



English Rulebook

To make the game easier to play, some terms in these English rules remain in Dutch. These are terms that also appear on the game components, such as the names of Buildings, Personnel and Materials. This makes it easy to match the rules with the corresponding cards and game boards.

All other terms are translated into English. An overview of the Dutch terms and their English translations can be found on the last page of this rulebook.



Contents

- 80 Building cards, including:
 - 30 Residential Buildings (10 types, 3 of each)
 - 30 Public Buildings (10 types, 3 of each)
 - 20 Commercial Buildings (10 types, 2 of each)
- 9 Objective cards
- 4 Construction Sites
- 1 Design Table
- 1 Materials Market
- 12 Personnel pawns
 - In 3 colours (green, purple, black, 4 of each)
- 48 Material blocks
 - In 3 colours (yellow, blue, orange, 16 of each)
- 85 Money coins
 - 50 Money coins with a value of 1
 - 25 Money coins with a value of 5
 - 10 Money coins with a value of 10
- 6 Dice
 - In 6 colours (green, purple, black, yellow, blue, orange)

Setup

Give each player a Construction Site **1**. Give each player 1 Personnel pawn of each colour (green, purple, black) and place them on position 1 of the matching colour on the Construction Site **2**. Each player starts with 1 Personnel member of each type (*Bouwvakker*, *Ontwikkelaar*, *Architect*). Place the following number of Material blocks of each colour (yellow, blue, orange) in the centre: 9 with 2 players, 12 with 3 players or 16 with 4 players. This is the Material Supply **3**. From the Material Supply, give each player 2 Material blocks of each colour. Each player therefore starts with 2 Material blocks of each type (*Hout*, *Metaal*, *Steen*) **4**. Place the Materials Market in the centre and put 2 Material blocks of each colour on it from the Material Supply **5**.

Place all Money coins in the centre. This is the Money Supply **6**. Give each player Money coins with a total value of 8 from the Money Supply. This is the amount of Money each player starts with **7**.

Place the Design Table in the centre **8**. Sort the Building cards into 3 decks: Residential Buildings, Public Buildings and Commercial Buildings. Shuffle each deck and deal 4 cards to each player: 2 Residential Buildings, 1 Public Building and 1 Commercial Building **9**. Players may look at their cards, but may not show them to other players. Place the face-down deck of Residential Buildings on the left of the Design Table. Place the top 2 cards face up on the Design Table. Do the same with the Public Buildings (centre of the Design Table) and Commercial Buildings (right of the Design Table) **10**.

Shuffle the Objective cards and deal 2 to each player **11**. Each player must choose exactly 1 Objective card (see also "Choosing an Objective"). Place the rest in a discard pile.

Randomly determine the starting player. Place the dice next to the starting player **12**.



Example - Starting Setup (3 players)



Aim of the game

In the new city of "Constructopia", several real-estate investors – the players – compete against each other. Who can construct the most valuable Buildings and complete the shareholders' Objective? On a turn, a player collects Material, Personnel and Money, then constructs a Building. Each player takes 8 turns and can construct up to 8 Buildings. Every Building scores points. Players also score points for completing their Objective and for constructing at least 1 Building of each Building Type (Residential Buildings, Public Buildings and Commercial Buildings). The player with the most points wins.

Choosing an Objective

Before the game starts, each player chooses an Objective. Each player receives 2 Objective cards. Each player passes 1 Objective face down – the one they definitely do not want – clockwise to the next player, so everyone again has 2 Objective cards. Each player then chooses exactly 1 of these 2 Objectives and keeps it secret. Each Objective asks a player to make the Buildings they construct stand out from those of the other players in a particular way. If successful, the player scores the points shown on the Objective card. The better the Objective is completed, the more points it scores. There are 3 types of Objectives:

- **Most Material:** Make sure your Buildings require more *Hout/Metaal/Steen* in total than those of any other player. During scoring, is the amount of *Hout/Metaal/Steen* required by the Buildings of the player with this Objective higher than that of every other player (no tie)? The Objective is completed and the player scores 1 point for every 2 *Hout/Metaal/Steen* their Buildings require in total.
- **Most Personnel:** Make sure your Buildings require more *Bouwvakkers/Ontwikkelaars/Architects* in total than those of any other player. Otherwise, this works in the same way as “Most Material”.

- **Most of a Building Type:** Construct more Residential Buildings/Public Buildings/Commercial Buildings than any other player. If successful (again: no tie), the player scores points according to the table shown here.

Number:	1	2	3	4	5	6	7	8
Residential					8	9	11	14
Public				5	6	8	11	
Commercial	6	8	11	15				

Tip

Choosing an Objective may feel somewhat random. Look carefully at the cards in your starting hand and at the face-up cards on the Design Table that you may be able to take first.

Example - Objective “Most Ontwikkelaars”

The player has the Objective shown here. During scoring, do their Buildings require more *Ontwikkelaars* than the Buildings of every other player? If so, the player scores 1 point for every 2 *Ontwikkelaars* their Buildings require. For example, if their Buildings require 23 *Ontwikkelaars* in total and the other players' Buildings require fewer, the player scores 11 points.



Gameplay

The game consists of 8 rounds. Players take turns. Each turn consists of 8 steps (see also the back of these rules). The active player rolls the dice and collects Personnel, Material, Money and new Building cards. Meanwhile, the opponents empty the Materials Market. Finally, the active player constructs a Building and the Materials Market is restocked.



Tip

Use the Gameplay Overview on the back of these rules to follow all steps in the correct order each turn. If the steps get mixed up, it is easy to lose track.



Roll and choose 3 dice

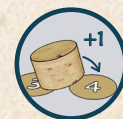
The player whose turn it is – the active player – rolls all 6 dice, then chooses 3 of them.

The **colour** of the chosen dice determines whether the player gains Personnel (green: *Bouwvakker*, purple: *Ontwikkelaar* or black: *Architect*) or Material (yellow: *Hout*, blue: *Metaal* or orange: *Steen*). A player may choose 3 Personnel dice or 3 Material dice. A player may also choose a Material die if fewer than 2 matching Material blocks are available in the Materials Market, or choose a Personnel die of a type for which they have already reached the maximum of 7 Personnel members.

The total number of **pips** on the chosen dice determines how much Money the player receives.

Tip

Place the chosen dice in the designated spaces. Put Personnel dice on the left side of your Construction Site and Material dice on the Materials Market.



Chosen Personnel advances 1 space

If the player chose 1 or more Personnel dice, move the Personnel pawn(s) matching the chosen Personnel die/dice 1 space forward on the Construction Site.



Collect Material

Collect the Material from the chosen Material dice. If the player chose 1 or more Material dice, take **2 matching Material blocks** per chosen Material die from the Materials Market and place them on the Construction Site. If

fewer than 2 blocks of a Material type are available in the Materials Market, take all that are available. The player then collects any **Bouwwakker bonus** from the Material Supply. With 3 or 4 *Bouwwakkers*, take 1 Material block of your choice from the Material Supply; with 5 or 6 *Bouwwakkers*, take 2; and with 7 *Bouwwakkers*, take 3. The player may choose the same or different colours. The bonus may also be collected if no Material dice were chosen.

Note: If the entire Material Supply (all 3 Material types) is empty, the player may take any remaining Material blocks from the *Bouwwakker* bonus from the Materials Market, before the opponents empty it. If the Materials Market is empty as well, then it is what it is.

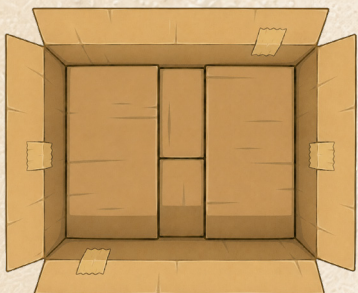


Opponents empty the Materials Market

After the active player has collected Material, the **opponents** divide any Material remaining in the Materials Market. The player whose turn follows the active player chooses **1 Material block** first. The next player then chooses 1 Material block. Continue until all Material blocks from the Materials

Market have been divided. In a 2-player game, all Material not chosen by the active player therefore automatically goes to the opponent.

Note: In the final (8th) round, the remaining Material is no longer divided among the opponents. The Materials Market is still restocked as usual for every turn (see "Restock the Materials Market").



Collect Money

The active player collects Money. First, collect Money from the chosen dice.

Each **pip** on the 3 chosen dice is worth

1 Money coin. Then collect any **Ontwikkelaar bonus**. With 3 or 4 *Ontwikkelaars*, take 2 extra Money coins; with 5 or 6 *Ontwikkelaars*, take 4; and with 7 *Ontwikkelaars*, take 6.



Tip

Use the marked spaces at the bottom of the Construction Site to keep your supplies of Hout, Metaal, Steen and Money organised.

Example – The first steps

At the start of a turn, the active player has 2 *Bouwwakkers*, 3 *Ontwikkelaars* and 1 *Architect*. The player rolls the dice as shown below and chooses the **green, black and blue** dice.

The player gains 1 *Bouwwakker* (green die) and moves the green Personnel pawn 1 space forward. The player gains 1 *Architect* (black die) and moves the black Personnel pawn 1 space forward.

The player now collects Material. Because the blue die was chosen, the player takes the 2 blue Material blocks from the Materials Market. As the player now has 3 *Bouwwakkers*, they may also take 1 Material block of any colour from the Material Supply. The other players then take turns dividing the remaining yellow and orange Material blocks from the Materials Market. Finally, the player receives Money coins with a total value of 14. The chosen dice show 12 pips in total (5, 4 and 3), so the player receives Money coins with a total value of 12. Having 3 *Ontwikkelaars* provides another 2 Money coins.



Take new Building cards

The player takes new Building cards from the Design Table. See also the "Overview of all Buildings" at the back of these rules. The number of *Architects* a player has determines how many and which new Building cards they may take from the Design Table. With 3 or fewer *Architects*, take 1 new Building card. With 4 or more *Architects*, take 2 new Building cards. With 1 *Architect*, only the Building card in the first space of the Design Table may be taken (left, a Residential Building). With 2 *Architects*, cards may be chosen from the first 2 spaces (from the left), and so on. With 7 *Architects*, cards may also be taken from the 3 face-down decks. After a Building card is taken, immediately refill the empty space with a new Building card from the corresponding face-down deck. A player is not required to take Building cards. If a deck runs out, no card can be taken from it.



Tip

You do not have to construct the Building card(s) you take immediately! When taking a card, you therefore do not yet need to have enough Personnel, Material and Money for that Building.



Construct a Building

The active player constructs no more than 1 Building by placing a Building card from their hand face up in front of them. Each Building card shows the required Personnel, Material and Money (see also page 3).

To construct a Building, the player must have enough of each Personnel type (Bouwvakker, Ontwikkelaar, Architect) on their Construction Site. The player **keeps the Personnel** after construction.

The player must have enough of each Material type (Hout, Metaal, Steen) on their Construction Site and **return the required Material to the Material Supply**.

The player must have enough Money on their Construction Site and **return the required Money to the Money Supply**.

Note: A player may **not construct the same Building twice**. A player may construct a Building that another player has already constructed.



Make sure you have enough Material, Money and Personnel for the Building you want to construct. Especially in the first round(s), players sometimes overlook how much Personnel they need.

Example - Construct a Building

The player has 4 *Bouwvakkers*, 5 *Ontwikkelaars*, 3 *Architects*, 2 *Hout*, 3 *Metaal*, 4 *Steen* and 24 Money coins. Their hand includes a *Stadspark* and a *Universiteit*. The player cannot construct the ***Stadspark***: it requires 5 *Bouwvakkers*, but the player has only 4. It also requires 4 *Hout* Material blocks, but the player has only 2. Finally, it requires 26 Money coins, but the player has only 24. The player can construct the ***Universiteit***, as they have enough Personnel, Material and Money. After constructing the *Universiteit*, the player keeps the Personnel and pays the Material and Money, leaving 0 *Hout*, 1 *Metaal*, 1 *Steen* and 1 Money coin.



Restock the Materials Market

Restock the Materials Market by placing 2 Material blocks of each type on it from the Material Supply. If the Material Supply does not contain enough blocks of a particular Material type, place only the available blocks of that type on the Materials Market. The next active player may therefore be able to collect less Material, or the opponents may have less remaining Material to divide. Finally, pass the dice to the next player.

Important construction rules

A few important rules apply when constructing a Building.

Not constructing a Building

If a player chooses not to construct a Building on their turn, or is unable to do so, they must still place 1 Building card from their hand face down in front of them. This Building card cannot be used later and scores no points. The player then chooses 1 of the following 4 options:

- Move 1 Personnel pawn of your choice forward 1 space (the Personnel Bonus applies from your next turn).
- Take 2 Material blocks from the Material Supply, either the same or different colours.
- Take 4 Money coins.
- Take 1 Building card of your choice from the Design Table: a face-up card or a card from a face-down deck.



Missing a Building in one round certainly does not make it impossible to win. It can even be part of your strategy, because you may choose an extra benefit.

There are several Buildings with special abilities or additional rules.

Buildings that provide an additional Personnel member

3 Public Buildings give a player 1 additional Personnel member once, when constructed. The player keeps this additional Personnel member for the rest of the game. Because the "Construct a Building" step takes place after all Personnel bonuses have been collected, newly gained Personnel only count towards Personnel bonuses

from the next turn onwards. If a player constructs the ***Technische school***, they gain 1 additional *Bouwvakker* and move the green

Personnel pawn 1 space forward. A player who constructs the ***Hogeschool*** gains 1 additional *Ontwikkelaar* (move the purple Personnel pawn 1 space forward), and a player who constructs the ***Universiteit*** gains 1 additional *Architect* (move the black Personnel pawn 1 space forward).



Buildings with a construction requirement

3 Commercial Buildings can only be constructed if the player constructed at least one of two specific Public Buildings in an earlier round.

The **Pretpark** can only be constructed if the player constructed a **Basisschool** or **Stadspark** in an earlier round. The **Kantoorgebouw** can only be constructed if the player constructed a **Gemeentehuis** or **Treinstation** in an earlier round. The **Bioscoopcomplex** can only be constructed if the player constructed a **Bibliotheek** or Museum in an earlier round.

Buildings that provide a construction discount

3 Commercial Buildings provide a permanent discount on construction costs. From the round after the player constructed that Building, they need less Personnel, Material or Money to construct a Building. This benefit may then be used again in every round.



The **Hotel** reduces the Personnel required for every Building constructed after the Hotel by 1. For example, if a Building requires 4 Bouwvakkers, 5 Ontwikkelaars and 6 Architects, but the player has only 5 Architects, they can still construct it. They still need 4 Bouwvakkers and 5 Ontwikkelaars.

The **Industrieterrein** reduces the Material required for every Building constructed after the Industrieterrein by 1 Material block. For example, if a Building requires 4 Hout, 1 Metaal and 3 Steen, but the player has 3 Hout, 1 Metaal and 6 Steen, they can still construct it: they pay 1 less Hout. The player may also pay 1 fewer Material block if they have enough Material.

The **Bank** reduces the Money required for every Building constructed after the Bank by 2 Money coins. For example, if a Building requires 18 Money coins but the player has only 16, they can still construct it. The player may also pay 2 fewer Money coins if they have enough Money.

Buildings with points per constructed Residential Building

For 6 Commercial Buildings (**Pretpark**, **Kantoorgebouw**, **Bioscoopcomplex**, **Casino**, **Winkelcentrum**, **Wolkenkrabber**), part of a player's score depends on the number of Residential Buildings they have constructed. For example, the Wolkenkrabber scores 6 base points plus 3 points per Residential Building. If a player has constructed 4 Residential Buildings by the end of the game, the Wolkenkrabber scores $6 + 4 \times 3 = 18$ points. However, these points per Residential Building are scored only if, at the end of the game, that player is **the only player** who constructed that specific Commercial Building. If two players both construct the Wolkenkrabber, for example, both score only the 6 base points.

Scoring

The game ends after every player has taken 8 turns and therefore has 8 Building cards (face up or face down) in front of them. Scoring then begins. Players can score points in 4 scoring categories. Scoring works as follows (see also the back of these rules):

- **Base points per Building:** Each player adds up the points from their constructed Buildings. These points are shown in the top-left corner of the Building cards.

- **Points per constructed Residential Building from Commercial Buildings:** For the relevant Commercial Buildings, each player adds up the points per constructed Residential Building. These points are shown in the top-left corner of the Building card, below the base points. Points per Residential Building only count if the player is the only player who constructed that specific Commercial Building (see also "Buildings with points per constructed Residential Building").

- **Points for constructing each Building Type:** Each player checks whether they have constructed at least 1 Building of every type (Residential Buildings, Public Buildings and Commercial Buildings). If this is the case, they score **5 points**. If this is not the case, they score no points in this category.

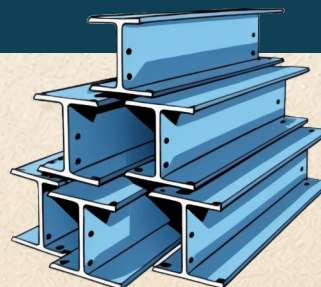
- **Points for a completed Objective:** Each player checks whether their Objective has been completed. If so, they score the number of points shown on their **Objective card** (see also "Choosing an Objective"). If the Objective has not been completed, they score no points in this category.

The following pages show an example of the way the scoring works.



It can be difficult to judge how well you are doing. Even with few points in one scoring category, you can still win. A winning score is usually around 80 points.

Winner



The player with the most points wins. In a tie, the player with the highest combined total of remaining Material blocks and the total value of the Money coins left on their Construction Site wins. If this is also tied, the game ends in a tie.

Example - Scoring with 3 players

Base points per Building: These are the points shown in the top-left corner of the Building cards. Player 1 scores 58 points, Player 2 scores 42 and Player 3 scores 49.

Points per Residential Building from Commercial Buildings: Player 1 and Player 2 both have a *Wolkenkrabber*. Neither scores points per Residential Building for the *Wolkenkrabber* (but both still score its 6 base points in the first category). Player 2 does score 3 points per Residential Building from the *Casino*: 18 points. Player 3 scores 5 points per Residential Building (2 from the *Bioscoopcomplex* and 3 from the *Winkelcentrum*): 20 points.

Points for constructing each Building Type: Player 1 and Player 3 have constructed at least 1 Residential Building, 1 Public Building and 1 Commercial Building. They each score 5 points. Player 2 has no Public Building and scores 0 points in this category.

Points for a completed Objective: Player 1 had the Objective of making their Buildings

require the most Metaal. Their Buildings require 25 Metaal in total, more than Player 2 (21) and Player 3 (20). Player 1 scores 12 points for the Objective: 1 per 2 Metaal. Player 2 had the Objective of constructing the most Residential Buildings. Player 2 has 6 Residential Buildings, more than Player 1 (3) and Player 3 (4), and scores 9 points for the Objective: the score corresponding to 6 Residential Buildings. Player 3 had the Objective of making their Buildings require the most Bouwvakkers. Their Buildings require 22 Bouwvakkers in total. This is more than Player 2 (20), but not more than Player 1 (22). Player 3 scores no points for the Objective.

Total: Player 1 scores 75 points, Player 2 scores 69 points and Player 3 scores 74 points. Player 1 wins.

	Base points	Res. Building (Commercial)	Each Building Type	Objective	Total
Player 1	58	0	5	12	75
Player 2	42	18	0	9	69
Player 3	49	20	5	0	74



Player 1



Player 2



Player 3

Overview of all Buildings

Residential Buildings							
Blokhut	2	1	1	2	1	8	4
Bungalow	1	1	2	1	2	8	4
Rijtheshuis	1	2	1	1	2	8	4
Appartement	2	1	1	1	2	11	5
Boerderij	1	1	2	2	1	11	5
Woonboot	1	2	1	2	2	11	5
Grachtenpand	2	1	2	2	1	14	6
Penthouse	2	2	1	1	3	14	6
Villa	1	2	2	3	2	14	6
Landhuis	2	2	2	2	2	14	7

Public Buildings									
Technische school	1	3	4	3	2	2	17	8	Gain 1 Bouwvakker
Hogeschool	4	1	3	2	3	2	20	9	Gain 1 Ontwikkelaar
Universiteit	3	4	1	2	2	3	23	10	Gain 1 Architect
Bibliotheek	3	2	2	2	3	5	14	9	Bibliotheek or Museum required for Bioscoopcomplex
Basisschool	2	3	2	5	2	3	17	10	Basisschool or Stadspark required for Pretpark
Gemeentehuis	2	2	3	3	5	2	20	11	Gemeentehuis or Treinstation required for Kantoorgebouw
Treinstation	3	5	1	1	4	3	20	10	Treinstation or Gemeentehuis required for Kantoorgebouw
Museum	1	3	5	3	1	4	23	11	Museum or Bibliotheek required for Bioscoopcomplex
Stadspark	5	1	3	4	3	1	26	12	Stadspark or Basisschool required for Pretpark
Ziekenhuis	5	5	5	4	4	4	20	14	

Commercial Buildings											
Industrieterrein									Requires 1 fewer Material block for each new Building		
Bank									Requires 2 fewer Money coins for each new Building		
Hotel									Requires 1 fewer Personnel member for each new Building		
Pretpark											Only with <i>Basisschool</i> or <i>Stadspark</i>
Kantoorgebouw											Only with <i>Gemeentehuis</i> or <i>Treinstation</i>
Bioscoopcomplex											Only with <i>Bibliotheek</i> or <i>Museum</i>
Casino											
Winkelcentrum											
Wolkenkrabber											
Luchthaven											

Credits

Game design and graphic design: Bob Witjes

Illustrations: The illustrations in this game were partly generated using artificial intelligence via OpenArt and ChatGPT/OpenAI.

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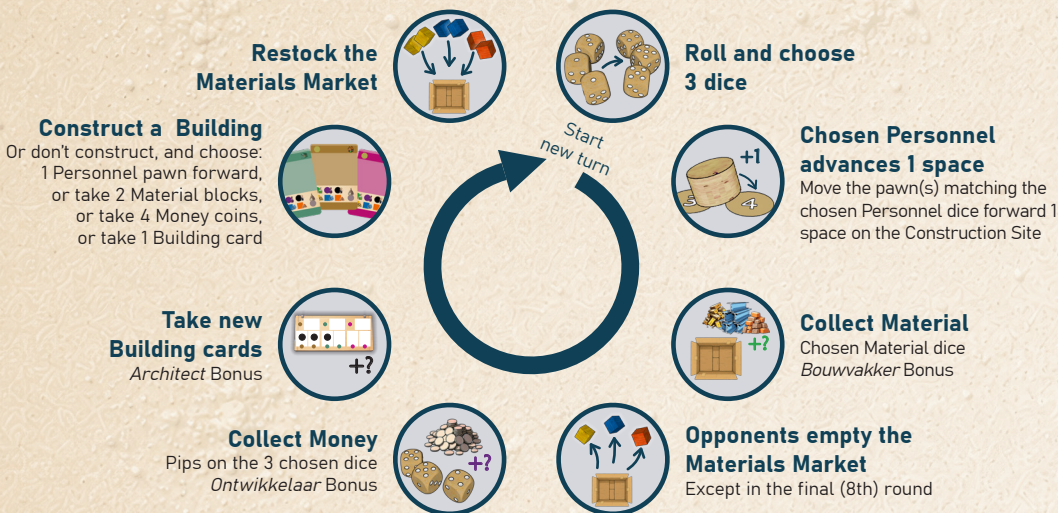
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Overview - Gameplay

Translations



Overview - Scoring

5 + 7 + 10 + ...

Base points per Building

Points for constructed Buildings. Shown in the top-left corner of each Building card.

? /

Points per constructed Residential Building from Commercial Buildings

Shown in the top-left corner of the Building card, below the base points. Only if the player is the only player who constructed that specific Commercial Building.

= 5

Points for constructing each Building Type

5 points if a player has constructed at least 1 Residential Building, 1 Public Building and 1 Commercial Building.

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Points for a completed Objective

The number of points depends on the Objective and the Buildings the player has constructed. This is shown on the Objective card.



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Strategy
Tactics
Luck



2-4



30 p.p.



12+



Item no.:
BWS.CON.1

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Version ENG.2.0 - 9 October 2026



WARNING! Not suitable for children
under 3 years. Contains small parts.
Choking hazard.



Blokhut	Log Cabin	Industrieterrein	Industrial Estate
Bungalow	Bungalow	Bank	Bank
Rijthuis	Terraced House	Hotel	Hotel
Appartement	Apartment	Pretpark	Amusement Park
Boerderij	Farmhouse	Kantoorgebouw	Office Building
Woonboot	Houseboat	Bioscoopcomplex	Cinema Complex
Grachtenpand	Canal House	Casino	Casino
Penthouse	Penthouse	Winkelcentrum	Shopping Centre
Villa	Villa	Wolkenkrabber	Skyscraper
Landhuis	Mansion	Luchthaven	Airport
Technische school	Technical School	Bouwvakker	Construction Worker
Hogeschool	College	Ontwikkelaar	Developer
Universiteit	University	Architect	Architect
Bibliotheek	Library	Hout	Wood
Basisschool	Primary School	Metaal	Metal
Gemeentehuis	Town Hall	Steen	Stone
Treinstation	Train Station		
Museum	Museum		
Stadspark	City Park		
Ziekenhuis	Hospital		