

## Scoring

A player receives points for every zone of attractions or parks containing a tourist. Players receive no points for zones without a tourist in it.

A zone consists of horizontally or vertically connected fields of attractions or parks.

If there are 2 or more tourists in one and the same zone, the player only receives points for 1 tourist. The other tourists in that zone do not receive any points.

## Levels of playing

Cities can be played at three levels. Every step higher brings more scoring options. This makes the game more interesting, but also more difficult to play.

### Level 2: Dilemma

This is a tough level of scoring in which the terraces also play their part. If you want to win, you will have to plan ahead.

A tourist at an attraction receives:

- 1 point for every field in the same zone.

A tourist in a park receives:

- 1 point for each field in the same zone.

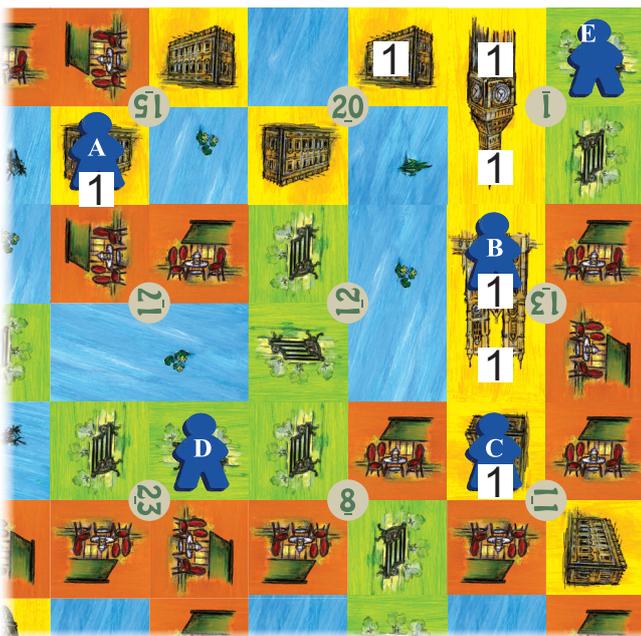
A tourist at a terrace receives:

- 1 point for each water field he looks at from his position at the terrace.

A tourist looks at all water fields that lie in a continuous straight line in a horizontal or vertical direction from his position at the terrace.

Be aware: If more than one tourist looks at the same water field or water fields they all receive points for these water fields.

Blue receives  $1(A) + 6(B) + 0(C) = 7$  points for the attractions.



Blue receives  $5(D) + 2(E) = 7$  points for the tourists in the parks.



Blue receives  $4(A) + 2(B) + 3(C) + 1(D) = 10$  points for the tourists at the terraces.



Tourists B and C both look at the water fields inside the dotted lines. Both of them receive two points for these fields.