

CUPERTINO

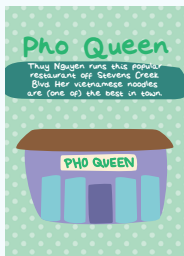


Visual set-up

Reference

character card

character sets



= Pho Queen



= Tom's Clockshop



= Lee Family



= Marvin + Cathy Grey

money token



= 100



= 50



= 10



= Apple

Objective

Cupertino, what is now called "The city Apple is located" is indeed being taken over... the Lee Family, Marvin & Cathy Grey, Pho Queen, and Tom's Clockshop must work together to stay in the city they call home.

Four Characters play their individual roles but they must work together to stay (by lending each other money or using special cards provided in their decks).

Losing Conditions:

If any character cannot make a payment or reaches '1' on their happiness meter

Winning Conditions:

The Community wins if all 4 characters make it through their decks and has an average happiness meter of 5.

Set-up

1. Each person randomly draw a character card, keep it displayed in front of you
2. Set corresponding character deck face down in front of player
3. Get corresponding happiness meter and place near player
4. Place Apple cards in the center of the table
5. Each person starts with 100 tokens and at 7 on the happiness meter

Gameplay

1. In the beginning of each cycle (of characters) after the first, everyone collects 200 token pieces as income and pays rent based on the region they occupy:
N=130 W=120 S=80 E=100
2. Marvin+Cathy Grey goes first, game continues clockwise
 - a. Draw card from character stack and show/place in front of player
 - b. Follow the directions on the card
 - i. Pay dues and adjust happiness meter corresponding to bottom of card
 - ii. If card has a house on upper right corner, they may choose one of the options given on the bottom of card
 - iii. DODGED IT & CREDIT cards may be kept aside by player to use when desired
 - iv. HELPER cards must be played on the spot
3. Step 2 repeats for each character
4. After the last character finishes turn, same player must flip one of Apple's cards
 - a. FIGHT IT! cards may be kept aside by the last character to play when desired in agreement with the other characters
 - b. MOVE ME cards may only be played at the moment it is revealed
 - c. land tax increases in designated regions, only affect characters in said region
5. Game continues until a character loses (page 1)

ADDITIONAL GAME PLAY INFORMATION

1. There is a 160 token limit that can be given from Character A to aid Character B per round (Character A may give to Character C and D in the same round)
2. Happiness may not be traded
3. If happiness is at 10, remain there even if card says to add more
4. Unless specifically designated on card, player has freedom to place pieces on map