

## Idea #1 : Hills :

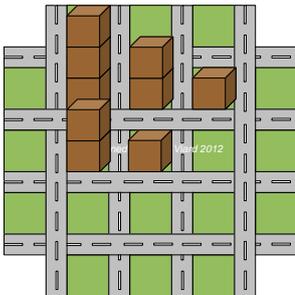
Unless noted otherwise, the rules for standard Town Center apply.

**Material :** 36 brown cubes (hills).

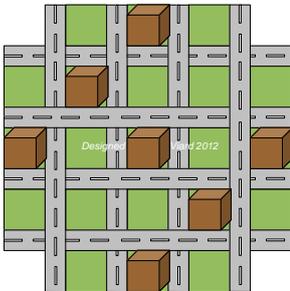
Brown cubes are spread over the basic game board to simulate hills. There are seen as neutral cubes and players are not allowed to build upon them until they have an elevator of the right height. It is possible to have several brown cubes stacked upon each other to create a big hill. The limite of stacking is the same : 5 cubes and one brown cube counts as one cube towards the limit. Parking lot surrounded by brown hills do not count in the income phase !

Three scenarios are using this Idea#1, but players are invited to post others on right BGG forum.

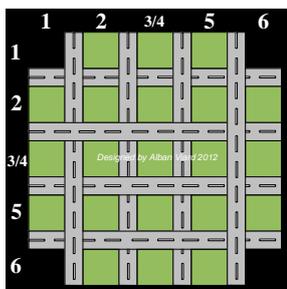
**San Francisco :** Place 3 brown cubes in B2, 2 brown cubes in C2 and B3 and 1 brown cube in D2 and C3. There is no suburb in this scenario.



**Seven hills of Rome :** Place brown cubes as below. Players are allowed to stack 2 cubes in the suburb if they have the elevator of the right height.



**XX-City:** There is no suburb in this scenario. Roll 8 times 2 dice and place brown cubes in each column and line given by the result. The first cube is for the column and the second is for the line. The third line and the third column have 2 numbers (3/4). If there are no land ( (1;1),(1;6),(6;1),(6;6) then the player does not place any cube (he does not roll the dice again). The maximum height is 5, the player does not place any cube if he already has 5 cubes stacked (he does not roll the dice again).



## Paris bridges :

**Rules :** Same rules.

Bridges make the connection between spots. The two isles are the very center of the town.