

On Kickstarter!

November 29th - December 16th

 kickstarter.com/projects/alderac/shake-that-city-from-aeg

SHAKE THAT CITY

Daily Shake!

Play Daily Shake with us on the grid below for **15 days: 11/26 - 12/10**.

Mark off each day **1 2 3 4 5 6 7 8 9 10 11 12 13 14 15** No color is blocked on days 13, 14, & 15.

The main grid is a 6x6 square with a central 2x2 area of gray tiles. Surrounding the grid are bonus tiles with icons and 'x4' multipliers. The bonus tiles are:

- Top-left: Green field with a house icon, a tree icon, and a factory icon.
- Top-middle: Red field with a house icon.
- Top-right: Gray field with a cross icon.
- Middle-left: Blue field with a shopping bag icon.
- Middle-right: Brown field with a cross icon.
- Bottom-left: Black field with a factory icon.
- Bottom-right: Green field with a tree icon.

 Each bonus tile has a yellow building icon with the number '3' and a 'x4' multiplier. The grid itself has a color-coded background: green for parks, brown for roads, gray for factories, and blue for shops.

• Learn how to play STC here:

 youtu.be/qaTr9PsV6Fs

• Get your #DailyShake at these platforms:

 facebook.com/alderac

 @alderac

 @alderaceg

 boardgamegeek.com
(Shake That City page - Play By Forum)

• Play Along:

1. Each day, pick a color from the Daily Shake pattern, except the color with the most cubes. If tied for most, no color is blocked.
2. Draw the buildings on the grid using the line drawing examples below.
3. Cross off Bonus Tiles when you fulfill **either half**.
4. Add your scores below!

—		Red Homes
—		Green Parks
—		Black Factories
—		Gray Roads
—		Blue Shops
—		Bonus Tiles
—		Total

Homes

2VP per group
0VP if adjacent to Factory

Parks

Up to 2VP max.
1VP if adjacent to Factories
1VP if adjacent to Homes

Factories

Up to 2VP max.
1VP if adjacent to Factories
1VP if adjacent to Roads

Roads

Score 1 point per adjacent Road that leads to the edge of the board.

Shops

Score according to zone if connected to edge, either by being adjacent or connected by Roads.