



# TOWN CENTER

BY ALBAN VIARD



## Designer's Attic Maps Volume 1

Designed by Alban Viard © 2013-2025 • Graphic Designer: Todd Sanders • Rules Editor: Nathan Morse

Designer's Attic Maps are Town Center expansions. They were designed 10 years ago, but never released and I found them a few months ago. We read the old rules, applied 10 years of game development experience to them, and we are very happy to offer them. Each volume will include 6 new maps and 2 variants. The variants apply to all players, and are compatible with all the maps (except stated exceptions). You can mix or match cities: Everyone can agree to play the same city, each can play a different city, or each person can play a random city! Some maps are more difficult than others; just like real life, it is not fair all the time... so winning the game with one city can be easier than winning the game with another. Winning the game with a difficult map is much more gratifying ... I suggest playing your first games with everyone playing the same city, to better discover that city's twists. Then you can mix it up and see which city you would prefer living in!

### COMPONENTS

4 sets of 3 double-sided player boards



*Unless noted otherwise, the standard rules for Town Center apply.*

### SINGAPORE

#### SETUP



There is no suburb in Singapore.

Each player starts the game with **ONE**  black cube.

Place it adjacent to City Hall  (purple), both on the ground floor of your player board.

### PHASE II: CONSTRUCTION

#### BUILDING REGULATIONS

##### ADJACENCY

The 4 eccentric building spots are not aligned with the downtown squares. It means that each is adjacent to the 2 nearest downtown building spots. Each downtown building spot therefore will be adjacent to 2 downtown spots, as usual, and 2 eccentric spots, as well.

##### ELEVATOR/PARKING AND HEIGHTS

The 4 eccentric spots have a height limit of 3 cubes.



## PHASE V: PUBLIC WORKS

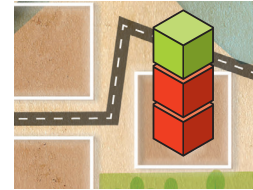
You cannot purchase black cubes.



### FINAL SCORING

#### 3. Penalty points from building in the suburbs

Each tower of 3 cubes built on an eccentric spot earns an additional 5 points.  
Because this map has no suburbs, there are no penalties for building in suburbs.



=5 VP

## LUXEMBOURG

### SETUP



Luxembourg is divided into two parts which have their particular rules. In the newer (outer) portion of the city, you will earn an additional \$1 tax revenue each turn per cube built.  
In the Old City (middle 5 spaces) the height limit is 2 cubes. There are also no suburbs in Luxembourg.

## PHASE II: CONSTRUCTION

### BUILDING REGULATIONS

#### ADJACENCY

Note that each building spot is adjacent to 1, 2, 3, or 4 others, depending on where it is on the map.

#### ELEVATOR/PARKING AND HEIGHTS

In the 5 building spots of the Old City, the height limit is 2 cubes; elsewhere, it is merely based on elevator height, as usual.

## PHASE IV: TAX REVENUE

#### 4. Revenue from the newer portion of the city

- Each cube in the newer portion of the city earns you an additional revenue of \$1.

### FINAL SCORING

#### 3. Penalty points from building in the suburbs

Because this map has no suburbs, there are no penalties for building in suburbs.

## ROTTERDAM

### SETUP



Only the 4 very downtown building spots are available at the beginning of the game. In Round 4, 3 new spots are available in the East. In Round 6, 2 new spots are available in the North. In Round 7, you can build in the South. In Round 9, you can build whatever you want.  
**Note:** The final number in each building spot does not prevent you from building there later; the numbers after the first are just to help you see which spots are new(ish) each round. There are also no suburbs in Rotterdam.

## PHASE II: CONSTRUCTION

### BUILDING REGULATIONS

Until new building spots are available, they do not exist on the map, so you cannot build on them.

### ELEVATOR/PARKING AND HEIGHTS

Except for the 4 building spots in the very downtown, the height limit is 2 cubes.

## PHASE III: DEVELOPMENT

Until new building spots are available, they do not exist on the map, so you cannot develop into them.

## PHASE IV: TAX REVENUE

### 3. Revenue from town fees

Each 2-high tower outside the 4 spots in the very downtown earns you 2 points.

## END OF THE ROUND

Look for the next round's number in building spots to see which spots will be newly available.

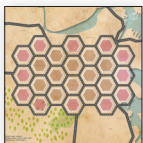
## FINAL SCORING

### 3. Penalty points from building in the suburbs

Because this map has no suburbs, there are no penalties for building in suburbs.

## BOSTON

### SETUP



This is the first map on a different tessellation: a hex grid! It works as in the base game, but building spots can have as many as 6 adjacent spots, so there is more interaction! The pink outer hexes are the suburbs.

## PHASE II: CONSTRUCTION

### BUILDING REGULATIONS

All building rules apply but on the hex grid.

### ADJACENCY

**Example:** Hex A has 6 adjacent hexes; Hex B has 3 adjacent hexes; Hex C has 5 adjacent hexes.

## PHASE III: DEVELOPMENT

All Development rules apply but on the hex grid.



## CYCLADES ISLANDS

### SETUP



This map is not a standard grid. Each island is a building spot, but adjacency is determined purely by dotted lines between the isles. For example Syros has 5 adjacent isles (Paros, Naxos, Mykonos, Tinos, and Andros. Amorgos has only 2 adjacent isles. There are no suburbs.

## PHASE II: CONSTRUCTION

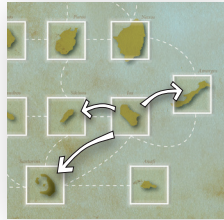
All building rules apply but using these custom adjacency rules!

### BUILDING REGULATIONS

#### ADJACENCY

Isles are adjacent only if they are directly connected by a ferry line.

**Example:** Ios is only adjacent to 3 isles: Sikinos, Amorgos, and Santorini.



## PHASE III: DEVELOPMENT

Development is only possible on one adjacent isle.

### FINAL SCORING

#### 3. Penalty points from building in the suburbs

Because this map has no suburbs, there are no penalties for building in suburbs.

## TOYKO

### SETUP



Tokyo is one of the biggest megalopolises in the world. You start the game with one black cube, one green cube, and one blue that you build with your purple City Hall cube. Black cubes can only be used as parking lots, that means they do not limit the height of your city.

## PHASE II: CONSTRUCTION

### BUILDING REGULATIONS

#### ELEVATOR/PARKING AND HEIGHTS

Black cubes only represent parking lots. The height limit is 7, except on the suburbs, where the limit is 2 or 1 (see map)

## PHASE III: DEVELOPMENT

You can make developments as soon as you respect the new height limit in Tokyo.

## PHASE IV: TAX REVENUE

#### 2. Revenue from Parking lots

Count your normal revenue from parking lots and multiply by 3.

### FINAL SCORING

#### 3. Penalty points from building in the suburbs

Instead of penalties, you earn additional points for building in the suburbs. +1 for each occupied dark blue spot; +3 for each occupied light blue spot.

**VARIANT#1: Sprawl victory condition** The winner is the player whose city covers the most area: i.e. whoever has occupied the most spots on their board at the end of the game. In the case of a tie, the tie is broken by the base game's victory condition.

**VARIANT#2: Wealth victory condition** Instead of converting money into victory points at the end of the game, the wealthiest player wins the game. In the case of a tie, the tied player who generated more points from residential cubes wins!