



CITTADIA

WELCOME TO BEL PAESE

CITY BUILDER



DESIGN • BUILD • EXPAND
YOUR CITY, YOUR WAY



CITTADIA

WELCOME TO **BEL PAESE**

A GAME BY SIMONE GIOVAGNOLI

2–4 players · Ages 10+ · 30–45 minutes

WELCOME TO CITTADIA

A new city is about to be born.

Homes, shops, industries and monuments will quickly fill the land, while sea and mountains shape its development. Everyone will build in the same city, but each player will try to make the best use of every space and every building to create the most profitable plan.

Choose where to build, watch the city grow, and adapt to unexpected events.

OBJECTIVE

In Cittadia, all players build on the same grid using buildings of their own color.

Their value depends on what is built in adjacent spaces and on the features of the terrain.

The game lasts 15 rounds. At the end, each player calculates the value of their buildings and any bonus for the largest residential district.

The player with the most points wins.

COMPONENTS

Buildings

Each player has 20 buildings in their own color:

	Building	Per player	Total
	R — Residential	8	32
	C — Commercial	6	24
	I — Industrial	4	16
	M — Monument	2	8

THE BOARD

The board consists of a 10×10 grid shared by all players.

Spaces can be:

- **Land** — may contain a building.
- ≈ **Sea** — cannot be built on.
- ▲ **Mountain** — cannot be built on.
- X — unavailable.

Sea and Mountain tiles may also contribute to the score of adjacent buildings.

Other components

- 22 Sea tiles
- 22 Mountain tiles
- 4 corner board-frame segments
- 1 Round Tracker miniature
- 1 custom Event Die
- 9 Scenario maps
- Score Sheets
- 1 Rulebook

THE MAPS

Choose one of the three scenarios available for your number of players.

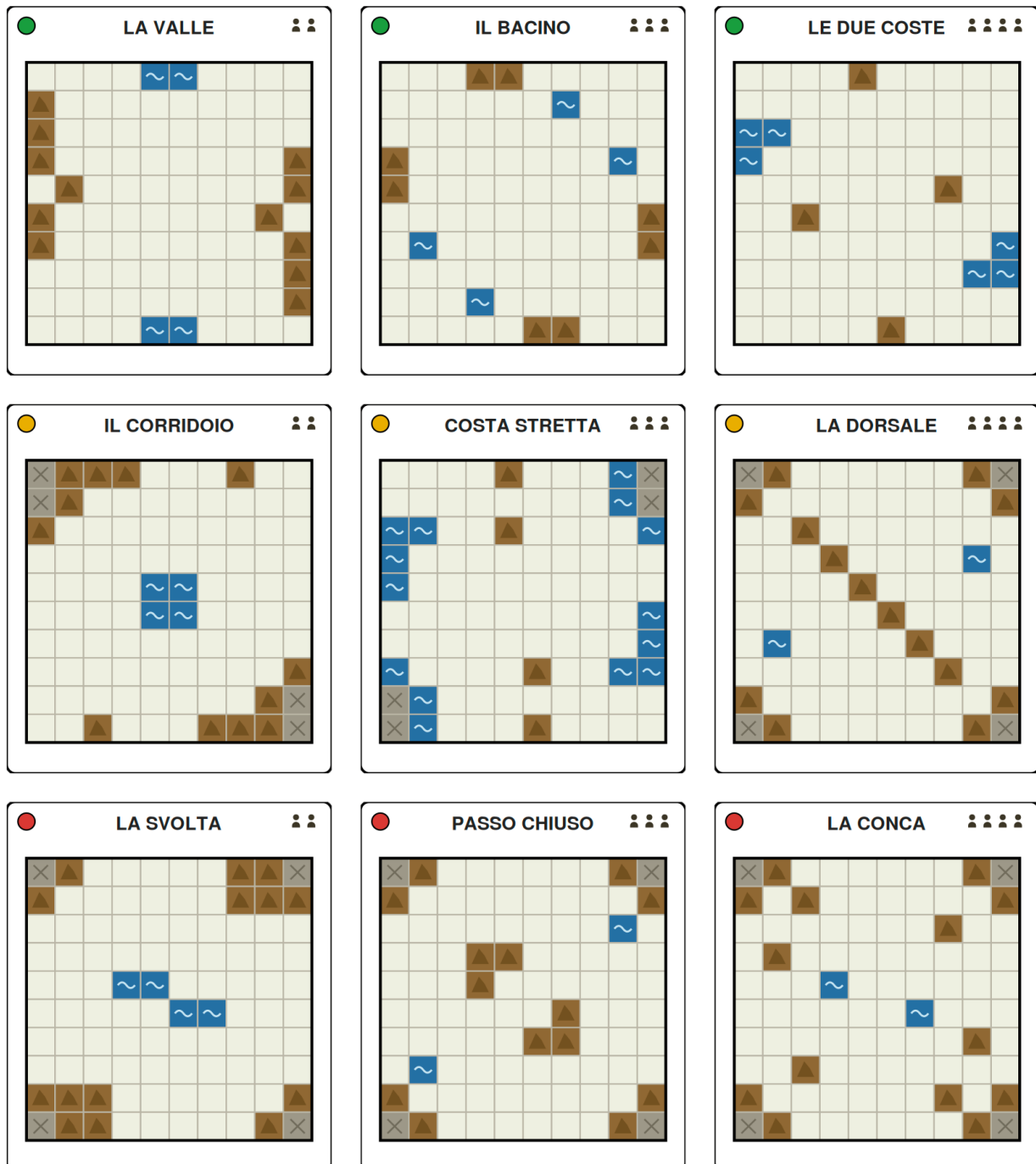
-  easy map
-  intermediate complexity
-  challenging configuration

			
	La Valle	Il Corridoio	La Svolta
	Il Bacino	Costa Stretta	Passo Chiuso
	Le Due Coste	La Dorsale	La Conca

Difficulty refers only to the terrain layout and does not change the rules.

SETUP

1. Assemble the four frame segments around the 10×10 board.
2. Choose a map for the number of players and place Sea and Mountain tiles in the indicated spaces. Gray areas marked with an X are not used in the game.



3. Each player chooses a color and takes 8 R, 6 C, 4 I and 2 M.
4. Place the Round Tracker on round 1.
5. Keep the Event Die within reach.
6. Randomly determine the first player and the resulting turn order.

Turn order remains unchanged throughout the game, except during Events.

ADJACENCY

In Cittadia all adjacencies are orthogonal:

↑ ↓ ← →

Diagonals never count.

This rule applies both to building scoring and to residential districts.

THE ROUND

A game lasts 15 rounds.

Each round, following turn order, every player chooses 1 building from their supply and places it on any free, available Land space.

You do not have to build next to an existing building.

You may not build:

- on Sea;
- on a Mountain;
- on an occupied space.

Once everyone has built, the round ends and the Round Tracker advances.

EVENTS

At the end of rounds 5 and 10, an Event occurs.

The last player in turn order rolls the Event Die once. The resulting icon determines the Event that all players must resolve.

Effects are resolved in reverse turn order, starting with the last player.

FLOOD

Each player places 1 Sea tile on a free Land space of their choice.

LANDSLIDE

Each player places 1 Mountain tile on a free Land space of their choice.

EARTHQUAKE

Each player chooses and removes 1 of their own buildings already on the board.

The removed building returns to that player's supply and may be built again in a later round.

Sea and Mountain tiles added during an Event cannot be placed on buildings or other terrain tiles.

After the Event, play resumes in normal turn order.

END OF THE GAME

The game ends after round 15.

Take a Score Sheet and calculate the value of the buildings of each color on the map.

Buildings left in a player's supply are worth no points.

SCORING

For each building, only the four orthogonally adjacent spaces are considered.

The same element may contribute to the score of multiple buildings.



RESIDENTIAL — R

Each Residential building is worth:

+1 base point

and also gains:

R = +1

C = +1

I = -1

≈ = +1

for each matching adjacent element.



COMMERCIAL — C

For each adjacent element:

R = +2

I = +1



INDUSTRIAL — I

For each adjacent element:

R = +1

C = +1

▲ = +2



MONUMENT — M

Each Monument is worth:

+1 base point

And also gains:

R = +1

C = +1

I = +1

M = +1

≈ = +1

▲ = +1

for each different adjacent element.

Example:

M + RRR (same) = 1+1

M + RMI ▲ (different) = 1+4

RESIDENTIAL DISTRICT

After scoring the buildings, award the Residential District Bonus.

A district is a group of orthogonally connected R buildings. Color does not matter: Residential buildings belonging to different players form the same district if they are connected.

Identify the district containing the greatest total number of R buildings:

MAX

Within this district, the player who owns the most R buildings gains:

 **+ 8 points**

If two or more players are tied for the majority, each gains:

 **+ 4 points each**

Tied districts

If two or more separate districts are tied for the largest size, none of them is considered:

MAX = MAX → ✕

Move down to the districts of the next smaller size.

MAX ↓ → 

If these are also tied, continue moving down until a single largest district is found (which may consist of a single R).

Apply the normal majority rule (+8 / +4 +4) to that district.

The largest district earns the bonus. If two or more districts are tied in size, **none of them counts**: use the largest remaining district that is not tied.

11. VICTORY

On the Score Sheet, each player records:

R + C + I + M + 

The sum is the final score.

The player with the most points wins Cittadia.

In case of a tie, the tied player represented in the largest district wins. If still tied, victory is shared.

FREE CITY MODE

When you want to move beyond the preset scenarios, you can create a new map directly.

Assemble the board, but do not use a Scenario map.

After determining turn order, starting with the last player and proceeding in reverse order, each player places either:

1 ≈ Sea or 1 ▲ Mountain

on any free space.

Continue in the same order until you reach the following totals:

Players	≈ Sea	▲ Mountain	Buildable spaces
	14	14	72
	12	12	76
	10	10	80

Once the limit for one tile type has been reached, players may place only the other type.

Once all required tiles have been placed, the game begins normally.

SUMMARY

- 1) Each round, all players place 1 building
- 2) End of round 5 →  Event
- 3) End of round 10 →  Event
- 4) End of round 15 → 
- 5) Scoring
↑ ↓ ← → only valid adjacency
 $R + C + I + M + \text{👑} = \text{🏆}$

CITTADIA

WELCOME TO BEL PAESE



OBJECTIVE

Score more points than the others by building on a shared 10×10 grid in 15 rounds.



TURN

Each round, every player places 1 building on an empty land tile, choosing from:



RESIDENTIAL



COMMERCIAL



INDUSTRIAL



MONUMENT

SCORING BY ADJACENCY (ONLY 4 ORTHOGONAL ADJACENT TILES COUNT)



RESIDENTIAL
+1 base

then:



+1
for each
Residential



+1
for each
Commercial



-1
for each
Industrial



+1
for each
Water



COMMERCIAL
No base points

then:



+2
for each
Residential



+1
for each
Industrial



INDUSTRIAL
No base points

then:



+1
for each
Residential



+1
for each
Commercial



+2
for each
Mountain



MONUMENT
+1 base

then:



+1 for each DIFFERENT TYPE adjacent
(Residential, Commercial, Industrial, Monument, Water, Mountain)

Count a type only once, even if there are multiple copies of the same type.



DISTRICT BONUS



The largest orthogonally connected group of Residential buildings (of any player) awards:



+8 points to the player in majority



+4 points each in case of a tie



If the largest group is tied in size with another, neither player earns the bonus: move down to the next size.



EVENTS

At the end of round 5 and at the end of round 10, a random event (Flood/Landslide/Earthquake) is resolved one player at a time in REVERSE turn order.



FLOOD



Place 1 Sea tile on any empty space.



LANDSLIDE



Place 1 Mountain tile on any empty space.



EARTHQUAKE



Demolish 1 of YOUR buildings, returning it to your supply.



END OF THE GAME

After round 15, the player with the highest total score wins.



PLAN. BUILD. EXPAND. CREATE YOUR CITY.

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