

## Setup

- Each player picks a **score tracker** and places on the *0-space* of the board
- Each player gets **£5**. Coins, loans, poverty tokens, boroughs & building stacks are public info
- Separate the **building cards** into decks A/B/C. Shuffle each, make face-down **city deck** with C on bottom, A on top. Deal each player **6 cards** from deck
- Place **City, Westminster, and Southwark & Bermondsey** boroughs [grey top] face-up below board. Shuffle remaining borough cards and place face-down to form **borough deck**. Pick a start player

## Player Turn

- At the start of turn, can pay **£15** for every **£10** in **loans** to repay
- On your turn, **draw 1 city card** from deck or from board, then perform 1 of the following **actions**:
  - Develop your city** – discard 1 card of same color per building card being played, pay any additional building costs [top left corner ], place in stack [new or existing]. Can only place in same stack 1x per turn. “Action” cards are 1x use during Development – do not discard matching color card, remove from game after use. Use as many Action cards as chosen during Develop action
  - Buy land** – pick a borough, pay costs, add to your building display & gain benefits [below cost]. Stack borough cards so the N/S symbol shows on left, but rest of card is covered by top card
  - Run your city** – activate **city cards** chosen, 1x per turn max. Pay activation cost [bottom left corner ], use activation effects, flip face-down if required . If top **borough** has activation effect [bottom right corner], *must* execute. Take 1 poverty per: stack [activated or not], £10 in loans, card in your hand
  - Draw 3 cards** – draw in any combination from deck or cards on development board
- When you discard a card, place in empty space in top row [per # of players]. If no top row spots open, place in 2<sup>nd</sup> row. If full, remove cards from 2<sup>nd</sup> row, shift 1<sup>st</sup> row down, and place in top row
- Can take a **£10 loan** at any time needed – take £10 coin and loan token
- Discard any cards over 9 from hand [including Paupers]. Play proceeds clockwise

	Gain prestige immediately		Gain one poverty
	Gain prestige at the end of the game		Alleviate one poverty
	Spend money		Spend an additional card to activate
	Gain money		Flip this card after activation



## End Game & Scoring

- Game ends if **city deck** is empty at end of a players turn. Other players take 1 final turn
- +1 **Poverty** for each card left in hand
- +VP for all **city cards** in display, including face-down and built-over cards
- Pay **£15** for every **£10** in **loans**. -7 VP for each **unpaid loan**
- +1 VP for each **£3** remaining
- Player with fewest **poverty** returns them all to supply, other players return same # to supply
- VP per **poverty table** on the development board:

	1-2	3	4	5	6	7	8	9	10	EACH POINT OVER 10
	-1	-2	-3	-5	-7	-9	-11	-13	-15	-3

- Most VP wins. Tie: tied player with least **poverty**, then most **borough cards**, then **city card** worth most VP