

Scoring

A player receives points for every zone of attractions or parks containing a tourist. Players receive no points for zones without a tourist in it.

A zone consists of horizontally or vertically connected fields of attractions or parks.

If there are 2 or more tourists in one and the same zone, the player only receives points for 1 tourist. The other tourists in that zone do not receive any points.

Levels of playing

Cities can be played at three levels. Every step higher brings more scoring options. This makes the game more interesting, but also more difficult to play.

Level 1: Easy

This is the easiest scoring level. Also suitable for children.

A tourist at an attraction receives:

- 1 point for every field in the same zone.

A tourist in a park receives:

- 1 point for each field in the same zone.

A tourist at a terrace does not receive any points in Level 1.

Blue has two zones with parks and two zones with attractions with tourists in it.

Blue receives $1(A) + 6(B) + 0(C) = 7$ points for the attractions:



...and blue also receives another $5(D) + 2(E) = 7$ points for the parks.



Total score: $7 + 7 = 14$ points.