

# SHAKE THAT CITY

Daily Shake!

## KYOTO

京都



# LET'S GO! TO JAPAN

日本に行こう

On Kickstarter!  
March 21st - April 10th

[kickstarter.com/projects/alderac/lets-go-to-japan-from-aeg](https://kickstarter.com/projects/alderac/lets-go-to-japan-from-aeg)

Play Daily Shake with us on the grid below for **15 days: 3/6 - 3/20**.

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 area with a river on the right. Bonus tiles are placed around the grid, each with a '3' and a drawing example. The bonus tiles are:

- Top-left: 3 Bonus Tiles, 2x2 grid, x2 multiplier.
- Top-middle: 3 Bonus Tiles, 1x4 grid, x4 multiplier.
- Top-right: 3 Bonus Tiles, 1x4 grid, x4 multiplier.
- Middle-left: 3 Bonus Tiles, 1x4 grid, x4 multiplier.
- Middle: 3 Bonus Tiles, 1x4 grid, x4 multiplier.
- Bottom-left: 3 Bonus Tiles, 1x4 grid, x4 multiplier.

- Learn how to play STC here: [youtu.be/qaTr9PsV6Fs](https://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:
  - 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.
  - Draw the buildings on the grid using the line drawing examples below.
  - Cross off Bonus Tiles when you fulfill **either half**.
  - Add your scores below!

- Red Homes
- Green Parks
- Black Factories
- Gray Roads
- Blue Shops
- Bonus Tiles
- \_\_\_ Total

### Homes

2VP per group  
3VP if adjacent to Riverfront  
0VP if adjacent to Factory

### Parks

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

### 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 concrete edge, either by being adjacent or connected by Roads.  
green=1, brown=2, gray=3