



CityVille™

MONOPOLY® BRAND

Fast-Dealing Property Trading Game



Contents: Gameboard • 4 Movers
• 66 Buildings • 16 Skyscraper Tops • City
Money • Zoning Permit Cards • Mystery Gift
Cards • Visitor Center Cards • 2 Dice

AGES 8+
2-4 PLAYERS
A2052

HOW DO I WIN?

Be the first player to own four skyscrapers!

HOW DO I SET UP FOR PLAY?

Each player gets three bills of each color.



Determine who goes first and get ready to build your dream city!

Select a token and put it on the GO space!



WHAT KINDS OF BUILDINGS CAN I BUILD?

There are three types of small buildings in the game: houses, businesses and community buildings. These all cost the same, charge the same rent and can be built interchangeably. The only difference is that some of the Visitor Center cards affect community buildings and businesses. Both payoffs and penalties can be big for the businesses and community buildings.

Skyscrapers can only be built on top of three small buildings and cost a lot more than the small buildings. Remember that you win by owning four skyscrapers.



Houses



Businesses



Community Buildings



Skyscrapers

WHERE DO I BUILD BUILDINGS?

Buildings are built in the center of the board. Just follow the arrows from the property to the place where you build.



BUILDINGS BUILD UP, WITH THE SKYSCRAPER BEING ON TOP

WHAT CAN I DO BEFORE I ROLL?

Don't be so quick to roll the dice! There are lots of other things you can do at the start of your turn. You can choose to do any or all of the tasks below.

CAN I BUY BUILDINGS IF I DON'T OWN ALL THE PROPERTIES IN A COLOR SET?

Yes, but you can only construct one building on it. Pay the bank and put your building on that property. It will be part of that property for the rest of the game. To learn more about the different types of buildings, see page 2.

Tip: If you own the Bridge or Dam, each building costs \$25 less.

Tip: The cost of buildings and skyscrapers can be found on the zoning permit card for each property.



WHAT IF I DO OWN ALL THE PROPERTIES IN A COLOR SET?

Go ahead and build away. You can mix types of buildings and stack them in any way you like. You can even build unevenly, with some properties in a color group having more buildings than another.



HOW DO I BUILD SKYSCRAPERS?

You must own the whole color group and the property must have three buildings on it already.

Tip: If you own the Bridge AND the Dam, skyscrapers cost \$100 less.

HELP! I'M IN JAIL AND WANT TO MAKE SURE I GET OUT!

If you start your turn in jail, you may pay \$50 to the bank to move to Just Visiting. See the box on *Visiting the Bank* to see what happens when you pay the bank a fee/fine.

HOW DO I RAISE SOME MONEY?

If you need some money, see the box on *Raising Cash*.

HOW DO I TRADE PROPERTY WITH MY NEIGHBOR(S)?

In order to build up to skyscrapers, you will need to own all the properties in a color group. Most times, you will need to trade with other players to make this happen. You can (and should) discuss trades with other players at any time, but you can only make a trade at the start of your turn. If multiple people are involved in a trade, then one of them must be the person about to take a turn. You can trade properties, cash or some combination with other players. Any buildings and decorations that are part of a property stay with that property when traded. See the *What Are Decorations?* box.

VISITING THE BANK:

WHAT HAPPENS WHEN I PAY THE BANK A FINE/FEE/TAX?

If you ever have to pay the bank due to a board space, a Visitor Center card or to get out of jail, you may also buy any property the bank still owns for its face value. This is in addition to the fee/tax/fine that you have to pay. By doing this, you can more easily complete color groups and start building up to skyscrapers!

RAISING CASH:

HELP! I NEED MONEY TO BUY SOMETHING OR PAY SOMEONE!

You can sell up to two properties you own back to the bank for \$50 less than their list price, regardless if it has buildings or decorations on it. Any buildings or gifts on the property stay on the property. The next player to buy the property will get the gifts and buildings as well. You can only sell two properties during your turn, so if you sell some before you roll and then need more cash after you roll, you are out of luck.



ON YOUR TURN: ROLLING AND MOVING

I'M IN JAIL. I DIDN'T WANT TO PAY TO GET OUT. NOW WHAT?

Roll the dice. If you roll doubles, move the amount shown. If you don't roll doubles and it is your first or second try to get out of jail, then your turn is over. If you don't roll doubles and it is your third try, then you must pay \$50 to the bank and move the amount shown on the dice. See the box on *Visiting the Bank* to see what happens when you pay the bank a fee/fine.

I'M NOT IN JAIL AND I'M READY TO MOVE!

Roll the dice. Move clockwise around the board for the full amount shown on the dice and perform actions based on where you land. If you rolled doubles, move, perform actions and roll again. If you roll doubles three times, go directly to jail instead of moving.

I PASSED/LANDED ON THE GO SPACE. ANYTHING HAPPEN?

Yes! Collect \$200 from the bank.

I LANDED ON A PROPERTY OWNED BY THE BANK.

Great! It's yours if you want to buy it. Give the bank the value listed on the gameboard and take the zoning permit. (If you need to raise cash to buy the property, see the box on *Raising Cash*.)

WHAT DO I DO WHEN I LAND ON A PROPERTY OWNED BY A PLAYER?

If you own it, do nothing. If a neighbor owns it and it is a utility, do nothing. Utilities do not charge rent. For any other property, pay your neighbor the amount shown on the deed. The value changes depending on whether there are any decorations, buildings or a skyscraper. If you need to raise cash, see the box on *Raising Cash*.

I LANDED ON THE ZONING PERMITS OR MINT SPACE. I OWE MONEY, RIGHT?

Yes. Pay the bank the amount shown on the space. See the box on *Visiting the Bank* to see what happens when you pay the bank a fee/fine.



WHAT HAPPENS IF THE PROPERTY I'M BUYING HAS BUILDINGS AND/OR GIFTS ON IT?

Lucky you! Another player sold that property back to the bank. If there are any buildings and/or decorations that accompanied the property, you get those for free – just pay the value listed on the board.

I LANDED ON THE VISITOR CENTER SPACE. WHAT DO I DO?

Draw the top card from the deck and follow the instructions. Return the card to the bottom of the pile unless you're instructed to hold on to it. If you have to pay money to the bank, see *Visiting The Bank*.

I LANDED ON THE MYSTERY GIFT SPACE. WHAT HAPPENS?

Mystery Gifts are fun. They have decorations that increase the value of properties. Draw the top card from the deck and give it to the player of your choice. Then draw one for yourself. To learn how to use them, see the *What Are Decorations?* box.



WHAT ARE DECORATIONS?

Decorations are items on Mystery Gift cards that increase a property's value. If you get a card, choose which decoration you like most and place it under the zoning permit of any property you own. If you get a Mystery Gift card and do not have a zoning permit card to place it under, simply keep it until you do. The rent you charge for that property goes up by the amount shown on the decoration. The decoration stays with the property, even if the property is traded or sold back to the bank. Properties may have more than one decoration.



I HAVE TO PAY A LOT OF MONEY AND I DON'T HAVE IT. WHAT HAPPENS?

See the box on *Raising Cash*. If you need to pay more money than you have and you are unable to raise enough (either you've already raised cash this turn or raising cash won't get you there), then you are bankrupt and out of the game. If you owe money to a neighbor, give them all the money and property you have. That player now owns the property. In the rare case that you have gone bankrupt to the bank, give all your money and property to the bank. Players can buy them from the bank as normal, getting any gifts and/or buildings that come with it.



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