

WARSAW: CITY OF RUINS

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A game for 2-4 players



Playing time: 60 minutes

Introduction

Warsaw is a unique city. The earliest settlements in the area date back 1400 years ago, with evidence of city called Warsaw dating back to 1313. Almost from its inception it has seen multiple wars, occupations, battles, razings, massacres, and fires, far more than most European cities. Most notably, Poland's capital was largely destroyed during the Second World War. As a consequence, it is often referred to as *the City of Ruins*.

Still, after every calamity, Warsaw rebuilds. Currently the city is a combination of elegant buildings from Saxon times, architecture from between the World Wars, socialist blocks, and modern buildings. Warsaw may not be the most beautiful city, but it is strong and determined. Nothing reflects the city's character more than its diverse buildings.

In *WARSAW: City of Ruins*, players will build a district of Warsaw from the 1600s through to the present day. Can you create the most successful district in Warsaw while weathering the destruction of two World Wars? With choices of residential areas, commercial complexes, cultural facilities, parks, industrial facilities, or over 35 unique Warsaw buildings and landmarks, *WARSAW: City of Ruins* will give players endless replayability due to its simple rules and deep strategic game play.

Goal of the game

Players jointly build Warsaw during 6 epochs, from when Warsaw first became the capital at the end of the 16th century, through modern times. Each player creates their own district of the city. At the end of each

of the 6 epochs, players will get income and victory points for their districts. After 6 rounds, whoever has the most points wins.

Box contents:

- Board



- 105 city tiles + 3 player aids



- 36 coins



- 4 mermaid figures
- Rules

GRANNA

Game preparation

1. Put the board in the middle of the table.
2. Divide the city tiles according to the numbers on their backs and shuffle each of the stacks separately. Place the 6 stacks face down on the appropriate spaces with Roman numerals on the board.
3. Place the five 2-sided milestone tiles on the appropriate spaces on the board. Place each one with a random side face up.
4. Place the coins next to the board. They form the bank.
5. Each player receives:
 - A starting tile, marked with “S” on the back. Each player places their starting tile on the table in front of them, with the park and residential buildings visible. These are the beginning areas of the players’ districts.
 - 6 coins as starting capital.
 - A mermaid figure in a selected color. Place the mermaids on the 0 space of the victory point track on the board.
6. Place the player aid cards within reach of all players. You are ready to play!

Sequence of play

The game consists of 6 epochs. In addition, there are wars at the end of the 3rd and 4th epochs. Each epoch consists of a construction phase and an income phase.

Construction phase

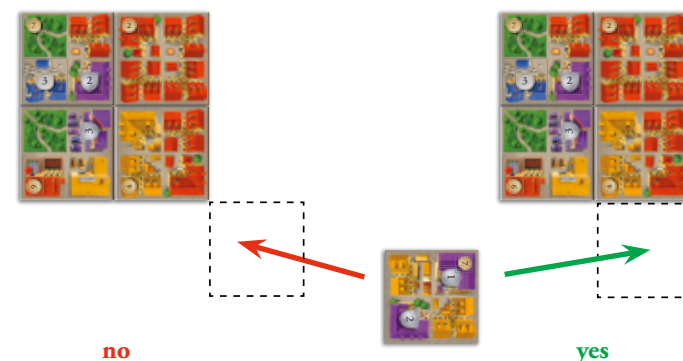
Shuffle the city tiles with the current epoch’s number, then deal 4 tiles to each player. In a 2-player and 3-player game, there will be some unused tiles; return them to the box, unrevealed.

Each player chooses one of the 4 tiles, then places it face down onto the table. All players simultaneously reveal their selected tiles, and each player chooses one of two possible actions:

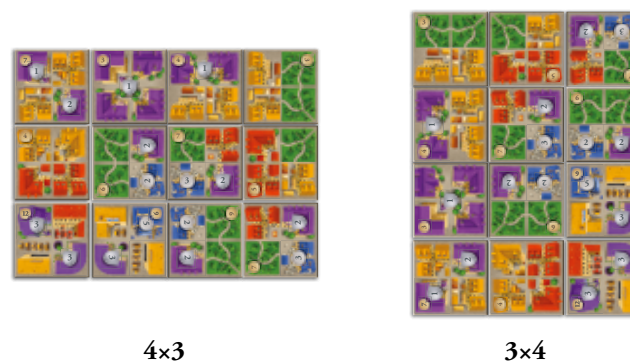
- Discard their tile to the box and take 3 coins from the bank.
- Pay the tile’s cost in coins (shown on the tile’s upper left corner) and build the tile in their district.

Rules of construction

- The new tile must touch (complete tile side to complete tile side) at least one other tile already in the player’s district. (Touching only diagonally does not suffice.)



- A player’s district can never be larger than a 3x4 or 4x3 rectangle of tiles. E.g. if a district is already 4 tiles wide, then it cannot be made wider, and its height cannot be more than 3. Thus a district has space for 12 tiles.



- A tile can be freely rotated to any of the 4 possible orientations before it is placed. After placement, a tile cannot be rotated later.
- All players build simultaneously.

Instead of placing a tile on an empty space, a player may choose to build on top of an existing tile. Simply place the new tile directly onto an existing tile, covering it completely. As a result, the new tile’s price is reduced by the price of the older tile which it covers. If both tiles

have the same price, then the player pays nothing. If the new tile’s price is lower than the older tile’s, then the player pays nothing and gets no money back. This action is called an **overbuild**. Overbuilding can be done on a single tile or on a stack of already overbuilt tiles.

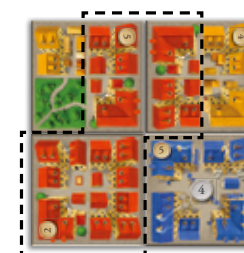
Example: A player plays a tile with a price of 5 onto an existing tile with a price of 2, and so must pay only 3 coins.

Example: A player plays a tile with a price of 2 onto an existing tile with a price of 3. The player pays nothing (and gets no money back).

After all players have discarded or placed their tiles, they all pass their remaining tiles to the player on their left (in odd-numbered epochs) or on their right (in even-numbered epochs). Then the construction procedure is repeated: everyone simultaneously chooses one tile and discards or plays it. The construction phase continues in this manner until each player has discarded or built 4 tiles.

Types of areas

Each city tile is divided into 4 quarters. Each quarter has its own type of building, so a tile can have from 1 to 4 different kinds of buildings. Adjacent quarters (including adjacent quarters on different adjacent tiles) that have the same type of building are considered to be a single continuous connected area of that type (exception: public buildings and milestones). This is important for scoring, and during the operation of public buildings and milestones. Public buildings and milestones are always separate individual areas, even if they are adjacent to each other. They also occupy an entire tile.



Example: Frame marks one residential area.

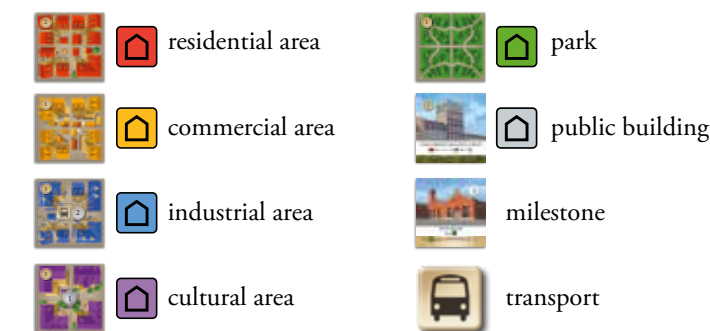


Example: Frame marks one park.



Example: This district has 4 marked areas. Residential area (A), commercial area (B) and 2 parks (C and D).

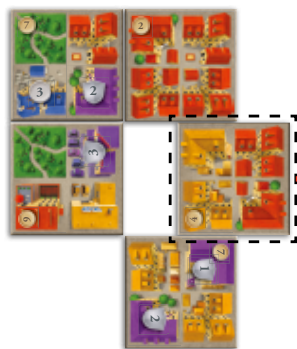
The marked spaces form single continuous connected areas.



Income phase

During the income phase, milestones are placed, and players receive coins and victory points. Follow the steps below in order:

1. War (only in epochs III and IV).
World War I happens in epoch III. Each player must choose one tile from their district and discard it to the box. All tiles under the selected tile are also discarded.
World War II happens in epoch IV. Each player must choose two tiles in different squares from their district and discard them to the box. All tiles under the selected tiles are also discarded.
Players cannot discard tiles which would leave their district divided into separate groups of tiles. After each war, each district must be a single connected group of tiles.



Example:
Incorrect
tile removal
from the district.



Example:
Correct
tile removal
from the district.

2. The player who best fulfills the condition on the milestone tile between the current epoch and the next epoch will receive this milestone tile. The player immediately builds it for free in their district. The milestone may be placed on an empty space or built on top of an existing tile. It is possible to overbuild onto a milestone later. (Their price is 0.)

In case of a tie for fulfilling a milestone's condition, first compare the tying players' money, and then (if money is equal) points. Whoever has less wins the tie! In the rare case in which the tying players have equal amounts of money and points, then no one receives the milestone, which is discarded.

3. Players receive points and coins in the order printed on the player aid card. Different types of connected neighboring areas are used for scoring. An area consists of connected adjacent buildings of the same type. Only connections through adjacent sides are relevant: only touching diagonally through corners is not enough. But milestones and public buildings are always treated as separate individual areas, even if they are adjacent.

Players advance their mermaid along the score track when they gain points.

Scoring:

- The more residential areas adjacent to a single selected park in the player's district, the more points gained.

Number of residential areas	1	2	3	4	5	6	7	8	9+
Number of points	1	2	3	5	7	10	13	16	+3 for each additional

- Each commercial area gives 1 coin for each residential area adjacent to it.
- Each cultural area gives as many victory points as printed on its icon.
- Each industrial area gives as many coins as printed on its icon. A player also loses 1 victory point for each residential area adjacent to one or more industrial areas.
- Each tile with a transport icon gives 2 points. There must be at least 2 transport tiles in the district. Connected groups of transport tiles only count as one tile.
- Milestone buildings give their printed effect.
- Public buildings give their printed effect.



Example of scoring a player's entire district at the end of an epoch.

- Robert has 3 separate parks in his district (A, B, C). Robert chooses to use his largest park (A) for scoring. It has 5 different residential areas touching it. So Robert gains 7 victory points (as shown in the park scoring table).
- Robert has 4 separate commercial areas (D, E, F, G). They touch $1+1+1+2=5$ residential areas. So he gains 5 coins.
- Robert has 4 cultural areas. They give $1+2+2+2=7$ victory points.
- Robert has 3 industrial areas. They give a total income of $2+2+3=7$ coins, but a residential area is touching one of them (H), so Robert also loses 1 victory point.
- Robert has 2 different transport areas. They give $2 \times 2 = 4$ victory points.
- Robert has 3 public buildings:
 - Warsaw School of Economics: this gives 1 victory point or 1 coin for each public building. Robert has 3 public buildings and decides to use them all for victory points, earning 3 points. (He could, for example, have chosen to take 1 point and 2 coins, or to take 3 coins.)
 - Skaryszewski Park: this gives victory points for the longest straight line of tiles in one park area. Robert's longest straight line in park (A) covers 3 tiles, so he gains 3 points.
 - Warsaw Steelworks: this gives 1 victory point for each separate industrial area. So Robert gains 3 victory points.

During this epoch's scoring, Robert received a total of 26 victory points and 12 coins.

End of game

The game ends after scoring the 6th epoch. Then each player receives 1 point for each set of 5 coins which they now return to the bank. Then whoever has the most points is the winner. In case of a tie, the tying player with most remaining coins (0-4) wins the tie. If still tied, then players share their victory.

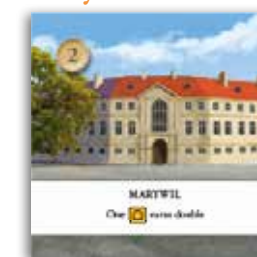
Arsenal



The owner loses one less tile fewer during both wars. So they lose nothing in World War I, and they lose only 1 tile instead of 2 in World War II. But they may not chose the Arsenal to be the lost building!

A weapon storehouse built in 1638-43 on the initiative of King Władysław IV Vasa on the bastion next to 'Sigismund's Embankments'. In 1835 it was converted into a prison and in 1935-38 into the Municipal Archives. On March 26, 1943 an action took place near the building to rescue prisoners held by the Gestapo, including Jan "Rudy" Bytnar. The building was burned down in November 1944 along with all the archival documents inside. Rebuilt in 1948-50, it has been the seat of the National Archeological Museum since 1959.

Marywil



During each income phase, the owner selects one of their commercial areas to earn double. E.g. a commercial area with 3 adjacent residential areas earns 6 coins instead of 3.

Marywil was built in 1695 on the initiative of Queen Maria Kazimiera ("Marysienka"), Jan III Sobieski's wife. This pentagon shaped complex of buildings at the junction of Senatorska and Wierzbowa streets was used for commercial, service, and hotel purposes. Architect Tylman van Gameren placed the king and queen's apartments in the side wings and a chapel in the southern wing. In 1738-42 the collection of the Żałuski Library was kept there.

Marywil was significantly extended at the beginning of the 19th century and demolished in 1825 due to the construction of the Grand Theatre.

Sigismund's Column



The owner always gains 5 coins instead of 3 when discarding a tile.

Władysław IV built the column in 1643-44 in honor of his father. It is the oldest secular monument in Warsaw. A bronze statue was placed on the column made of 'Chęciński' marble. In 1855 a fountain was built at the foot of the column (removed around 1930). In 1887 the column was replaced by a new one made of pink granite from Italy. German troops destroyed the monument September 1, 1944. During the post-war rebuilding the statue was placed on a column made of Strzegomski granite and was unveiled on July 22, 1949, on the opening day of the W-Z Route. Previous columns were preserved and can now be seen near the southern wing of the Royal Castle.

Jabłonowski Palace



The owner always gains 2 victory points when overbuilding. If the owner builds onto the palace itself, they gain 2 victory points, but afterward the palace's ability no longer works.

Built on Senatorska street in 1773-85, the palace was converted into City Hall In 1817-19. Burned down during the January Uprising in 1863, the palace was rebuilt and significantly expanded – including adding a watchtower for a Warsaw Fire Guard unit stationed there. The central part of the building contained a spacious ballroom often used as a meeting and exhibition hall. The building was destroyed during the 2nd World War and the ruins were pulled down in 1952. In 1995-97 the hall's façade was rebuilt as part of the construction of a modern office block complex in this place.

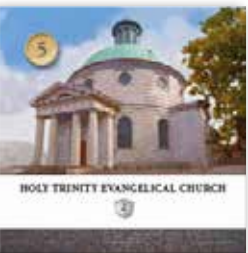
Collegium Nobilium



During each income phase, the owner gains 1 coin for each cultural area in their district.

Stanisław Konarski established this university-like school for sons of magnates and wealthy gentry in 1740. A baroque building on Długa street was erected in 1743-54. In 1785 it was rebuilt in the classical style. In the 19th century it was converted into the School of Artillery and Engineers Application, then into the seat of the Supreme Chamber of Accounts and the Supreme Administrative Tribunal. Destroyed in 1944 and rebuilt in 1950-56 to become the National Theater and Film School (now the Theater Academy).

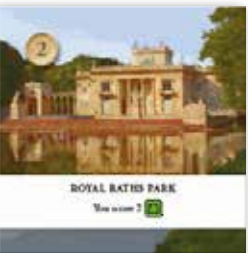
Holy Trinity Evangelical Church



During each income phase, the owner gains 2 victory points.

The church was designed by Szymon B. Zug and built in 1781 near what later became Małachowski Square. For a long time it was the biggest temple in the city. In 1825 Frederic Chopin played the aeolomelodikon there in front of Tsar Alexander I. In 1857 Karol Beyer took the first panoramic photograph of the city from the church's dome. At the end of the 19th century, when W.H. Lindley was creating a plan of Warsaw, the cross on the dome was recognized as the geodetic center of the city. Destroyed in September 1939, initially rebuilt to be a concert hall, it has been an Evangelical-Augsburg temple since 1956.

Royal Baths Park



During each income phase, the owner may score 2 parks instead of 1.

This vast palace-and-park complex owes its existence to King Stanisław August Poniatowski, who after 1772 initiated the expansion of the Bath built by Stanisław H. Lubomirski. The bath was expanded and turned into a palace on an island and

numerous objects were erected in the park, including the Mysłewicki Palace, the Island Theater, the White House, and the Orangery with the Royal Theater. In 1817 the complex was sold to Tsar Alexander I and new buildings were erected. The park opened to the public after the 1st World War. The devastated park was restored and made available again in 1950s, while the rebuilding of the burned down Island Palace was finished in 1965.

Polish Telephone Joint-Stock Company



During each income phase, the owner gains 1 victory point for each residential area adjacent to at least one public building. (Being adjacent to more than one public building gives no additional benefit.)

Built in 1907-10, the seat of the Cedergren company's telephone exchange was the highest building in the Russian Empire at the time when it was erected. In 1922 it was taken over by the Polish Joint-Stock Telephone Company (PAST). During the Warsaw Uprising the building was a subject of fierce fights between the insurgents and the Germans who ultimately lost the fight for this important vantage point. It was rebuilt in a simplified form in 1950s-1960s and in 2000 it was given to the veterans' community who topped it with Fighting Poland's anchor symbol.

Warsaw-Vienna Railway



During each income phase, the owner may sell 4 coins to gain 2 victory points or sell 2 victory points to gain 6 coins.

The first railway in the Kingdom of Poland connected Warsaw to Cracow (and then Vienna) in 1848. The railway became a strong spur for the development of the areas around the station and numerous industrial plants in the district of Wola. During the interwar period, due to the alteration of the Warsaw junction, the Vienna Station was replaced by the new Main Railway Station.

Warsaw University of Technology



The owner pays 2 coins fewer when building an industrial tile onto an empty space. (There is no discount when overbuilding.)

Established in 1915, the University's oldest buildings were erected in 1899-1902 on Nowowiejska street as part of the Tsar's Polytechnic Institute (Main Building, Physics Building, Chemistry Building, Mechanics Building). During the 1st World War the campus held a German military hospital. In the interwar period new buildings were erected for the Chemical Technology Dept., Electro Technology Dept., the Institute of Aerodynamics, and the Drafting Studio.

Skaryszewski Park



During each income phase, the owner gains as many victory points as the length (in tiles) of their longest park area, measured in a straight line of tiles horizontally or vertically. (So the maximum possible reward is 4 points.)

Designed by Franciszek Szanior, the park was created in 1905-22 on a municipal pasture in the Saska Kępa district. It included, among others: artificial lakes, a hill with a waterfall, a rose garden, and numerous avenues. At the end of the 1920s the following sculptures were placed in the park: "The Rhythm", "The Bathing Woman" and "The Dancer". In 1929 it was named after Ignacy J. Paderewski. Due to ideological issues, after 1945 it lost Paderewski's name, which returned only in 1981. Edward House's monument had similar problems – unveiled in 1932, it was removed in 1945 and reconstructed in 1991.

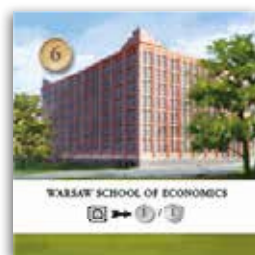
Okęcie Airport



During each income phase, the owner may sell 6 coins to gain 3 victory points, or sell 3 victory points to gain 9 coins.

A military airport in Okęcie was opened in 1926 due to the closing of the military airfield at Mokotów. The airfield also included barracks for the 1st Air Force Regiment and PZL's military plane and engine factories. In 1934 a temporary civilian airport was opened near the military one and it was initially supposed to function until a new airport in Gocław was built. Since the authorities gave up on the idea of building an airport in Gocław, Okęcie witnessed a gradual expansion of its civilian airport after World War II, and it is now the biggest airport in the country.

Warsaw School of Economics



During each income phase, the owner gains 1 coin or 1 victory point for each public building they own. They may mix as desired, e.g. with 2 public buildings, the owner may choose to gain 2 coins, or to gain 1 coin and 1 point, or 2 points.

The School's main complex of buildings, designed by Jan "Koszczyński" Witkiewicz, were built between 1925-30. The first one was the Experimental Works building on Rakowiecka street and it contained a big lecture hall, and in 1930 the Library was erected near the planned Batorego street. It was also the temporary seat of the National Library. After the war the Main Building was erected on the side of Al. Niepodległości street with numerous lecture halls and an identifying pyramid shaped roof. During the People's Republic of Poland era the school was called the Main School of Planning and Statistics.

Prudential



The owner's district can be a square of 4x4 tiles instead of the usual smaller rectangle of 3x4 or 4x3. The Prudential Tower itself may be built outside the 3x4 or 4x3 area. If the Tower is lost during a war, or another tile is built onto it, the owner's district immediately shrinks back to

3x4 or 4x3, and the owner must discard tiles as needed to conform to that original limit.

The Prudential Insurance Company erected this Marcin Weinfeld designed building in 1933 and at the time it was the tallest building in Poland. Lower floors contained offices, while upper ones – luxurious apartments. The top two stories housed an experimental TV station, and the building was topped with a TV broadcasting antenna. Significantly damaged during the 2nd World War, it was rebuilt in 1950-53 to house the Warsaw Hotel (again designed by Weinfeld). Complete refurbishment of the skyscraper, designed to bring back its pre-war look, started in 2010.

Main Railway Station



During each income phase, the owner may sell 8 coins to gain 4 victory points, or sell 4 victory points to gain 12 coins.

The most important railway station in Warsaw opened to the public in 1975 near the pre-war main station, Warszawa Śródmieście. At its opening it was one of the most modern stations in Poland, with an escalator, automatic doors, a spacious hall with counters, and four platforms for long-distance trains. Together with the station, a complex of underground passages was created under what is now the Czterdziestolatka Roundabout. Considered one of the worst Polish stations at the beginning of the 21st century, it was modernized in 2010-12 after many years of neglect. In 2015-16 a mezzanine was built.

Central Department Store



The owner pays 3 coins fewer when building any tile onto an empty space. There is no discount when overbuilding. This discount is cumulative with Warsaw University of Technology's discount when building industrial tiles.

Designed in 1947-48 in the post-war modernist style, this department store has big windows covering the entire building. Finished in 1951 when the socialist realism doctrine was in vogue, the government heavily criticized its design. Its interior burned down completely in a fire in 1975. After being renovated, it was turned into the first department store dedicated exclusively to children's goods named "Smyk" in the 1980s. As part of a general refurbishment started in 2014, most of the building was pulled down. A new office-and-commerce building is being built behind the renovated elevation.

Passenger Automobile Factory



During each income phase, the owner gains 1 victory point for each park and culture area adjacent to at least one industrial area. Park and culture areas adjacent to more than one industrial area give no additional benefit.

This flagship automotive investment - finished in 1951 in the Pelcowizna Żerań district - designed and manufactured cars: Warszawa, Syrena and Polonez, and since 1996 – Daewoo. The most popular model was the Polish Fiat 125. 1.4 million were manufactured from 1967-91. Beside production halls, the plant also had a track for test-driving. In 2009 car production was suspended and some of the buildings were demolished.

Warsaw Steelworks



During each income phase, the owner gains 1 victory point for each industrial area in their district.

Its construction started in 1952 in the Bielany district as part of the government's plan to create big socialist work places. It opened in 1957 as a cast steel foundry. Up until 1968 further sections were opened: a steelworks, a drawing mill, and several rolling mills. In the 1970s about 10 thousand employees worked there, which contributed to numerous new housing estates being built in Bielany. Privatized in 1992, it now operates as part of the ArcelorMittal steel manufacturing company.

Copernicus Science Center



During each income phase, the owner gains 1 victory point for each cultural area in their district.

This modern science center opened in 2010 in the Powiśle district. Beside a permanent exhibition that encourages visitors to conduct their own experiments, the center houses physics and chemistry labs as well as a planetarium. The center also organizes numerous temporary exhibitions and co-organizes science picnics. It is one of the most popular places in the city, visited both by residents and tourists (over 1 million visitors a year).

National Stadium



During each income phase, the owner gains 2 victory points for each park area in their district.

Built to help Poland host the 2012 European Soccer Championship with Ukraine, National Stadium sits on the site of the former 10th Anniversary Stadium (opened in 1955). The opening game of the tournament took place here. It has a capacity of 58.5 thousand, and 72.9 thousand if the field is used.

*The stadium hosts various events, like concerts and book fairs.
Halls under the stands are used for temporary multimedia exhibitions.
In 2013 the UN climate summit was held here, and in 2016, the NATO summit.*

Warsaw Rising Museum



During each income phase, the owner gains 2 victory points for each industrial area in their district.

The museum was established in 1983 as a branch of the Historical Museum of Warsaw. Only after a 2004 renovation did it receive a permanent residence in the former tramway power station at the intersection of Grzybowska and Przyokopowa. Besides the exhibit in the building, the museum grounds have a Freedom Park with a memorial wall with almost 10,000 names of fallen WWII insurgents. In 2012 TripAdvisor named the museum the biggest tourist attraction in Warsaw. The museum also hosts the Stefan Starzyński Institute, which promotes knowledge about Warsaw and its history.

City Center



During each income phase, the owner gains 2 victory points for each transportation symbol on tiles on the outer edge of their district, i.e. on a tile that has an empty adjacent space, rather than being completely surrounded by 4 other tiles.

During the People's Republic of Poland era only a few skyscrapers were built in Warsaw. Only after 1989, with a new economic situation, did Warsaw start building up. Near the Palace of Culture, which had dominated the city's skyline for almost 40 years, new skyscrapers, housing offices, hotels, and luxurious apartments emerged - including some designed by international renowned architects. Apart from buildings erected on empty lots, there is also a tendency to replace shorter buildings with skyscrapers. There is currently a hot debate as to whether skyscrapers should be built in the immediate neighborhood of the Palace of Culture.

Golden Terraces



During each income phase, the owner gains 1 victory point for each commercial area in their district.

This office and commerce center was built in 2002-07 next to the Main Railway Station. The whole middle section was covered with a unique wavy glass roof with a surface area of over 10,000 m2. The complex also contains a cinema-plex and office buildings. In 2007 the center won the title of the best commercial design in the world at the MAPIC show in Cannes.

Warsaw University Library



During each income phase, the owner gains 1 victory point for each public building in their district.

The new building for the Warsaw University Library was built in 1996-99 on Dobra street. The modern hall houses the book collection that was previously stored in the old library on Krakowskie Przedmieście street as well as reading rooms, offices, and public businesses. In the front of the building they placed metal fragments from the old library's bookshelves. On the roof there is one of the biggest roof gardens in Europe, from which the city center and the channel of the Vistula river can be seen.

Wilanów



During each income phase, the owner gains 1 victory point for each residential area in their district.

Started in 2002, this housing estate on the Wilanów Fields was intended to be a self-sufficient city within Warsaw. Most of the buildings have strict regulations, like height, and are mixed use. The settlement houses the town hall of the Wilanów district and the Temple of Divine Providence is being built there.

The developing settlement is a subject of numerous debates concerning how well it serves the needs of its residents.

Fountain Park



During each income phase, the owner gains 1 victory point for each tile in their largest park area.

This park with four fountains is on the Square of the 1st Armored Division. The fountains were unveiled in 2011 as part of the 125th Jubilee of the Municipal Water and Sewage Service. On Friday and Saturday evenings there are 30-minute multimedia "water-light-sound" shows which use LED spotlights and lasers.

Old Town



During each income phase, the owner gains 1 victory point for each space with an overbuilt tile. (A space having more than two stacked tiles gives no additional benefit.)

This is the oldest part of Warsaw, established by Mazovian Prince Bolesław II at the end of the 13th century. A regular pattern of streets emanate out from the market square and town hall. Old Town includes the Cathedral of St. John and the Barbican, a 16th century fort. It was surrounded by fortifications in the 14th century. It was surrounded by fortifications in the 14th century. Over the centuries Old Town has suffered from several fires. In subsequent centuries it became squalid and poor. Partly revitalized in the interwar period, the area suffered severe damage during World War II. Old Town was largely rebuilt in 1952-54, including reconstructing the historical facades of the buildings. In 1980 UNESCO named Old Town a World Heritage Site in acknowledgement of the efforts made to reconstruct the area.

Milestones



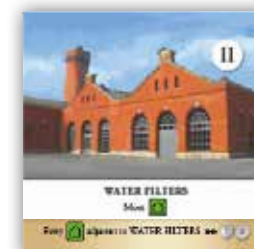
Awarded to the player with the fewest areas (of all types). In each income phase it gives 2 coins.



Awarded to the player with the most areas (of all types). In each income phase it gives 2 coins.



Awarded to the player with the most cultural areas. In each income phase it gives 1 victory point for each cultural area neighboring the Theater. (Maximum 4 points.)

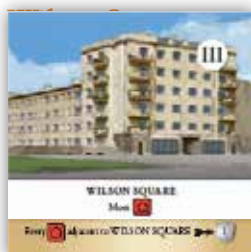


Awarded to the player with the most park areas. In each income phase it gives 1 victory point and 1 coin for each park neighboring the Filters. (Maximum 4 points and 4 coins.)



Palace

Awarded to the player with the most public buildings. In each income phase it gives 1 victory point for each public building neighboring the Palace. (Maximum 4 points.)



Awarded to the player with the most residential areas. In each income phase it gives 1 victory point for each residential area neighboring the Square. (Maximum 4 points.)



Awarded to the player with the most spaces with overbuilt tiles. In each income phase it gives 1 victory point and 1 coin for each overbuilt space neighboring the Route. (Maximum 4 points and 4 coins.)

Palace of Culture and Science



Awarded to the player with the most industrial areas. In each income phase it gives 1 victory point for each industrial area in the player's district. Immediately after the Palace of Culture and Science is built, all other players lose 1 victory point for each of their commercial areas.

Metro



Awarded to the player with the most transport symbols. In each income phase it gives 1 victory point for each transport symbol neighboring the Metro. (Maximum 4 points.)

EUROPA Market



Awarded to the player with the most commercial areas. In each income phase it gives 15 coins.

Why does the game Capital have mermaids as pawns?



It's hard to imagine a more popular symbol of Warsaw, because the mermaid has been in the city's coat of arms since the middle ages! But the original mermaid was not half woman, half fish. The earliest images showed creatures with wings, two paws, and a tail. Only in the 17th century did the Warsaw mermaid take on its current appearance. There is a legend about two sisters - mermaids - one of whom swam to Copenhagen, and to this day we can see her at the port entrance. The second sister chose Warsaw, where she was captured by a greedy merchant. A fisherman's son freed her, and in gratitude she promised to protect the city, and thus she armed herself with a sword and shield. Currently in Warsaw there are several mermaid monuments and countless representations on buildings and in paintings.



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