

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 2: Dilemma

This is a tough level of scoring in which the terraces also play their part. If you want to win, you will have to plan ahead.

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 receives:

- 1 point for each water field he looks at from his position at the terrace.

A tourist looks at all water fields that lie in a continuous straight line in a horizontal or vertical direction from his position at the terrace.

Be aware: If more than one tourist looks at the same water field or water fields they all receive points for these water fields.

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



Blue receives $5(D) + 2(E) = 7$ points for the tourists in the parks.



Blue receives $4(A) + 2(B) + 3(C) + 1(D) = 10$ points for the tourists at the terraces.



Tourists B and C both look at the water fields inside the dotted lines. Both of them receive two points for these fields.