*

A player can trade resources with the bank at any time they can carry out a Round Action. The bank will buy any Natural Resource for 2 Ducats and sell it for 3 Ducats. The bank will buy any Good for 4 Ducats and sell it for 6 Ducats, except for Jewellery, which it buys at 8 Ducats and sells at 12 Ducats.

The bank starts with 50 copies of each resource and 150 ducats.

### *Exchange Influence*

A player can trade influence for ducats any time they can take a Round Action. A player may either sell any amount of influence they have (but no more than what they have) in exchange for 1 ducats per point of influence or buy influence for 2 ducats per point of influence.

## **Appendices:**

Building List for a detailed breakdown of building costs and abilities.

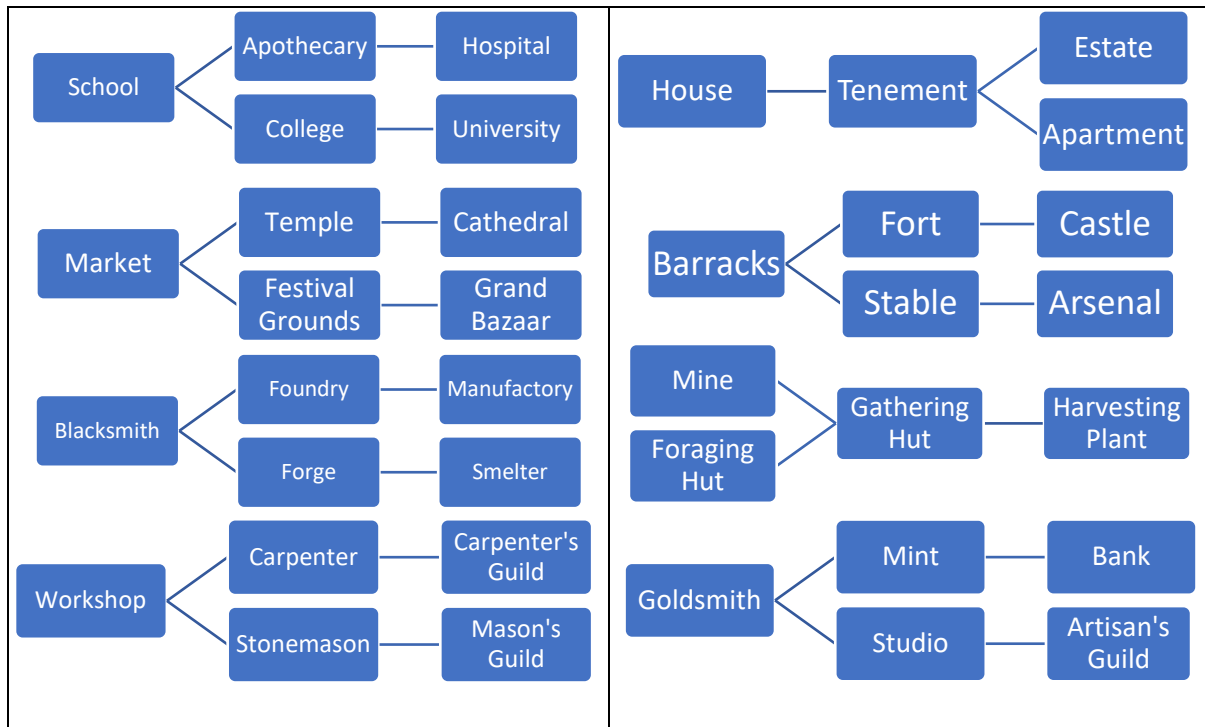
**NOTE:** If there is a discrepancy between the in-game help and these rules, the in-game help is more likely to be accurate.

## Upgrade

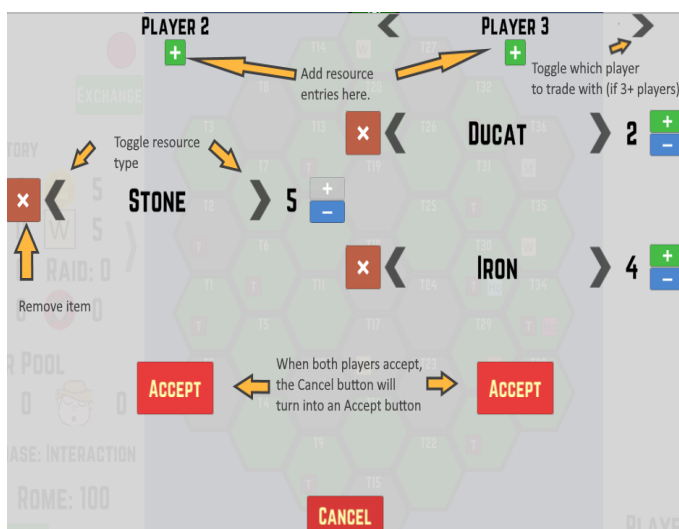
Buildings can also be upgraded up to two times. Level 2 upgrades are not unique, but only one (1) of each level 3 buildings can be built in a game, except for Estates, Banks, Apartments and Harvesting plants, which have no restrictions.

You can upgrade as many buildings as you can afford in each action.

Below are the upgrade paths of buildings:



## Phase 3: Interaction

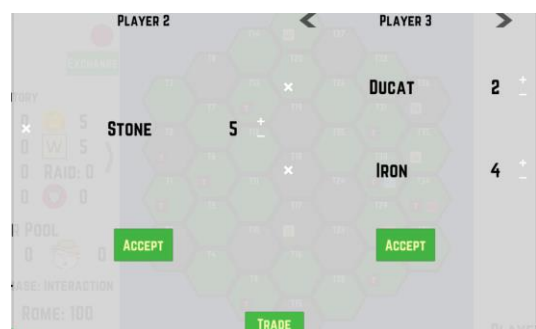


An overview of the components of the trade panel.

look at it like that), meaning that only one player is required to give resources to another.

## Trading

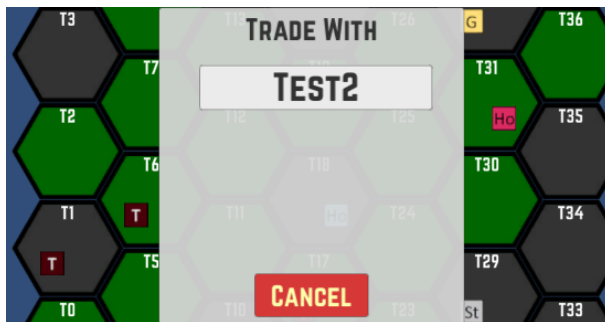
During Phase 3, players can trade with each other. Note that to count as an action, players must make an exchange of different resources – the trade can't be empty, and they can't trade an identical amount of identical resources between players (e.g 2. Iron for 2 Iron). Trades can be gifts (or tributes, if you're inclined to



When the Trade button is pressed, the resources are exchanged and Player 2's action will be over.

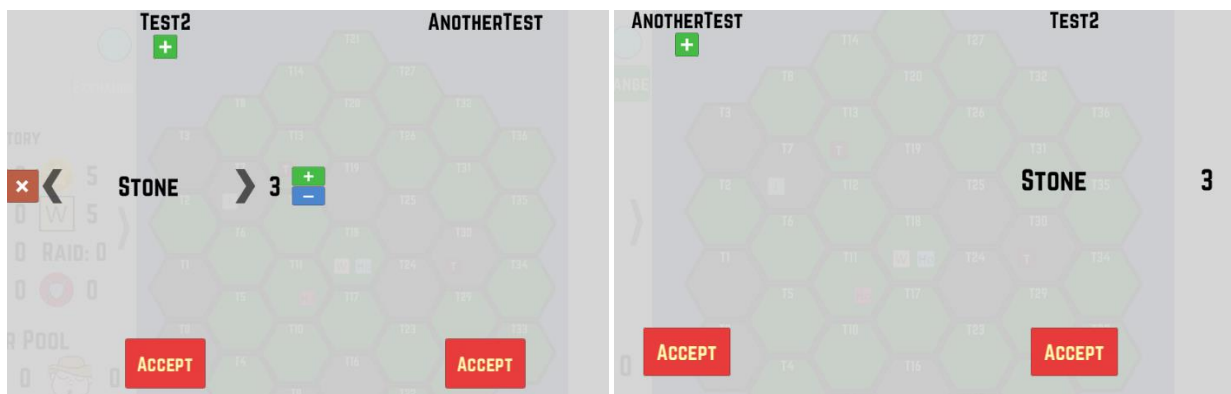
### Network Trading

The flow for trading in a network game is a little different. When first selecting the Trade action, you'll first have to select the player you want to trade with:



The other player will then get an alert on their client, where they can accept or deny the trade request. The initiator may also choose to cancel the request at this time.

Once the target user has accepted, the trade panel pops up. It's slightly different – you can't choose which users you're trading with; you can only add elements on the left-hand side (the right side will show your trade partner's



On the left, user Test2 has added 3 stone to the trade menu. On the right is how the user AnotherTest sees this information on their screen.

selections as they make them).

When a user presses Accept, their corresponding Accept button will turn green. Once both buttons are green, you can press the green Trade button.

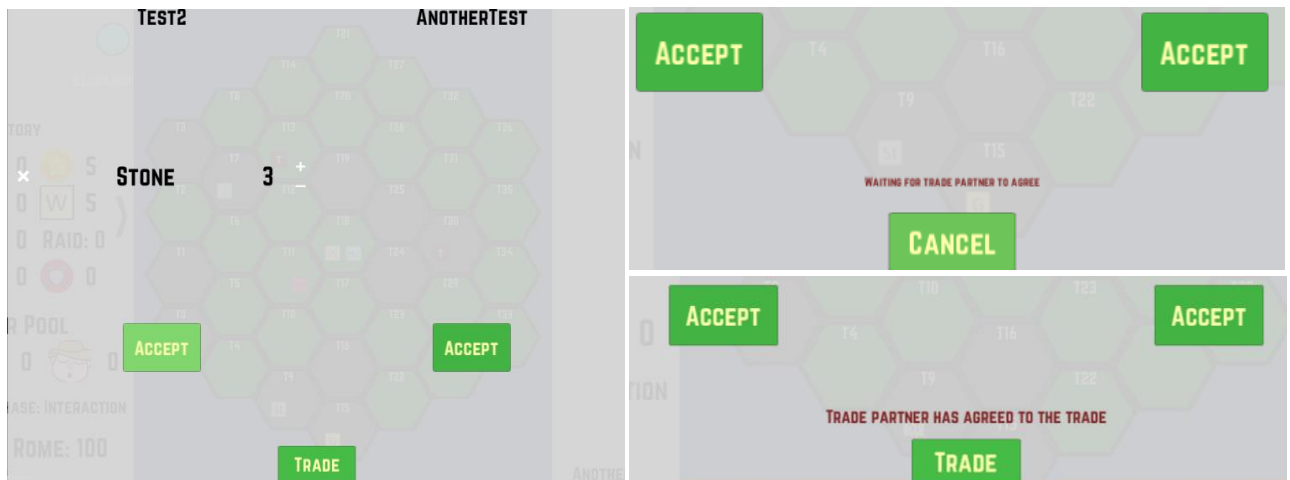
### Pillaging a Tile

When pillaging, the attacker declares the target tile, and the number of weapons they will use from the garrisons of all their adjacent tiles. To determine the outcome, you will need to calculate the attacker's score and the defender's score. Weapons in the supply cannot be used during a pillage (i.e. weapons must first be garrisoned during Phase 2).

To calculate the attacker's score, add all the weapons they've committed to the attack with all the building attack bonuses (Barracks, Stable, Arsenal) of tiles the attacker owns adjacent to the pillaged tile.



To calculate the defender's score, add all the weapons garrisoned on the pillaged tile to the building defense bonuses (Barracks, Fort, Castle) of tiles the defender owns adjacent to the pillaged tile (include the target tile as well).



*On the left, a view of both players accepting the trade conditions. Top-right: When you press Trade, you still can cancel before the other players presses Trade. Bottom-right: When your trade partner presses Accept, a message appears.*

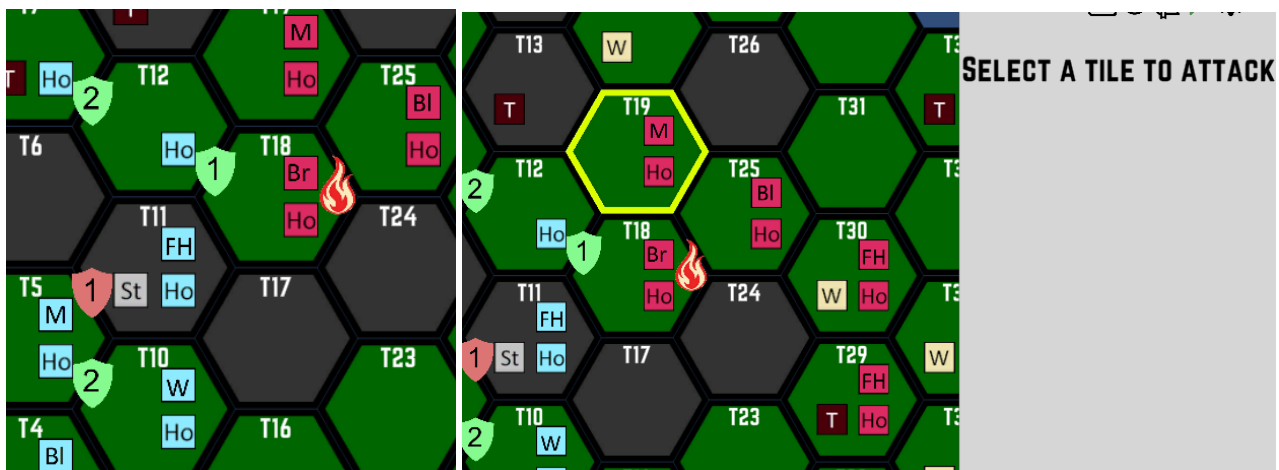
The pillage score is the difference between the attacker's score and the defender's score. If this difference is 0 or less, this tile can't be pillaged. Otherwise, the attacker gets to select resources from the player equal to the pillage score.

The attacker removes weapons equal to the defender's score from the weapons committed to the attack. They flip the remaining committed tokens over and may not use them to pillage or defend for the rest of the turn. The defender removes weapons from the pillaged tile's garrison equal to half the attacker's score, rounded down. In both cases, the weapons are lost and do not become available at the bank.



(Left) In this example, the teal player can pillage tiles T19 and T18, because of adjacent garrisons on T12 and T11. The teal player has selected to attack T18 with all 5 weapons on T11, and no weapons from T12. The Attack score is 5. The magenta player is defending with 3 weapons on T18, and has a barracks on T18, for a  $3+1=4$  defense score. The attacker will lose 4 weapons (because of 4 defense score). They will gain  $5-4=1$  resource and 1 raid token because the pillage score is less than 5. The defender will lose 2 weapons ( $5 \div 2$  rounded down is 2), and 1 pillage token (if they have any).

(Right) After looting, the attacker selects casualties. Since no weapons were used from T12, all 4 casualties must go to T11.



After the pillaging is complete, all surviving used weapons are unable to be used for pillaging (red shield on T11), and tile T18 is marked as pillaged. It may no longer be selected when attempting to pillage (right).

### Pillage Effects

A pillaged tile can no longer be pillaged until the end of the turn. Resources aren't gathered during the Cleanup phase.

The city loses prestige equal to half the pillage score, rounded down. The attacker gains (and the defender loses) influence equal to the pillage score. In addition, the attacker receives (and the defender loses, if they have any) 1 pillage token for a score that's less than or equal to 5, 2 pillage tokens for a score less than or equal to 10, and 3



**NOTE:** In a network game, the player whose tile is pillaged will receive a summary of what was looted and how many defenders were lost.

tokens for a larger pillage score. For each pillage token, a player gains +1 influence during the Cleanup phase.

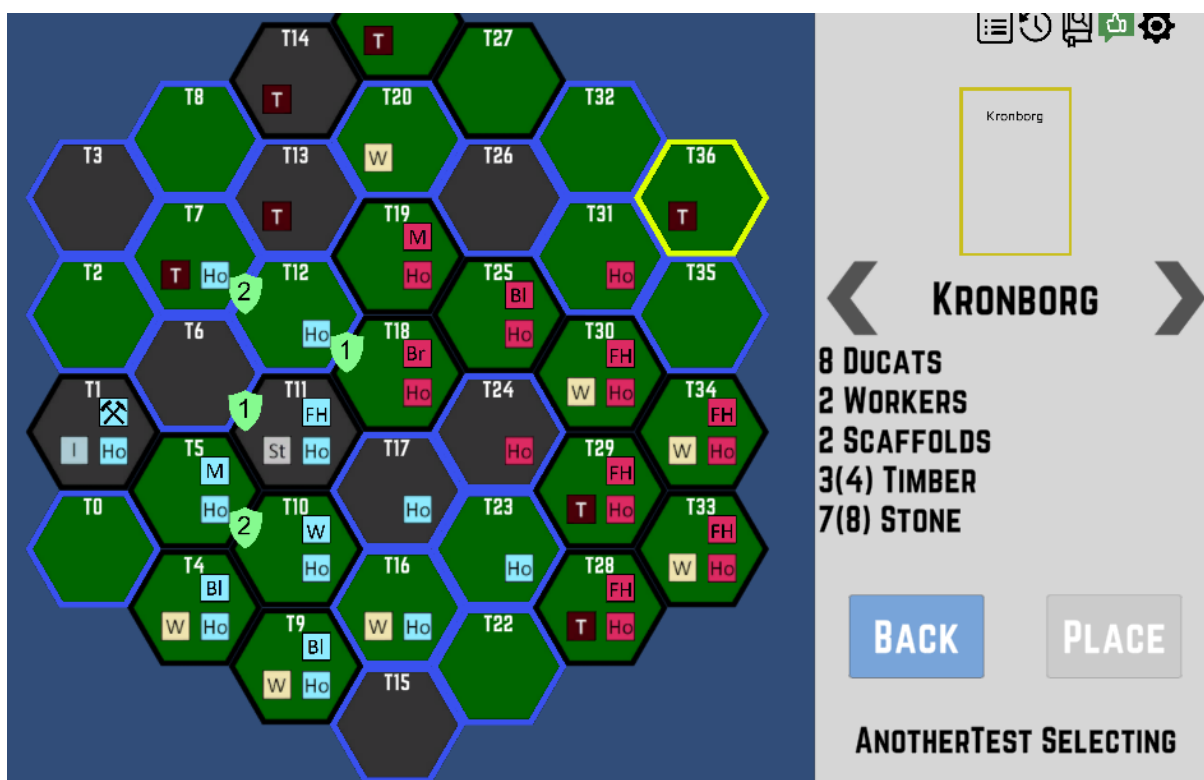
### Public Works

Public Works are built in multiple stages, with any players being able to contribute to the construction, however one player may build the whole project if they choose to.

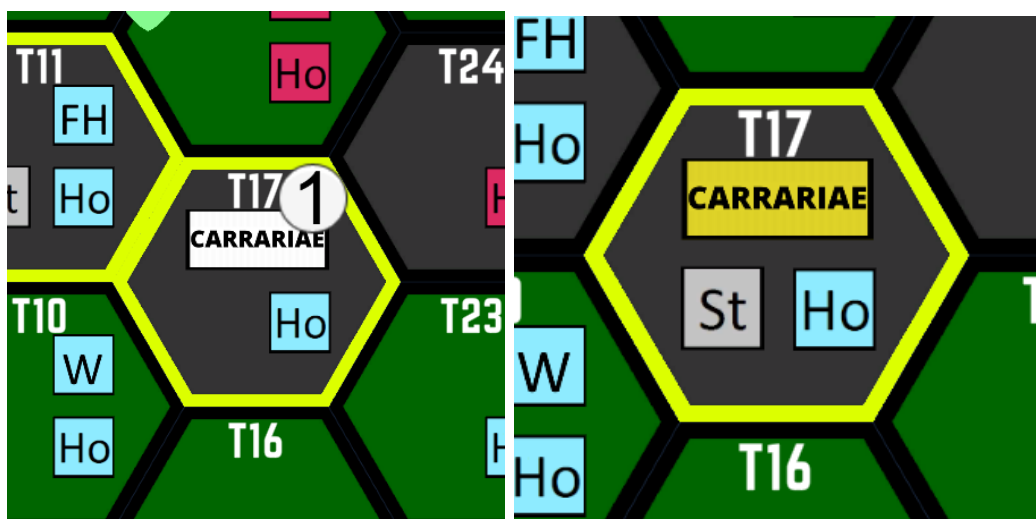
### Constructing a Public Work

To start constructing a public work, select a tile and place the Foundation. Foundations may only be placed on city tiles (tiles owned by any player), or a tile adjacent to such a tile. Some Public Works may have additional placement requirements. A tile may not have building and a public work at the same time (unless that building is from the House upgrade track).

During one public work action, players may build any number of stages (including foundations) for public works. The public work provides no benefits until it is completed (the final stage is finished).



The teal player is placing a Foundation. They can choose any neutral tile adjacent to a city tile (eg. T6, T35), or an unoccupied city tile (eg. T12), even if another player owns it (eg. T31). They may not place a public work on a city tile with a building (eg. T18).



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### End of Turn (Cleanup)

During the cleanup phase, players collect resources, collect building bonuses, and reset tiles (in the client this is done automatically). The triggers are applied in the following order:

For each 2 tiles you bought this turn (rounded down), gain 1 Worker into the busy pool.

### Building Bonuses

After workers are rotated, calculate all appropriate bonuses from buildings, starting with the Bank (if present), by doling out the dividends.

### Resources

Players collect one resource of each type that is on a tile they own. They collect an additional copy of the resource if they have built a Mine or Foraging Hut, two copies if the tile has a Gathering Hut, and three extra copies if they have a Harvesting Plant on a tile (i.e. a Harvesting Plant provides 4 copies of the resource at the end of the turn).

### Public Works Bonuses

Calculate all public work bonuses after collecting resources.

### Tile Tax

Players also collect 1 Ducat for each tile they own.

### Worker rotation

At the end of the turn, all workers in the Idle pool are moved to the Ready pool, and all Busy pool workers are moved to the Idle pool.

Apothecaries and the Hospital provide additional bonuses when moving workers, and are applied here.

If there are still workers in the Idle pool, 2 Wheat tokens are used to move 1 Worker further from the Idle pool to the Ready pool. This is not an optional action and is repeated until the player has no more workers in the Resting pool or can no longer afford to move a worker.

### Round Actions

Some actions are available to players during any phase. These actions do not qualify as phase actions and must be done alongside another action (you may not make only a Round Action and pass the phase). If a player has passed during the current phase, they may not take these actions until the next phase.

#### Exchange Resources with Rival City

You may buy and sell resources from your rival if they offer those goods or are interested in buying them. Doing so will either cost your city prestige (if you're buying), or gain you prestige, if you're selling to the city. Building markets and the Grand Bazaar will increase the prestige gained, as well as reduce the trading rates.

There is a limit to how much of each resource can be bought/sold. The limit is  $1 + \text{your Festival Grounds} + 2 * \text{your Grand Bazaar}$  per action (the limit applies to the entire first phase).

THEY BUY							SALES PRESTIGE	
IRON	<div><div></div><div></div></div>	3:1	3:2	1:1	2:3	3:4	<div><div></div><div></div></div>	0
								0
SCULPTURES	<div><div></div><div></div></div>	5:1	5:3	1:1	1:2	1:3	<div><div></div><div></div></div>	1
								1
								2
THEY SELL							PURCHASE PRESTIGE	
WHEAT	<div><div></div><div></div></div>	4:1	3:1	3:2	2:1	1:1	<div><div></div><div></div></div>	-2
								-1
PLANKS	<div><div></div><div></div></div>	5:1	5:2	5:3	2:1	1:1	<div><div></div><div></div></div>	-1
								0
								3



## Appendices:

### Building List

#### Level 1

Barracks	2 Stone + 1 Weapon + 1 Worker	Adds +1 to the attack value if pillaging tiles. Adds +1 defense to adjacent tiles being pillaged. See Pillaging rules for more details.
Blacksmith	1 Stone + 1 Iron + 1 Worker	Produces either 1 tool or 1 weapon from 1 Iron at the end of every turn.
Foraging Hut	1 Iron + 1 Worker	Adds 1 more copy to the amount of resources collected from the tile this building is on.
House	(varies)	Placed when purchasing a tile during Phase 1 (see Phase 1: Expansion for rules on price)
Market	1 Stone + 1 Worker	<p>Each market placed allows the player to move one of their exchange tokens to the right, either increasing the price of goods they sell to the rival city, or decreasing the cost of goods that the rival city sells. See Resource Exchange for a more detailed description.</p> <p>Each market provides 1 ducat for each adjacent resource owned by the player (including the market's tile). Each resource is only collected once, even if adjacent to multiple markets. If the adjacent tile is owned by another player, the market owner gets 1 copy of the resource instead. Neither pillaged markets nor pillaged resources activate this bonus.</p>
Mine	1 Iron + 1 Worker	Allows workers to collect Iron and Gold from mountain tiles
Workshop	1 Tools + 1 Stone + 1 Worker	Workshops reduce the amount Stone and Planks needed to create buildings and public works by 1.
School	1 Planks + 2 Stone + 1 Worker	Schools provide a constant growth of 2 prestige to the city, at the end of every turn.

Level 2 and Level 3 buildings can be built as upgrades. See the Upgrade rules for which buildings are required to be present to place the following buildings.

## Level 2

Apothecary	2 Ducats + 1 Stone + 2 Planks + 2 Workers	For each apothecary, 1 extra worker moves from the busy pool to the ready pool at the end of the turn.
Carpenter	1 Stone + 2 Planks + 2 Tools + 1 Worker	<p>Carpenters reduce the plank cost of buildings/public works by 2, plus by either 2 more if the player built a Carpenter's Guild or by 1 more if another player has built a Carpenter's Guild.</p> <p>Carpenters reduce the scaffold cost of buildings/public works by 1, plus by either 2 more if the player built a Carpenter's Guild or by 1 more if another player has built a Carpenter's Guild.</p>
College	5 Ducats + 4 Stone + 2 Planks + 2 Workers	College increases the amount of prestige by 4 each turn. They also increase a player's influence by 4 each turn.
Festival Grounds	2 Sculpture + 4 Stone + 2 Ducats + 1 Worker	<p>Each Festival Grounds placed allows the player to move a <b>Prestige token</b> down. See Resource Exchange for a more detailed description.</p> <p>In addition to the bonuses of the market, each Festival Grounds provides 2 ducats for each adjacent tile (owned by the player) with one of the following buildings: Studio, Carpenter, Stonemason, Foundry, Forge.</p> <p>If the building is owned by a different player, the Festival Ground owner gets one copy of a good corresponding to the building: Studio -&gt; Jewellery, Carpenter -&gt; Scaffolds, Stonemason -&gt; Sculpture, Foundry -&gt; Tools, Forge -&gt; Weapons.</p> <p>Each tile can only trigger the bonus once, even if adjacent to multiple Festival Grounds.</p> <p>Pillaged tiles can't trigger or count for this bonus.</p> <p>+2 influence/turn.</p>
Fort	2 Weapons + 1 Stone + 1 Worker	<p>Adds +2 defense to adjacent tiles being pillaged. See Pillaging rules for more details.</p> <p>Also adds 2 influence for each different owner of an adjacent tile (Fort owner excluded).</p>
Foundry	2 Iron + 1 Stone + 1 Worker	Foundries produce 3 Tools or 1 Weapon and 1 Tool for 1 Iron at the end of the turn.
Forge	1 Iron + 1 Tool + 1 Worker	Forges produce 3 Weapons or 1 Weapon and 1 Tool for 1 Iron at the end of the turn.
Gathering Hut	1 Tools + 1 Worker	Adds 2 more copies to the amount of resources collected from the tile this building is on.
Stable	2 Wheat + 2 Weapons + 1 Stone + 1 Worker	<p>Adds +2 to the attack value if pillaging tiles.</p> <p>Also adds 1 influence for each different owner of an adjacent tile (Stable owner excluded).</p>
Stonemason	2 Stone + 1 Plank + 2 Tools + 1 Worker	Stonemasons reduce the stone cost of buildings/public works by 2, plus by either 2 more if the player built a

		<p>Mason's Guild or by 1 more if another player has built a Mason's Guild.</p> <p>Stonemasons reduce the sculpture cost of buildings/public works by 1, plus by either 2 more if the player built a Mason's Guild or by 1 more if another player has built a Mason's Guild.</p>
Temple		<p>A temple provides ducats at the end of the turn equal to half the player's tiles (rounded down).</p> <p>Also provides influence equal to half the player's worker count.</p>
Tenement	2 Stone + 1 Scaffold + 3 Ducats + 1 Worker	Building a Tenement adds 1 worker to the Idle Worker pool.

### Level 3

Apartment	4 Planks + 1 Scaffold + 4 Stone + 4 Workers	Building an Apartment adds 3 workers to the Idle Worker pool.
Arsenal	4 Ducats + 4 Weapons + 3 Stone + 1 Worker	<p>Adds +4 to the attack value if pillaging tiles.</p> <p>Also adds 1 influence for each different owner of an adjacent tile (Arsenal owner excluded).</p>
Artisan's Guild	6 Planks + 3 Scaffolds + 2 Gold + 8 Ducats + 4 Stone + 4 Workers	An Artisan's Guild will decrease the amount of raw resources needed when creating Jewellery.
Carpenter's Guild	6 Ducats + 3 Stone + 5 Planks + 3 Scaffolds + 2 Tools + 4 Workers	<p>Further reduces the number of Scaffolds and Planks needed to build buildings and public works.</p> <p>+4 influence/turn.</p>
Castle	2 Ducats + 2 Weapons + 3 Stone + 1 Worker	<p>Adds +4 defense to adjacent tiles being pillaged. See Pillaging rules for more details.</p> <p>Also adds 3 influence for each different owner of an adjacent tile (Castle owner excluded).</p>
Cathedral	3 Scaffolds + 2 Gold + 5 Stone + 4 Sculptures + 10 Ducats + 1 Worker	<p>When a player has a Cathedral, each Temple (and the Cathedral) gives ducats equal to half the amount of tiles owned by the player (rounded down) plus 1 ducat for each two tiles owned in the city (rounded down).</p> <p>The Cathedral also gives +1 influence/turn for each worker in the city.</p>
Grand Bazaar	2 Sculptures + 6 Stone + 2 Gold + 4 Timber + 12 Ducats + 4 Worker	<p>A Grand Bazaar adjusts all the exchange rates with the rival city by 1, as well as adjusting the prestige penalty for buying from the rival city by 1, and the prestige bonus for selling to the rival city by 1.</p> <p>+3 influence/turn.</p> <p>The Grand Bazaar provides 4 copies of each Natural resource, 2 copy of each Good to the player that built the Bazaar at the end of the turn, and half that to all other players. The Grand Bazaar does NOT provide the Market/Festival Grounds bonuses.</p>

Harvesting Plant	2 Tools + 1 Worker + 2 Ducats	Adds 3 more copies to the amount of resources collected from the tile this building is on.
Hospital	6 Ducats + 2 Iron + 4 Tools + 4 Stone + 3 Workers	The hospital moves 2 extra workers from the busy pool to the ready pool at the end of the turn.
Manor	2 Gold + 3 Stone + 2 Jewellery + 10 Ducats + 2 Workers	The manor adds 3 prestige and 2 influence to the city at the end of every turn.  The player with the most manors gets 5 influence/turn. No bonus in case of a tie.
Manufactory	4 Iron + 2 Stone + 2 Workers	Doubles the output of Blacksmiths, Forges and Foundries at the end of the turn.
Mason's Guild	6 Ducats + 5 Stone + 3 Planks + 3 Sculpture + 2 Tools + 4 Workers	Building a Mason's Guild further reduces the number of sculptures needed to build buildings and public works.  +4 influence/turn.
University	1 Sculpture + 5 Stone + 2 Gold + 4 Timber + 8 Ducats + 4 Workers	A university contributes 6 prestige to the city every turn. It also increases a player's influence by 8 every turn.

### Public Work List

Name	Cost	Additional Bonuses
City Hall	Foundation Cost: 4 St, 3 Pl, 2 Work, 10 Ducats  Stage Cost: 3 St, 1 Pl, 1 Work  Stages: 4	+2 ducats/turn are transferred from each player to the player who has the City Hall built on their tile. If the City Hall is built on a neutral tile, every player gets 2 ducats instead.
Kronborg	Foundation Cost: 8 St, 4 Pl, 2 Wo, 8Du  Stage Cost: 4 St, 2 Pl, 1 Work  Stages: 6	Gives a +3 defense bonus to all adjacent tiles, including itself. Generates +5 prestige/turn (even if on neutral land), generates +8 influence to the person who owns the tile that Kronborg is on.
La Rotonda	Foundation Cost: 2 St, 2 Pl, 1 Work, 6D  Stage Cost: 1 St, 1 Work  Stages: 3	Influence +2/turn for the tile owner. Prestige +4/turn. Increases gathering of all neighbouring resources on a plain tile by 1/turn for all players.
Carrariae	Foundation Cost: 12 Ducats, 5 Workers, 2 Tools	Must be placed on a hill. When completed, adds Stone to adjacent hills using the following rules: if on a neutral tile, placed in

	<p>Stage Cost: 4 Ducats, 2 Workers, 2 Timber, 1 Scaffold, 1 Tool</p> <p>Stages: 6</p>	<p>all adjacent tiles (and its own tile). If placed on a tile owned by a player, only placed in tiles owned by the player. Doesn't replace existing resources. Ownership calculated at completion of the final stage. The public work itself is treated like a HarvestingPlant. Adds +3 prestige/turn and +1 influence/turn.</p>
Biblioteka Marciana	<p>Foundation Cost: 10 St, 4 Pl, 4 Work, 14 D</p> <p>Stage Cost: 2 St, 1 Pl, 2 Work, 3D</p> <p>Stages: 7</p>	<p>Grants a 3 Ducat discount for colleges/universities, increases the prestige output of schools/colleges/universities by +2 anywhere in the city, and an extra +2 if they are adjacent (including on the Biblioteka's tile).</p> <p>Schools/colleges/universities generate +2 influence/turn , and an extra +2 influence/turn if adjacent (including on the Biblioteka's tile). If the Biblioteka tile is owned by someone, they gain an additional +4 influence/turn.</p>