## 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 3: Brainteaser

This level may not be everybody's cup of tea. You have to take into account a lot of aspects, plan way ahead and think hard. Advice: Only for the die-hard puzzler.

A tourist at an attraction receives:

· 1 point for every field in the same zone.

 $\cdot$  1 point for each terrace that borders directly horizontally or vertically on a field in the same zone. Whether or not there is a tourist on this terrace.

Be aware: A terrace that borders on more than one zone of attractions with a tourist on it, contributes to the score of all of these tourists.

Blue receives 3(A) + 11(B) + 0(C) + 2(D) = 16 points for the zones with attractions.



The terrace bordering on the zone of tourists A and D (inside dotted lines) contributes to the scoring of both tourists.

A tourist in a park receives:

 $\cdot$  1 point for each park in the same zone.

 $\cdot$  1 point for each water field that borders directly horizontally or vertically on a (park) field in the same zone.

Be aware: A water field that borders on more than one zone of park fields with a tourist on it, contributes to the scoring of all of these tourists.

Blue receives 3(A) + 9(B) = 12 points for the tourists in the parks.



The water field bordering on the zone of tourists A and B (inside dotted lines) contributes to the scoring of both tourists.

A tourist at a terrace receives:

- · 1 point for each water field he looks at from his terrace.
- $\cdot$  1 point for each park field he looks at from his terrace. Whether or not there is a tourist on this park field.

A tourist looks at all parks that border directly horizontally or vertically on his terrace. A tourist also looks at all parks that are situated directly across the other side of the water he looks at. Because a tourist can look across the water and through the park, he can also see water and park fields lying behind other water and park fields. These water and park fields also contribute to the score of the tourist.

Blue receives 6(A) + 1(B) + 3(C) + 3(D) = 13 points for the tourists on the terraces.



Tourists B and C both look at the water field inside the dotted lines. This water field contributes to the scor of both tourists.

Tourists A and D both look at the park field inside the dotted lines. This parkfield contributes to the score of both tourists.