SMALL CITY
DELUXE EDITION
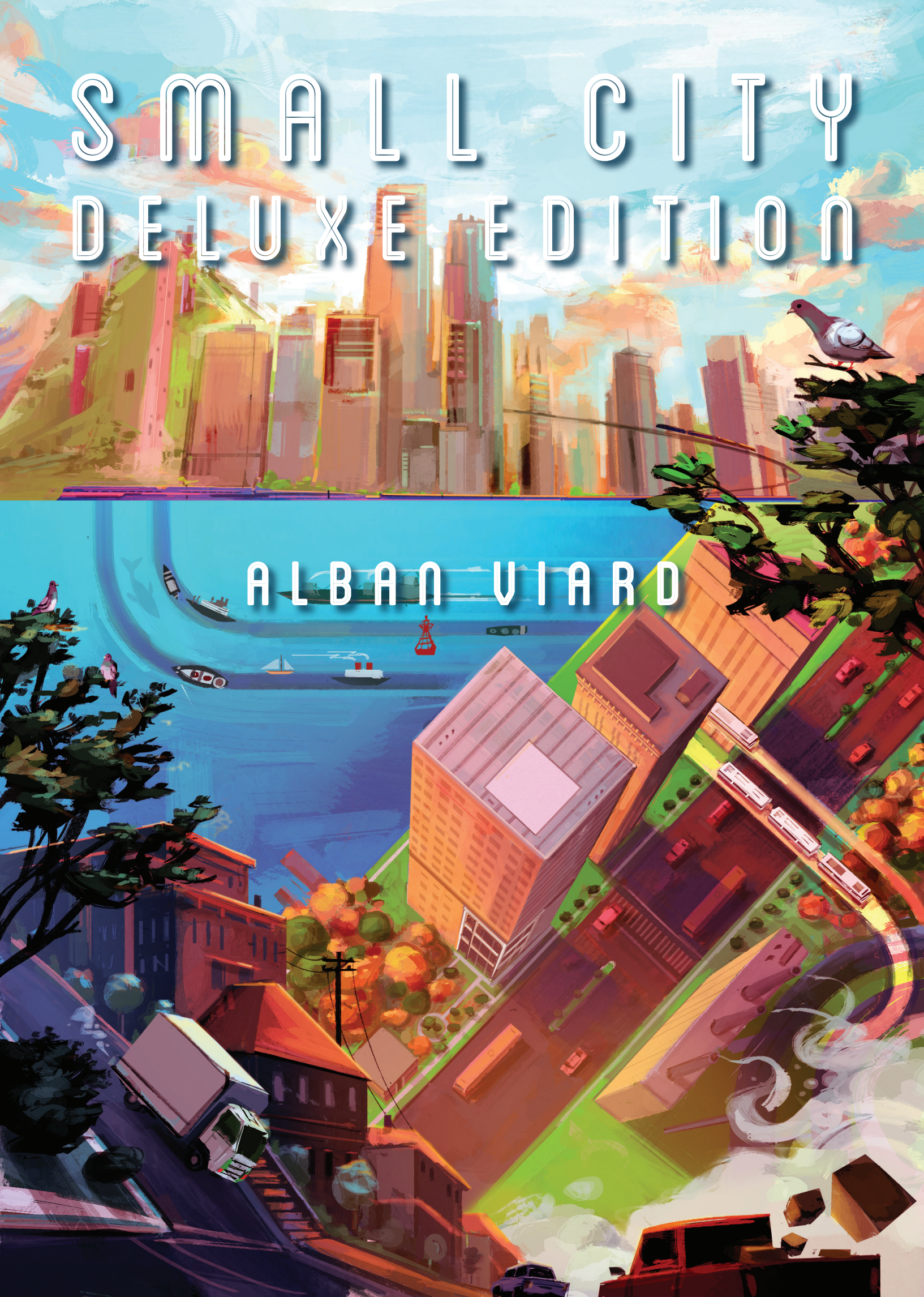
ALBAN VIARD

# SMALL CITY DELUXE EDITION

1-4   30m/👤   14+

Introduction

You are a deputy mayor in charge of development of one borough of Small City, a city renowned for its progressive election system, which collects votes 8 times per election, truly embracing the slogan, "vote early and vote often." Therefore, you have merely 8 turns to secure enough votes to be elected mayor. To be elected you have to attract more citizens, encourage growth of residential areas for them to live in, and aid the expansion of both the commercial and industrial sectors. Unfortunately, industry also means pollution, which you must also deal with. If you build suitable infrastructure, the citizens will undoubtedly vote for you, but beware of making false promises!
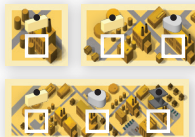
Components
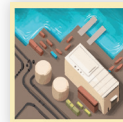
78 Residential Zones
5 development levels: 1-5

24 Cultural Buildings
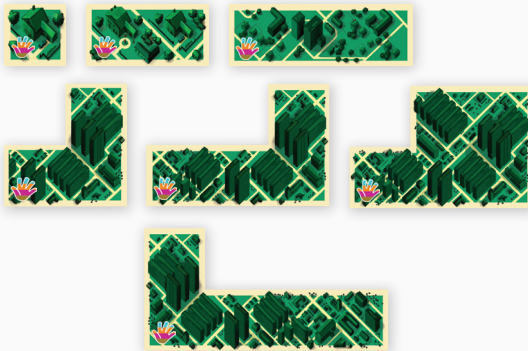
48 Bank Note Tiles

Industrial Buildings

37 Factories
3 development levels: 1-3

12 Warehouses

4 Harbors

4 Refineries
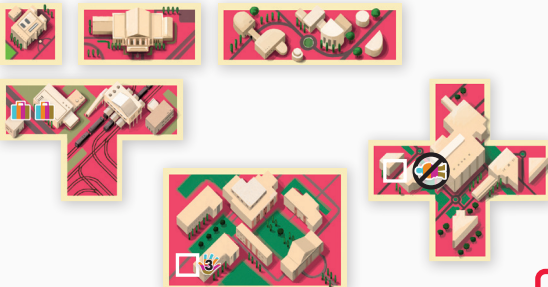
40 Commercial Zones
4 development levels: 1-4

55 Parks
small, medium, large
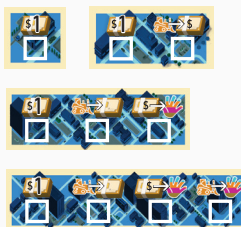
4 City Halls

4 Police Stations
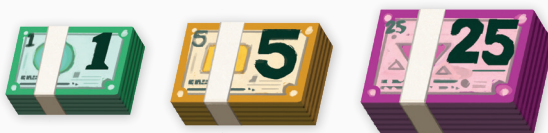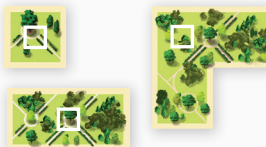
4 Fire Stations

8 +50 Vote Tokens

Components

4 Double-sided Borough Boards (easy/expert (⭐))
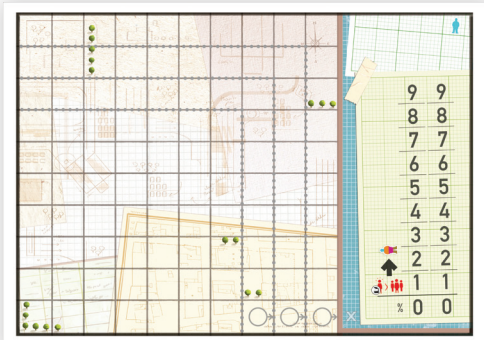
1 Double-sided City Council Board (easy/expert (⭐))

4 Player Screens

8 Action Cards

16 Special Promise Cards

1 Round Pawn   1 Mayor

36 Building Materials
16 wood, 12 stone, 8 metal

In Each Player Color
22 citizens, 7 discs

16 Promise Cards

Overview

To win the game you must have the most votes after 8 rounds. Votes can be earned over the course of the game by placing citizens in the residential zones, by erecting cultural buildings, by keeping commercial buildings in suitable areas, and also by making good on the promises that you made to the citizens at the beginning of the game. You must also keep a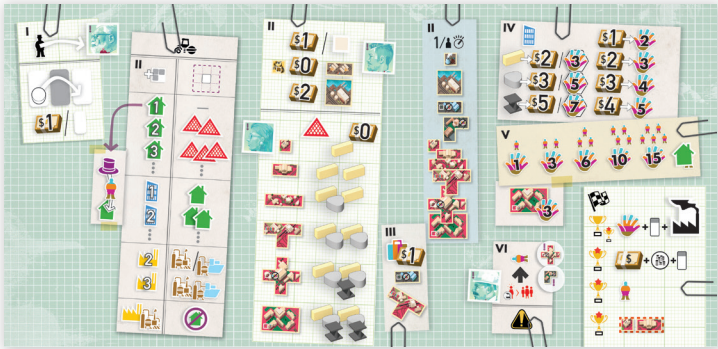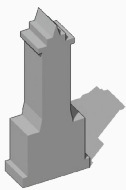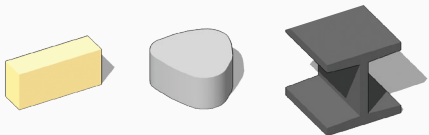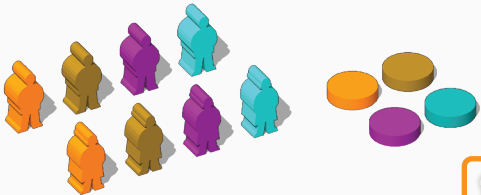n eye on pollution at all times, because high pollution levels will have a negative effect on your score at the end of the game.

A Few Crucial Gameplay Concepts

Your Borough Board

Your Borough Board is divided into four areas:

- The large grid on the left **A** is where you will construct tiles. At the start of the game, your *Constructible Zone* includes only the smallest area defined by the innermost of the lines with dots (easy side: 7×7; expert side: 6×6). Over the course of the game, you may increase your Constructible Zone, enabling you to build in spaces beyond that border, too.
- The *Borough Size track* **B** reminds you of your Constructible Zone, which is indicated by where your disc is on it.
- The *Pollution tracks* **C** show how much pollution has accumulated in your Borough; it starts at 00% (the left column is tens; the right, ones).
- The *Career Center* **D** is where you keep your available Citizens.
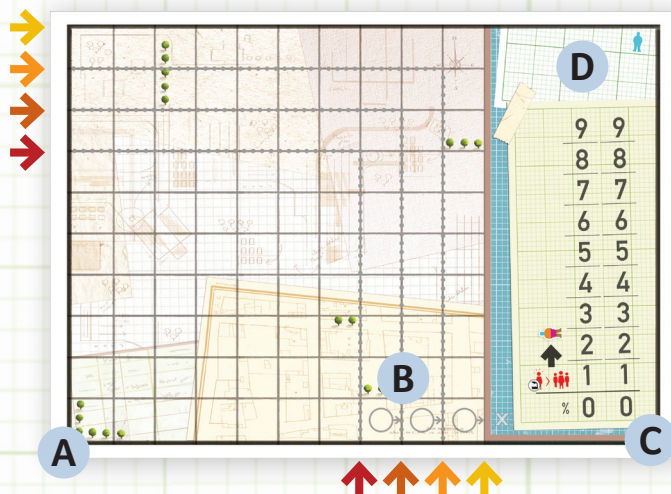
Development Level

Several types of building (Residential, Commercial, and Factory) are available in **different development levels**. In essence, the development level of a building is the number of spaces in that building. In order to build or upgrade to a higher development level, the building must be *influenced* by other buildings (*see Influence Area below*). The higher the development level, the more influences required.

Influence Area

Each tile in your borough has an *Influence Area*, which is like a halo around the tile: The Influence Area includes every space that is orthogonally or diagonally adjacent to a space of the tile itself. So, a Refinery's Influence Area is 8 spaces, because it is a 1-space building, and a Level-2 Residence's Influence Area is 10 spaces. When something is in a tile's Influence Area, that thing is said to be *Influenced* by that tile.
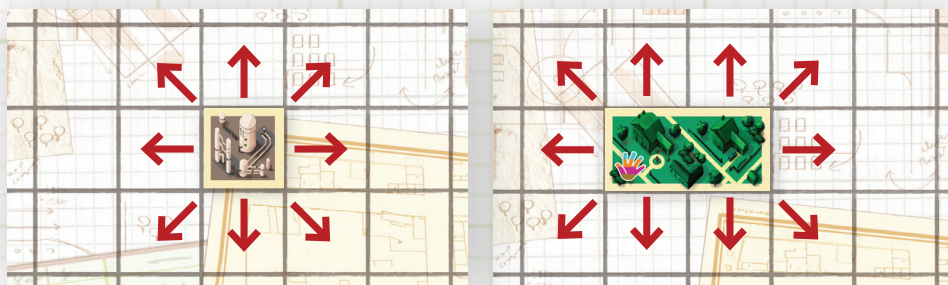
Setup *(See next page for setup illustration)*

Middle of the Table

1. Place the **City Council board** in the middle of the table (agree whether to play the easy or expert (⭐) side), with the **Round pawn** on space **1** of the Round track.
2. Pile the **8 Action cards** near the City Council board.
3. Separate the normal **Promise cards** (numbers 1–16) into three decks by difficulty:
   a. an easy deck (6 votes)
   b. a medium deck (12 votes)
   c. a difficult deck (18 votes)
4. Shuffle each Promise deck. Place all three decks face down near the City Council board.
5. For each of the following **buildings**, stack a number of them indicated for your player count near the City Council board (return the rest to the box):

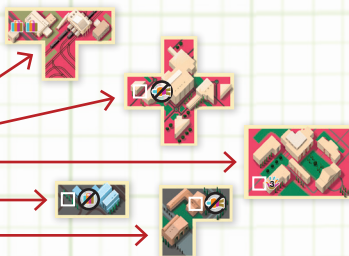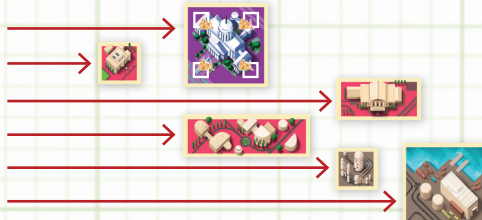|		1p	2p	3p	4p
a.	Metro Station	1	1	2	3
b.	Clinic	1	1	2	3
c.	University	1	1	2	3
d.	Police Station	1	1	2	3
e.	Fire Station	1	1	2	3

6. Choose a random start player, who takes the **mayor** (*the mayor is coming to visit!*); we will call this player the **mayor's host**. **Turn order** is clockwise, starting with the mayor's host.
7. Each player:
   a. Take a **Borough board**. 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.
   b. Take 1 of each of the following **buildings**, and place them near your Borough board (return any extras to the box):
      i. City hall
      ii. School
      iii. Library
      iv. Museum
      v. Refinery
      vi. Harbor
   c. Place your **city hall** aligned with the grid anywhere completely within your Constructible Zone.
   d. Choose a player color, and take all of the **citizens** and **discs** of that color.

   Example of Orange player's citizens and discs

   e. Place your 7 discs as follows:
      i. Place 2 discs to the left of the first column of **City Council** on the City Council board.
      ii. Place 1 disc on space 0 of the **Vote track** on the City Council board.
      iii. Place 1 disc near the pile of **Action cards**; we will call this your **Special Action disc**.
      iv. Place 1 disc on the leftmost space on the Borough Size track to remind you that you can only build on the spaces of your Borough board inside the border to the left of the disc; we will call this your **Constructible Zone**.
      v. Place 2 discs on your **Pollution track**: One on the **0 tens** space, and one on the **0 ones** space.
   f. Place your 22 Citizens as follows:
      i. Place 3 Citizens on your **city hall**, 1 each on 3 of the 4 spaces.
      ii. Place 11 Citizens on the **Career Center** on your Borough board.
      iii. Place the other 8 Citizens in a common reserve in the middle of the table; these are not available to you yet.
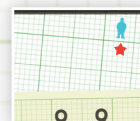
g. Take money according to where you are in the turn order (remember: clockwise, starting with the mayor's host):
    i.   **1st: $4**
    ii. **2nd: $5**
    iii. **3rd: $5**
    iv. **4th: $6**
h. Draw **1 card from each Promise deck** (easy, medium, difficult), and **keep only 1**. Return the others to the bottoms of their respective decks (face down). Keep your Promise secret from the other players until the end of the game; if you have fulfilled its conditions at that point, you will earn additional votes.
i. Take a **player screen** to hide your Borough during **Phase 2: Build**.

**Four Player
Example Setup**
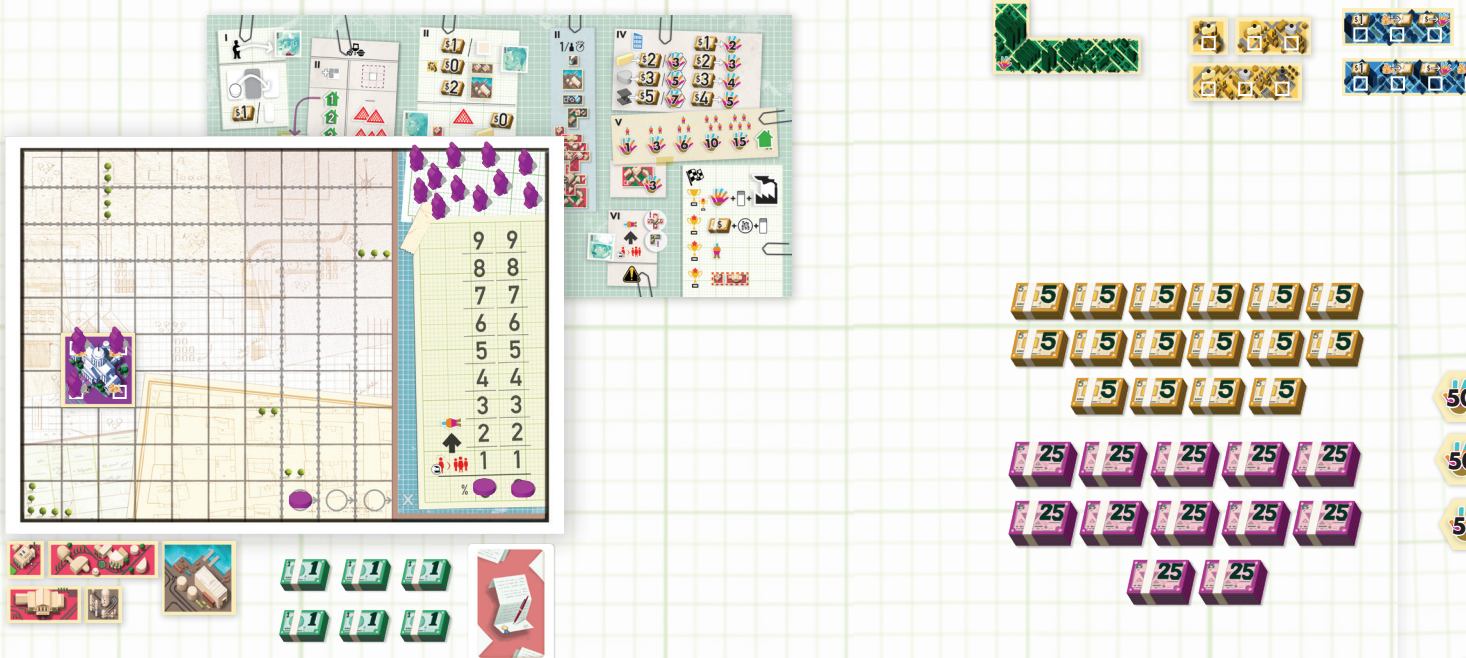
8. Group the remaining tiles by color (green residential, blue commercial, yellow factories, parks, etc.) near the City Council board.
9. Pile the following near the City Council board:
   a. Remaining money tokens.
   b. Building materials.
   c. +50 Votes tokens.
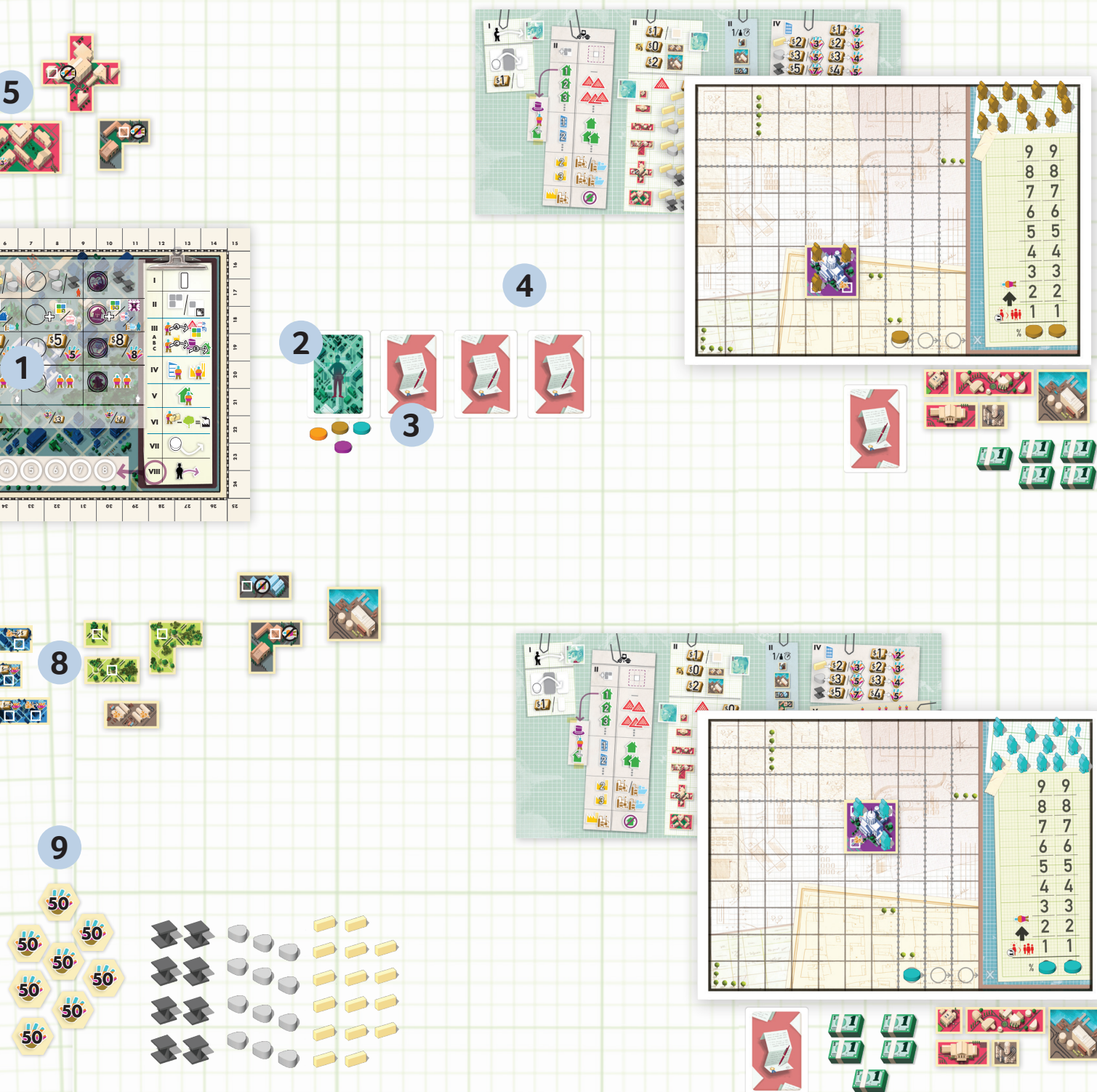
Playing the Game

The game lasts 8 rounds, each comprising the following 8 phases:

1. Select Special Actions
2. Build
3. Move Citizens
4. Collect Income
5. Vote
6. Measure Pollution
7. Influence City Council
8. Mayor's Next Visit

Phase 1: Select Special Actions

Parade for the Mayor

The players who are not hosting the mayor begin this phase by agreeing where to place the mayor on the borough board of the mayor's host. The Mayor must be placed on a *street* (a *street* is an edge between two **empty** spaces). This prevents the mayor's host from building on the two spaces adjacent to the mayor's street for this round.

If the non-mayor players cannot come to an agreement, then the previous mayor's host chooses where to place the Mayor meeple (in Round 1, the last player in turn order gets the final say). In the event that the same player hosted the mayor last round, the Mayor meeple must remain on the same street this round, too!

If the mayor's host does not have two adjacent empty spaces in their Constructible Zone, the mayor must go on a street in the next Constructible Zone. If this is impossible because their Constructible Zone is already maximum size, simply place the mayor near their board; in this case, the mayor does not prevent construction!

Choose Your Special Action for the Round

Shuffle the 8 Action cards and place them face down in a circle as depicted to the right. Once the entire circle is placed, flip them face up. Each player will use their Special Action disc to choose a different Special Action, in turn order. The mayor's host chooses first, of course, by placing their Special Action disc on a card. This is always free for the mayor's host. The next player clockwise can choose either of the action cards that are directly adjacent to that card for free, or pay **$1** to skip 1 empty card, or **$2** to skip 2 empty cards, or **$3** to skip 3 empty cards (thus taking the action on the opposite side from the card that the mayor's host chose), placing their Special Action disc on that card. The third player does the same thing, starting from the card that the second player picked, and so on.

Remember: You only pay to skip empty cards; do not count occupied cards when counting how much you have to pay to select the card you want. You are never allowed to choose the same action another player took. The money you owe must be paid from your reserve.

8
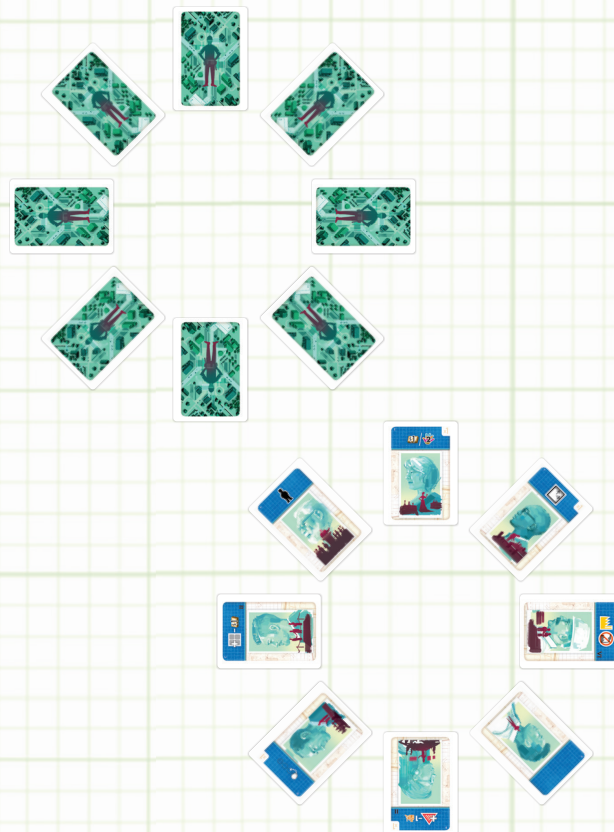
The Special Action Cards

A. MAYOR — The player who chooses this action will be the mayor's host (first in the turn order) next round.

B. ARCHITECT — The player who chooses this action can pay one building material fewer (minimum 0) for **one** of the Cultural Buildings they build this round (*see Phase 2: Build*); however, this does not affect the cost to build other buildings.

C. MEDIATOR — The player who chooses this action can pay $1 less (minimum $1) for each building tile they build this round (*see Phase 2: Build*); however, this does not affect the cost to build Cultural Buildings.
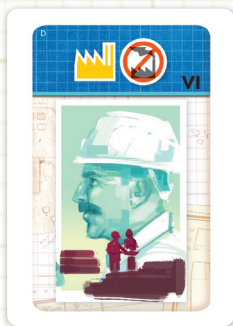
D. ENGINEER — Factories which produce building materials during this round will not create pollution for the player who chooses this action (*see Phase 6: Measure Pollution*).
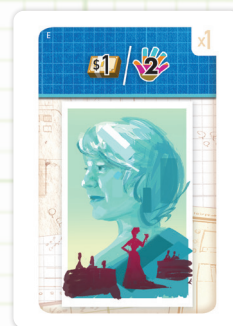
E. SUPPORTER — The player who chooses this action must immediately take either $1 from the reserve or 2 votes.

F. URBAN PLANNER — The player who chooses this action may immediately move the disc on their Borough Size track one space to the right, expanding their Constructible Zone for the remainder of the game.

G. CITY COUNCILOR — The player who chooses this action may immediately advance one of their discs on the City Council board one column. They must pay the price indicated on the City Council board to move their disc. They immediately apply the effect depicted at the bottom of the new column. Any tiles built this way are eligible to be upgraded during **Phase 2: Build** of this round.

H. OPPONENT — The player who chooses this card gets no bonus. *Dealing with your opponent always feels like a waste of time.*

9

Phase 2: Build

Place your player screens in front of your Borough boards to hide your construction until the end of the phase. Everyone can do this phase **simultaneously**; however, because there is a limited number of tiles available, if there is a conflict because more people want a particular type of tile than the number of them available, simply build in turn order.

For your individual choices this phase, do precisely **one** of the following:
- **Build up to 3 tiles** on empty spaces of your Constructible Zone.
- In any order, **build up to 1 tile**, and **increase your Constructible Zone** by moving the disc on your Borough Size track one space to the right.

General Building Rules

- Tiles generally cost **$1 per space**; however, there are a few exceptions (*see **Warehouse** and **Cultural Buildings***).

> **!** **Attention**: Tiles generally cost **$1 per space**; however, there are a few exceptions (*see **Warehouse** and **Cultural Buildings***).

- **Build any level:** When building a Residential Zone, Commercial Zone, or Factory, you can build any development level (*e.g. Level-5 Residential Zone, Level-2 Factory, etc.*), as long as the Construction Criteria are met (*see **Residential Zones**, **Factories** and **Warehouses**, and **Commercial Zones***); however, in order to skip level 1, a single space of the intended building footprint must have all of the influences required. This is stricter than the requirement to upgrade (*see **Upgrades***), which merely requires the entire building to have all of the influences, not just a single space.
- Your **city hall** also counts as a Cultural building.
- You may replace **one** of your build actions per Build Phase with a **demolish** action. Demolishing a tile costs $1 per space it occupied, and increases your pollution by 1 per space it occupied. Pollution generated by demolition is immediate, and does not count in **Phase 6: Measure Pollution**. All citizens on the tile return to your city hall; all tourists on it return to their city hall; return the demolished tile to the box. If there are not enough spaces in someone's city hall for the citizens/tourists to return, you cannot demolish the tile.
  Note: Demolishing a tile that provided the required influence for another building does not affect that building.
- You may choose which side of a tile to use when building it.
- In general, you can build a tile orthogonally adjacent to another of its type; however, the two tiles do not "merge" to act as a single, larger tile.

Tiles You Can Build

Residential Zones are green, and are available in different development levels: 1–5.

Cost
$1 per space it occupies.

Construction Criteria
- Residential Zones are not allowed to be Influenced by any Industrial buildings.

- Residential Zones are allowed to be orthogonally adjacent, but they do not "merge" to amplify the Votes of the Citizens in them (*see **Phase 5: Vote***).

*Example: Four Level-1 Residential Zones can be in a contiguous layout like a single Level-4 Residential Zone, but they cannot become a Level-4 Residential Zone. Come **Phase 5: Vote**, the four Level-1 Residential Zones can generate no more than 4 Votes, but a Level-4 Residential Zone would be able to generate 10 Votes.*

Residential Zones
5 development levels: 1-5

- **Level 1**: No requirements; however, 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.
- **Level 2**: Must be Influenced by 2 Cultural Buildings.
- **Level 3**: Must be Influenced by 3 Cultural Buildings.
- **Level 4**: Must be Influenced by 4 Cultural Buildings.
- **Level 5**: Must be Influenced by 5 Cultural Buildings.
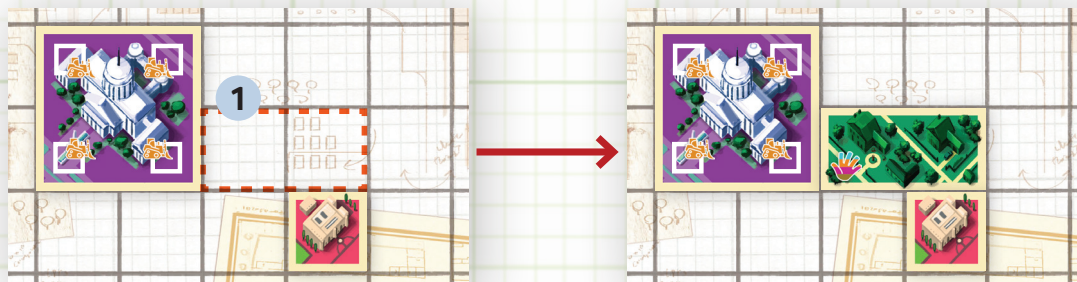
Example 1: You can build a Level-2 Residential Zone that overlaps the marked space ① for $2, because the marked space is influenced by 2 Cultural Buildings (city hall and school).

Example 2: Your Level-1 Residential Zone ① is Influenced by 2 Cultural Buildings (school and city hall), so you upgrade it to a Level-2 Residential Zone ②. By expanding downward, your newly expanded Level-2 Residential Zone is Influenced by a 3rd Cultural Building, the library. So, you can upgrade the Level-2 Residential Zone to a Level-3 Residential Zone, if you like ③. Alternatively, because the middle space ④ is influenced by 3 Cultural Buildings, you could have directly built a new Level-3 Residential Zone occupying that space, then upgraded the Level-1 Residential Zone in a different direction!

Special Powers
Citizens in Residential Zones will **generate votes** (*see **Phase 5: Vote***).

Factories are yellow, and are available in different development levels: 1–3. They produce building materials (*see **Phase 4: Collect Income***).

Construction Criteria
- Industrial buildings are not allowed to be Influenced by Residential Zones.
- **Level 1**: The only requirement is that you must also build a Warehouse in this tile's Influence Area (as a free action, and for $0). If you cannot build a Warehouse in this tile's Influence Area, you cannot build this tile.
- **Level 2**: Must be Influenced by a Refinery and/or a Harbor. If you are building a Level-2 Factory directly, you must also build a Warehouse as described for Level 1.
- **Level 3**: Must be Influenced by a Refinery **and** a Harbor. If you are building a Level-3 Factory directly, you must also build a Warehouse as described for Level 1.

Industrial Building: Factories

3 development levels: 1-3

Example: You have two Level-1 Factory tiles ① & ② . Each is Influenced by a Refinery and/or Harbor, so each can expand to a Factory 2. Now each Factory is Influenced by both a Refinery and a Harbor; however, only ① has room to expand, so you could upgrade it to a Factory 3.

Special Powers
Factories have no special powers.

Each Factory, no matter what level it is, requires a **Warehouse**.
(*see **Industrial Building: Factories***).

Cost
$0.

Construction Criteria
- Industrial buildings are not allowed to be Influenced by Residential Zones.
- You can only build it as part of the process of building a new Factory tile (not upgrading one).
- It does not require a separate action to build, and must be built in the Influence Area of the Factory tile.

Industrial Building: Warehouses

Example: You build a Level-1 Factory tile, so you must also build a Warehouse in its Influence Area.

Example: You build a Level-2 Factory tile, so you must also build a Warehouse in its Influence Area.

Example: You build a Level-3 Factory tile, so you must also build a Warehouse in its Influence Area.

Special Powers
Warehouses have no special powers.

The Refinery is brown.

Cost
$1.

Construction Criteria
- You can only build **one** Refinery. If you demolish it, you cannot rebuild it.
- Industrial buildings are not allowed to be Influenced by Residential Zones.

Industrial Building: Refineries

Special Powers
The Refinery has no special powers.

The **Harbor** tile is half brown, half water.

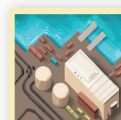### Cost
$2.

Construction Criteria
- You can only build **one** Harbour. If you demolish it, you cannot rebuild it.
- Industrial buildings are not allowed to be Influenced by Residential Zones.

Industrial Building: Harbors

Special Powers
The Harbor tile comprises 2 spaces of Industrial building, and 2 spaces of water. Only the building counts for cost (thus $2) and Influence.

*Example: The Industrial spaces ① prevent Residential Zones from being built in the spaces with an **X**. The water ② has no influence, so you can build Residential Zones on the rest of the spaces.*

Commercial Zones are blue, and are available in different development levels: 1–4.
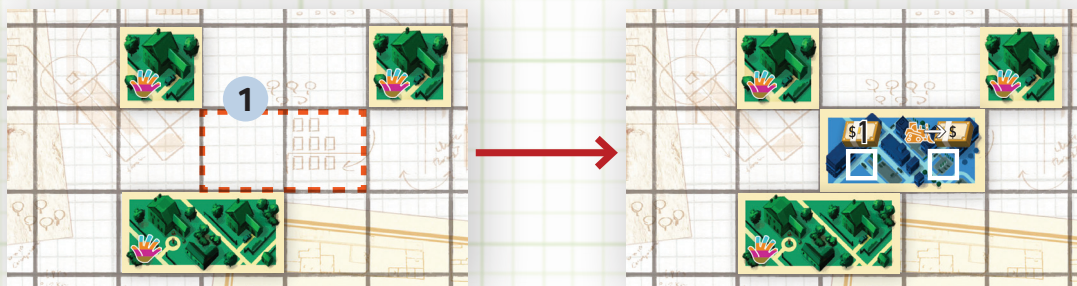
Cost
$1 per space it occupies.

Construction Criteria
- **Level 1**: Must be Influenced by 1 Residential Zone (of any size).
- **Level 2**: Must be Influenced by 2 Residential Zones (of any sizes).
- **Level 3**: Must be Influenced by 3 Residential Zones (of any sizes).
- **Level 4**: Must be Influenced by 4 Residential Zones (of any sizes).

Commercial Zones
4 development levels: 1-4

Example: You can build a Level-2 Commercial Zone overlapping the marked ① for $2, because that space is influenced by 2 Residential Zones. Note that because the new Commercial Zone is now influenced by 3 Residential Zones, it is eligible for upgrade; however, because it was just built this round, you cannot upgrade it until next round.

Special Powers
Your Citizens in Commercial Zones will produce money, or will allow you to trade building materials for money or votes.

Fire Station.

Cost
$3.

Construction Criteria
- You can only build **one** Fire Station. If you demolish it, you cannot rebuild it.

Fire Stations

Special Powers
You can activate the special power of the Fire Station by moving one Citizen from your Borough (but neither from City Hall nor the Career Center) to the tile either when it is built, or in **Phase 3: Move Citizens**. As long as the Citizen is there, its special power is in effect:

Your Citizens cannot die from pollution in opponents' Boroughs (*see **Phase 6: Measure Pollution***).

Police Station.

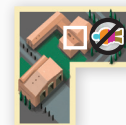**Cost**
$2.

Construction Criteria
- You can only build **one** Police Station. If you demolish it, you cannot rebuild it.

Special Powers
You can activate the special power of the Police Station by moving one Citizen from your Borough (but neither from City Hall nor the Career Center) to the tile either when it is built, or in **Phase 3: Move Citizens**. As long as the Citizen is there, its special power is in effect:

All tourists Influenced by it when it is built/activated return to their respective City Halls. If there is no room in City Hall for a Citizen, return it to its owner's Career Center.

Example: The activated Police Station protects the 10 spaces surrounding it from Tourists. If any Tourists had been in one of the spaces with an **X** *before the Police Station was built, its construction and activation would force them to return to their respective City Halls (and if there's no room at City Hall, to their Career Center).*

Cultural Buildings are red (or purple), and each one is different: Clinic, Metro Station, University, City Hall, Library, Museum, and School.

Cultural Buildings have no monetary cost ($0), but do require building materials in order to build them (*see below*). The required building materials must be in your Warehouses and/or City Hall.

Example: A School costs 1 wood, but no money; a Museum costs 2 wood and 1 stone.

Police Stations

Cultural Buildings
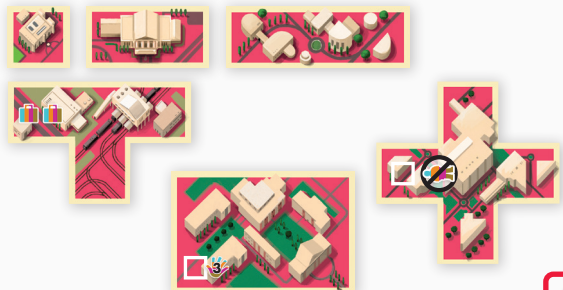
City Halls

Cost

City Hall costs you nothing, because your borough starts with it, and you cannot buy another.

All of the other Cultural Buildings cost $0, but the following building materials:

- **School**:
- **Library**:
- **Museum**:
- **Metro Station**:
- **Clinic**:
- **University**:

Construction Criteria
You can only build one of each Cultural Building. If you demolish one, you cannot rebuild it.

Special Powers
- **Clinic**: You can activate the special power of the Clinic by moving one Citizen to this tile in **Phase 3: Move Citizens** (this building is limited to one Citizen). As long as the Citizen is there, this special power is in effect: None of your Citizens can die from pollution; however, your Tourists in other Boroughs are still vulnerable (*see* ***Phase 6: Measure Pollution***).
- **Metro Station**: As soon as you build a Metro Station, you may have 2 Citizens in each opponent's Borough, instead of just 1 (*see* ***Phase 3: Move Citizens; A. Move Your Citizens; Tourists***). The Metro Station does not need to be activated by having a Citizen in it.
- **University**: You can activate the special power of the University by moving one Citizen to this tile in **Phase 3: Move Citizens** (this building is limited to one Citizen). As long as the Citizen is there, this special power is in effect: You get 3 Votes in **Phase 5: Vote** (*see* ***Phase 5: Vote***).
- **City Hall**: No special powers, but it can host citizens!
- **Library**: No special powers, but it can host citizens!
- **Museum**: No special powers, but it can host citizens!
- **School**: No special powers, but it can host citizens!

Parks are light green, and are available in three sizes: 1–3.

Cost
$1 per space it occupies.

Construction Criteria
- Park tiles are allowed to be Influenced by any tiles.
- Although Parks are allowed to be orthogonally adjacent to each other, you cannot replace two adjacent tiles with one of the same shape.
- Parks cannot be upgraded!

Special Powers
You can move one Citizen to the tile in **Phase 3: Move Citizens**; however, the Park's special power is to mitigate pollution. This ability does not require a Citizen to activate it.

Parks
small, medium, large
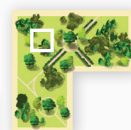
Upgrades

- **Free and optional**: Upgrading a building in the Constructible Zone is a free and optional action: It does not count as one of the 3 tiles that you are allowed to build, and you are never required to do it. Also, there is no cost associated with upgrading. The upgraded tile must be entirely within the Constructible Zone.
- **Upgradable**: There are 2 categories of tiles: those that can be upgraded (Residence, Commercial, Factory) and those that cannot (all others).
- **The tile must already be Influenced by the correct mix of tiles**: To upgrade a tile, certain criteria must already be met (see **Construction Criteria** for **Residential Zones, Factories & Warehouses,** and **Commercial Zones**). All of the conditions require that spaces of the existing tile are within the Influence Area of other specific tiles. Unlike skipping Level 1 when you build, the current building as a whole must have all of the required influences, but these influences do not need to be all affecting a single space. In some cases, the criteria also require the tile not to be in the Influence Area of specific tiles.
- **The tile gets bigger; it doesn't move**: When you upgrade a building, you replace it with a larger one and return the old one to the reserve, available to be built again. **The new tile must completely cover the footprint of the old tile**, but cannot cover any other tiles. If there were Citizens present on the old tile they must be placed in the exact same spaces on the new tile. When upgrading a Factory, the space that produced wood must still produce wood, and the space that produced stone must still produce stone; you can't shift or flip the Factory. The same goes for Commercial Zones. The concept is that you are expanding the existing tile.
- **No build-and-expand**: You cannot upgrade a tile built during the same Build Phase. If you built a tile on a previous turn, you are allowed to build the Influencing tiles required to upgrade it, and then make the upgrade all in the same Build Phase.
- **Chain reactions are OK**: Sometimes upgrading a tile expands it into the Influence Areas of other tiles, meeting the criteria for the next upgrade. That's fine: You can keep upgrading in the same Build Phase as long as the criteria are met for the next level!

All Done!

Once everyone has finished this phase, remove your Player Screens. Then, announce what you did, and how much it cost, as well as any upgrades you performed. This not only allows the other players to make sure you made no mistakes, it also ensures that you are aware when everyone is done playing simultaneously, so you can move on to the next phase.

Phase 3: Move Citizens

Starting from the mayor's host and then proceeding clockwise, each player gets one turn to move some or potentially all of their Citizens. In order to facilitate remembering which Citizens have already moved, lay each **meeple down** when it reaches its destination.

"I'm so tired from traveling…"
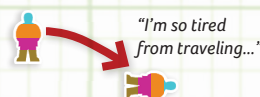
A. Move Your Citizens

Each of your Citizens **must** move to a new space (although it can be another space on the same tile), except those Citizens in Residential Zones and those Citizens activating tiles with special powers, namely Fire Station, Police Station, Clinic, and University.

- Citizens cannot move from City Hall during this part of your turn. They will move at the end of your turn into empty Level-1 Residential Zones spaces (see **B. New Homes for New Citizens** below).
- Citizens cannot move onto City Hall.
- Citizens (even as Tourists; see **Tourists** below) can only move onto spaces on tiles, never onto empty spaces on the Borough board.
- Each space can never, not even for a moment, hold more than one Citizen.
- Each Factory and Commercial Zone space that your Citizens occupied at the start of this phase (even as Tourists) cannot be re-occupied by one of your Citizens this phase; however, another player could use that space.
- Citizens (even as Tourists; see **Tourists** below) sitting in a Park, School, Library, Museum, or Metro Station do nothing. *They are merely having a rest.*
- You may find that you don't have enough spaces to host all of your Citizens. "Excess" Citizens must go to City Hall. If there is no room in City Hall for a Citizen, return it to your Career Center.

Tourists

You are allowed to have a **maximum of 1 Citizen** in each opponent's Borough (2 if you have built a Metro Station); we call such a Citizen a *Tourist*. However, if your opponent has an activated Police Station, no Tourists are allowed to be in the 10 spaces of its Influence zone.

To make one of your Citizens a Tourist, simply move it from your Borough to your left or right neighbor's Borough (respecting the limit above).

Note: Thus, in a 4-player game, you cannot send a Citizen from your Borough directly to the Borough opposite you.

Each of your Tourists **must** move each round, no matter what. This could be within the same Borough, or to a neighboring Borough. If there are no valid destinations in the Tourist's current Borough, the Tourist must move clockwise or counterclockwise to a neighboring Borough (remember the limit of 1; 2 if you have a Metro Station!); if this is not possible, the Tourist comes back home to find a space in your Borough as a Citizen, and is no longer a Tourist.

- Your Tourists cannot be in opponents' Residential Zones, Fire Stations, Police Stations, Clinics, or Universities.
- Your Tourists always work for you as if the spaces they occupy were in your own Borough; however, while visiting a Cultural Building, they do not grant you any bonus (*they're enjoying a little free time*).

B. 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 Level-1 Residential Zone that is empty in your Borough, move one Citizen from City Hall. If you have more empty Level-1 Residential Zones than Citizens at City Hall, you choose which goes where. If you have fewer, the "excess" Citizens will stay at City Hall.

C. New Citizens Arrive

After all players have finished their turns, each player checks for new Citizens: Each empty Factory space in your Borough attracts 1 new Citizen from your Career Center to City Hall.

Phase 4: Collect Income

Everyone collects their income simultaneously, but you collect your income step by step as specified below. Remember to apply buildings' special powers activated by your Citizens. All income comes from the reserve. Building materials are finite, so if supplies are low, you should take income in turn order; in this case, each player takes their entire income before the next player does.

1. **Collect Income from Tourists**: Each Tourist in your Borough (even in Parks!) earns you $1.
2. **Collect Commercial Income**
   a. Each Citizen on a **$1** space earns you $1.
   b. Each Citizen on a **Building Material ▶ $** space allows you to trade one building material from one of your Warehouses or City Hall for money (wood sells for $2, stone for $3, metal for $5).
   c. Each Citizen on a **$ ▶ Votes** space allows you to buy one "lot" of 2–5 votes ($1 for 2 votes, $2 for 3 votes, $3 for 4 votes, $4 for 5 votes).
   d. Each Citizen on a **Building Material ▶ Votes** space allows you to trade one building material from your Warehouses or City Hall for votes (wood trades for 3 votes, stone for 5 votes, metal for 7 votes).
   e. You choose in which order you get your income from the Commercial Zones, which can allow you to chain conversions in whatever manner your Citizens in Commercial Zones allow.
3. **Collect Factory Income**
   a. In any order you like, each Citizen on a Factory space produces one building material 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 in an empty space of City Hall (maximum **4**).

b. If you can't accommodate every building material produced, then perform each of the following steps until there is no more surplus:
    i. Some of your Tourists will be unable to send their building materials back home; find an empty Warehouse space in the Borough of the Factory that produced the building material, and put it there. If even your opponent has no place to store the building material, it goes to waste: Return it to the reserve.
    ii. Some of the building materials your Citizens produced go to waste: Return them to the reserve.
c. You cannot rearrange building materials. The only ways to get them out of City Hall and your Warehouses is to spend them in **Phase 2: Build** or **Phase 4.2: Collect Commercial Income**.

! **Attention**: The maximum capacity of City Hall is 4 Citizens and/or Building Materials total: One item on each space.

Phase 5: Vote

Everyone can tally their votes simultaneously. Adjust your score appropriately on the Votes track around the edge of the City Council board. Your Citizens earn you Votes as follows (Tourists do not vote):

Residential Zone: The first Citizen in a Residential Zone earns you 1 vote, the second earns you 2, the third earns you 3, the fourth earns you 4 and the fifth earns you 5. So, a Citizen in a Level-1 Residential Zone always earns you 1 vote, a Level-5 Residential Zone with 3 Citizens would earn you 6 votes, and a full Level-5 Residential Zone would earn you 15 votes.

University: If this is activated, it earns you 3 Votes.
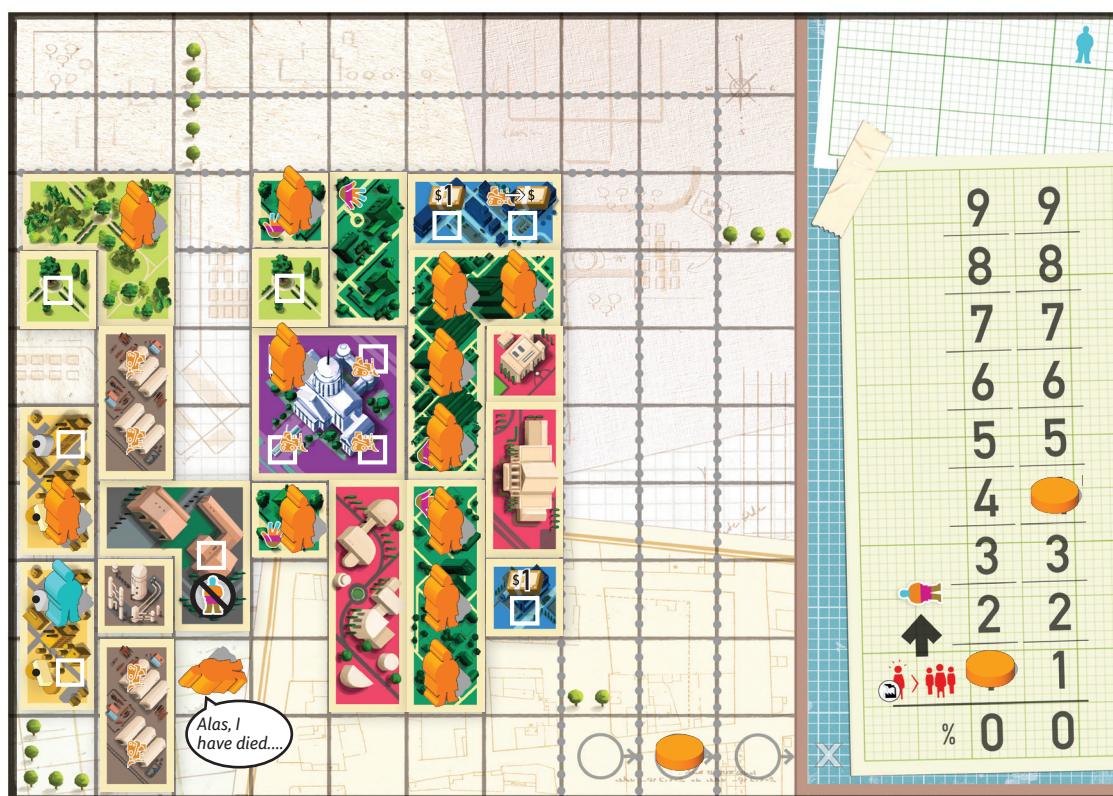
*Example: The two full Level-1 Residential Zones earn 1 vote each. The full Level-3 Residential Zone earns 1+2+3=6, and the full Level-4 Residential zone earns 1+2+3+4=10. 1+1+6+10=**18**.*

! **Attention**: If you surpass 50 Votes, Take a +50 Votes tile and start tracking your votes again from **0**.

Phase 6: Measure Pollution

Each Citizen **in your Borough** (including Tourists there) generates **1 pollution** for you, except those in City Hall and those in Cemeteries (*see Pollution Kills below*). Pollution is cumulative, so this new pollution will add to your current pollution level.

1. Each **building material produced** in the Borough (whether by your own Citizen or an opponent's Tourist) generates **1 pollution**. If you chose the Engineer in **Phase 1: Select Special Actions**, skip this step.
2. Each **Park space** generates **−1 pollution** (in other words, each Park space reduces pollution by 1); however the minimum pollution your Borough generates in a round is 0. *Unfortunately, simply having lots of Parks doesn't magically clean up accumulated pollution.*
3. Adjust your pollution level accordingly, but keep in mind the pollution you generated this turn.

> **!** **Attention**: If your pollution level ever reaches 100%, you immediately lose the game, and all citizens in your Borough die; the normal protection from Clinics and Fire Stations has no effect against the dense and deadly accumulation of pollution. Your tourists defect in shame: The owner of the Borough each tourist is visiting removes it from the game, and replaces it with one of their own citizens. Tourists in your Borough flee to their City Hall. If there is no room in City Hall for a Citizen, return it to their owner's Career Center.

Pollution Kills

1. If anyone's pollution is 10% or greater, Citizens start dying due to the environmental damage. Whichever player generated the most pollution this round must kill one Citizen in their Borough (*see below*). In the event of a tie, whichever tied player has higher cumulative pollution must kill one, if possible; if it is still a tie, each tied player must kill one. Even if nobody generated pollution this round, as long as anyone's pollution is 10% or greater, Citizens will die.

   - You are allowed to choose a Tourist in your Borough as the Citizen who dies. If its owner has an active Fire Station, then instead of dying, the Tourist goes home (goes to its owner's City Hall; if there's no room, it goes to its owner's Career Center).
   - If you have an active Clinic, none of your Citizens in your Borough will die; however, this protects neither Tourists visiting your Borough, nor your Tourists elsewhere.
   - Pollution cannot kill a Citizen in City Hall.

2. Choose an empty space (no tile, no Cemetery, but beside the mayor is OK) in your Constructible Zone, and lay the dead Citizen to rest on that space (even if it was a visiting Tourist), creating a **Cemetery**.

   - If you already had a Cemetery, this new one must be orthogonally adjacent to the old one if possible. If impossible, you have free choice as if it were your first.
   - If you can't create a Cemetery because you have no empty spaces in your Constructible Zone, the Cemetery must go on in the next Constructible Zone. If this is impossible because your Constructible Zone is already rev size, simply remove the dead Citizen from the game. *In this case, nobody knows what happened to the body!*

*Example, continuing from the Vote phase: (See illustration for previous example.) Excluding any Citizens in City Hall, you have 12 Citizens and 1 visiting Tourist (as well as 1 Cemetery, but it doesn't count). 2 of your Factories produced building materials this turn. You have 5 Park spaces in your Borough. 13+2−5=**10**. You generated 10 pollution this round, and your pollution is high enough for people to start dying from it. Let's hope one of your opponents generated more than 10 pollution this round!*

Phase 7: Influence City Council

In turn order, each player may make one contribution toward influencing City Council in one of four different areas, moving one of their discs. Several players can get the same benefit; simply stack the players' discs.

- If you choose to make a contribution this round, pay the cost to increase your influence with that Councilperson (by 1 column) in either money or votes, but not a combination of the two.
  Note: The price to move into column 1 is $1 or 1 vote; column 2 costs 2; column 3 costs 3, and column 4 costs 4.

- If you wish to switch rows, you are allowed to do so, but only by starting over in column 1 of the new row, and thus you pay the column-1 price of $1 or 1 vote to do this; however, you cannot have both discs in the same row! You may also choose to restart the same row, following these same rules.

- Immediately apply the bonus associated with the City Council space to which you moved a disc (*see below*). The benefits are **not** cumulative: You only get the benefit of the new space. You also cannot choose a previous column's benefit.

- Each Councilperson (row) offers a different type of benefit (building materials, new buildings, money or votes, or new citizens).

- Once a disc reaches the final column, it must stay there for the rest of the game; it can neither switch rows nor even restart in the same row.

The Councilpeople

Row 1 — Department of Industry:
You immediately get building materials that you must store in your Warehouses or City Hall. Return any for which you have no room to the reserve. If the finite supply of building materials doesn't have what you're due, you simply forfeit the rest.

    Column 1:   1 wood.
    Column 2:   2 wood or 1 stone.
    Column 3:   2 stone or 1 metal.
    Column 4:   2 metal.

Row 2 — Department of Building:
You may immediately build a tile that is not a Cultural Building, without paying its normal construction cost! You must respect the tile's Construction Criteria.

    Column 1:   Build a 1-space tile.
    Column 2:   Build a 2-space tile.
    Column 3:   Build a 3-space tile.
    Column 4:   Build a tile of size 1–4, without having to respect any Construction Criteria, except that Residential Zones and Industrial Buildings are still forbidden from Influencing one another!

        Example: You could build a Level-3 Factory with no Harbor, or a Level-3 Residential Zone influenced by no Cultural Buildings (but not beside an Industrial Buidings).

Row 3 — Department of Economy:
You immediately get the indicated money or votes—whichever you choose.

    Column 1: $2 or 2 votes.
    Column 2: $3 or 3 votes.
    Column 3: $5 or 5 votes.
    Column 4: $8 or 8 votes.

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.

    Column 1:   1 Citizen.
    Column 2:   1 Citizen.
    Column 3:   2 Citizens.
    Column 4:   2 Citizens.

Phase 8: Mayor's Next Visit

If no one chose the Mayor special action card, then the mayor moves one player clockwise; otherwise, the mayor goes to the player who selected the Mayor special action. Advance the Round pawn one space. Stand up all meeples on tiles (but **not** the ones in Cemeteries).

If this was the end of Round 8, proceed to **End of the Game and Final Scoring**; otherwise, a new round begins.

End of the Game and Final Scoring 🏆

The game ends after Round 8, at which point, each player performs the final scoring below:
1. Reveal your Promise Card:
   - If you fulfilled the promise, add the indicated votes (6/12/18) to your total votes on the Vote track.
   - If you failed to fulfill the promise, instead lose votes (−3/−6/−12) from your total votes on the Vote track.
2. Subtract your **pollution level** from this new total.

The player with the most votes wins the game. In the case of a tie, the tied player with the lowest pollution wins. If still tied, the tied player with the most money wins.

Advanced Game

All of the rules of the basic game apply, with the following additions (in black) and modifications (in this color).

Additional Setup

1. Use the expert (⭐) side of the City Council board.
2. Shuffle the Special Promise deck. Place it face down near the City Council board.
3. Agree on one of the following victory conditions:
   - **Votes**: This is exactly the same as the basic game, except that you will also have access to the new Special Promise cards.
   - **Economic**: Have the highest sum of cash and net revenue 🏢 .
   - **Citizens**: Have the most Citizens in play (excluding City Hall).
   - **Cultural**: Have the most spaces taken up by Cultural tiles.

For further details on the new victory conditions, see **Specific Changes for Each Victory Condition**.

Playing the Game

Phase 7: Influence City Council

Instead of paying the depicted $ or Votes to influence City Council, you may take a Special Promise card: Draw a number of Special Promise cards as indicated in the column's cost, keep 1, and tuck the rest under the deck, face down. This is an additional Promise you must fulfill at the end of the game!

Example: In making a Special Promise to advance into the 1st column, you get to draw 4 cards, choose 1, and tuck the other 3 back under the deck.

In order to advance to the 4th column via Special Promises, you are stuck with the 1 card you draw. The bigger the benefit, the greater the risk in offering favors!

Note: If you fulfill a Special Promise, it is worth +0, but if you fail to fulfill it, it is worth −5. There is no limit to the number of Special Promises you can take. Each Special Promise Card requires you to be the only person to meet its requirement.

Specific Changes for Each Victory Condition

Economic
Setup

Remove Special Promise #14 from the game.

Playing the Game
Phase 8: Mayor's Next Visit

Each Cultural Building and each Residential Zone (regardless of occupants) generates $\$L^2$ **Revenue** (💰), where L is the level/size of the tile, in terms of number of spaces it occupies.

Example: The Metro Station occupies 4 spaces, and thus produces 4 × 4 = \$16 of Revenue. A Level-5 Residential Zone produces 5 × 5 = \$25 of Revenue.

Keep a running total of each player's Revenue from round to round.

> **!** **Important note**: Revenue is neither money you can spend, nor does it count as income; it is only used as a metric of victory.

Final Scoring 🏆

Promise cards you fulfilled increase your Revenue (rather than your Votes) by the positive number depicted. Similarly, unfulfilled Promise cards decrease your Revenue by the negative number depicted.

Likewise, Special Promise cards you fulfilled increase your Revenue \$0. Unfulfilled Special Promise cards decrease your Revenue (rather than your Votes) by the negative number depicted; i.e. −\$5.

The player with the highest sum of cash and running total of Revenue wins.
- Your pollution does not subtract from this; however, if your pollution reaches 100%, you still immediately lose the game.
- In the event of a tie, the tied player with the least pollution wins.
- If still tied, the tied player with the most Votes wins.

Citizens
Setup

1. After placing the usual 3 Citizens in City Hall, place the other 19 Citizens on your Career Center. There is no common reserve.
2. Remove Promise #11 from the game.

Playing the Game
Phase 7: Influence City Council

The Councilpeople
Row 4 — Department of Tourism: You immediately get Citizens (of your color) from your Career Center. You must host the Citizens in City Hall.

    Column 1: 1 Citizen.
    Column 2: 1 Citizen.
    Column 3: 2 Citizens.
    Column 4: 2 Citizens.

Phase 8: Mayor's Next Visit

Keep a running total of each player's Citizens in play (excluding City Hall) from round to round.

Final Scoring 🏆

The player with the highest running total of Citizens in play wins.

- Your pollution does not subtract from this; however, if your pollution reaches 100%, you still immediately lose the game.
- In the event of a tie, the tied player with the least pollution wins.
- If still tied, the tied player with the most Votes wins.
- If still tied, the tied player with the most cash wins.

Cultural

Setup

1. Remove Special Promise #16 from the game.
2. Each player gets a set of the 6 different Cultural Buildings.
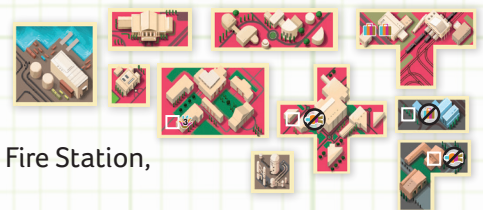
Playing the Game

Final Scoring 🏆

The player with the most spaces of Cultural Buildings in their borough wins.

- Your pollution does not subtract from this; however, if your pollution reaches 100%, you still immediately lose the game.
- In the event of a tie, the tied player with the least pollution wins.
- If still tied, the tied player with the most Votes wins.
- If still tied, the tied player with the most cash wins.

Solo Variant

Setup

- You start with $4.
- Choose a Difficulty Level from the following list, which goes easiest to toughest:
  - Citizen.
  - Mayor.
  - Governor.
  - Senator.
  - President.
- Use either the easy or expert side of your Borough board.
- Place 1 Cultural Building of each size, as well as 1 Refinery, 1 Harbor, 1 Fire Station, and 1 Police Station near your Borough board.

Playing the Game

Phase 1: Select Special Actions

- If this is an odd-numbered round, shuffle the 8 Action cards. Draw one card and place the mayor on it. Clockwise from that card, lay out the next three cards. Keep the 4 remaining action cards face down: You will use them next round.
- If this is an even-numbered round, discard the 4 face-up Action cards, and reveal the 4 remaining Action cards. Place the mayor on the first one.

- The card with the Mayor on it is the card chosen by an imaginary first player (you are eternally the second player). The two cards beside the Mayor are free, but to skip to the card opposite the Mayor, you must pay $2.
- Instead of visiting your Borough, the mayor visits the VIPs represented by the special action cards.

Phase 3: Move Citizens

There are no Tourists, because there are no other Boroughs to visit, and none from which Tourists might visit yours.

Phase 6: Measure Pollution

The amount your pollution increases this round and the Difficulty Level you chose determines how much pollution it takes to kill a Citizen:

- **Citizen**: No Citizens die, regardless of how much your pollution increased.
- **Mayor**: 1 Citizen dies if your pollution increased by more than 5.
- **Governor**: 1 Citizen dies if your pollution increased by more than 2.
- **Senator**: 1 Citizen dies if your pollution increased at all.
- **President**: 1 Citizen dies per point by which your pollution increased this round!

Note: You still lose the game immediately if your pollution reaches 100%.

Phase 8: Mayor's Next Visit

Remember: The Mayor is visiting the VIPs represented by the special action cards. He doesn't have time to visit the Boroughs.

End of Game and Final Scoring

The higher your score, the better your rating:

50 – 59	Homestead
60 – 69	Hamlet
70 – 79	Village
80 – 89	Neighborhood
90 – 99	Town
100 – 109	Suburb
110 – 119	City
120 – 134	Metropolis
135 – 149	Capital
150+	Megalopolis

Icons

Residential	Cultural	Factories	Commerical	Vote (Add / Subtract)
Police Station (either)	Fire Station	City Hall	Mayor's Host	
Refinery (either)	Harbour	Parks	Citizen	Tourist
Building Material	Wood	Stone	Metal	Money
Building a tile (not Cultural) without paying cost	Cemetery	Build a size 1-4 tile without respect to any Construction Criteria	Move Disc	Pollution
Phase 1: Select Special Actions	Phase 2: Build	Phase 2: Increase Borough Size	Victory	Advanced Victory

Revenue

ALBAN VIARD STUDIO GAMES

LudiCreations