



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

### **Beaune**

There are no suburb building spaces, and there is no suburb height limitation.

The inner city of Beaune is composed of 4 building spaces, which are the only places where the elevator may be built.

### **Turku**

There are no suburb building spaces, and there is no suburb height limitation.

There are two parts to the city, the north, and the south part (locally referred as “the other side” and “this side” of the river, respectively).

Players may built only **one** tower in the large open building space in the south.

During odd-numbered rounds (1, 3, 5, 7, 9) it is summer and the river divides the city into the two parts – each one is independent of the other, and building spaces across the river are not adjacent.

E.g. green cubes may be constructed across the river from each other during summer. Development is also affected, in that cubes and units in one part of the city do not affect the development of units in the other part. Furthermore, Utilities units do not power other units across the river during summer affecting Tax Revenue as well.

During even-numbered rounds (2, 4, 6, 8, 10) it is winter and the river freezes, uniting the city and building spaces across the river **are** adjacent.

Construction, Development and every other rule is applied normally. The last round is a winter round, and thus points are awarded normally, considering all of Turku as one city.