A board game grid titled "HIRSTOPOLIS" with a cityscape illustration. The grid consists of 12 rows and 8 columns of numbered cells. The numbers are arranged in descending order from top to bottom and left to right. The number 60 is highlighted in a red box.

HIRSTOPOLIS

113	114	115	116	117	118	119	120
112	111	110	109	108	107	106	105
97	98	99	100	101	102	103	104
96	95	94	93	92	91	90	89
81	82	83	84	85	86	87	88
80	79	78	77	76	75	74	73
65	66	67	68	69	70	71	72
64	63	62	61	60	59	58	57
49	50	51	52	53	54	55	56
48	47	46	45	44	43	42	41
33	34	35	36	37	38	39	40
32	31	30	29	28	27	26	25
17	18	19	20	21	22	23	24
16	15	14	13	12	11	10	9
1	2	3	4	5	6	7	8

The Islands

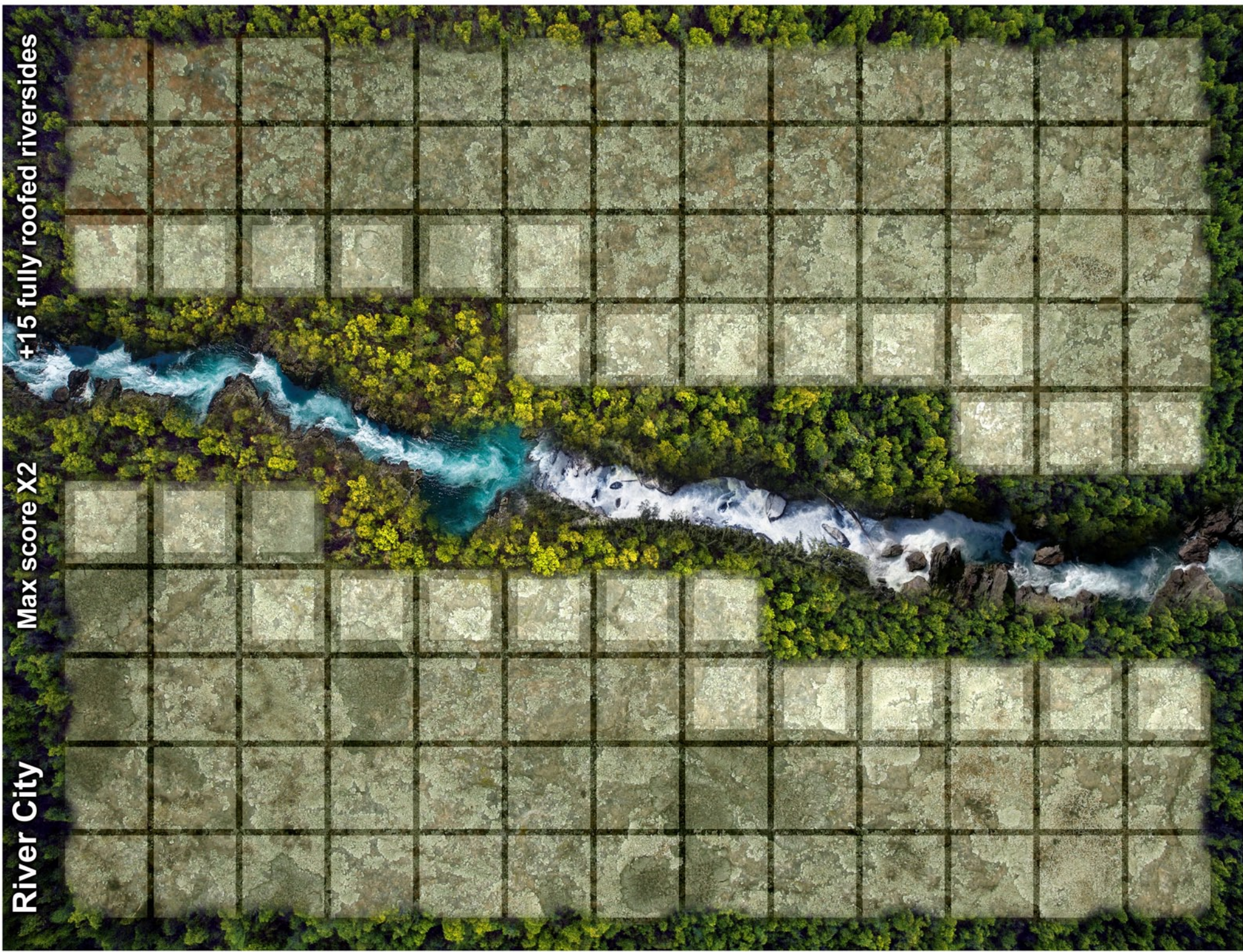
Max score X2



River City

Max score X2

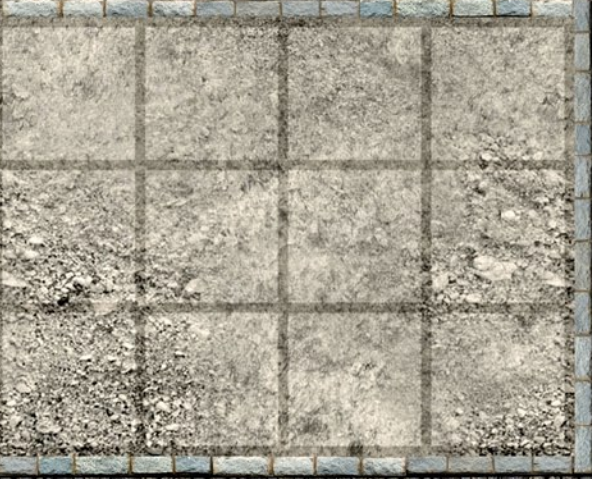
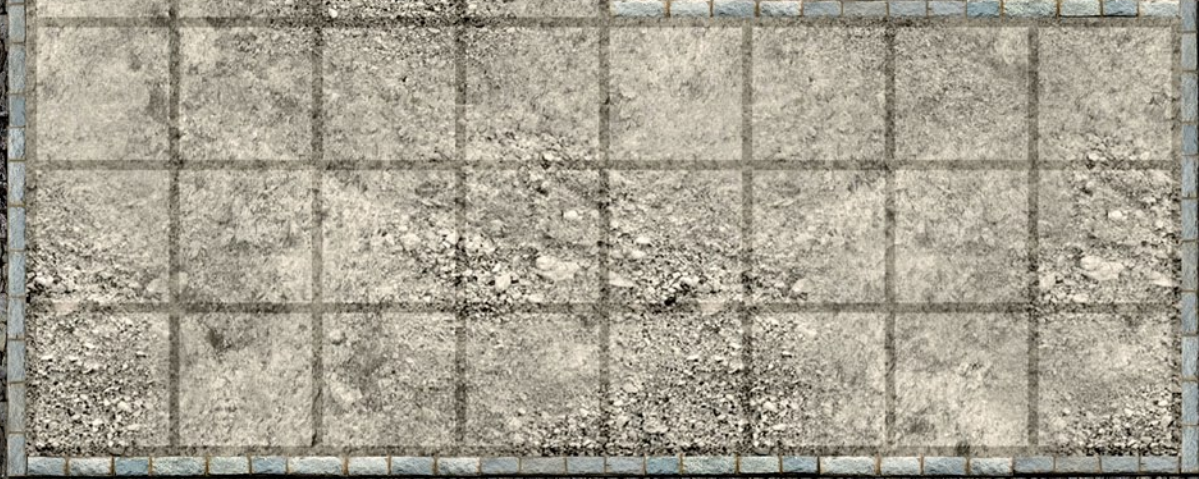
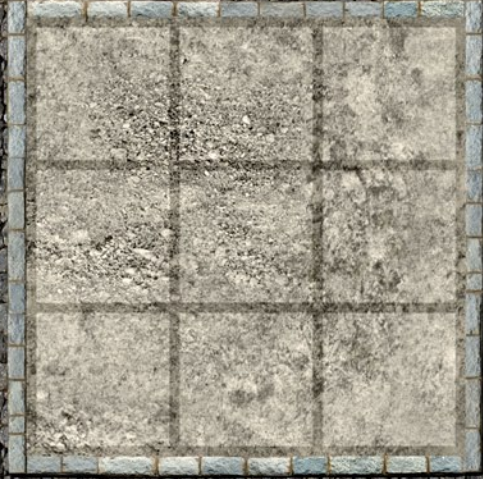
+15 fully roofed riversides



Old Town

Max score X2

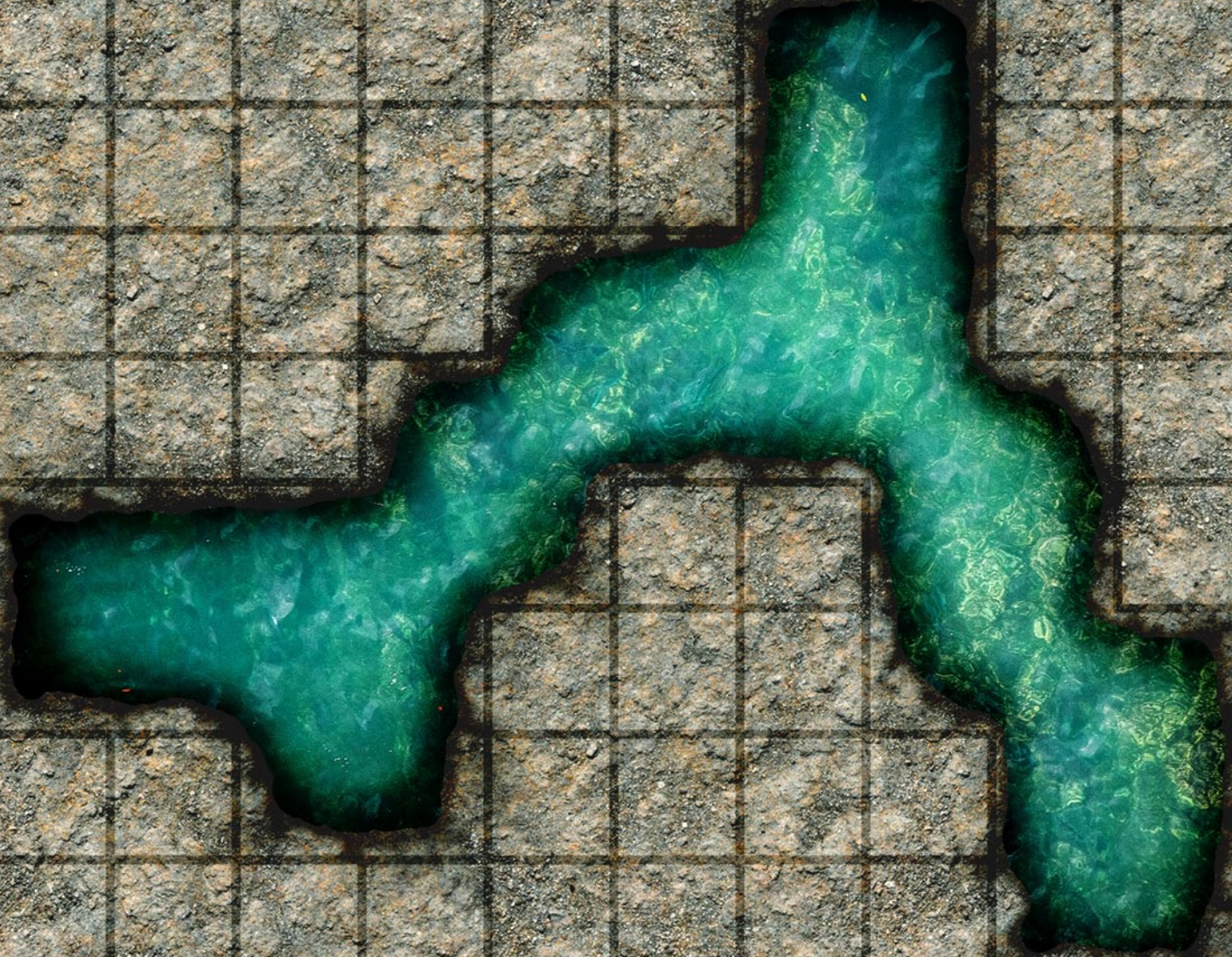
+5 per roofed section



Grand Canal

Max score X2

Must build adjacent



Lava Land

Max score X3

