

CARD CITY XL: CRIME

designed by Alban Viard 2018

OVERVIEW

Other than the differences listed here, all rules of the base game still apply.

This expansion is compatible with all **CCXL** ways to play **CCXL**, even the solo variants.



CONTENTS

8 **C** Crime cards

4 **P** Police Station cards

SETUP

After creating the deck, add $2 \times p$ **C** Crime cards to the deck, where p is the number of players. Shuffle the deck thoroughly and return $2 \times p$ cards to the box, without anyone seeing them.

Stack the 4 **P** Police Station cards near the **R**, **I**, and **C** supply stacks as part of the supply.

GAMEPLAY

PHASE 1: ACQUISITION OF NEW BUILDINGS

When the first player draws a **C** Crime card, he creates the lots as if the **C** Crime card is a building card and offers them to the next player. If you take the lot which has the **C** Crime card, it means that a crime has just been committed in your district. The crime was committed in one of the cards in that lot.



Example: You get 3 cards (Normal Rules): 1 **R**esidence, 1 **I**ndustry, 1 **C**rime. A crime has been committed in either the **R**esidence or **I**ndustry in this lot!

PHASE 2: CONSTRUCTION

If you got a Crime card, you must first build the normal Building(s) from the lot, **and then** must lay the Crime card a top one of the Buildings you just built.



Note: If you get more than 1 **C** Crime card at once, discard all but one of them.

If you cannot build any Buildings from the lot you took, then you can choose an existing Building of your district, and lay the **C** Crime card on it, instead. *Criminals don't rest when their plans go awry!*

City Size Limit

- Like Industry cards, **C** Crime cards do not count toward your city size, but the **P**olice Station (see **Phase 5: End of the Turn**, below) does.

- **If and only if you are using the Industrial Victory**, a **P**olice Station works like an Industry Building, and thus does not count toward your City Size, but increases your size limit by 5.

Construction Rules

- You are no longer allowed to build any Building cards adjacent to a **C** Crime card until you build a **P**olice Station. Buildings you have already built stay where they are.

- **Even if you are using the Commercial Victory**, you are still allowed to build **C**ommerce adjacent to a **P**olice Station (and vice versa).

- **Even if you are using the Industrial Victory**, you are still allowed to build **R**esidence Buildings adjacent to a **P**olice Station (and vice versa).

Pollution Clouds (Normal Game)

Even if you are using the Industrial Victory, a Police Station has no effect on Pollution Clouds.

PHASE 3: DEVELOPMENT

Development Rules

- Neither Commerce nor Residence Districts will develop adjacent to Crime until you build a Police Station (see Phase 5: End of the Turn, below).

Residential Development

- If and only if you are using the Residential Victory, a Police Station counts as a Culture Building, and thus helps Residences develop.

- Even if you are using the Industrial Victory, you are still allowed to develop Residence Districts adjacent to a Police Station.

Commercial Development

If and only if you are using the Commercial Victory, a Police Station counts as a Commerce Building, and thus the Commercial District of which it is part requires 1 more Residential District before it can develop. Thus a Police Station by itself counts as a 1-Building Commerce District: If it is adjacent to 2 Residential Districts, new Commerce will develop.

Even if you are using the Commercial Victory, you are still allowed to develop Commerce Districts adjacent to a Police Station.

PHASE 4: REVENUE

Commercial Revenue

If and only if you are using the Commercial Victory, a Police Station counts as a Commerce Building, and thus the Commercial District of which it is part is 1 larger when calculating revenue. Thus a Police Station by itself counts as a 1-Building Commerce District.

PHASE 5: END OF THE TURN

If your district has at least 1 Crime, and you do not already have a Police Station, you may pay \$15 to buy a Police Station. Take the card from the supply, and place it in any empty space in the normal City Size Limit — even adjacent to Crime.

CCXL OPTIONS

5 VICTORY CONDITIONS

Commercial Victory

Each empty space adjacent to a Police Station is called a virtual warehouse and counts as 1 Commerce for the final total.

Industrial Victory

Each empty space adjacent to a Police Station is called a virtual warehouse and counts as 1 Industry for the final total.

Happiness Victory

A Police Station adjacent to a Residential District doubles its Happiness Points.

4 VARIANTS

Ecological City

If you are using the Industrial Victory, a Police Station generates 0% Pollution.



THANKS: The designer wishes to thank all of the playtesters of the base game and this expansion, which was born from the development of another game with the same theme: *Pulp Detective* by Todd Sanders. You can find all of the designer's games at his website: <http://avstudiogames.com/en/>
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