

STONEMAIER GAMES PRESENTS

BETWEEN TWO CITIES

CAPITALS

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3-7 players (with 1 & 2 player variants) · 35 minutes · Ages 8+

Now at the pinnacle of your career, you are sought after by two capital cities to build their city centers. Not only do you have to consider the natural features that were the reason for their founding, you also need to ensure the civic buildings are appropriately placed, and you must not forget to satisfy the citizens' demands along the way.

OVERVIEW

Between Two Cities: Capitals expands the base game by adding several new challenges: landscapes, districts, and civic buildings.

We recommend that all players be familiar with the base game before adding this expansion to your play experience.

7 LANDSCAPE MATS



7 DISTRICT CARDS



21 CIVIC BUILDING TILES



3 DISTRICT SCORING TILES



7 PLAYER AID CARDS



7 PAIRS OF CITY TOKENS



ADDITIONS TO SETUP

Mix all of the civic building tiles in with the base game building tiles.

Deal one landscape mat to each city's location (between the players) with the arrow pointing toward the center of the table.

Place the three district scoring tiles in the center of the table.

Randomly place two district cards above each of the three district scoring tiles (forming three pairs of district cards). Discard the seventh district card.

- 2 **EXCEPTION:** If any of the pairs is a house-factory pair, discard the second card from that pair and replace it with the seventh district card.



DRAWING TILES

In rounds one and three, each player now draws **nine** building tiles into their hand, rather than the seven tiles in the base game. This results in an extra turn for each of rounds one and three, meaning each city will have a total of 20 building spaces used throughout the game, rather than the 16 used in the base game.

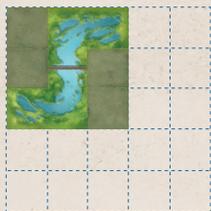
Example setup of three districts



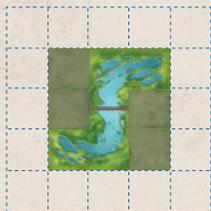
- A. Landscape Mats (7 total)
- B. District Cards (7 total)
- C. District Scoring Tiles (3 total)
- D. Civic Tiles (21 total)—mixed with all building tiles
- E. City Tokens (14 total)
- F. Scoring Aid (7 total)

LANDSCAPE MATS

Each city's landscape mat shows a natural feature that is within that city's boundaries—five tile spaces of landscape features that cannot be built upon. At the end of the game, your city must form a 5x5 square, rather than the 4x4 square in the base game. You may never play a tile in any position that would cause the end result not to be a 5x5 square. The entire landscape mat must be within the 5x5 square of the city. Remember that the landscape mat is placed with the arrow toward the center of the table.



Okay



Okay



Not okay. The landscape mat extends outside the 5x5 city boundary.

The house scores just 1 point because it is adjacent to the factory across the bridge.

BRIDGES: Tiles are adjacent across bridges for all placement and scoring purposes. For example, if a house and factory are placed on opposite sides of a bridge, they are considered to be adjacent. Citizens don't want their houses to be next to factories, so the adjacency would cause this house to only be worth 1 point.

The first building tile placed in a city must be played on an open space on the landscape mat. Additional building tiles must be placed adjacent to at least 1 previously placed tile, as in the base game.

If you played your first tile in the pink space in the image to the right, your possible tile placement choices for your second tile are indicated by the yellow spaces.

SHOP SCORING: No scoring changes from the base game. Five shops in a line score 18 points (a line of four shops scores 16 points and one additional shop scores 2 points).



DISTRICTS

Each pair of district cards is a district that citizens want in their city. There are three districts in every game of *Between Two Cities: Capitals*.

Districts are regions of connected tiles of those types. A district does **not** need to have both tile types present in order to score. **A city only counts its largest district of each type.**

The city to the right has a nine tile office-shop district outlined in green, a three tile factory-park district outlined in pink, and a two tile house-tavern district outlined in orange.



4 SCORING: Districts are scored at the end of the game, after individual tiles are scored. Each district's scoring tile shows the scoring for that district. For each district type, the city with the largest district scores the points for first place, and a different city with the next largest district scores the points for second place. One city cannot score both first and second place for the same district.

TIES: If there is a tie for first place for one district, combine the first and second place points and split them evenly between the tied cities, rounding down (e.g., if there is a three-way tie for first place, each tied city will receive 4 points). If there is a tie for first place, there is no second place for that district.

If there is a tie for second place, all the tied cities split the points for second place equally, rounding down (e.g. if there is a two-way tie for second in the district that awards 5 points for second place, each tied city will receive 2 points).



Scoring Examples



City One



City Two



City Three



City Four



DISTRICT 1

9 3



DISTRICT 2

8 4



DISTRICT 3

7 5

DISTRICT 1

City One earns 9 points for first place with a nine-tile district.

City Two earns 3 points for second place with a four-tile district.

DISTRICT 2

City Three earns 8 points for first place with a nine-tile district.

Cities One and Four each earn 2 points for tying for second place with three-tile districts.

DISTRICT 3

City Four earns 7 points for first place with a five-tile district.

City One earns 5 points for second place with a two-tile district. (While City Four has the second largest as well with the four houses in the top left, each city only scores the largest of its districts.)

CIVIC TILES

Civic tiles are scored at the end of the game, just like other building tiles. Each civic tile shows two positive tile types that help the civic tile when placed adjacent to it, and one negative type that hurts the civic tile when placed adjacent to it. These are different for every civic tile.

At the end of the game, check each civic tile, and score each one individually in the following way:

- If it is not adjacent to any positive or negative tile types, it scores 1 point.
- If it is adjacent to only one of the positive tile types, it scores 3 points.
- If it is adjacent to both of the positive tile types, it scores 6 points.
- If it is adjacent to the negative tile type, it scores only 1 point, regardless of any other tiles surrounding it (much like a house next to a factory).



For example, citizens want the Elementary School to be next to parks and houses, but not next to taverns. Here are some examples of how the Elementary School could score:



The Elementary School scores 1 point



The Elementary School scores 3 points



The Elementary School scores 6 points



The Elementary School scores 1 point

When scoring civic tiles, it does not matter if the civic tile is adjacent to multiples of one positive tile type. For example, the Elementary School is still only worth 3 points even if it is next to two houses, but no parks, and 6 points even if it is adjacent to two parks and two houses.

HOUSE SCORING: The presence of civic tiles in a city does not count as an additional tile type for houses.

CITY TOKENS

These are all of the city tokens from the original game, the special edition, and various promos from conventions and localized editions. The tokens serve the purpose of giving their cities a thematic identity and providing a link to the scoreboard.



PYRAMIDS
Cairo, Egypt



COLOSSEUM
Rome, Italy



GATEWAY ARCH
St. Louis, MO
USA



TAJ MAHAL
Agra, India



EIFFEL TOWER
Paris, France



**ST. PHILIP'S
CATHEDRAL**
Birmingham, England



GOLDEN PAVILLION
Kyoto, Japan



**SYDNEY HARBOUR
BRIDGE**
Sydney, Australia



ARC DE TRIOMPHE
Paris, France



FORBIDDEN CITY
Beijing, China



SAGRADA FAMILIA
Barcelona, Spain



WHITE HOUSE
Washington, D.C.
USA



U.S. CAPITOL
Washington, D.C.
USA



BRANDENBURG GATE
Berlin, Germany



**ST. BASIL'S
CATHEDRAL**
Moscow, Russia



DALLAS COURTHOUSE
Dallas, TX
USA



RIALTO BRIDGE
Venice, Italy



TANTRUM HOUSE
Greer, SC
USA



HOTEL HANDELSHOF
Essen, Germany



SUNGNYEMUN GATE
Seoul, South Korea



TEMPLE OF HEAVEN
Beijing, China



HIMEJI CASTLE
Himeji, Japan



WORLD WAR MEMORIAL
Indianapolis, IN
USA



BIG BEN
London, England

RULES REMINDERS:

SETUP: Mix in civic tiles. Deal out landscape mats pointing to center. Deal two random district cards to each scoring tile (house-factory pair not allowed).

GAMEPLAY: During rounds 1 and 3, deal 9 tiles to each player. City grids are 5x5 (including landscape spaces). The first tile must be placed on an open space on the landscape mat. Tiles on either sides of a bridge are considered adjacent.

SCORING: 5 shops in a line score 18 points. Civic tiles do not count as a type for house scoring.

DISTRICTS: Regions of contiguous tiles containing one or both of the types in a district scoring pair. Only score the largest district per type per city.

CIVIC TILES: Score 1 if not adjacent to +/- types or if adjacent to – type (even if also any +), 3 if adjacent to one + type, 6 if adjacent to both + types.



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