

SHAKE THAT CITY™

WILD NIGHTS

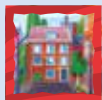
Mads Fløe & Kåre Torndahl Kjær

This is not a complete game. A copy of *Shake That City* is required to play *Wild Nights*.

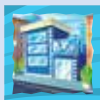


1 Cube Shaker

1 Rules Sheet
(Rules on back)



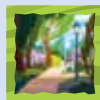
2 Home Tiles*



2 Shop Tiles*



2 Factory Tiles*



2 Park Tiles*



2 Road Tiles*



8 White Wild Cubes



27 Mini Building Tiles*

*Add these extra building tiles to your existing *Shake That City* tiles.
Actual components may vary.

WELCOME BACK, CITY PLANNERS!

You've been hard at work designing the best city blocks. Now it's time to get a little wild! To shake things up, we're throwing a twist into our beloved **Cube Shaker**: 8 wild cubes that will present a new challenge in picking the building patterns for your new nightlife-lovin' city!

GAMEPLAY OVERVIEW

Wild Nights adds a set of new **Wild Cubes** to the mix. Add these 8 white cubes one at a time to the Cube Shaker for the first 8 rounds. When dispersed into the 3 x 3 pattern, players can assign them to match the color of any other cube also in the pattern. **All** players have a choice to add the Wild Cubes to their chosen color. Choose carefully because Wild Cubes that come out of the shaker are not returned!

CUBE SHAKER ASSEMBLY

Please refer to your *Shake That City* base game rulebook for assembly instructions, or head to www.alderac.com/shake-that-city to find a video tutorial.

This is an all-new promotional micro expansion. Micro expansions bring new and exciting ways for you to play your favorite AEG games.

Check out alderac.com/micro-expansions for more!

Questions? alderac.com/customer-service | www.alderac.com/shake-that-city

©2023 Alderac Entertainment Group.

2505 Anthem Village Drive, Suite E-521, Henderson, NV 89052, USA.

Shake That City and all related marks are ™, ® and © where indicated Alderac Entertainment Group, Inc. or Mads Fløe & Kåre Torndahl Kjær. All rights reserved. Printed in China.

Imported and distributed in the UK by Esdevium Games Ltd – trading as Asmodee UK, 6 Waterbrook Road, Alton, Hampshire, GU34 2UD, Tel: 01420 593 593

Imported and distributed in the EU by Kaissa SA, 45th Street, VIOPA, 13341, Ano Liosia, Attika, Greece, Tel: +302108328511

Warning: Choking Hazard! Small parts.
Not for use by children under 3 years of age.



Wild Nights is played using the rules from *Shake That City* with changes to the following phases:

GAME SETUP

1. In addition to the game setup laid out in your base game rulebook, put 1 white Wild Cube into the *Wild Nights Cube Shaker* along with the 32 **Wooden Cubes** from the base game.



2. After you've placed the **Round Tracker Disk** onto the **Round Tracker Board**, add 1 Wild Cube to each spot numbered 2 through 8.



CHOOSE BUILDING COLORS

The **active player** will still pick one building color from the pattern of cubes that only they can use for that round. If there is any number of Wild Cubes in the pattern, they may choose to add all of them to the color they picked.

Players can never use Wild Cubes as a color that is not in the 3 x 3 pattern dispersed by the Cube Shaker.

After the **active player** has chosen their color, the other players may choose any other building color as normal, and if there are Wild Cubes present, they may add all of them to the color they picked as well.

When players add the Wild Cubes to any building color pattern, they must use all the Wild Cubes present in that pattern.

END OF ROUND

When all players have finished placing their **Building Tiles**, remove all Wild Cubes that came out in the 3 x 3 pattern from the game before putting the rest of the colored cubes back into the Cube Shaker. Place them back into the box until your next game.

Wild Cubes never return to the Cube Shaker once they have come out.

Next, the **active player** moves the Round Tracker Disk forward one space on the Round Tracker Board, and if there is a Wild Cube on that space, they put it into the shaker.

GAME END

The game ends on round 15. Players then add up their scores as they would in the base game.

VARIANTS

You can play the *Wild Nights* expansion with the **Family Variant** and the **Construction Variant**.

When playing the **Solo Variant** with *Wild Nights*, Objective 2 is updated as follows:

Objective 2: Score **60 points or more** at the end of the game to win.

CREDITS:

Game Design:
Mads Fløe &
Kåre Torndahl Kjær

Illustrations:
Olga Kim

Graphic Design:
Jay Hernishin

Director of Projects:
Nicolas Bongiu

Production:
David Lepore &
Adelheid
Zimmerman

Development & Rules:
Kirk W Buckendorf

Rules Editor:
Dan Varrette

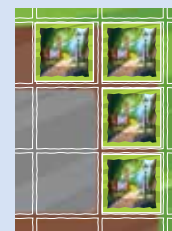
PLAYTESTING:

Amanda Wong, Christopher LeBanca, Dan Varrette, Eric Buckendorf, Tim Rivera, Brad Watson, John Hall, Matt Lundh, Marcy Wright, Dustin Wright, John Zinser, Robert Swarowski, Nicolas Bongiu, Joe Livingston, Ryan Dancey

EXAMPLES



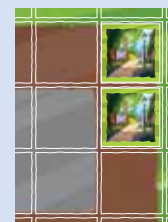
Example 1: Player 1, the **active player**, chooses green and also chooses to add the Wild Cubes to their pattern. Player 1's **Park** tile pattern will look like this:



PLAYER 1

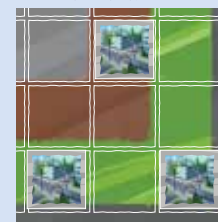
Example 2: Player 1, the **active player**, chooses green but does not add the Wild Cubes to their pattern. Player 2 chooses gray and adds the Wild Cubes. Player 3 chooses black and adds the Wild Cubes. Player 4 chooses red but does not add the Wild Cubes. All four players' building patterns look like this:

PLAYER 1



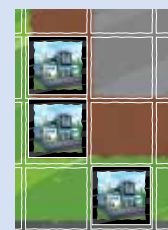
(Green with no Wild Cubes)

PLAYER 2



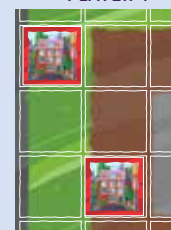
(Gray with Wild Cubes added)

PLAYER 3



(Black with Wild Cubes added)

PLAYER 4



(Red with no Wild Cubes)