SMALL CITY
SUMMER EXPANSION

ALBAN VIARD

SMALL CITY
SUMMER EXPANSION

1-4   30m/👤   14+

Introduction

This set includes 10 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
4 workers
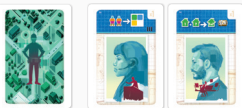4 teachers

New Action Cards Expansion

New Promise Cards Expansion

New Special Promise Cards Expansion

Water Pumps Expansion
24 Water Pumps

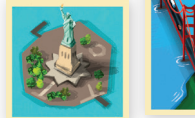### Urban Sprawler Victory Condition
4 size-6 Residential Zones

Real Buildings Expansion
4 Golden Gate Bridge
4 Statue of Liberty
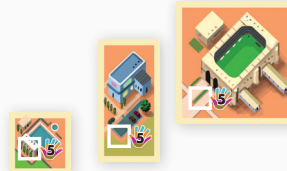
New Round Track
1 10-Round Round Track overlay

1 2 3 4 5 6 7 8 9 10

New Leisure Buildings Expansion
4 Swimming Pools
4 Cinemas
4 Stadiums

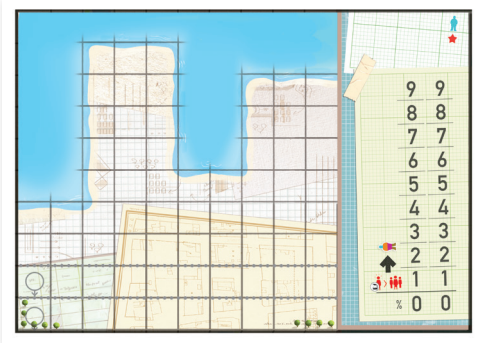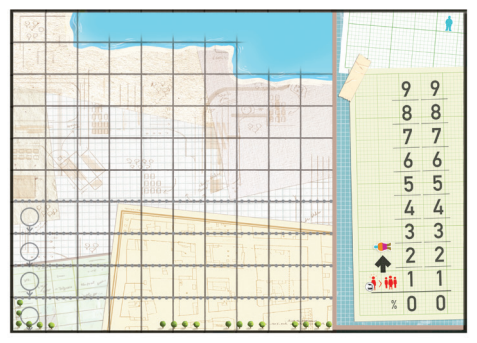### New Citizens Variant
44 Female Citizens*
44 Male Citizens*
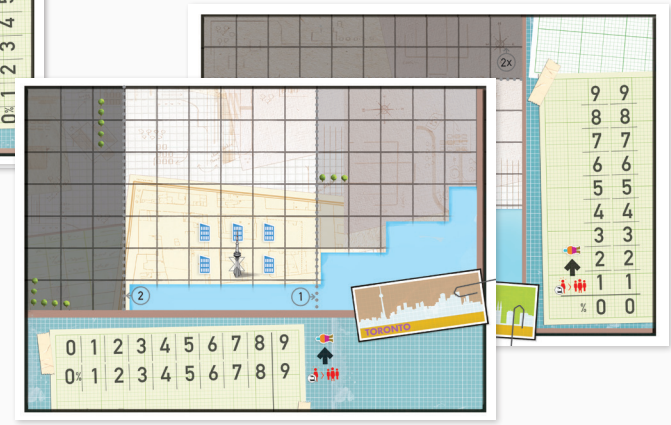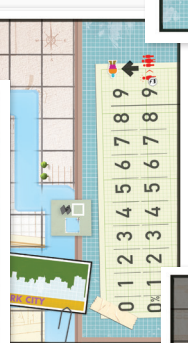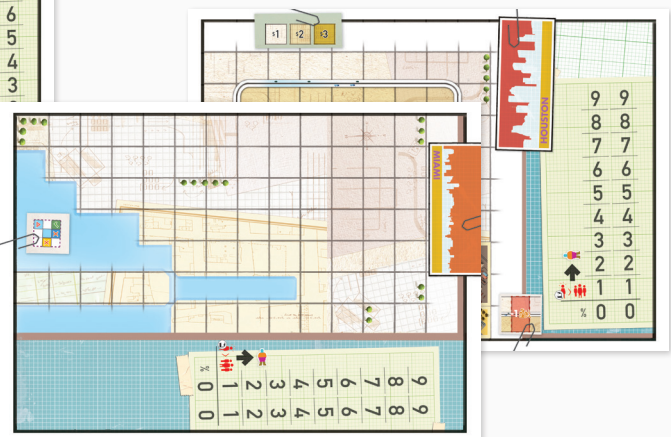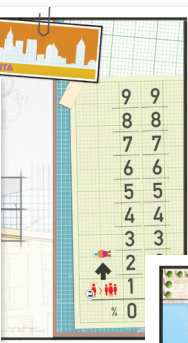
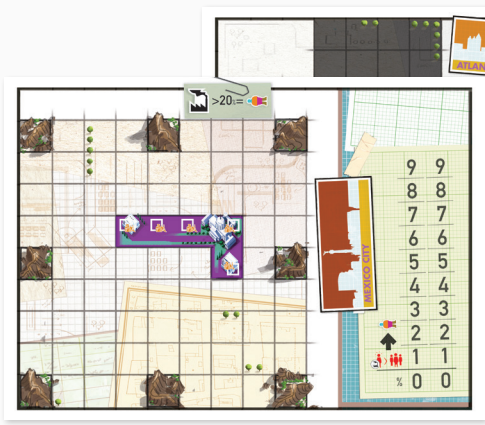*Uses the meeples from the base game.*

Components

Terrain Player Board Expansion

4 Double-sided Beach Boards
(easy/expert (⭐))

American Player Board Expansion

4 Double-sided American City Boards

Workers

Overview

Small City strives to be an industrial center, which means it's time to entice qualified specialists to join the local workforce. Be careful, though: Exploiting workers will reduce their life expectancy....

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

Setup

Each player takes 1 worker and places them by their Borough.

Workers
4 workers
1 Special Promise card

Playing the Game

Phase 2: Build

As soon as you build the Harbor, immediately place your worker on this building. They can start working right away, and also can be moved during the upcoming **Phase 3: Move Citizens**!

Phase 3: Move Citizens

A. Move Your Citizens
Workers only move to Factories of your borough; they never visit opponents' cities.

If you don't have free space for them, they stay on the Harbor for the round.

Phase 4: Collect Income

3. **Collect Factory Income**
A Worker on a Factory space produces 2 Building Materials matching the space (wood, stone, or metal). You must place each building material either on an empty space in a Warehouse (not necessarily a Warehouse adjacent to the Factory) or on an empty space of City Hall (max 4).

Phase 6: Measure Pollution

A Worker in your borough generates 2 Pollution for you, even if the Worker stayed in the Harbor.

Pollution Kills
The Worker is the first citizen to die if you must kill this phase due to pollution!

End of the Game and Final Scoring

Special Promise: Have your worker dead at the end of the game.

Teachers

Overview

Time to develop the educational system in your city! Hire teachers and make your city a shining example. But don't forget to pay a decent salary each round!

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

Setup

Each player takes 1 teacher and places them by their Borough.

Teachers
4 teachers
1 Special Promise card

Playing the Game

Phase 2: Build

The Teacher increases the School's influence area by 1, as depicted by all light red spaces below. Until you build the School, you cannot bring the Teacher into play.
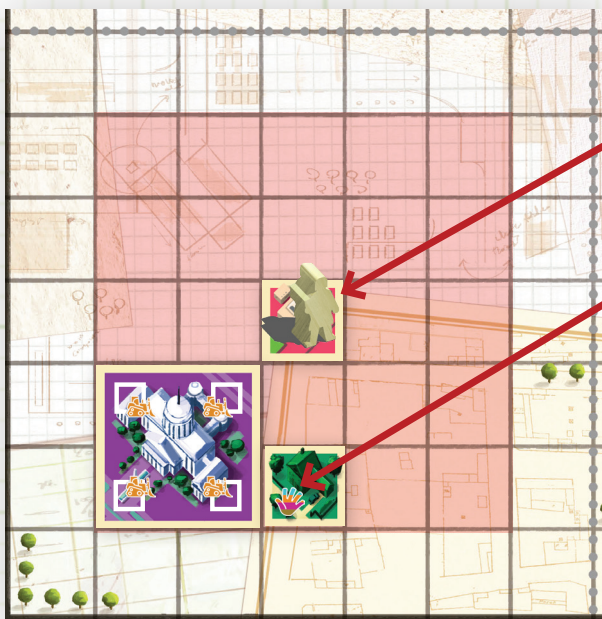
The School with the teacher has a bigger Influence Area (light red).

The R1 is in the influence of 2 Cultural Buildings, and thus becomes an R2.

Phase 3: Move Citizens

If you have at least 10 citizens on your Borough, you may pay $5 to hire the Teacher!

The Teacher goes immediately to your School. The Teacher is hard working, and will not be a Tourist roaming outside your Borough....

Phase 4: Collect Income

If you have the Teacher in your city, you must pay the Teacher a salary of $1, even the round they first arrive in your city! If you don't have enough money, the Teacher is fired and placed near your player board again. You will be able to hire the teacher again next round at the normal $5 hiring cost.... Upgraded buildings are not downgraded by the Teacher being fired. :=)

Phase 6: Measure Pollution

Pollution Kills

The Teacher never dies during this phase. *Teachers' immune systems are tough.*

End of the Game and Final Scoring

Special Promise: End the game with the Teacher working in your School.

Terrain Player Board Expansion

Overview

It's summertime in your home! How about spending a few days on the beach exploring new options. You can even combine this expansion with the Golden Gate Bridge and the Statue of Liberty!

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

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.

Terrain Player Board Expansion

4 Double-sided Beach Boards (easy/expert (⭐))

Playing the Game

Per turn order, each player starts the game with $6/$7/$7/$8.

Phase 2: Build

You must pay $1 for each **coastal** space (light-colored in the sea's influence area) onto which you build or upgrade (there are 11 or 22 coastal spaces depending on the side of the board).

If you cannot pay, you cannot build on or upgrade onto that space.

The sea counts as one gigantic Cultural Building. *That should help development of coastal Residential areas....*

Example: Residence Ⓐ *is in the Influence Area of the School and City Hall, so it grows to a size-2 Residence* Ⓑ *.*
Then Residence Ⓑ *is in the Influence Area of the School, City Hall, and the Sea (beachfront property!), so it increases to a 3-space Residence* Ⓒ *.*
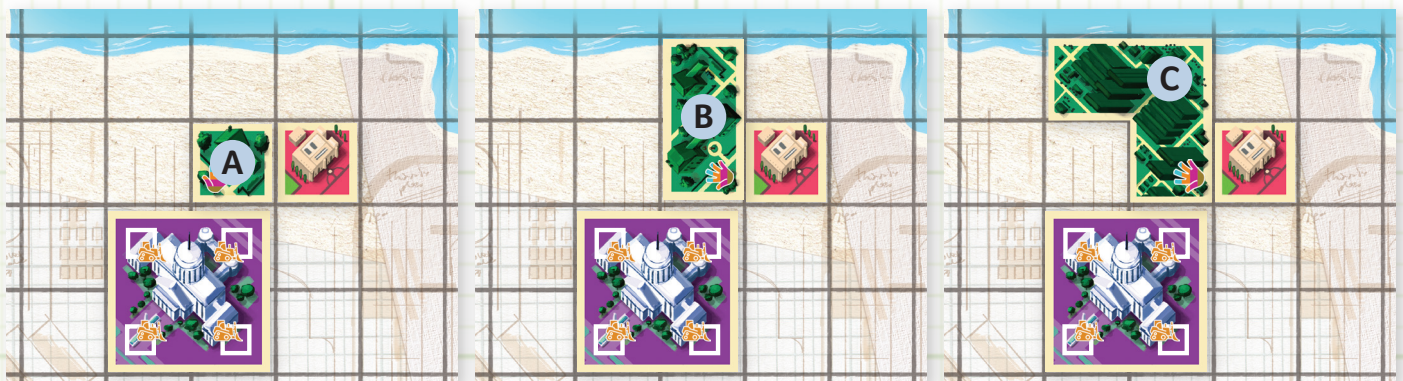
The harbor must be built with its water spaces overlapping water, of course paying the extra $ for beachfront property; so the harbor now costs $4.
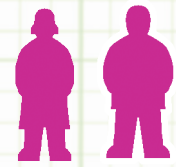
End of the Game and Final Scoring

In order to fulfill the "7×7" promise (#8), you only need to build on the 49 land spaces of the smallest Constructible Zone.

New Citizens Variant

Overview

We provided 22 citizens in the Small City Deluxe base game with 2 different shapes: 44 Female citizens and 44 Male citizens.

As a veteran of Small City, it's time to learn some more rules about the differences between men and women!

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

Setup

Middle of the Table

> **New Citizens Variant**
> **44 Female Citizens***
> **44 Male Citizens***
>
> ** Uses the meeples from the base game.*

7.f.i.   Place 1 Man and 1 Woman in City Hall, occupying 2 of the 4 spaces.

ii.   Place 5 Men and 5 Women in the Career Center on your Borough board.

iii.   Place the other 5 Men and 5 Women in a common supply in the middle of the table; they are not yet available to you.

Playing the Game

Phase 2: Build

Tiles You Can Build
Residence Level 1: You must **immediately** move 1 citizen from City Hall to this tile, unless City Hall has no citizens. This is only true for Level 1. You can choose whether to move a Man or a Woman if you have both in your City Hall.

Phase 7: Influence City Council

Row 4 — Department of Tourism: You immediately get citizens (of your color) from the common reserve. You must host the citizens in City Hall; any for which you have no room go to your Career Center. For each, you can choose either a Man or a Woman.

At the end of this phase, if a man and a woman are next to each other inside a single Residence building tile (thus Level 2 or bigger), they give birth in your Clinic. You take either a man or a woman from the supply and place them in the Clinic. You will be allowed to move the new citizen during the subsequent **Phase 3: Move Citizens** (*they grow up so fast*)!

If you don't have a Clinic, there is no birth.

American 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 American 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 American 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

Mexico City

Setup: You start the game with a bigger City Hall that can host 5 citizens / Building Materials. Return the base-game City Hall to the box.

Phase 2: Build: You can't build on a mountain. If there is a stone on an empty space beside a mountain (*see Phase 4: Collect Income*), you can only build on that space if the building requires (and thereby consumes) the stone.

Phase 4: Collect Income: A citizen on a factory space that is adjacent to a mountain produces a bonus stone that lies on the ground in the citizen's influence area. Tourists can't send bonus stone home, so instead they send it to a warehouse of the borough where it was produced.

Phase 6: Measure Pollution: If your pollution gets **above** 20%, in addition to the base-game effects, 1 **additional** citizen dies each round.
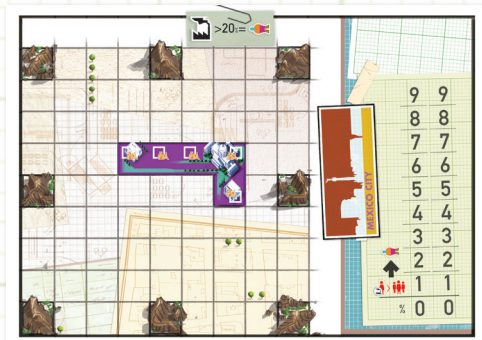
San Francisco
Setup: You start the game with a pre-printed Park of size 3!

Phase 2: Build: You are **not** allowed to build on the 14 hills! Oh... and good luck!

Québec
Setup: You start the game with a pre-printed Harbor that works identically to the Harbor in the base game.

Stack 2 player discs on the dark gray area (see **Phase 1: Select Special Actions** below).

Phase 1: Select Special Actions: To access the dark gray spaces, you must increase your Borough size twice. Each time you do so, remove a disc from the gray area. Once you've removed the second disc, the gray area is constructible.

Phase 2: Build:

You can still build the normal Harbor. :=).

Phase 6: Measure Pollution: If your pollution gets above 20%, in addition to the base-game effects, 1 additional citizen dies each round. Your Harbor pollutes 1% each round.
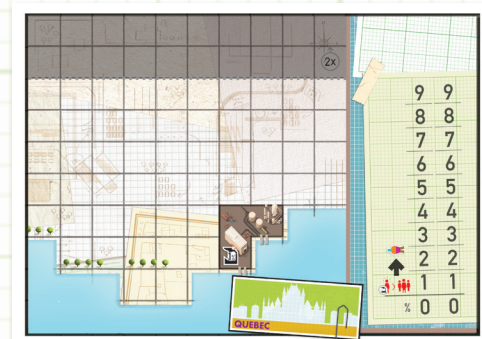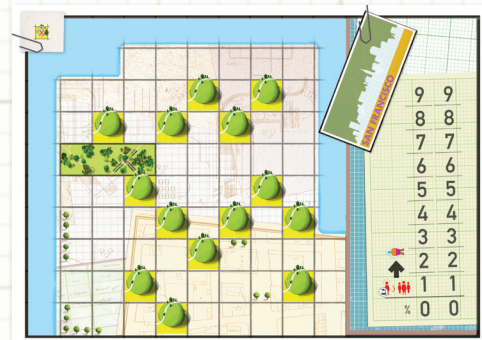
Houston

Phase 2: Build:
Houston has declared new monetary building costs for the buildings that require money to be built (not the cultural buildings):

- Each space in the central downtown costs $3.
- Each space in the outer downtown costs $2.
- Each space in the suburbs costs $1.
- If you build a cultural building that overlaps (adjacent is not enough) the interstate, you can build it for 1 Building material less (you choose which Building Material you don't need).
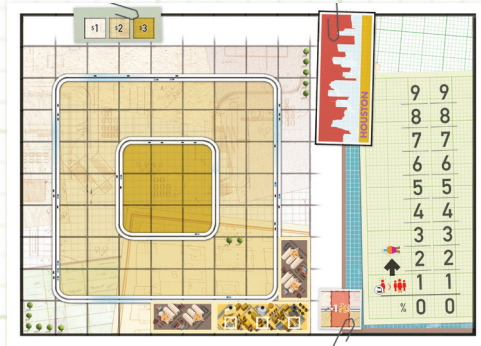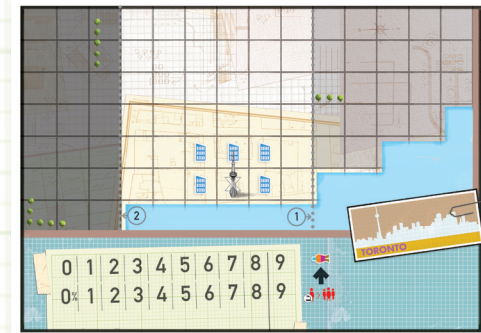
Toronto

Phase 1: Select Special Actions: When you increase the size of your borough, first you expand into the light gray area, and then into the dark gray area.

Your pollution starts at 5%!

Phase 2: Build:

- You cannot build on the CN Tower's space.
- On the 5 spaces that surround CN Tower, you are only allowed to build Commerce.

Atlanta

Setup: You start the game with a pre-printed Airport, but a small constructible zone in the South! The first time you increase your constructible zone, you add the light gray spaces; the second, the dark.

Phase 1: Select Special Actions: At the beginning of this phase, 1 citizen arrives at the airport.

Phase 3: Move Citizens: If you have a citizen waiting at the airport, you can move them as a normal citizen, or even to another player's board as a tourist.

Phase 6: Measure Pollution: Your Airport pollutes 2% each round, in addition to your normal pollution!
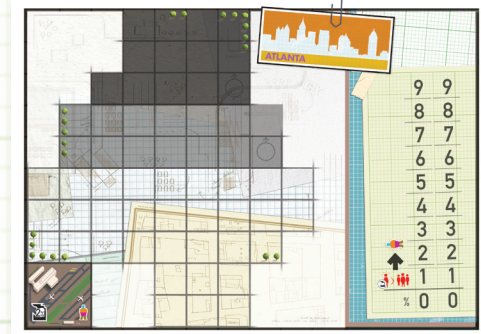
New York City

Setup: You start the game with a pre-printed Park of size 4.

Phase 2: Build: You can neither build on nor upgrade onto the river unless you pay 1 metal for each river space in question (a nice metal pier)!

Phase 3: Move Citizens: Central Park can hold 4 citizens, 1 on each space.

Phase 6: Measure Pollution: In Central Park, the first citizen reduces pollution by 1; the second, by 2; the third, by 3; the fourth, by 4. Your total increase cannot be below 0!

Miami

Phase 2: Build:
- New Residence tiles must be built in the sea's influence area (unless no more coastal spaces remain). Upgrading a Residence into the mainland is fine.
- You are not allowed to build Commerce and Factories in the sea's influence area.
- The sea works as a gigantic Cultural building, which facilitates the development of Residential zones.
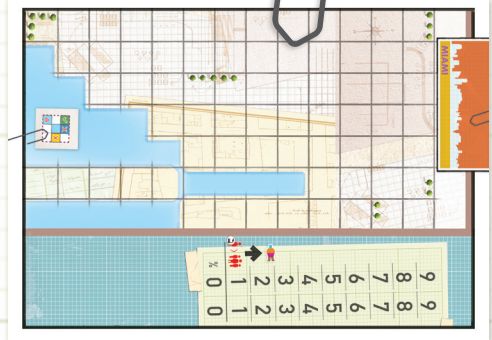
New Action Cards Expansion

Overview

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

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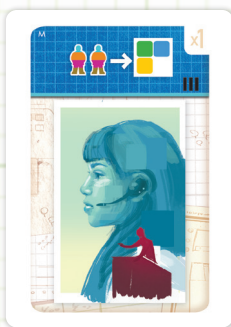
Playing the Game

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

M. ATTORNEY — You may place 2 citizens in a single space of a Residential Zone, Commercial Zone, or Factory one time during **Phase 3: Move Citizens**. This allows you to use the space twice: Once for each citizen. In a Residential Zone, this "roommate" generates as many Votes as the size of the Residential Zone.

Example: You use this to place 2 citizens in one space of an otherwise empty Residence 4; as usual, the first will earn you 1 Vote, but the second will earn you 4, if the Residence 4 were full, you would earn 1+2+3+4+4 = 14 Votes.

Remember, each citizen must move to a new space each round, so these 2 "roommates/coworkers" will part ways next round (if it's a Residence, 1 can stay in the space, as usual).

N. EXECUTIVE ASSISTANT — You may immediately merge one Residence 1 with one adjacent Residence of Level n (n = 1, 2, 3, 4) into a Residence of level n+1, without having to respect the Cultural Building portion of the Construction Conditions; however, the two Residences you are merging must have the exact layout of the Residence of level n+1 (see example). You must pay $\$(n+1)$ for the merge, which covers both the construction costs and the "under the table" fees for the mayor to turn a blind eye while you violate the zoning laws.
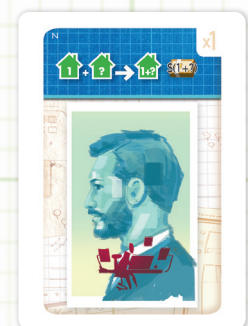
New Promise Cards Expansion

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 Water Pumps if you like), as well!
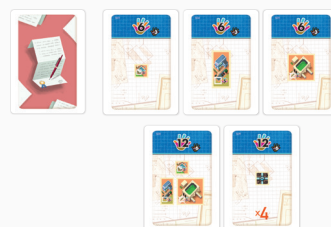
All rules of the base game apply, with the exceptions mentioned below in this color.
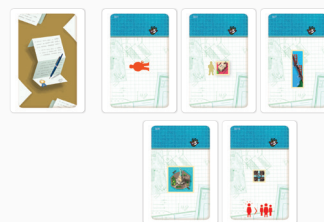
Setup

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

If you are playing the advanced game, add the applicable Special Promise cards to the deck.

New Promise Cards Expansion

New Special Promise Cards Expansion

New Urban Sprawler Victory Condition

Overview

If you are tired of the 4 victory conditions from the base game (Votes, Economic, Cultural, and Citizens), try the Urban Sprawler victory condition instead!

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

Components

4   size-6 Residential Zones

Urban Sprawler Victory Condition
4 size-6 Residential Zones

Setup

This can be used with the basic or advanced game (using the Votes victory condition as a tiebreaker), and with either easy or expert boards.

End of the Game and Final Scoring

Instead of the game ending after 8 rounds, the game ends at the end of the round in which a player builds a 6-space Residential Zone (thus the game could be longer or shorter). The player who built the R6 wins. If more than one player built an R6, the one of them with the most votes wins. If still tied, the wealthiest of the tied players wins.

In case of tied players, do not count the Pollution Level accumulated during the game.
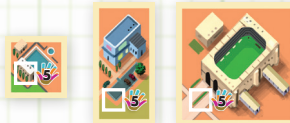
New Leisure Buildings Expansion

Overview

This expansion adds an entirely new category of tiles: Leisure tiles. Happy citizens are very enthusiastic about voting for their home candidate... no matter where they have their fun!

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

Components

4	Swimming Pools
4	Cinemas
4	Stadiums
4	Promise cards

New Leisure Buildings Expansion
4 Swimming Pools
4 Cinemas
4 Stadiums
4 Promise cards

Setup

Add the 3 new Easy Promise cards to the Easy stack (6 votes). Each rewards you for building 1 of the 3 different Leisure tiles in your borough. Add the new Medium Promise card to the Medium deck (12 votes). It rewards you for building all 3 Leisure tiles in your borough.

Note: As with Cultural buildings, there is 1 Leisure tile of each size for each player.

Playing the Game

Phase 2: Build

- Leisure tiles are an orange/salmon color, and each one is different: Swimming Pool, Cinema, and Stadium.
- A Swimming Pool costs $1; a Cinema costs $2; a Stadium costs $4.

Construction Conditions:
- Leisure tiles must **not** be Influenced by a Factory, Refinery, Harbor, or Warehouse.
- You can only build one of each Leisure tile.
- Leisure tiles must be influenced by a Residential Zone, a Commercial Zone, **and** a Park (**all three!**); see examples, below.
- Only one citizen can occupy each Leisure tile.
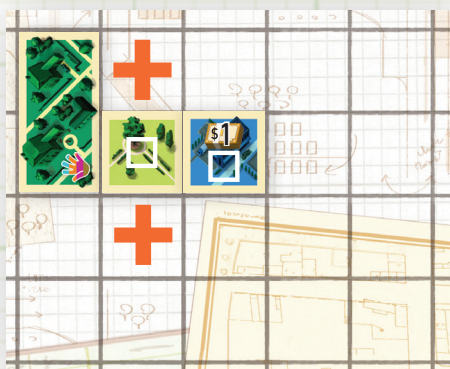
Example 1: You are allowed to build any Leisure tile on the marked spaces, because they are influenced by a Residence, Commerce, and a Park.

Example 2: You are not allowed to build a Stadium at the moment, not even where marked, because none of the spaces are influenced by all three things.

Special Powers:
- You can activate a Leisure tile by moving one citizen or tourist to it in **Phase 3: Move Citizens**. You can activate a Leisure tile on an opponent's Borough.
- Each Leisure tile you activate generates **5** votes for you in **Phase 5: Vote**, no matter where it is.

Phase 3: Move Citizens

Leisure tiles work like Factories and Commercial Zones: The same citizen cannot get the benefit two rounds in a row, and must move.

Phase 5: Vote

Each Leisure tile you activate anywhere earns you 5 votes.

Real Buildings Expansion

Overview

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

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

Components

4	double-sided Beach boards
4	Golden Gate Bridge
4	Statue of Liberty
2	Special Promise cards

Real Buildings Expansion
4 double-sided Beach boards
4 Golden Gate Bridge
4 Statue of Liberty
2 Special Promise cards
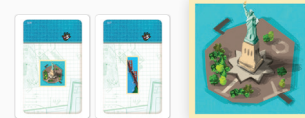
Setup

- Play the game using the Beach board on the Easy or Expert side. You must apply all the Beach rules. If you have already played Small City, you play the Expert side, if it is your first play, use the Easy side.

- Each player places 1 Statue of Liberty and 1 Golden Gate along with the 3 Cultural buildings, the refinery, and the harbor near their Borough.

Playing the Game

Phase 1: Select Special Action

Each time you choose the Engineer and you have built the **Statue of Liberty** on your Borough, one citizen from the common supply visits the monument! This new citizen can be moved during **Phase 3: Move Citizens**.

### Phase 2: Build

Tiles You Can Build

Cost
Each building costs 2 metals.

Statue of Liberty
It is a 2×2 tile.
- The Statue of Liberty must be entirely built on Water spaces.

- When you build the Statue of Liberty, you immediately move forward 2 spaces on the City Council board (**only** in the Dept of Economy and/or Dept of Tourism). It can be the same disc or two different discs. You immediately receive each bonus.
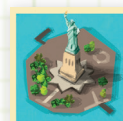
Phase 3: Move Citizens

You can move the citizen(s) who are visiting the Statue of Liberty wherever you like or they can stay there. Limit: 4 (1 per space).

Golden Gate Bridge
It is a 1×4 tile, and can be rotated or flipped.

Phase 1: Select Special Action

Each time you choose the Architect and you have built the **Golden Gate Bridge** on your Borough, one citizen from the common supply visits the bridge! This new citizen can be moved during **Phase 3: Move Citizens**.

Phase 2: Build

- The Golden Gate Bridge must have exactly 1 space on land, and the other 3 spaces on sea.

- When you build the Golden Gate Bridge, you immediately move forward 2 spaces on the City Council board (**only** in the Dept of Economy and/or Dept of Tourism). It can be the same disc or two different discs. You immediately receive each bonus.

Water Pumps Expansion

Overview

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

Components

24	Water Pumps
1	Promise card
1	Special Promise card
1	10-Round Round Track overlay

Water Pumps Expansion
24 Water Pumps
1 Promise card
1 Special Promise card
1 10-Round Round Track overlay

①②③④⑤⑥⑦⑧⑨⑩

Setup

Cover the old round track on the City Council board with the Round Track overlay. Now the game lasts 10 Rounds!

Playing the Game

Phase 2: Build

Tiles You Can Build

Cost
The Water Pump counts as one building tile. It costs $3

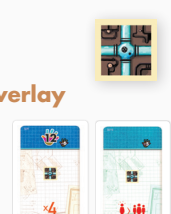Each water pump supplies water to several spaces. When water is supplied to **any** space of a building, water is supplied to the entire building.
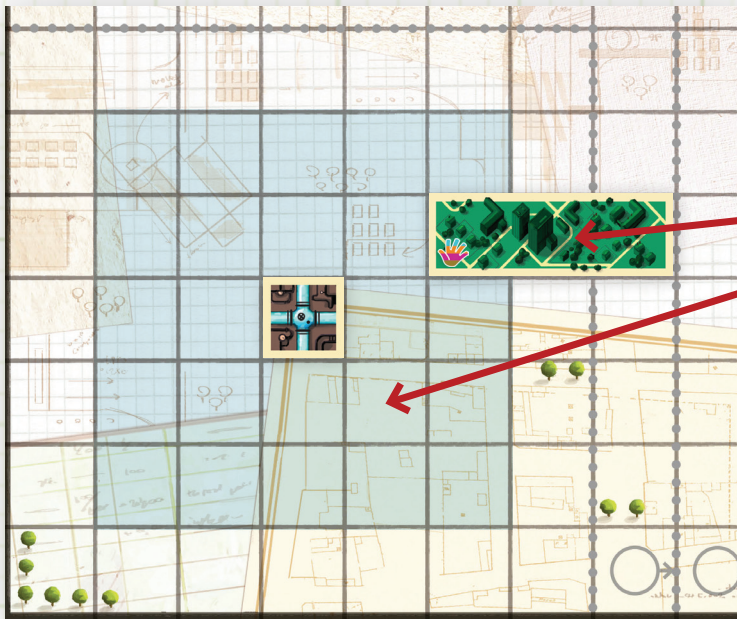
This Residence has its water supplied.

The Water Pump supplies water to the light blue spaces

If you are playing with a board that has river or sea, each space adjacent to water is already supplied by water

Phase 5: Vote

Rounds 9–10: Citizens in a Residence without water supplied to the Residence **do not vote**.

End of the Game and Final Scoring

Promise: Build 4 Water Pumps.

Special Promise: Have the most Water Pumps in your borough.

Credits

ALBAN VIARD STUDIO GAMES

LudiCreations