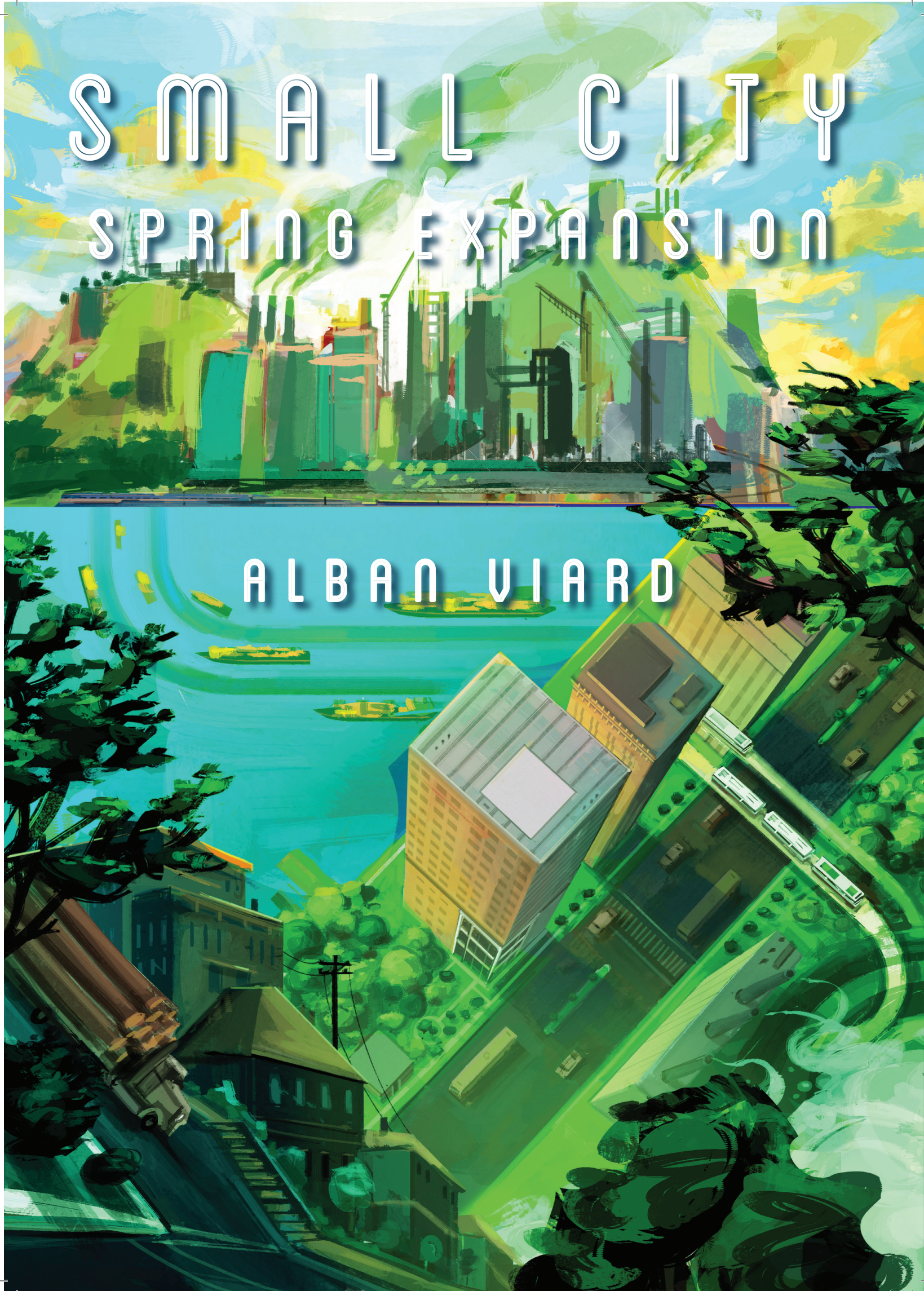


SMALL CITY SPRING EXPANSION

ALBAN VIARD





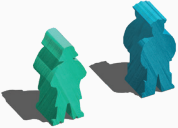
Introduction

This set includes 7 different expansions for Small City Deluxe. There is plenty in here to keep your planning even more fresh and interesting at every turn.

Components

Special Meeples

8 police officers
12 traders



Roads and Roundabouts Expansion

40 Road Tiles
20 Roundabout Tiles



New Action Cards Expansion



Real Buildings Expansion

4 Neuschwanstein Schloss
4 Colosseum

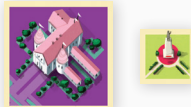


New Promise Cards Expansion



New Buildings Expansion

9 Palace Tiles
16 Statue Tiles



New Special Promise Cards Expansion

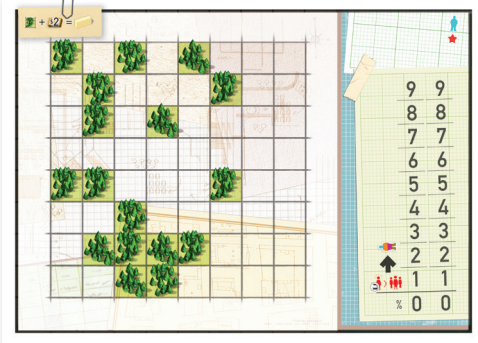
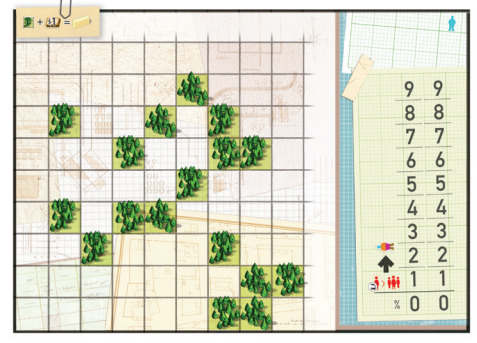


Components

Terrain Player Board Expansion

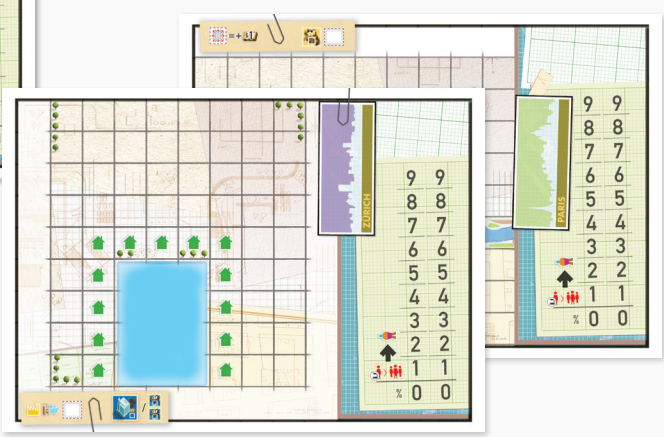
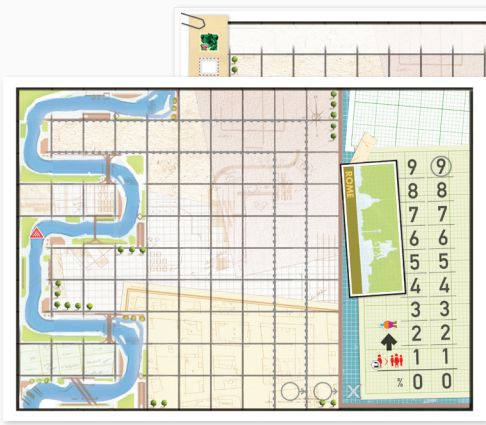
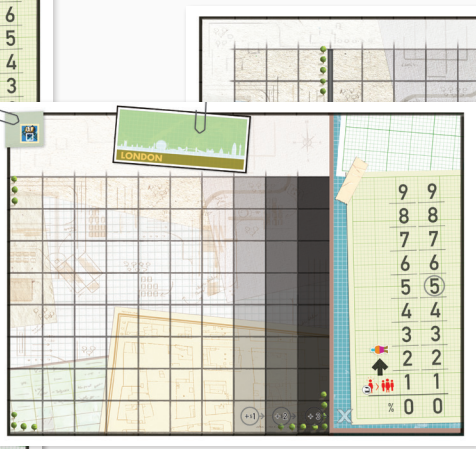
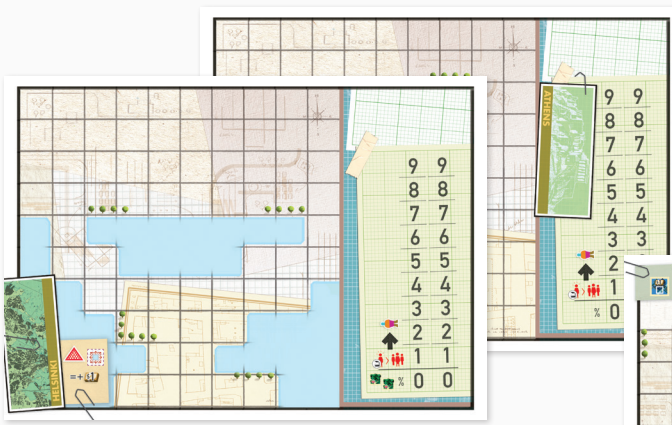
4 Double-sided Forest Boards
(easy/expert (★))

12 additional wood



European Player Board Expansion

4 Double-sided European City Boards



Police Officers

Overview

With the increase in population, City Council has decided to hire Police Officers to satisfy (and secure) the citizens. The feeling of security is also a guarantee of being re-elected, and politics love security.... Police Officers will also help you to handle riots, and we all know that riots are not good for re-election....

All rules of the base game apply, with the exceptions mentioned below [in this color](#).

Setup

1. Each player takes **2 police officers** and places them by their Borough.
2. Add the Anarchist Action card to the base-game Action cards.

Police Officers

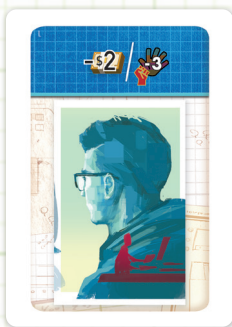
- 8 police officers
- 1 Promise card
- 1 Special Promise card
- 1 Anarchist Action card



Playing the Game

Phase 1: Select Special Actions

The Special Action Cards



L. ANARCHIST

- Each time the *Anarchist* appears, if there were no riots the previous round, riots will occur in each city this round, even if nobody chooses this card. **Note:** If you include this card without playing the **Police Officers** expansion, no riots will occur.
- When you choose it, you must immediately pay either \$2 or 3 Votes. If you have neither the \$2 nor 3 Votes, increase your pollution by 3.

Phase 2: Build

Tiles You Can Build

Special Powers

In addition to its usual special powers, when you build your Police Station, immediately add both Police Officers to it, one on each space. In the same way as a citizen, as long as a Police Officer is on one of the two Police Station spaces, its usual special power is activated.

Phase 3: Move Citizens

A. Move Your Citizens

Police Officers

Each Police Officer can move up to 3 spaces orthogonally and/or diagonally, and can move **through** spaced occupied by other people, but must end up in a previously unoccupied space. However, if a Police Officer starts its move on a non-Police-Station building space, the Police Officer must instead move like a normal citizen this turn.

Influence Area

Each Police Officer has an influence area like a building: 1 space [orthogonally and diagonally] all around the Police Officer; thus, 8 spaces. Each citizen in a Police Officer's influence area will **not** riot. Even better, each building in a Police Officer's influence area is immune to rioting. That is to say that if any part of the building is in a Police Officer's influence area, no citizens in that building will riot.

D. Riots

If the *Anarchist* is face up, and there were no riots last round, a number of citizens equal to the current Round number will riot. These citizens turn 90° in protest. You get to choose which citizens riot (however, see **Police Officers** on the previous page). Tourists never riot. Police Officers never riot. If you don't have as many riotous citizens available as the Round number, good job! Your police force is effective, and you simply have fewer rioters.

Example: Round 6: Anarchist has been drawn, no riots in Round 5, that means max 6 citizens are eligible to riot!

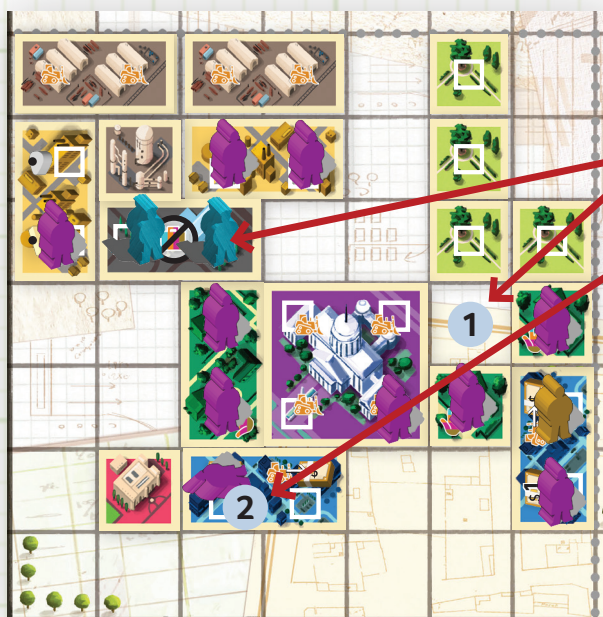


Your 2 Police Officers sit at their Police Station desks.

The citizens in both I2s, City Hall, and the northern R2 are unable to riot because those buildings are in the influence areas of the Police Officers.

These 4 citizens are rioting. **Remember:** The brown tourist and the 2 officers never riot!

A more efficient way to use your Police Officers would be:



Move this Police Officer to **1** to secure these 4 citizens!

At the end of the Police move, only citizen **2** becomes a rioter. Rotate this citizen 90°. You won't receive Commerce Income from this citizen this round (see next page).

Remember: you can move your Police Officers diagonally to get places quickly!

Phase 4: Collect Income

Rioting citizens are not working: They do not produce in Factories; they do not work in Commerce.

Note: Police Officers in Factories or Commerce also do not produce; they are busy keeping the peace!

Phase 5: Vote

Rioting citizens do not vote.

Each residential citizen whose building is in the influence area of exactly 1 Police Officer earns you 1 additional vote; however, each citizen whose building is in the influence areas of multiple Police Officers is too worried to vote.

Note: Police officers in Residences do not vote; they are so busy keeping the peace that they forget to vote.



Example: Continuing from the latter and better police deployment example, the 2 Police Officers are at 1 and 2, you receive 2 additional votes from the citizens protected by Officer 1 and 2 additional votes from the citizens protected by Officer 2. They thank the good Mayor's security policy!

However, if the Police Officers had stayed at their desks (see former illustration), you would get no extra votes: The overprotected citizens are too nervous to leave home!

Phase 6: Measure Pollution

Each Police Officer pollutes the same amount as a citizen/tourist in your borough.

Phase 7: City Council

Rounds 1–7: All riots stop. The citizens are rotated back 90° and are again content with your policies.

Round 8: Riots rage on through Final Scoring!

End of the Game and Final Scoring

For each rioting citizen: **-1 vote.**

Promise: Have half (rounded down) of your population still rioting. (Difficult)

Special Promise: Have no citizens rioting.

Traders

Overview

Your Small City is growing and growing. New specialists are attracted by your wealthy city, and you are about to experience a trading boom. Take advantage of these specialized citizens, who are well trained at the best business management schools, but be mindful of pollution!

A Trader mostly works like a normal citizen, but specializes in commerce.

All rules of the base game apply, with the exceptions mentioned below [in this color](#).

Setup

1. Each player takes **3 traders** and places them by their Borough.

Traders
12 Traders
1 Promise card
1 Special Promise card



Playing the Game

Phase 2: Build

When you build an R1, you may move a Trader from City Hall (rather than a normal citizen) to the R1.

Phase 3: Move Citizens

Before the usual activities of this phase, check your borough's population of citizens to see if a new Trader comes to town:

- If your borough has at least 4 citizens outside City Hall, the 1st of your 3 Traders comes into play at City Hall.
- If your borough has at least 8 citizens outside City Hall, the 2nd of your 3 Traders comes into play at City Hall.
- If your borough has at least 12 citizens outside City Hall, the 3rd of your 3 Traders comes into play at City Hall.

If you have no available space at City Hall for a new Trader, check again next round...

A. Move Your Citizens

Traders

Your Traders want to move to Commerce buildings. They will not vote in a Residence, they will not work in a Factory, they do not want to be tourists.



Phase 4: Collect Income

1. **Collect Income from Tourists**
2. **Collect Commercial Income**

Traders effectively count double:

- a. A Trader on a \$1 space earns you \$2.
- b. A Trader on a Building Material → \$ space allows you to sell 2 building materials from your Warehouses / City Hall (wood gets \$2, stone gets \$3, metal gets \$5).
- c. A Trader on a \$ → Votes space allows you to buy votes twice (each time, \$1 for 2 votes, \$2 for 3 votes, \$3 for 4 votes, \$4 for 5 votes).
- d. A Trader on a Building Material → Votes space allows you to trade 2 building materials from your Warehouses / City Hall for votes (wood gets 3 votes, stone gets 5 votes, metal gets 7 votes).

Phase 6: Measure Pollution

Each Trader pollutes for +2 (while each citizen pollutes for +1), even if the Trader does nothing.

End of the Game and Final Scoring

Promise: 3 Traders working in 3 different Commerce buildings. (Medium)

Special Promise: 2 Traders in the cemetery.

Terrain Player Board Expansion

Overview

Where the forests feed people.

All rules of the base game apply, with the exceptions mentioned below in this color.

Flat spaces, which are all you had on the base game's maps, are considered plains, and thus a plain space is a flat space.

Setup

Choose whether to play the easy or expert (★) side of your Borough board. Beginners should play on the easy side, because it has more room to build, but the other players are welcome to play on the expert side.

Add the additional wood to the supply.

Playing the Game

Phase 1: Select Special Actions

The Special Action Cards



F. URBAN PLANNER

The player who chooses this action only pays half of their total forest-clearing cost (rounded down) during **Phase 2: Build**. This discount only applies to forest-clearing costs.

Example: You are playing on the easy side of the board, and you selected the Urban Planner in Phase 1. In Phase 2, if you build/upgrade over just 1 forest space, the forest-clearing cost you have to pay is \$0 ($\$1 \div 2 = \$\frac{1}{2}$, which rounds down to \$0); but if you build/upgrade over 4 forest spaces, you pay just \$2 to clear the forests.

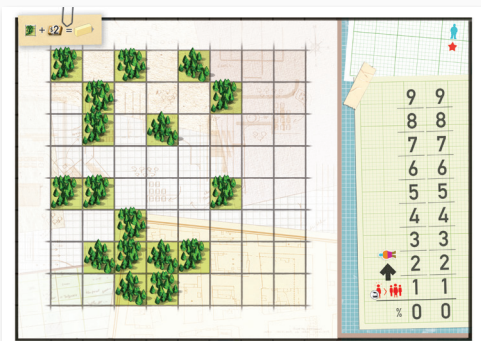
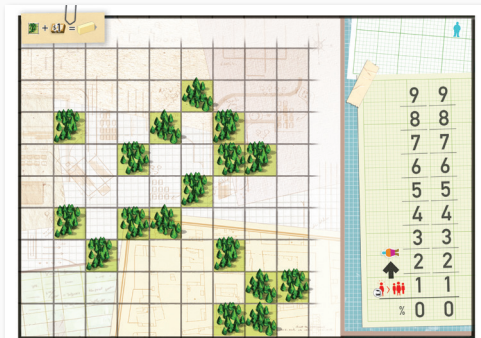
Phase 2: Build

General Building Rules

- There is no need to increase the size of your borough, because you can already build anywhere you want.
- Building over a forest space costs \$1 (Easy side) or \$2 (Expert side) to clear the forest; however, you are not allowed to build/upgrade Parks over forest spaces. If you cannot pay to clear a forest space, you can neither build nor upgrade over it. You can only clear forests when you are building or upgrading over their spaces.
- For each forest that you clear, you immediately get 1 wood that you set aside to track Pollution. You cannot use this building material this round to build Cultural Buildings, nor can you trade it in Commerce buildings.
- If Building Materials are running out, the mayor (first player) is first served, and then the other players clockwise. Especially if you are later in the turn order, it is possible that you pay to clear forest, but earn no wood for it.

Terrain Player Board Expansion

4 Double-sided Forest Boards (easy/expert (★))



12 additional wood



Phase 6: Measure Pollution

- Count the Pollution as in the base game, but also add 1% for each wood produced via deforestation [that you actually receive*], then apply all the consequences, as in the base game (dead citizens, etc.).
* Wood you don't receive due to component limits also doesn't cause pollution.
- After tallying deforestation pollution, store your deforestation wood in your Warehouses and/or City Hall (discard all that you cannot store). You can now use this wood in future rounds as usual, now that they have cured.

European Player Board Expansion

Overview

This expansion offers asymmetric play, and because of this, it is recommended only for experienced players, and only using the standard victory condition (votes). Some of the European City boards are more difficult than others. Life is like that!

All rules of the base game apply, with the exceptions mentioned below in this color.

Setup

Either deal the European City boards out randomly, or choose them. Each side of your board has a different city; choose which to play. You are welcome to play any combination of Real City boards from any seasons you like!

Playing the Game

Except in London, you start with your entire Constructible Zone. So, taking the *Urban Planner* is useless, other than to abuse the London player...

Paris

The Eiffel Tower counts as a cultural building!

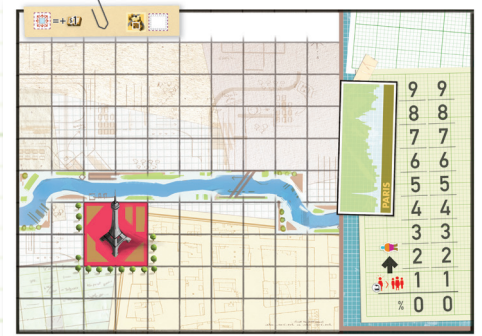
Phase 2: Build:

- You can neither build nor upgrade to Level-2 or Level-3 Factory (F2/F3).
- You can build neither Refineries nor Harbors.
- Level-1 Factories (F1) can only be built on the perimeter spaces at the edge of your map. You can build other things in those spaces, but F1 can't go anywhere else.
- You can build directly on the river spaces: +\$1 cost for each river space on which you build.

Phase 7: City Council:

The Councilpeople

Row 4 — Department of Tourism: You immediately get citizens (of your color) from the common reserve. You must host the citizens directly in residences (not City Hall); any for which you have no room go to your Career Center.



London

Setup: You start the game with 1 Level-1 Commerce (C1). You can build it wherever you want.

Your pollution starts at 5%!

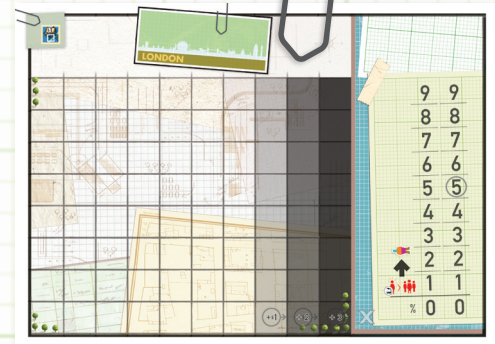
Phase 2: Build: As soon as you **build** (not upgrade to) a Residence of **any size** (R1–5), citizens from City Hall may immediately move into the new residence.

Example: You have 4 citizens in City Hall and build an R5 outright. All 4 citizens move in, and the R5 has 1 flat left to rent.

Phase 3: Move Citizens:

New Homes for New Citizens

After you have finished your turn (having moved all citizens you were required to move, and others as you wish), it's time to find new homes for citizens at City Hall: To **each Residential space (any size Residential Zone)** that is empty in your Borough, move one citizen from City Hall. If you have more **empty Residential spaces** than citizens at City Hall, you choose which goes where. If you have fewer, the "excess" citizens will stay at City Hall.



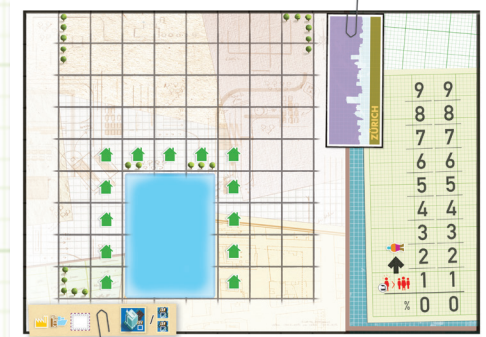
Zurich

Setup: If you have the **Winter** expansion, you start the game with 1 Bank; otherwise, you start the game with 2 Level-1 Commercial Zones. You can build it/them wherever you want (but not on the lake).

Phase 2: Build:

- All new Residential Zones, and only Residential Zones, must be built in the lake's influence area (the 13 marked spaces); however, you can upgrade them as you please.
- All new Industrial buildings must be built with at least 1 space on the perimeter spaces at the edge of your map; however, you can upgrade the upgradable buildings as you please.
- You can neither build on nor upgrade onto the lake itself.

Phase 6: Measure Pollution: You don't measure pollution for the first 2 rounds of the game (i.e: You stay at 0%)!

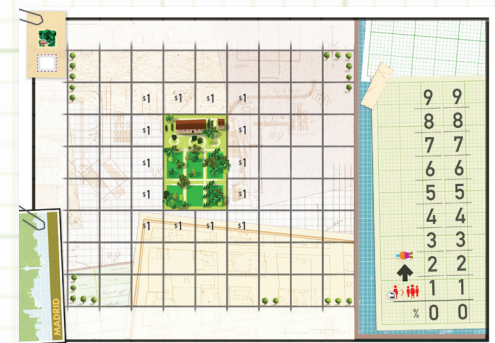


Madrid

Setup: You start the game with the *Jardin Botanico* in the middle of your borough.

Phase 2: Build:

- The *Jardin Botanico* does not count as a Park. It is 6 spaces that increase the costs of building, nothing more....
- You can neither build on nor upgrade onto the *Jardin Botanico*.
- Each space surrounding the *Jardin Botanico* costs \$1 more to build on / upgrade onto (as marked).
- At the end of this phase, add a Level-1 Residence (R1) for free. It must be built on a perimeter space at the edge of your map. If you have a citizen in the City Hall, they immediately move into this R1.



Rome

Setup: Your pollution starts at 9%!

Phase 2: Build:

The Tiber River counts as a gigantic Cultural building.

Example: A Level-1 Residence (R1) in the influence area of both the Tiber and a School can upgrade to R2.



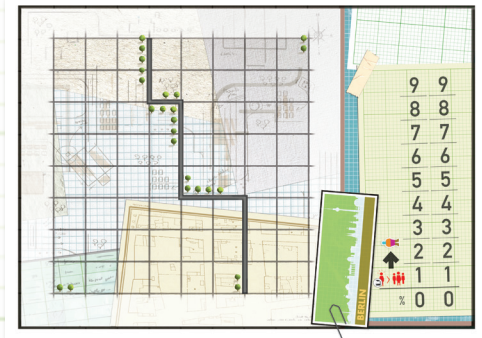
1960s Berlin

For Rounds 1–7, Berlin is divided by the Berlin Wall into West Berlin and East Berlin.

Phase 2: Build:

- For Rounds 1–7, you build on West Berlin and East Berlin as usual, but as if they were separate: You cannot build or upgrade in such a way that a building would “cross” the Berlin Wall (thick line).
- The Berlin Wall does not disrupt influence areas.

Example: If you build a Level-1 Commercial Zone (C1) in East Berlin that is in the influence area of one Residential Zone in East Berlin and another in West Berlin, it can still be upgraded to a C2.



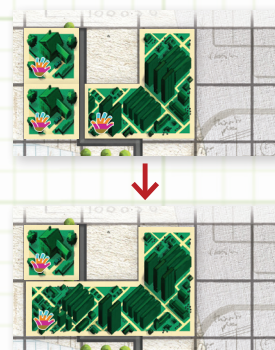
Phase 8: Mayor's Next Visit:

At the end of **Round 7**, the Berlin Wall falls.

- Each set of adjacent Residential Zones smaller than R5 (i.e. R1–4) that were previously separated by the wall merge together, ignoring the Cultural requirement for upgrades. If the merged R would be bigger than 5 spaces, you can choose how they merge.
- You only merge Residential Zones that were previously separated by the wall. If they were both on the same side of the wall before, they do not merge now.
- This merging process is limited by the tiles available, and it's mayor (first player) first, then clockwise from them.
- Citizens in the merged Residential Zones **stay on their spaces**; they do not move in this process.

Example:

- You cannot merge the 2 R1s because they are both in West Berlin.
- You can merge the southern R1 from West Berlin with the R3 from East Berlin. You break the wall to merge them into an R4.
- With that merge complete, you cannot merge the new R4 with the remaining R1. They both belong to the “same” Berlin.



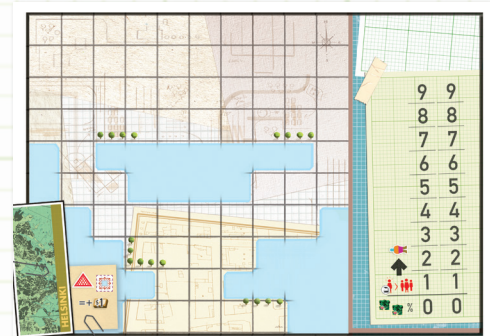
Helsinki

Setup: Start the game with only 2 citizens in City Hall, rather than 3.

Start with 2 Level-1 Residences (R1) in the influence area of the water.

Phase 4: Collect Income:

Each Cultural building in the influence area of the water earns you \$1. (Because there are only 6 Cultural buildings, you can't earn more than \$6 this way.)



Athens

Setup: You start the game with the Parthenon, which counts as a Level-4 Residence (R4) that can't be occupied, and Piraeus Harbor.

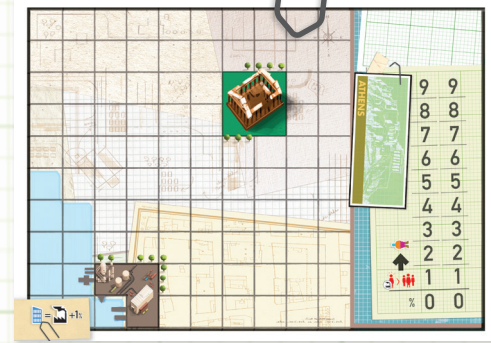
Phase 2: Build:

Although the Parthenon cannot be populated, it counts as an R4 for developing Commercial Zones.

Piraeus Harbor works like a normal Harbor.

Phase 6: Measure Pollution: In addition to the usual Pollution calculation, increase your pollution by the number of Commerce tiles you have.

Example: If you have 1 Level-1 Commerce and 1 Level-3 Commerce, you increase your pollution by an additional 2%.



New Action Cards Expansion

Overview

These Special Action cards will give you even more variability each time you play!!

All rules of the base game apply, with the exceptions mentioned below in this color.

Playing the Game

Phase 1: Select Special Actions

Choose Your Special Action for the Round

Shuffle all of the Action cards, and place 8 of them face down in a circle as depicted to the right.

You can combine Action cards from the base game and any season expansions.

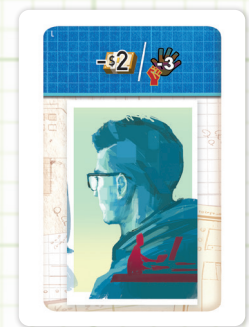
The Special Action Cards



K. ECOLOGIST — Citizens and tourists in your Commercial Zones do not generate Pollution this round (see **Phase 6: Measure Pollution**)!

L. ANARCHIST — When you choose it, you must immediately pay either \$2 or 3 Votes. If you have neither the \$2 nor 3 Votes, increase your pollution by 3.

Note: If (and only if) you are playing with **Police Officers**, each time the *Anarchist* appears, if there were no riots the previous round, riots will occur in each city this round, even if nobody chooses this card.



New Promise Cards Expansion

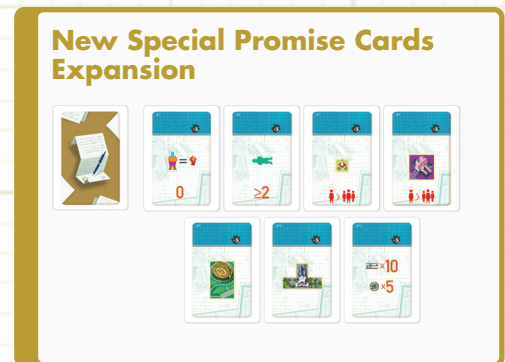
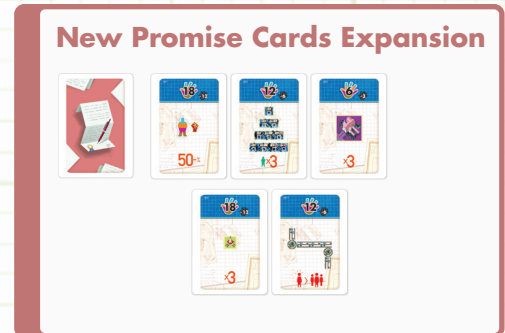
Overview

These Promise and Special Promise cards give you new goals to achieve; however, in order to use them, you must include the **New Buildings and Special Meeples**, as well!

All rules of the base game apply, with the exceptions mentioned below in this color.

Setup

Shuffle the new Promise cards into their respective decks, based on their backs.



New Buildings Expansion

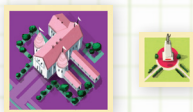
Overview

String parks together to form beautiful gardens, suitable for erecting statues. Statues are culturally enriching, making it easier to make your residential zones to grow larger and larger.

All rules of the base game apply, with the exceptions mentioned below in this color.

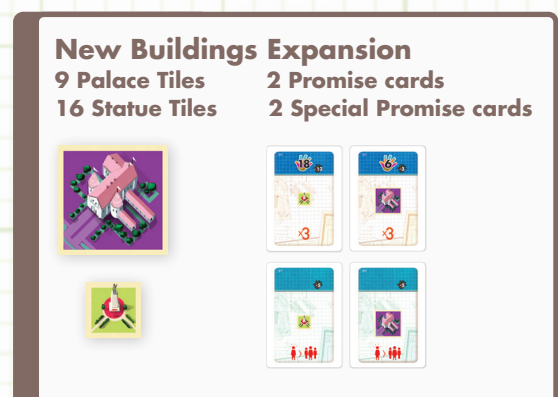
Components

- 9 Palaces (size 4)
- 16 Statues (size 1)
- 2 Promise cards
- 2 Special Promise cards



Setup

Add the new Promise and Special Promise cards to their respective decks.



Playing the Game

Phase 2: Build

Tiles You Can Build

Statues



- Any contiguous area of orthogonally connected Parks that covers at least 6 spaces is called a **Garden**.
- **Warning:** Connecting two Gardens combines them into a single Garden. Statues are **red**, surrounded by **light green**, because they count as both a Cultural building (**red**) and a Park (**light green**)!
- **Example:** As a Cultural building, it helps Residences grow during Phase 2: Build; and as a Park, it decreases Pollution by 1 during Phase 6: Measure Pollution.
- There's no limit to how many Statues you have (other than the number of tiles).

Cost

\$1

Construction Criteria

- Must be orthogonally adjacent to a Garden.
- Each Garden can only host one Statue.
- The Statue extends the Garden and is considered to be part of it. Thus, no part of the Garden-with-a-Statue can be orthogonally adjacent to another Garden-with-a-Statue.
- **Example:** You can add a Statue to the left Garden **1** in any of the 9 spaces marked with **+**. The Statue in the other Garden **2** does not belong to this Garden.



Palaces

Building luxurious homes is time consuming, but it will introduce you to powerful political allies who will provide extra votes if you make them happy.



Setup

Add the Palace-related Promise card to the Easy stack (6 votes). It rewards you for building 3 Palaces in your borough. Add the Special Promise card if you are playing the advanced game.

Cost

\$2.

Special Powers

- **Phase 2: Build:** Although Palaces are purple, they do not count as Cultural buildings.
 - Building a Palace counts as building 2 tiles; so it takes $\frac{2}{3}$ of your builds, and you can't both build it and increase your Constructible Zone.
 - When you build it, take 3 Promise cards, 1 of each difficulty. Choose 1 to keep, then tuck the other 2 under their respective decks.
- **Final Scoring:** In this expansion, Promise cards all work differently (except Palace and Statue cards). Rather than the fulfillment reward and failure penalty printed on them, each Promise that you fulfill earns you 5 votes; each one you fail to fulfill is worth 0.

Real Buildings Expansion

Overview

Some buildings from real life are so famous that they worm their way into the imaginary world of your game.

You must please your patron and help him to find the best way to make his mark in the history books. For temporal integrity, I recommend not playing both of these historical buildings in the same game! (It doesn't seem proper to mix Antiquity and the 19th Century — well, of course you can always do as you like!)

All rules of the base game apply, with the exceptions mentioned below **in this color**.

Components

- 4 Colosseum
- 4 Neuschwanstein Schloss
- 2 Special Promise cards
- 4 double-sided Forest Terrain boards
- 12 additional wood

Real Buildings Expansion

4 Neuschwanstein Schloss

4 Colosseum

2 Special Promise cards

4 double-sided

Forest Terrain boards

12 additional wood



Setup

- Each player places 1 Colosseum or 1 Neuschwanstein Schloss along with the 3 Cultural buildings, the Refinery, and the Harbor near their Borough. It's best if everyone agrees to use the Colosseum, or everyone agrees to use Neuschwanstein Schloss. Some playing one while others play the other is certainly possible, but not really thematic (*the designer's two cents...*).
- Play the game using a Forest Terrain board on either the Easy or Expert side. If you have already played the game, play the Expert side; if it is your first play, use the Easy side.
- Use all the rules of the Forest Terrain board (see **Terrain Player Board**).
- Add the additional 12 wood to the supply.

Playing the Game

Phase 1: Select Special Action

The Architect does not affect the cost of building the 2 Historical buildings. I.e., you must always pay 2 stones to build them!

The Colosseum doubles the effects of the Supporter! So take \$2 or 4 Votes when you select her and have the Colosseum in your borough.

Phase 2: Build

Tiles You Can Build

Colosseum

Cost

2 stones.

Special Promise

Build the Colosseum.



Neuschwanstein Schloss

Cost

2 stones.

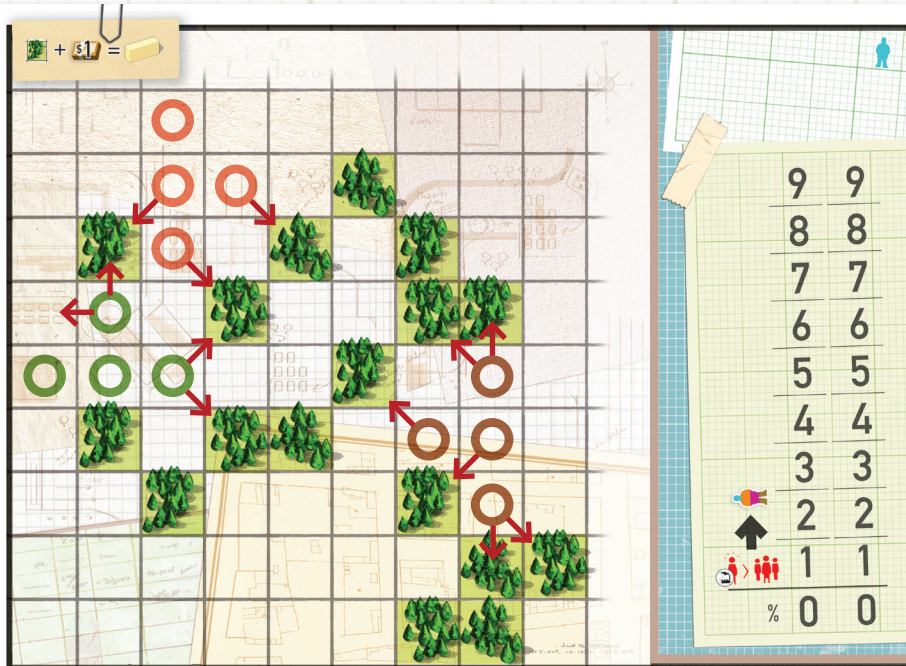
Special Powers

When you build Neuschwanstein Schloss and place it on your board, your patron, Louis II, requires it to be in the Influence Area of at least 4 Forests. If it is not, you cannot build it.

Example: If you build the castle on the green spaces, it will be in the influence area of 4 Forests, all good. Spend 2 stones and build it!

If you build the castle on the brown spaces, it will be even better because the castle is in the Influence Area of 6 Forests! Spend 2 stones and build it!

If you want to build the castle on the orange spaces, it would be in the Influence Area of only 3 Forests; Louis II does not permit it! Keep your 2 stones for other purposes.



Phase 5: Votes

The more you honored your patron's wishes, the greater your reward!

- If Neuschwanstein Schloss is in the influence area of f forests, you earn $f - 3$ votes from your patron, but never a negative number! So, for example:
- If it's in the influence area of 4 forests, you earn 1 vote from your patron!
- If it's in the influence area of 5 forests, you earn 2 votes from your patron!
- If it's in the influence area of 6 forests, you earn 3 votes from your patron!

Special Promise

Build Neuschwanstein Schloss.

Roads and Roundabouts Expansion

Overview

Constructing buildings in a city is fine and obvious, but a city without roads is not a real city! This expansion will cover a new aspect of the theme: roads and the connection between Residences, Commerce, and Factories! Use roads and tax your citizens, but always pay attention to traffic jams and the pollution they create!

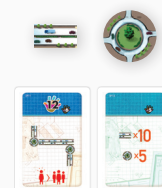
All rules of the base game apply, with the exceptions mentioned below in this color.

Components

40	Road tiles
20	Roundabout tiles
1	Promise card
1	Special Promise card

Roads and Roundabouts Expansion

40 Road Tiles
20 Roundabout Tiles
1 Promise card
1 Special Promise card



Setup

Each player gets 10 Road tiles and 5 Roundabout tiles. Place them near your Borough.

Playing the Game

Phase 2: Build

Roads & Roundabouts

This is a new option in this phase.

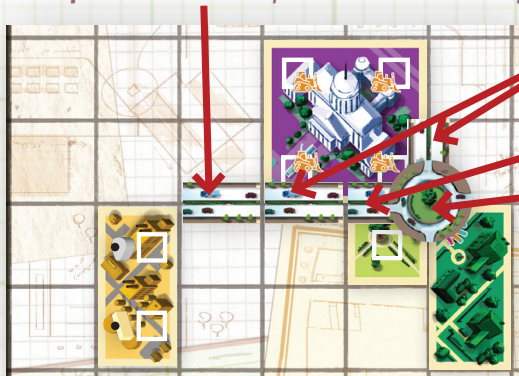
You can build as many Road tiles and Roundabout tiles as you wish from your supply during this new phase:

- Each Road tile costs \$1
- Each Roundabout tile costs \$2

Each time the road changes direction, you must add a Roundabout tile to enable the turn.

Place each Road on the border between spaces, overlapping the edges of buildings; however, it cannot cut through a building/tile.

Example: A Road tile is placed between 2 empty spaces.



2 Road tiles that overlap City Hall, each with an empty space on the other side.

A Road tile that overlaps 2 adjacent tiles.

A Roundabout tile to enable a turn.

Phase 3: Move Citizens

Your citizens in your borough can move as in the base game, or use the roads and roundabouts either **to go to work** or **to go shopping**! In order for a citizen to use roads (and the roundabouts that connect them), the citizen must be going from one building to a **drivable** building of a **different** color. 2 buildings are drivable if:

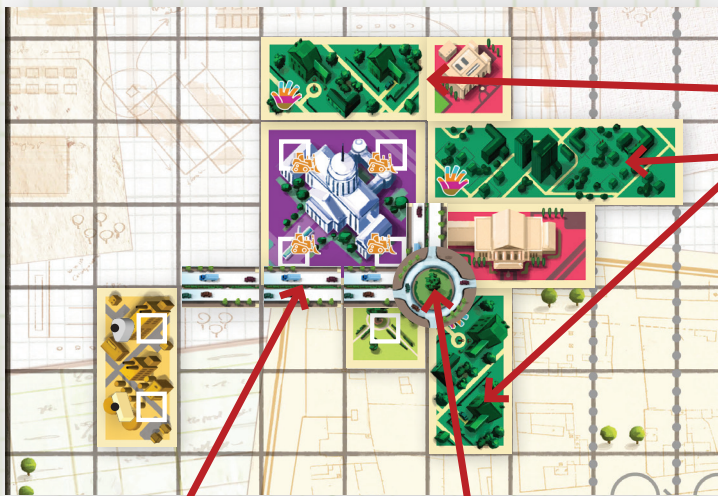
- A continuous path of roads and roundabouts link them.
 - Both buildings are of upgradable types (Residence, Industry, Commerce).
- Note:** Parks are not buildings.

Note: Tourists never use roads; they walk as usual.

There are 3 possible drivable combinations:

- A Residence with an Industry.
- A Residence with a Commerce.
- A Commerce with an Industry.

Example:



Not connected to an Industry

Both connected to an Industry
R3 is connected to R2

3 road tiles in a row

A roundabout tile

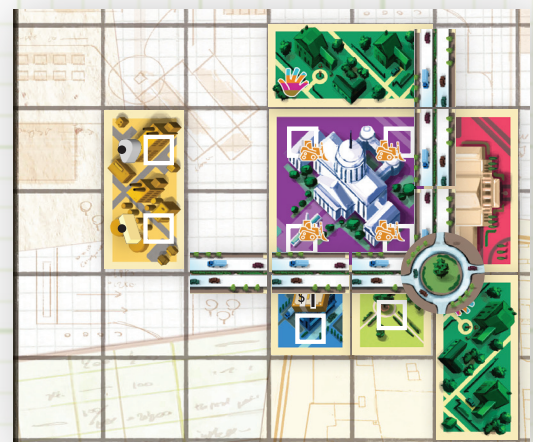
If there is a Road tile in the path alongside the source/destination building, the citizen must use it; otherwise, if the road reaches the corner of the source/destination building, the citizen can still make the connection. If there is a Roundabout tile between the source and destination buildings, the citizen must use it.

Each time a citizen uses roads to move, you **immediately** gain both of the following:

- Money equal to the number of road tiles used, divided by 2 (rounded up).
- 1% pollution for each roundabout crossed during the trip! This pollution is not counted [again] in **Phase 6: Measure Pollution**.

Example:

- A citizen in the northern R2 can drive to an empty space of the I2. They use 6 Road tiles: +\$3. They traverse one Roundabout tile: +1% pollution.
- A citizen in the I2 can drive to an empty space in the southern R2. They use 3 Road tiles: +\$2. They need to traverse the Roundabout tile, so +1% pollution.
- A citizen in the C1 can move to either:
 - An empty space of the I2, using 2 Road tiles = \$1 (because the road runs alongside the C1, the citizen must use the roadway there).
 - An empty space of the southern R2, using 2 Road Tiles = \$1 and one Roundabout = +1% pollution.
 - An empty space of the northern R2, using 5 Road tiles = \$3 and one Roundabout = +1% pollution. The only reason this citizen would do that is to make some extra money, and if you're not worried about pollution!



Tip: Combining large Commerce tiles with a great network of Road tiles with as few Roundabout tiles as possible can earn you a lot of votes, if you manage to convert the money earned into votes (like in real life).

End of the Game and Final Scoring

Special Promise: Use your full set of Road and Roundabout tiles.

Promise: Have the longest unbranching path of Road tiles.

Example: If your road network formed an **F** (4 Road tiles total), your longest unbranching path would be 3 Road tiles long.

Credits

Small City Deluxe: Spring is a game expansion designed by Alban Viard and published by AVStudioGames. Its instructions are reserved for personal use. Small City © Alban Viard 2024.

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