

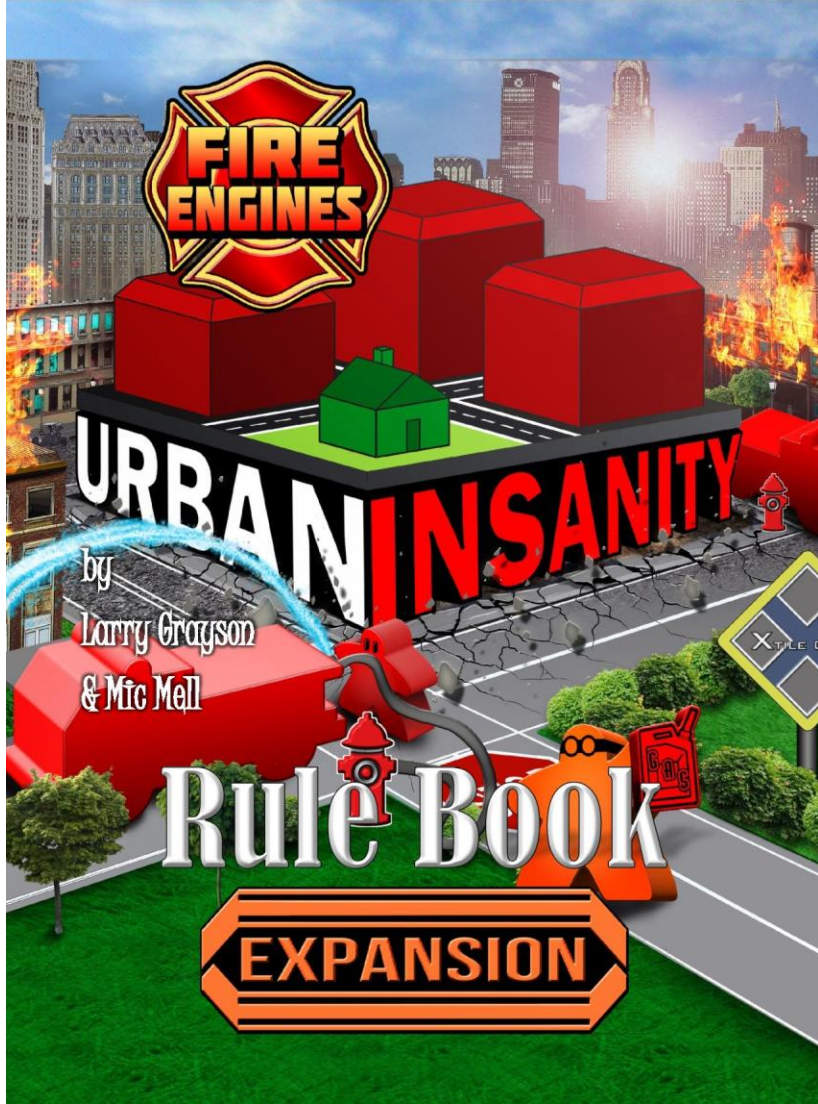


# URBAN INSANITY

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## Rule Book

EXPANSION





## Introduction

The **Fire Engines Expansion Set** lets you set your opponents' buildings on fire!

The city is now full of fire bugs and arsonists that would like nothing better than to see the entire city go up in flames.

Start a small fire and lower the value of your opponent's real estate. Or hire an arsonist and burn their city block to the ground!

If your own buildings are set ablaze, you can sound an alarm and bring the local fire station to your rescue to put out the flames. Hopefully, the Fire Truck can make it across town in time to help before you're left with a smoking pile of useless rubble.

Use some smart planning and place strategic fire hydrants in your city blocks to protect yourself from "accidental" fires.

It's four-alarm Urban Insanity, and no one is safe from the flames!

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## Setup



Place the 10 Blaze Tokens, Fire Truck, and movement dice off to one side.

Shuffle the 6 Fire Station tiles and the 6 Fire Hydrant tiles in with the other city tiles.



Shuffle the 9 Fire Engines Action Cards in with the other action cards.

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## Action Cards



**FIRE BUG**—Before you draw and play a tile, you may place a Blaze Token on a building on any *unoccupied* tile that is part of a complete or incomplete city block.

**ARSONIST**—Before you draw and play a tile, you may place up to *three* Blaze Tokens. Only one Blaze Token can be placed on a single tile, but more than one may be placed in a city block.



**FIRE ALARM**—Before you draw and play a tile, you may move the Fire Truck. See pages 6-9 for instructions on moving the Fire Truck.

After you move the Fire Truck, draw and play a tile. *You do not have to move the Fire Truck.*



## Fire Engines Tiles



**Fire Station tile**—You may either use this tile normally and play a piece on it, **OR** you may place the Fire Truck on the STOP sign on this tile and move the Fire Truck. If the Fire Truck is already in play, you may move it to this fire station tile.

See pages 6-9 for instructions on moving the Fire Truck.



**Fire Hydrant tile**—If the building with the fire hydrant symbol is placed in a city block that has any Blaze Tokens on it, remove all Blaze Tokens from that city block.

After removing Blaze Tokens, you may play a piece on the fire hydrant tile, as normal.

No Blaze Tokens may be placed on a building that is part of a city block connected to a fire hydrant.



## Moving the Fire Truck



If the Fire Truck is not on the table when you draw a FIRE ALARM action card, you may place it on the STOP sign of any *unoccupied* Fire Station tile or any *unoccupied* highway EXIT tile.

EXIT

Roll two dice. The **highest** die determines the number of movement points you have for moving the Fire Truck.

EXIT



Counting each STOP sign, EXIT sign, YIELD sign, stadium, or cul-de-sac as one movement point, move the Fire Truck car along the roads and highways. *You may not move onto or through the same tile twice.*

You may enter the highway at any EXIT or YIELD sign. It then takes one movement point to move to any other EXIT sign. *You may not leave the highway at a YIELD sign—only at an EXIT sign.*

***If the Fire Truck passes through or stops on a tile that contains a Blaze Token, remove it.***

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The Fire Truck has the right-of-way. You may pass through tiles that have other pieces on them, but you may not end the Fire Truck's movement on an occupied tile, unless it has a Blaze Token.



The Fire Truck may **not** move through or stop on an **occupied** stadium.

Unoccupied stadiums are treated just like a STOP sign when moving the Fire Truck.

In order for you to use a movement point, the Fire Truck must be able to trace its path along roads and highways to another STOP sign, YIELD sign, EXIT sign, stadium, or cul-de-sac without backtracking or moving through the same tile twice in that turn.

The Fire Truck stops when it can no longer make a legal move or runs out of movement points.

The Fire Truck remains where it is until someone else draws a FIRE ALARM action card or plays a Fire Station tile.

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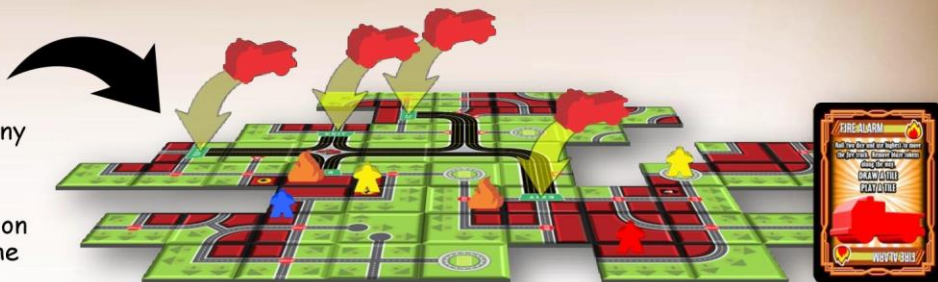


## Moving the Fire Truck (continued)

The **YELLOW** player draws a FIRE ALARM action card.

The Fire Truck is not on the board, so he can place it on any one of the unoccupied EXIT signs.

Note that he cannot place it on the EXIT sign occupied by the Blaze Token.



The **YELLOW** player places the Fire Truck on an unoccupied EXIT sign and rolls 6 and 1 on the dice, allowing him to move 6 times.

He moves (1) to a STOP sign, removing a Blaze Token from a completed building, (2) to the stadium, (3) to another STOP sign, (4) to a second EXIT sign, removing another Blaze Token from a city block he controls, and (5) along the highway to another EXIT sign, choosing not to move it a 6<sup>th</sup> time.



## Blaze Tokens

Each Blaze Token in a city block reduces the value of each building in that city block by 1.

Blaze Tokens remain on a city block even after it is complete. The Fire Truck may remove a Blaze Token from a completed city block. Once all 10 Blaze Tokens are used, no more may be placed until one is removed.

No extra points are awarded for store icons if a city block has one or more Blaze Tokens.

1. A completed city block with one Blaze Token will score 1 point per building.
2. A completed city block with two or more Blaze Tokens scores no points for the buildings
3. An incomplete city block with one or more Blaze Tokens scores no points at the end of the game.
4. Suburbs do not score points for completed city blocks with one or more Blaze Tokens.



## Miscellaneous Rules

A tile with a Blaze Token counts as being occupied. No other piece may be placed on a tile with a Blaze Token, or vice-versa.

Blaze Tokens may not be placed on stadiums, roads, or suburbs.

### Mobsters

The Fire Truck may move through a tile with a Mob Car, but may not end its move on a tile with a Mob Car, and vice-versa. Mob Cars do not remove the Fire Truck.

### Franchises

No Franchise Tokens are awarded for completing a city block with one or more Blaze Tokens.

### Skyscrapers

If a city block has one or more Blaze Tokens on it, each skyscraper tile in that city block counts as a normal building and does not add any point value to other buildings in that city block.



# Get all 6 Expansion Sets!



They have arrived! Take over your opponents' cities and abduct their Urbanites!

STOP



Build cities at twice the speed using your bulldozer. Erect a skyscraper! Bring in a wrecker and clear out your opponents' buildings!



It's all-out gang warfare, Mafia style! Wipe out your opponents! Bribe the cops and put them in jail!



Air-drop your Urbanites anywhere! Double the points on roads. Gas up your vehicles! Go, Go, Go!



Hire an arsonist to light up your opponents' city block! Call in the fire brigade to save your buildings! It's four-alarm insanity!

STOP



Become a business tycoon! Grab up valuable real estate and create a monopoly! It's Wall Street and the market is open!