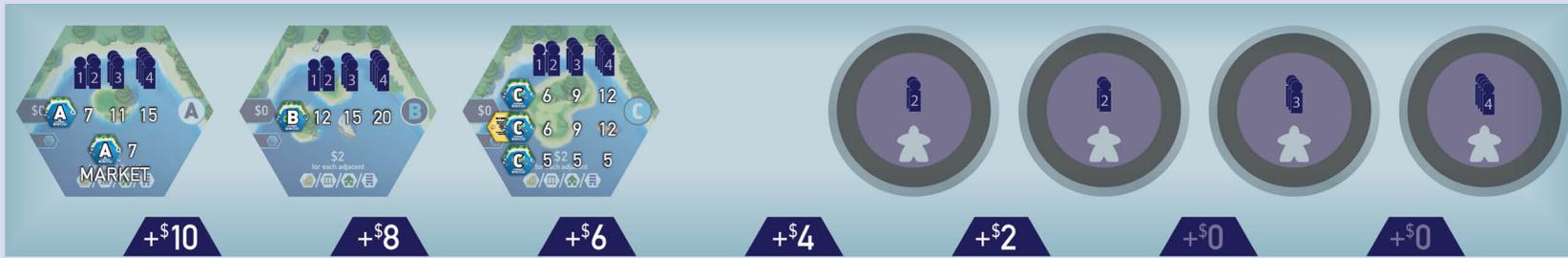
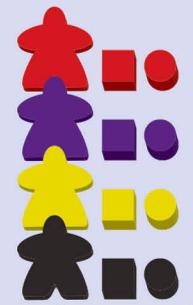


# Contents



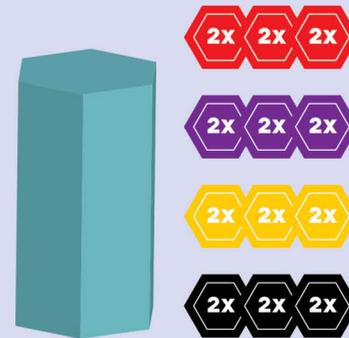
1 double-sided Market Board (the back is used for 5 players if you have *Suburbia Expansions*)



4 Population Meeples  
4 Reputation Cubes  
4 Income Cylinders

0	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140	147	154
1	8	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155
2	9	16	23	30	37	44	51	58	65	72	79	86	93	100	107	114	121	128	135	142	149	156
3	10	17	24	31	38	45	52	59	66	73	80	87	94	101	108	115	122	129	136	143	150	157
4	11	18	25	32	39	46	53	60	67	74	81	88	95	102	109	116	123	130	137	144	151	158
5	12	19	26	33	40	47	54	61	68	75	82	89	96	103	110	117	124	131	138	145	152	159
6	13	20	27	34	41	48	55	62	69	76	83	90	97	104	111	118	125	132	139	146	153	160

1 Population Board



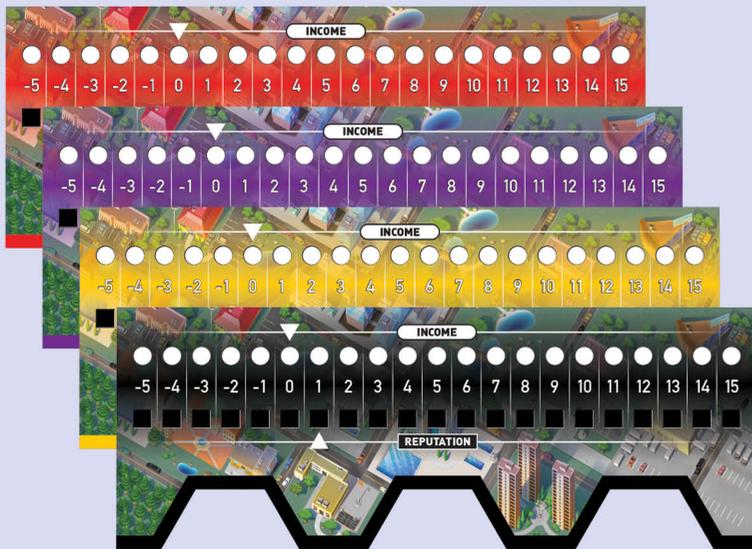
1 Start Player Marker  
12 Investment Markers



1 One More Round Tile



20 Goal Tiles



4 Borough Boards



4 Player Aids



30 \$1s  
20 \$5s  
20 \$10s

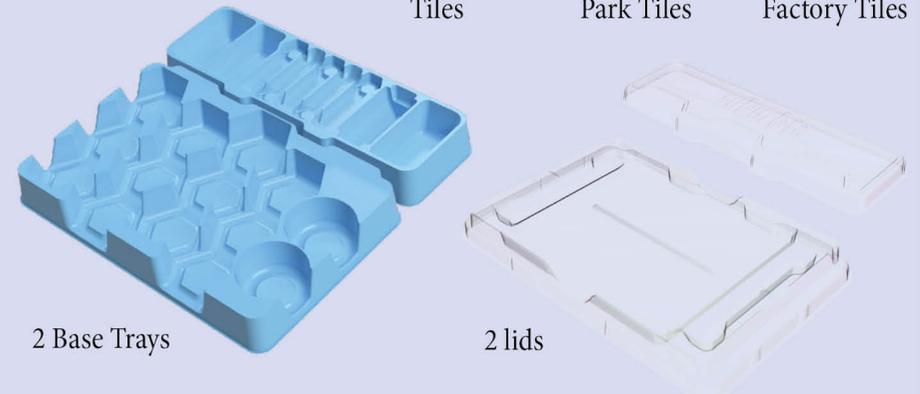


32 A Tiles  
36 B Tiles  
32 C Tiles  
8 Suburbs Tiles  
8 Community Park Tiles  
8 Heavy Factory Tiles



1 Rules

1 Reference



2 Base Trays

2 lids

Keep the foam and punched sprues to place under these trays until you purchase *Suburbia Expansions*, which should be put into this box with its trays.

Go to [beziergames.com](http://beziergames.com) for suggestions on how to store your tiles in the trays.

# Game Setup

1

Place the Population board in the middle of the table, and place the Market board on the table with the 1-4-player side faceup near it.

2

Shuffle 3 stacks of facedown tiles, each stack with a letter on the back (A, B, and C). Then place the following number of tiles on each stack of the Market board:

	A	B	C
1 or 2 Players	14	12	17
3 Players	18	15	23
4 Players	22	20	29



3

Add the One More Round tile to the C stack in the following way: Mix the facedown One More Round tile with 6, 9, or 12 tiles from the C stack for 2, 3, or 4 players, respectively, placing them under the C stack on the Market board. Then take five C tiles from the top of the C stack and place them on the bottom of the C stack (under the tiles you just mixed).

0	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140	147	154
1	8	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155
2	9	16	23	30	37	44	51	58	65	72	79	86	93	100	107	114	121	128	135	142	149	156
3	10	17	24	31	38	45	52	59	66	73	80	87	94	101	108	115	122	129	136	143	150	157
4	11	18	25	32	39	46	53	60	67	74	81	88	95	102	109	116	123	130	137	144	151	158
5	12	19	26	33	40	47	54	61	68	75	82	89	96	103	110	117	124	131	138	145	152	159
6	13	20	27	34	41	48	55	62	69	76	83	90	97	104	111	118	125	132	139	146	153	160



4

Place money near the Market board.

5

Take seven A tiles from the top of the A stack you've created and place them faceup below the Market board, creating the Real Estate Market.

6

Shuffle the goal tiles facedown. Randomly select one goal per player, and place them faceup on the Market Board. Keep the rest nearby for Player Setup.

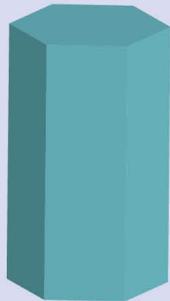
7

Place four Heavy Factory, Community Park, and Suburbs tiles faceup near the Market board.

# Player Setup

1

Randomly choose a start player and give them the Start Player marker.



2

For each player: gather \$15 in coins, two random facedown goals, a Borough board, three Investment markers, and all the wood pieces of the same color, and place them in front of you.



3

On your Borough board, place your Income cylinder on the 0 Income space and your Reputation cube on the 1 Reputation space.



4

Place your Population meeple on the 2 spot on the Population board.



5

Place one Suburbs tile in the middle slot of your Borough board, then one Community Park tile next to it, and one Heavy Factory tile next to the Community Park tile as shown here.

If playing with the reverse side of the Borough board, place the Suburbs in the middle slot against the Borough board, then the Community Park directly above the Suburbs tile, then the Heavy Factory directly above the Community Park tile.



6

Look at your two facedown goals. Keep one, and put the other back in the box. Don't show anyone either of them. The one you keep is your private goal.



*Plan, build, and develop a small town into a major metropolis.*

*Use building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby boroughs.*

***Your goal is to have your borough thrive and end up with a greater population than any of your opponents.***

## Types of Tiles



# Gameplay

On your turn, perform the following four actions in order:

1. Place one building tile or one Investment marker in your borough.
2. Collect or pay money (based on your Income).
3. Adjust Population on the Population Board (based on your Reputation).
4. Add a new tile to the Real Estate Market.

## 1. Place One Building Tile or One Investment Marker

You must choose one of four options: a) take a tile from the Real Estate Market, b) take a basic tile from the supply, c) take a tile to use as a Lake, or d) place an Investment marker.

### a) Take a Tile from the Real Estate Market

When taking a tile from the Real Estate Market, pay the cost shown above the tile (if any) on the Real Estate Market, plus the cost on the tile to the supply. Then place the purchased tile adjacent to any of your tiles. When you do, make any adjustments as noted on the tile descriptions of the placed tile as well as any other affected tiles (see Tile Effect Resolution Order on p. 6). You must be able to pay the full cost for the tile before you place it (i.e., you may not use money you receive from placing the tile to pay for the tile initially).

A tile's effects can be triggered after it is placed. For instance, placing a new Commercial tile next to an existing Community Park results in +1 Reputation each time it happens, even late in the game.

Income and Reputation can never fall below -5 or rise above 15.



Dakota wants an Office Building. That tile costs \$9 and provides +1 Income upon placement and then +1 Income for each adjacent Commercial tile. It is on the +\$2 space of the Real Estate Market.

Dakota pays \$11 to the supply, and places the Office Building next to her Heavy Factory and her Community Park, which provides a +1 Reputation bonus for each adjacent Industrial, Commercial, or Residential tile.

Dakota moves her Income cylinder up 1 space (+1 Income for the immediate effect of Office Building), then moves her Reputation cube up 1 space (The conditional effect of the Community Park is +1 reputation for each adjacent Commercial tile).

### b) Take a Basic Tile

You may take any available basic tile: Suburbs, Community Park, or Heavy Factory. If you do, pay the cost on the tile. Place this tile in the same manner as if you had bought it from the Real Estate Market. These tiles are limited, and can run out during a game. You can't buy any more of a basic tile once it is gone.

After placing a basic tile, you must take any tile from the Real Estate Market, pay only the cost printed above the tile (if any), and discard it.



Toni takes and places a Suburbs on her turn. She then must discard a tile from the Real Estate Market. She can remove Mobile Home Community or Waterfront Realty for free, but she doesn't want Gage, who goes next, to get the Fancy Restaurant tile, so she pays \$4 to the supply to discard the Fancy Restaurant.

### c) Take a Tile to Use as a Lake

When taking a tile to use as a Lake, you must choose a tile from the Real Estate Market. Pay only the cost printed on the Real Estate Market—not the cost on the tile. Place this tile facedown adjacent to one or more of your tiles (which may be faceup or facedown), and gain \$2 per adjacent Industrial, Civic, Residential, or Commercial tile for doing so. If you place another Industrial, Civic, Residential, or Commercial tile next to a Lake, gain \$2 from the supply. When you place another Lake adjacent to an existing Lake, do not gain \$2 for adjacency to the other Lake tile(s).

### d) Place an Investment Marker

You may place an Investment marker on any of your tiles—including a Lake—that does not already have an Investment marker on it. If you do, pay the cost of the chosen tile again, and place an Investment marker on the upper left corner of that tile. Remember, when you place an Investment marker, do not place a tile.

An Investment marker doubles the effects of a tile it is placed on. For instance, an Investment marker placed on a Community Park results in -1 Income, and +1 Reputation for each adjacent Industrial, Commercial, or Residential tile.

Placing an Investment marker does not trigger other tiles' conditional effects. For example, placing an Investment marker on a Community Park that is adjacent to a Heavy Factory does not trigger the -1 Reputation of the Heavy Factory again. An Investment marker does not make the tile it is placed on count as two of those tiles.

An Investment marker's effects are in place for the rest of the game, so for the example above, if another Industrial, Commercial, or Residential tile is placed adjacent to the Community Park when an Investment marker is already on it, you gain +1 Reputation twice, for a total of +2 Reputation.

After placing an Investment marker, you must take any tile from the Real Estate Market, pay only the cost printed above the tile (if any), and discard it.



Gage wants to place an Investment marker on a tile. His three best options are placing it on (1) the “A” Lake tile, which costs \$0 and gives Gage \$10 (\$2 for each of the 5 adjacent tiles), (2) the Parking Lot, which costs \$12 and allows Gage to move his Income cylinder 3 spaces to the right (+1 Income for the Parking Lot itself, +1 Income for the adjacent Community Park, and +1 Income for the adjacent Office Building), or (3) the Community Park, which costs \$4 and reduces Gage’s Income by 1 but allows him to move his Reputation cube 3 spaces to the right (+1 Reputation for the adjacent Suburb, +1 Reputation for the adjacent Heavy Factory, and +1 Reputation for the adjacent Parking Lot).

## 2. Collect or Pay Money (based on Income)

If your Income cylinder is on a positive number, take that amount of money from the supply. If your Income cylinder is on a negative number, pay that amount immediately to the supply. If you don’t have enough money, pay what you can and then move your Population meeple backward one space for each \$1 you still owe. A player cannot have a Population less than 0, so if your Population meeple is at 0 and you still owe money, nothing happens.

## 3. Adjust Population (based on Reputation)

If your Reputation cube is on a positive number, increase your Population by that amount. If your Reputation cube is on a negative number, decrease your Population by that amount. If your Population meeple is at 0, but you still have negative Reputation to account for, pay \$1 to the supply for each remaining point. If you run out of money, nothing happens.

As your borough grows, it costs more to maintain, and its “small town” charm will decrease. This is represented by red lines on the Population track. When your Population meeple crosses a red line, reduce your Income and Reputation each by 1 (one space to the left) for every red line you move past. If your Population dips below a red line, increase your Income and Reputation each by 1 (one space to the right).

When you place a tile, sometimes you have multiple adjustments. When adjusting Population past a red line, immediately decrease your Income and Reputation, even if you haven’t finished all the other adjustments yet.

If a decrease to Income or Reputation would cause either or both to be less than -5, the Income cylinder or Reputation cube stays at -5.

## 4. Add a New Tile to the Real Estate Market

Slide the remaining tiles on the Real Estate Market to the right to fill in the gap from the removed tile (there will always be a tile removed on each player’s turn). Then take a new tile from the appropriate stack (see Tile Progression below), placing it faceup at the far left of the Real Estate Market.

# Tile Progression

As the game continues, eventually the tiles from the A stack will run out. The next tile should be drawn from the top of the B stack. When the B stack runs out, the next tile should be drawn from the top of the C stack. Somewhere in the bottom half of the C stack is the One More Round tile, which indicates that the game will end soon (see End of the Game).

# End of the Game

When the One More Round tile is flipped over, discard it and finish the current round (draw another tile to replace the One More Round tile). Then everyone plays one more full round, starting with the start player. All players take the same number of turns in the game.

## Final Scoring

After the last player finishes their turn, begin final scoring. There are two parts to final scoring: goals and converting money to Population. Always score goals first.

## Ignore Red lines During Final Scoring

At the end of the game, Population bonuses for accomplished goals and converting money to Population do not trigger the Income and Reputation effect of the red lines.

## Award Goals

The Population bonus from each public goal is awarded to a single player who achieves that goal. If two or more players tie for a goal, no one scores that goal’s Population bonus.

Then, in turn order, reveal each player’s private goals. If a player has singularly achieved their private goal (without tying another player), they score that goal’s Population bonus. Only the owner of a private goal tile may score the Population bonus for that goal.

Goal tiles can be either public (placed on the Market Board with everyone vying for them) or private (kept by a single player at the beginning of the game, which only they can score). In both cases, the points are scored at the end of the game, and only by a player who has alone achieved the goal (ties result in no one scoring that Population bonus). For private goals, only the owner of the goal may score the end game Population bonus.



In the case of tile goals, these always refer to tiles placed in each player’s borough. The same goes for the Employer (Fewest Investment Markers) goal; only the Investment markers played in a player’s borough count towards that goal.

When scoring a Population bonus, red lines do not adjust a player’s Income or Reputation.

Players score goals before exchanging money for Population (\$5 per 1 Population). This ensures that the Billionaire (Most Money on Hand) and Spendthrift (Least Money on Hand) goal winners are determined before money is exchanged for Population.

## Convert Money to Population

Convert your money by returning it to the supply. Score 1 Population for every \$5 you return to the supply, rounded down (keep any leftover money as a 3rd-level tiebreaker).

## Winning and Tiebreaking

The player with the highest Population on the Population board wins!

In case of a tie, the player with the highest Reputation among tied players wins. In case of another tie, the player with the highest Income among tied players wins. If players are still tied, the player with the most remaining money (not including money converted for Population) wins.

In case of a further tie (at which point the tied players are probably incredibly amused), all tied players play another game of Suburbia to determine the winner of the first game.

# Building Tiles

Each building tile that you place affects your city in some way. Tiles generally fall into one of four categories: Residential, Industrial, Commercial, and Civic. Most tiles give bonuses or penalties to Income, Reputation, or Population, and some give you special abilities.

Tiles must always be placed so that at least one edge is adjacent to another tile (faceup or facedown). Tiles can be placed so that they go around (but not on top of) the Borough board or other tiles.

**Tile Cost:** \$9 + the amount printed on the Real Estate Market above where this tile was displayed

**Tile Kind:** This is a Commercial tile

**Conditional Effect:** Move your Income cylinder to the left one space for every other Restaurant tile built after this one



**Immediate Effect:** Move your Income cylinder 3 spaces to the right

**Interactive Icon(s):** This tile interacts with other tiles that have a Restaurant icon

**Tile Name**

## Tile Terminology

**/ (between icons):** That effect applies to any tiles with any of those icons.

**for all other boroughs:** This refers to tiles in every borough except yours.

**for each adjacent:** These tiles require you to count the number of tiles of that kind that are directly next to the tile, where one straight edge of the tile touches a straight edge of another tile.

**for each of your:** This refers to tiles that you have placed in your borough only (and in some cases even the tile itself if it is the type specified). For instance, a High School provides its owner with 3 Population for every Residential tile in the owner's borough.

**for every:** This refers to all tiles in all boroughs, including your own borough and including the tile itself (if it fits the criteria).

**\$:** When shown on the left corner, this is the cost of the tile. When shown elsewhere, you will take \$ from the supply (or in cases when it is red, put it back in the supply). For all tiles where you take money from the supply, gain that money both when you place that tile, as well as when designated tiles are placed afterward.

**○ ○:** Increase (black) or decrease (red) your income on your Borough board by the number shown.

**■ ■:** Increase (white) or decrease (red) your reputation on your Borough board by the number shown.

**★ ★:** Increase (gray) or decrease (red) your population on the Population track by the number shown.



## Leveraging Tiles that Give You \$

If you place the Homeowner's Association tile on the very first turn of a 4-player game, you'll pay \$6 to place the tile, and then instantly take \$10 from the supply (because there are 5 Residential tiles in the game at that time: 4 Suburbs and 1 Homeowners Association). From that point on, when anyone places a Residential tile (including you), take \$2.

## Tile Effect Resolution Order

Use the following order to resolve the effects of tiles:

1. Pay the cost of the tile shown on the left corner of the tile (and any additional cost shown in the Real Estate Market).
2. Adjust according to the immediate effect in the upper right of the tile.
3. Adjust according to the conditional effect at the bottom of the tile.
4. Adjust according to the conditional effect on any adjacent tiles.
5. Adjust according to the conditional effect on any non-adjacent tiles in your borough.
6. Check with other players to see if any of their tiles cause you to make adjustments.
7. Check with other players to see if their boroughs are affected by the tile you've played.

Tile effects can stack, and players may have more than one of the same named tile. For instance, it is okay to have two Fast Food Restaurants in a single borough.

## Interactive Icon Tiles

Some tiles have a conditional effect that triggers from a specific icon on the right edge of another tile. For instance, the Business Supply Store gains +1 Income for every tile with an Office icon (a little briefcase) on it. The icons are:

- Restaurant
- Airport
- Office
- School
- Skyscraper
- Car Dealership

## How Restaurants Work

The Fast Food Restaurant is a Commercial tile with the Restaurant icon on the right edge. The Fancy Restaurant, however, has a conditional effect that reduces the owner's Income by -1 for each Restaurant put into any player's borough after it is placed. The Farm and Slaughterhouse each increase their owner's Income by 1 for each Restaurant in anyone's borough.

Here's an example of how this works on the first round:

Fil buys a Farm and places it next to his Community Park and Heavy Factory.

His Reputation remains the same (-1 Reputation for placing the Farm, but +1 Reputation because it is next to a Community Park).



Next, Augusto buys a Fancy Restaurant and places it next to his Community Park and Heavy Factory. This increases his Income by 3 and his Reputation by 1. When Augusto places his Fancy Restaurant, Fil increases his Income by 1 (even though Augusto placed the Fancy Restaurant in his own borough on his own turn).

Finally, Clara places a Fast Food Restaurant next to her Suburbs and Community Park, increasing her Income by 1, her Population by 3, and her Reputation by 1. Fil increases his Income by 1 for his Farm. Augusto reduces his Income by -1, because another Restaurant was placed after his Fancy Restaurant was placed.



# Solo Game #1: The Lone Architect

Enjoy all the challenge of a multiplayer game in less than 30 minutes! Gameplay is just like the 2-player game, but you need only one Borough board. Additional changes are described below.

## Setup

Use the 2-player tile stacks setup, but don't place or distribute any goals.

## Your Turn

Moving past a red line results in  $-2$  Income and  $-2$  Reputation.

Before the fourth action in your turn (add a new tile to the Real Estate Market), remove one more tile from the Real Estate Market, using the same rules as if you had placed an Investment marker or a basic tile. Then add two tiles to the left end of the Real Estate Market.

## Scoring for Solo Games

Compare your final score to the achievement ladder on the right to determine how high you climbed.

For Solo Game #2: Dale the Bot, you must beat Dale for your score to even register.

Playing with the expansion tiles can make winning (and scoring high on the achievement ladder) even more difficult.

Play with a fully randomized set of regular and expansion tiles for the ultimate challenge!

136	→	∞	CEO of Suburbia Inc.
121	→	135	Principal Architect
106	→	120	Architectural Engineer
91	→	105	Architectural Designer
76	→	90	Draftsman
60	→	75	Subcontractor
1	→	59	Junior Intern



# Solo Game #2: Dale the Bot

In this solo game, you'll be playing against Dale the Bot, who has no emotions. You go first each round (Dale doesn't object because he has no other friends).

## Setup

Setup is the same as in the 2-player game with the following exceptions:

1. Each stack (A, B, C) should have 25 tiles.
2. Place four tiles from the A stack faceup along the bottom edge of the Real Estate Market under the \$6, \$4, \$2, and the leftmost \$0 space. You'll only use those spaces of the Real Estate Market during the game.
3. Mix the One More Round tile with 12 tiles from the C stack, and place those tiles facedown on the bottom of the C stack.
4. Place the tile stacks on the Market board.
5. Shuffle the goals facedown and place three random goals faceup on the goal spaces on the Market board. If you reveal a goal with a Lake or Investment marker, discard it and replace it with another tile.

## Your Turn

Take a normal turn, following normal rules. The three tiles not bought are left in the Real Estate Market (do not move them).

## Dale's Turn

Dale isn't too smart, but he has some advantages. He plays by the following rules:

Dale buys the most expensive tile available (based on the tile price plus Real Estate Market adjustment), but he only pays \$3 for it. In the case of two or more tiles with the same costs, he buys the leftmost tile.

Dale never buys a basic tile, never creates a Lake, and never plays an Investment marker.

Place the purchased tile in the best spot possible (after taking into account all tile interactions), using the following rule: increase the most Reputation and Income when both are added together (ties favor Reputation).

As long as the placement rule above is followed, the tile can be placed on any valid space.

After Dale buys a tile, places it, and adjusts his Income and Reputation, discard the two tiles remaining in the Real Estate Market.

## Next Round

Place four new tiles in the Real Estate Market on \$6, \$4, \$2, and the leftmost \$0 space.

## Game End

When the One More Round tile appears, the game ends immediately. Do not take another turn. Go directly to scoring goals and converting money to Population.

# Playtesters

Carol Alspach, Dakota Alspach, Gage Alspach, Toni Alspach, William Attia, Kent Bunn, Eric Burgess, Christina Burgess, Bay Chang, David Clunie, Columbus Area Boardgaming Society, Logan Colyer, Shelley Ganschow, Doug Garrett, Sandy Dawson, Jack Diddle, Todd Diep, Hank Drew, Dave Eisen, Gathering of Friends Gamers, Marc Gilutin, Hanno Girke, Tony Grappin, Gulf Games Gamers, Fil de Guzman, Brett Hardin, Lucas Hedgren, Mike Heller, Ken Hill, Robyn Hill, Mark Jackson, Chris Johnson, Ethan Johnson, Evan Johnson, Tina Johnson, Jeremiah Lee, Josh Lubiner, W. Eric Martin, James Miller, Karen Miller, John Palagyi, Valerie Putman, William Rennard, Steve Samson, Greg Schloesser, Joe Schmo, Dame Shuffles-a-lot, Sir Shuffles-a-lot, Bob Skokes, Adam Smiles, Jim Tripplett, Julien Van Reeth, Candace Weber, Chad West, Kevin Wilson, Karen Woodmansee, Ryan Yu, Christopher Yu, and Ian Zernechel.

## Game Development & Bot Rules by Dale Yu

Dale has been involved with game development since 2001 and has developed many other awesome Bezier Games, Inc. games including *Castles of Mad King Ludwig*, *Subdivision*, and *The Palace of Mad King Ludwig*. Previous projects include being part of the development team for *Dominion* as well as refining the solo game for *Agricola*. He also was part of the design team for the 2014 Kinderspiel des Jahres finalist *Flizz & Miez*. Since 2010, he has served as the editor-in-chief for [OpinionatedGamers.com](http://OpinionatedGamers.com).

## Game Design by Ted Alspach

Ted Alspach is the designer of many boardgames, including *One Night Ultimate Werewolf*, *Castles of Mad King Ludwig*, *Silver*, *Ultimate Werewolf*, *The Palace of Mad King Ludwig*, and the 2019 Spiel des Jahre finalist *Werewords*.

## Building Artwork by Brett Stebbins

Brett is a professional illustrator who has lived his entire life on the Space Coast of Florida watching space shuttle launches from his front yard as a kid. He started his career as a graphic designer before Adobe Photoshop had layers. After 15 years of design he had the opportunity to expand his career making environments and assets for mobile games and other media as an independent 3D artist. Almost eight years later he changed his focus again towards 2D illustration where as an independent artist he creates artwork for board and mobile games. He loves spending time with his wife and five children. They love watching movies and playing board games with their friends. Occasionally he enjoys hanging with the guys trying a new craft beer.

## Cover Artwork by Ollin Timm

Ollin Timm designed the original *Suburbia* “isometric building” designs, and has illustrated several covers for Bezier Games, Inc., including *Colony*, *Favor of the Pharaoh*, *The Palace of Mad King Ludwig*, and *Castles of Mad King Ludwig*.



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## A Tiles (32)



+1 **Income** when placed, and +1 **Income** for every Office in any borough. (2)



+1 **Income** when placed, and +3 **Population** for each adjacent Residential tile. (2)



+3 **Income** when placed, and take \$2 from the supply for each Civic tile in your borough, including this tile. (2)



+1 **Income** when placed, and +1 **Income** for each adjacent Civic or Commercial tile. (2)



Take \$2 from the supply for each Industrial, Civic, Residential, or Commercial tile adjacent to each of your Lake tiles in addition to the \$2 you normally take from the supply for those tiles being adjacent to your Lake(s).

Waterfront Realty is a little different than most tiles in that it affects all tiles that are adjacent to your Lake tiles, not to *this* tile. If a Lake is present in your borough when this tile is placed, immediately take \$2 for each existing Industrial, Civic, Residential, or Commercial tile that is adjacent to your Lake. For each new Industrial, Civic, Residential, or Commercial tile placed adjacent to your Lake, take \$4 instead of just \$2. And if you place another Lake in the future, you'll take \$4 for each Industrial, Civic, Residential, or Commercial tile it is adjacent to.

Placing an Investment marker on a Waterfront Realty tile allows you to take an additional \$2 for each Industrial, Civic, Residential, or Commercial tile adjacent to your Lake. With an Investment marker present, placing any Industrial, Civic, Residential, or Commercial tile next to your Lake now allows you to take \$6. (2)



+1 **Income** when placed. (2)



+1 **Income** for each adjacent Commercial tile and -1 **Reputation** for each adjacent Residential tile. (2)



+6 **Population** when placed. (2)



-2 **Reputation** when placed, and +1 **Income** for every Restaurant in any borough. (2)



+3 **Income** when placed, and -1 **Income** for every Restaurant built after this one in any borough. It is possible for this tile to decrease the player's **Income** more than a total of 3 if enough other Restaurants have been placed in any borough. (3)



+1 **Population** when placed, and take \$2 from the supply for every Residential tile in any borough, including this tile. (2)



+1 **Income** for every Airport, including this tile. In addition, -1 **Reputation** for each adjacent Residential tile. (2)



-1 **Reputation** when placed, and +1 **Income** for every Restaurant in any borough. (2)



+2 **Income** when placed, and -1 **Reputation** for each adjacent Industrial, Civic, Residential, and Commercial tile. (2)



+1 **Income** when placed, and +1 **Income** for each adjacent Commercial tile. (3)

## Lake Tiles



Lake tiles are the facedown sides of all A, B, and C tiles (but not the facedown sides of basic tiles). All Lake tiles are the same: they cost \$0 and the owner takes \$2 for every faceup tile adjacent to the Lake tile. This happens initially when placing the Lake tile, and retroactively: when you place a faceup tile adjacent to an existing Lake tile, take \$2 for placing that tile there. Each Lake tile generates the \$2 separately, so if you place a faceup tile next to two Lake tiles, take \$4 for that faceup tile. Placing an Investment marker on a Lake tile costs the player nothing, and gives you an additional \$2 for each faceup tile adjacent to a Lake tile with an Investment marker on it.

## B Tiles (36)



**+3 Population** when placed, and **+1 Reputation** for each adjacent Residential tile. (2)



**+1 Reputation** when placed, and **+1 Population** for each of your Residential tiles. (3)



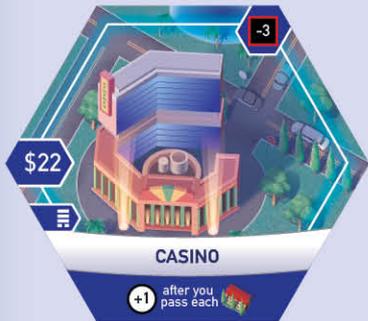
**+1 Income** when placed, and **+1 Income** for each adjacent Residential tile. (2)



**+1 Income** for each of your Industrial tiles. (2)



**+1 Income** when placed, and **+2 Reputation** for each adjacent Residential tile. (2)

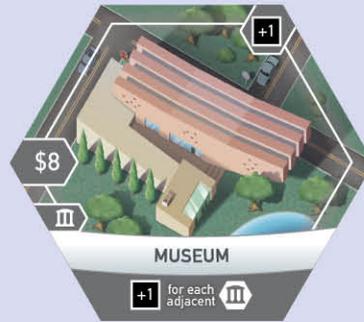


**-3 Reputation** when placed, and **+1 Income** when you pass a red line on the scoreboard (moving only from a lower number to a higher one). By itself, Casino negates the **-1 Income** when you pass a red line. When passing a red line due to moving from a higher number to a lower number on the scoreboard, this tile has no effect.

Placing an Investment marker on Casino results in an additional **-3 Reputation** and a total of **+2 Income** when you pass a red line (for a net gain of **+1 Income** each time). (2)



**+1 Income** when placed, and **+1 Population** for each adjacent Residential tile. (2)



**+1 Reputation** when placed, and **+1 Reputation** for each adjacent Civic tile. (2)



**+5 Population** when placed. (2)



**-1 Reputation** when placed, and **+2 Income** for each adjacent Commercial tile. (2)



**+2 Population** when placed, and **-1 Reputation** for each adjacent Commercial tile. (2)



**-2 Reputation** when placed, and **+1 Income** for each of your Civic tiles. (2)



**+3 Income** when placed, and **-1 Income** for every Skyscraper built after this one in any borough. (2)



**+1 Income** when placed, and **+1 Reputation** for every Airport in any borough, including this tile. In addition, **-1 Reputation** for each adjacent Residential tile. (3)



**+10 Population** when placed, and **-2 Reputation** for each adjacent Civic, Residential, or Commercial tile. (2)



**+1 Income** for each of your Commercial tiles. (2)



**+1 Income** when placed, and take **\$2** from the supply for every Commercial tile in any borough, including this tile. (2)

## C Tiles (32)



+5 **Population** when placed, and +2 **Population** for each adjacent Commercial tile. (2)



+2 **Population** when placed, and +1 **Population** for each of your Residential tiles, including this tile. (2)



+1 **Income** when placed, and +1 **Reputation** for each adjacent Residential tile. (2)



+2 **Reputation** when placed, and +1 **Income** for each of your Commercial tiles. (2)



+5 **Population** when placed, and +3 **Population** for each adjacent Commercial tile. (2)



+1 **Reputation** when placed, and +3 **Population** for each of your Residential tiles. (3)



+1 **Income** when placed, and +1 **Population** for all other boroughs' Residential tiles. (2)



+1 **Income** and +1 **Reputation** for every Airport, including this tile. In addition, -1 **Reputation** for each adjacent Residential tile. (2)



+1 **Reputation** when placed, and take \$2 from the supply for every Industrial tile in any borough. (2)



+1 **Reputation** when placed, and +2 **Population** for each of your Residential tiles. (3)



+5 **Income** when placed, and -2 **Income** for every Car Dealership built after this one in any borough. (2)



+1 **Reputation** when placed, and +2 **Reputation** for each adjacent Industrial tile. (2)

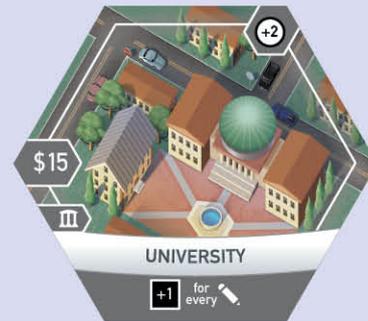


-2 **Income** when placed, and +1 **Reputation** when you pass a red line on the scoreboard (moving only from a lower number to a higher one). By itself, PR Firm negates the -1 **Reputation** when you pass a red line. When passing a red line due to moving from a higher number to a lower number on the scoreboard, this tile has no effect.

Placing an Investment marker on PR Firm results in an additional -2 **Income** and a total of +2 **Reputation** when you pass a red line (for a net gain of +1 **Reputation** each time). (2)



+1 **Income** when placed, and +1 **Population** for every Residential tile in any borough. (2)



+2 **Income** when placed, and +1 **Reputation** for every School in any borough. (2)

## Basic Tiles (24)



+2 **Population** when placed. (8)



-1 **Income** when placed, and +1 **Reputation** for each adjacent Industrial, Residential, or Commercial tile. (8)



+1 **Income** when placed, and -1 **Reputation** for each adjacent Civic or Residential tile. (8)



When the One More Round tile is drawn from the C stack, finish the current round, then everyone plays one more round. This tile is not added to the Real Estate Market, and another tile is immediately taken from C stack to take its place in the Real Estate Market. (1)

## Goals (20)



Goals can be either public (placed on the Goals lid with everyone vying for them) or private (one tile kept by the player at the beginning of the game that only they can win). In both cases, the points are awarded at the end of the game, but only to a player who has alone achieved the goal (ties result in no one scoring the end game **Population** bonus). For private goals, only the owner of the goal may score the end game **Population** bonus and only if they alone have achieved their goal.

You score a goal based only on the tiles in your own borough. The same goes for the Employer (Fewest Investment markers) goal; only the Investment markers played in your borough count towards that goal for you.

When scoring a goal, red lines do not adjust your **Income** or **Reputation**.

Score goals before converting your money to **Population** (\$5 per 1 **Population**). This ensures that the Billionaire (Most Money on Hand) and Spendthrift (Least Money on Hand) goal winners are determined before money is converted to **Population**.