

# MAYFAIR GAMES' LIMITED EDITION PROMO EXPANSION SET #14: RULES



## GENERAL CONTRACTOR

BY KANE KLENKO



### COMPONENTS

1 General Contractor Tile  
(AKA Party Hat)

### SETUP

Place the General Contractor Tile in the middle of the table near the Park Ranger Tree.

### GAMEPLAY

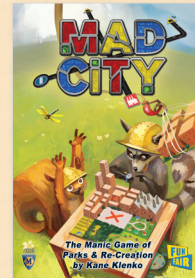
Gameplay is the same as in the Standard game of Mad City, with the following exception:

You can now grab the General Contractor tile or the Park Ranger Tree, but not both.

Like the Park Ranger Tree, when you grab the General Contractor tile, you can no longer work on your city.

The General Contractor tile will double all points scored (or lost!) for your Contractor tiles played.

**Example:** Carrie has grabbed the General Contractor tile. At the end of the round she plays the Most Factories, Most Skyscrapers, and Longest Road Contractor Tokens. She does have the largest Factories area and the longest road, but another player has more Skyscrapers. She scores 3 points for each correct tile, and loses 2 for the incorrect tile, and then doubles it.  $2 \times (3+3-2) = 8$  points.



## BACCHUS' BANQUET™

### NEW YEAR'S CELEBRATION

BY FRÉDÉRIC MOYERSON

### COMPONENTS

1 New Year's celebration tile

### SETUP

Place the New Year's celebration tile in the middle of the table, next to the action card stack.

### GAMEPLAY

At the start of a new turn, just after the active player has made a selection of 3 cards and shown the cards,



you may take the celebration tile. If more than one player wants to take the tile, the player sitting closest to the left of the active player, gets the tile.

If you have the celebration tile you must accept any card that is offered to you. You may not refuse it! (This might be very risky if Caligula has the initiative.) The effect of the tile lasts as long as you have not been offered a card. So, you can keep the celebration tile during several turns.

When you have been given a card, the celebration tile is placed back in the middle of the table.

**Note:** Taking the celebration tile is a gamble. It's a cry to get the initiative. It might become a strong advantage towards the end of the game if you need just one extra card to win the game.

