

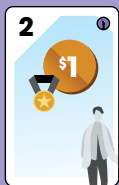
# PATRON LIST



# NEW YORKERS



Each Patron Power is explained in detail in this booklet. For your first few games, play with the New Yorker Patron Powers printed in the Patron Card Box.



## 2 - The Perfectionist

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If you played the most 2s (or tied), you get an additional \$1 this turn to buy cards with. You only get a max of +\$1 no matter how many 2s you played.

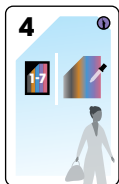


## 3 - The Snob

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On your turn to buy, choose any card from your discard pile or cards you played and trash it (return it to the box). Great for removing bad cards. You may also bury an extra card in the gallery.

If you trash a card you played you still get its money this turn, and can still use its power before you trash it.



## 4 - The Gallerist

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4s are wild! As you play a 4, you may change its number to 1-7 or its color to orange, pink, blue, or purple. This makes it easier to play! If you change it, the next card you play must match the changed 4. Changing its number doesn't change its patron power.

When you change a 4, it changes for all purposes this turn other than its power. For example, if you change it to a 2, it will count towards having the most 2s!

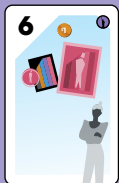


## 5 - The Dealer

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As you play a 5, choose to either draw a card from your deck right now, or to get +\$1 on your turn to buy.

Tip: To help remember that a patron power gives you +\$1, nudge it up in your line of number cards: **2** **5** **3** **1**



## 6 - The Trendoid

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As you play a 6, choose a card you've played before it this turn. The 6 has that card's power. Great for copying 5s and 7s! You also get +\$1 on your turn to buy.

EXCEPTION: This power can't be copied.

Copying a 2 does nothing; you don't get extra money or count extra 2s.



## 7 - The Critic

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As you play a 7, draw a card from your deck. If you have played a 5, 6, or 7 before the 7, draw another card.

Tip: If you draw the right card, you may be able to play it!

# PARISIANS



In future games, you can play with the Angelenos or Parisians instead, or even mix and match one power of each number!

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## 2 - The Curator

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Like The Perfectionist , except you trash a card from your discard or played cards.

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## 3 - The Archivist

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As you play a 3 you may discard a card from your hand to draw a card from your deck.

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## 4 - The Journalist

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Like The Gallerist , except you can't change its color. If it's the first 4 you've played this turn, draw a card.



## 5 - The Schmoozer

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For the rest of this turn, powers that draw cards draw you an extra card.

Example: you play a 5 then a 3. You discard a card and draw 2. Then you play a 4 and draw 2.



## 6 - The Investor

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On your turn to buy, you may trash another card from your discard pile or played cards for bonus money.

The better the card you trash, the more bonus money you get.



## 7 - The Hoarder

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As you play a 7, choose a color. For the rest of this turn, whenever you play 2 cards of the chosen color (counting the 7, if it's the right color) draw 1 card.

Example: you play **7** and choose red. You play **2** and draw 1. You play **4** and **2** then draw 1.