



S M A L L C I T Y

W I N T E R E X P A N S I O N



A L B A N V I A R D

SMALL CITY WINTER EXPANSION

1-4 30m 14+

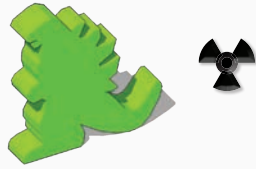
Introduction

This set includes 8 different expansions for Small City Deluxe. There is plenty in here to keep your planning even more fresh and interesting at every turn.

Components

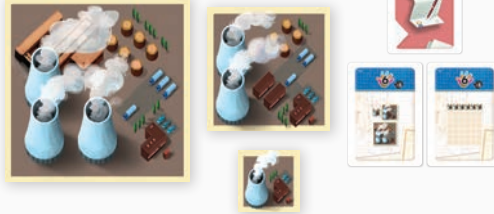
The Godzillas Expansion

3 godzillas
40 radiation markers



Power Plant Expansion

24 power plants
(3 development levels 1-3)
2 Promise cards



The Doctors Expansion

4 doctors

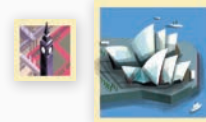


New Action Cards Expansion



Real Buildings Expansion

2 Building Tiles

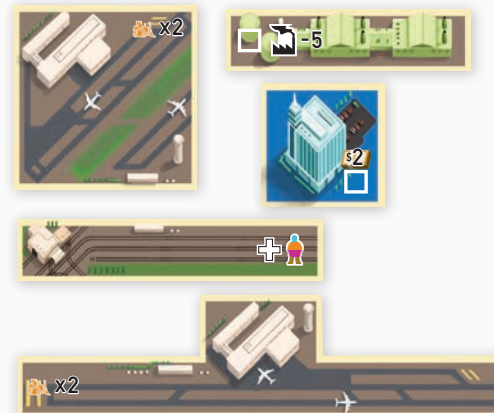


New Promise Cards Expansion



New Buildings Expansion

16 Building Tiles



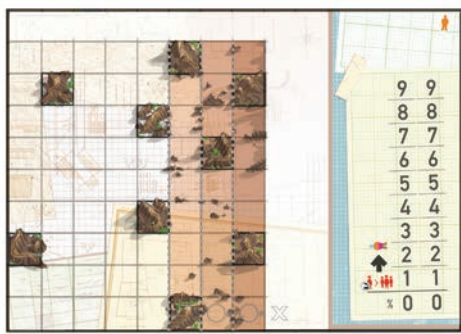
New Special Promise Cards Expansion



Components

Terrain Player Board Expansion

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



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

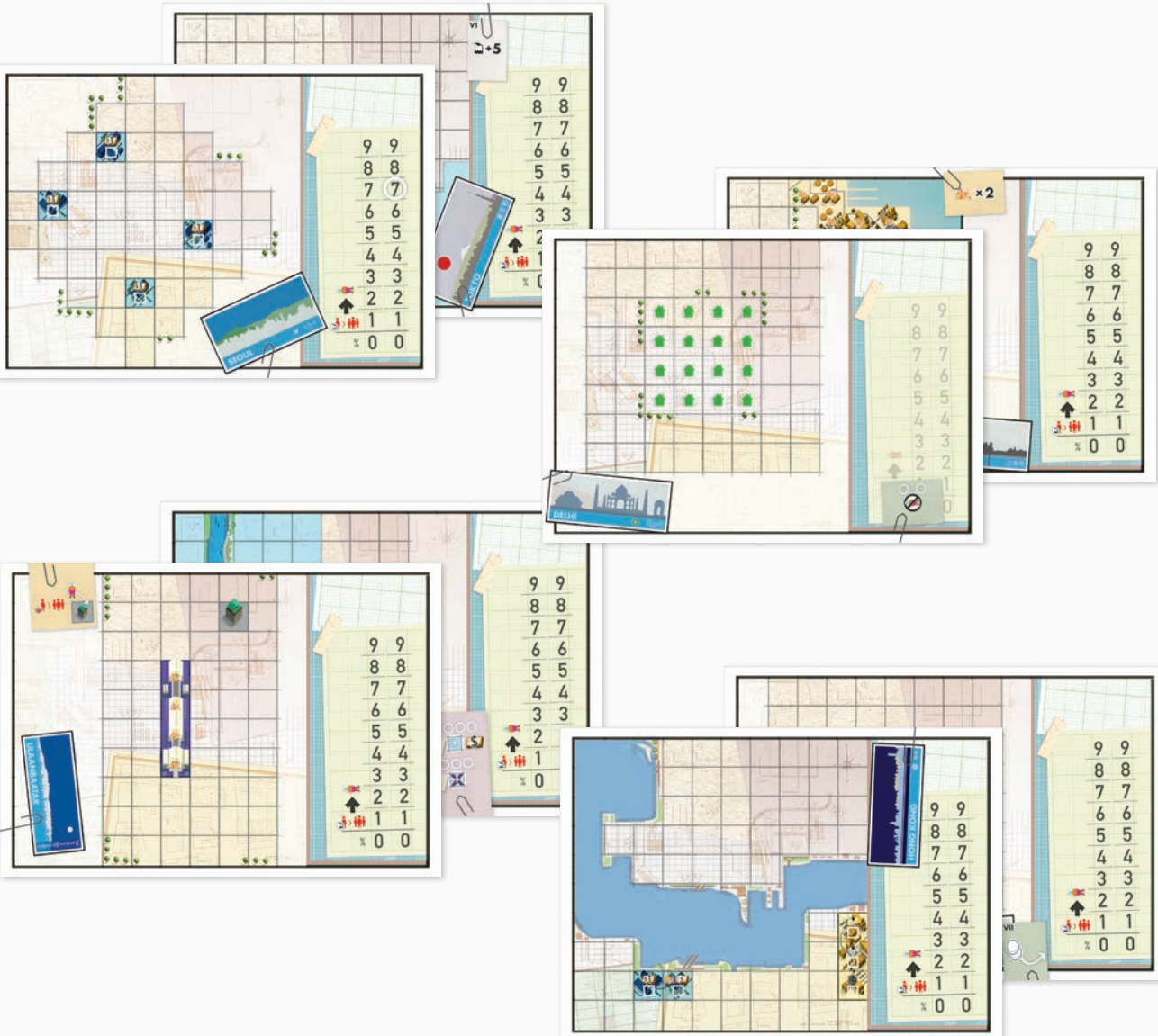


24 stones



Asian Player Board Expansion

4 Double-sided Asian City Boards



The Godzillas Expansion


Overview

As Small City grows, so does its pollution. The growing pollution attracts daikaiju, who are tired of the noise and the mess. Every little godzilla grows up learning, “Only you can stomp out pollution.”

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

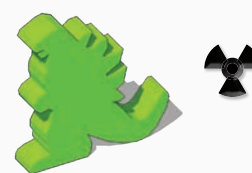
Setup

1. Add the number of godzillas indicated for your player count to the supply (return the rest to the box):

	1p	2p	3p	4p
Godzillas 	1	1	2	3

2. Agree whether to play the Radiation Stockholm Syndrome variant that awards Votes for how much your borough gets wrecked by godzilla radiation.

The Godzillas Expansion
3 godzillas
40 radiation markers



Playing the Game

Phase 1: Select Special Actions

The Special Action Cards



D. **ENGINEER** — Choose one of the following options:

- Immediately remove 2 Radiation markers from your borough (return them to the supply); however, the irradiated area must remain contiguous (you cannot split it into two or more areas). See **Godzillas Wake**.
- Factories which make building material during this round will not create pollution for the player who chooses this action (see **Phase 6: Measure Pollution**).

Phase 6: Measure Pollution

Before measuring pollution, perform the following godzilla steps.

Breaktime for Godzillas

(Solo: Skip this step.)

Return all godzillas that were awake during the previous round, from players' boroughs to the supply. A single borough will never have more than one godzilla at a time.

Godzillas Wake

During rounds 1 – 4, the godzillas are still sleeping. Starting in round 5, all that noise in your boroughs starts waking them up! Each player rolls one die. The player who rolled lowest does not “host” a godzilla, but everyone else does (Solo: Don't roll; you get a godzilla. *You didn't think it was going to be easy, did you?*).

In case of a problematic tie, the **higher level of pollution** “wins” the tie and attracts a godzilla. If there is still a problematic tie, the **larger Factory footprint** (more total Factory spaces) “wins” the tie and attracts a godzilla.

If there is still a problematic tie, any godzillas waiting for the tiebreaker to see whom they attack go back to sleep, bored by all these consecutive tiebreakers.

Take note of the number you rolled: This is how far your godzilla is going to move!

Godzillas Are Coming to Town!

If you are one of the players getting a visit from a godzilla, perform the following steps:

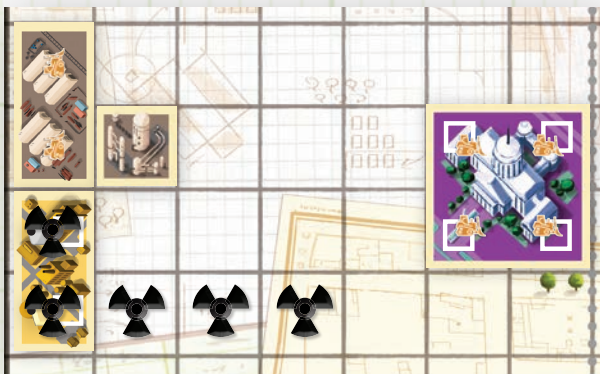
! First Time

If this is the first time you have woken a godzilla (i.e. your borough has no Radiation markers), then you must place one godzilla from the supply in your borough. A godzilla is a giant monster attracted to the pollution created by your industries; the godzilla is so big that it occupies two spaces!

1. You must place the godzilla in your **Harbor** if you have one; otherwise, you must place it on Factory spaces. Godzilla prefers metal, then stone, then wood Factory spaces, and will simply “appear” there. Evaluate the godzilla’s preferences as follows:
 - a. If your biggest Factory is Level 3, the godzilla occupies the metal and stone spaces of one of your Level-3 Factories (your choice).
 - b. If your biggest Factory is Level 2, the godzilla occupies both spaces of one of your Level-2 Factories (your choice).
 - c. If you have no Factories bigger than Level 1, the godzilla occupies the Factory space of one of your Level-1 Factories (your choice) plus an adjacent space of your choice.
 - d. If you have no Factories, the godzilla loses interest and wanders off. Return it to the supply, and skip the rest of the godzilla process this round.
2. If a citizen or a tourist was on a space the godzilla occupies, the godzilla eats that citizen/tourist. Immediately return the citizen/tourist to the supply.

! Godzilla Again?

If you already hosted a godzilla in a prior round (i.e. your borough has Radiation markers) then the godzilla appears on any two adjacent Radiation markers of your choice.



Example: The godzilla can appear on any adjacent pair of these Radiation markers.

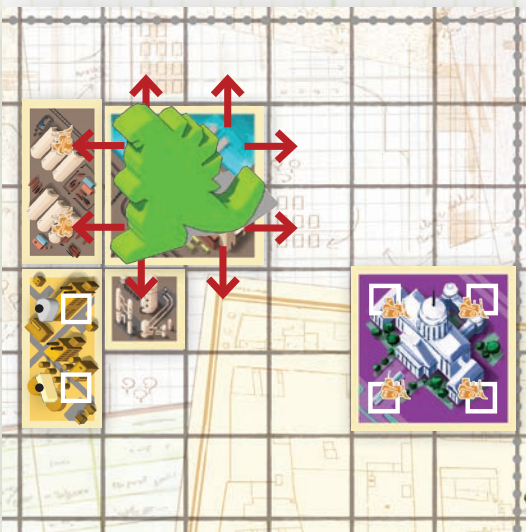
Trampling and Destruction

Godzilla is now going to move through your borough, trampling and destroying with every step. In reverse turn order, resolve your godzilla's movement. The godzilla is going to move in a straight line, a number of land spaces equal to the number you rolled during the **Godzillas Wake** step.

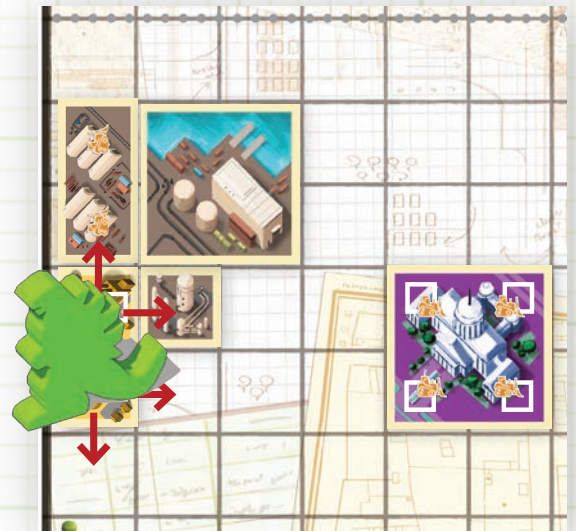
Choose which direction Godzilla starts moving (godzilla can even start moving by "turning" — see examples below). Godzilla will move orthogonally out from any one space of the tile from which he starts (your choice).

- If your godzilla starts its move from a Harbor, you have a maximum of 8 choices for its line of destruction. The maximum may be lower if the Harbor is at the edge of your constructible zone.
- From a Level-3 Factory, you have a maximum of 8 choices.
- From a Level-2 Factory, you have a maximum of 6 choices.
- From a Level-1 Factory, you have a maximum of 4 choices.

Note: The godzilla's first step is always off the tile where the godzilla is standing, no matter which direction the godzilla goes.



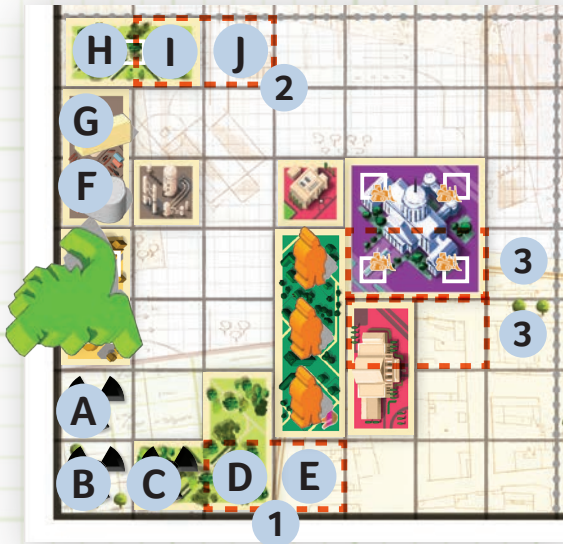
Example: The godzilla can move from this Harbor in any of these 8 directions.



Example: The godzilla can move in only these 4 directions, because the factory from which it is starting is at the edge of your borough.

The godzilla walks in a straight line, and will only change direction when it reaches the edge of your constructible zone. When the godzilla reaches the edge, if there are two ways the godzilla could turn, it will always choose the direction whose first step has no Radiation marker. If neither space has radiation, or both spaces have radiation, you choose the direction.

Place a Radiation marker on each space (whether it's empty or has [part of] a building) through which the godzilla walks (but not where it ends up standing), unless the space already has a Radiation marker. The godzilla can cross a cemetery, which does not remove the meeple corpses. If the supply of Radiation markers runs out during godzilla movement (remember: reverse turn order), then do not add any more Radiation markers this round (the godzillas are all out of radioactive ooze for now). Either way, the godzilla completes its movement, and blocks the last 2 spaces it occupies, rendering them useless for this round.



Example: You have awakened a godzilla and must now move it five spaces!

- **Option 1:** Move it south 2 spaces to the edge of your borough, where it must turn east, and then move 3 more spaces (A–B–C–D–E). Place a Radiation marker in each of spaces A, B, and C. The godzilla occupies spaces D and E, which means that Park spaces C and D cannot reduce your pollution this round (see **Consequences**).
- **Option 2:** Move it north 3 spaces, where it must turn east and move 2 more spaces (F–G–H–I–J). You must discard the building materials in F and G (see **Consequences**). Place a radiation marker in F, G, and H; the godzilla occupies I and J. Between a godzilla's tail and radiation trail, two Park spaces (H and I) cannot reduce your pollution this round (see **Consequences**).
- **Option 3:** The godzilla moves east! On either path, it swallows a citizen, and on the northern path, it enters the City Hall... which is not good!

Hint: Choose Option 1.

Consequences

A godzilla leaves no survivors in its path. You must return all citizens/tourists the godzilla eats to the supply.

Radiation

An empty space with a Radiation marker becomes unconstructable.

A building space with a Radiation marker (and only that space) becomes unusable (no more production, income, or votes).

Same goes for parks: A park space square with a Radiation marker can no longer negate pollution.

Cemeteries can neither be created on nor expanded into Radiation markers; however, Radiation markers can be added to existing cemeteries (*godzillas have no respect for the dead*).

Fortunately, the radiation is localized, so Radiation markers do not generate any pollution, and radiation does not influence adjacent spaces.

You are not allowed to build a tile on a space with a Radiation marker in it.

Building materials cannot be in a space with a Radiation maker; discard them to the supply.

Unusable spaces in a building that allowed you to upgrade or build another building do not affect that other building. *For example, if your Harbor gets trampled; you still get to use the Level-3 Factory it enabled you to build.* However, a building that is contaminated cannot be used for a new upgrade until you use an Engineer to clean it up. *For example, a museum with a Radiation marker does not count for residence upgrades.*

When a godzilla leaves your borough, place 2 Radiation markers where it was last standing.

End of Game and Final Scoring

Radiation Stockholm Syndrome Variant

Each Radiation marker still in your borough is worth 1 Vote. *The people are impressed by how calmly you dealt with so much chaos.*

The Doctors Expansion

Overview

Small City is home to many citizens, but they're not all just generic citizens. Some are highly trained medical professionals, looking for work in gorgeous, deluxe clinics. If you're sick of watching your citizens die off, then you will want to hire a doctor to bring them back from the brink!

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

Setup

Include 1 doctor per player; return the rest to the the box.

The Doctors Expansion
4 doctors



Playing the Game

Phase 4: Collect Income

1. Collect Income from Tourists....
2. Collect Commercial Income....
3. Collect Factory Income....
4. **Pay Salaries:**
 - a. If you have a Doctor in your Clinic, you must pay \$2.
 - b. If you cannot pay, or do not wish to pay, the Doctor quits and returns to the common reserve; skip the rest of these steps.
 - c. Your Doctor resuscitates a Citizen! Stand up a Citizen, that is lying down as a Cemetery, on an available space in your City Hall; if City Hall does not have room for this Citizen, send the revived Citizen to your Career Center. *A second lease on life doesn't guarantee you a job!*

Phase 7: Influence City Council

Row 4 — Department of Tourism: You immediately get Citizens (of your color) **and/or 1 Doctor (but only if you have a Clinic with no Doctor)** from the common reserve. You must host the Citizens in City Hall; any for which you have no room go to your Career Center. **You must host the Doctor in your Clinic.**

Note: This is the only way to exceed 14 Citizens.

- Column 1: 1 Citizen, **or 1 Doctor (if you have a Clinic but no Doctor).**
- Column 2: 1 Citizen, **or 1 Doctor (if you have a Clinic but no Doctor).**
- Column 3: 2 Citizens, **or 1 Citizen and 1 Doctor (if you have a Clinic but no Doctor).**
- Column 4: 2 Citizens, **or 1 Citizen and 1 Doctor (if you have a Clinic but no Doctor).**

The Mayor Variant

Overview

The mayor is tired of straddling streets and disrupting construction: He has decided to visit each borough, delivering speeches. This could garner you precious votes if your citizens are nearby to hear him! Just make sure your city hall is ready for his visit, lest he forgo the speech supporting you, and prepare for the next candidate instead....

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

Playing the Game

Phase 1: Select Special Actions

Parade for the Mayor

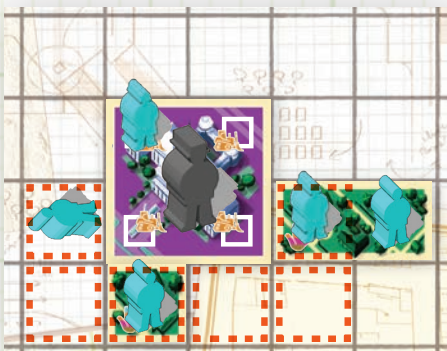
The players who are not hosting the mayor do not select a street for the mayor to stand on, which means the mayor will not block construction for the mayor's host. Instead, if the Mayor's host has two orthogonally adjacent empty spaces in City Hall, the mayor stands in those (*so he can deliver his speech*). If the Mayor's host doesn't have two orthogonally adjacent empty spaces in City Hall for the mayor, just leave him near their borough board and play on; however, if they have the space for the Mayor, they cannot keep him out of City Hall!

Remember: You are never allowed to rearrange citizens or building materials within city hall, so do not try to shift them around to make room for the Mayor! *He will not be impressed by your illegal actions.*

If you do not have two adjacent empty spaces in city hall, you **cannot** choose the *Mayor* special action: *He does not believe that you can make the space in time for his big speech.*

Phase 5: Vote

If the mayor is in your City Hall, then he makes his speech, and each of your [living] citizens (even the Tourists) in the 6 surrounding spaces on the Mayor's side of city hall will give you 1 additional vote — yes, even if they also voted in a residence or the university. This could earn you as many as 6 extra votes!



Example: *The mayor is making his speech in front of the city hall and speaking to the meeples outside the city hall. The player earns 2 votes (despite the chosen victory condition) during the Vote phase. The dead citizen isn't motivated to vote by the mayor's speech.*

Terrain Player Board Expansion

Overview

Urbanization tends to start on flat ground, and Small City was no exception. But many cities form along rivers, and some form in the mountains. What if you had to build a borough around such terrain features?

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

Agree which side of which board everyone should play. 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.

Playing the Game

Phase 2: Build

General Building Rules

- You cannot build a tile in a plain space that has a stone [mined by a "mountain factory"], unless the building's cost requires all of the stone its footprint would cover (i.e. only some cultural buildings).
- For each river space onto which you build or upgrade, you must spend an additional building material, as indicated on your map (easy side: ; expert side: ).

Phase 4: Collect Income

2. Collect Commercial Income

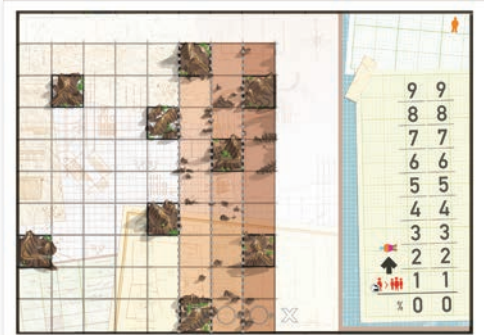
- Each Citizen on a **Building Material** ► \$ space allows you to trade one building material from one of your Warehouses or City Hall or a plain space for money (wood sells for \$2, stone for \$3, metal for \$5).
- Each Citizen on a **Building Material** ► Votes space allows you to trade one building material from your Warehouses or City Hall or a plain space for votes (wood trades for 3 votes, stone for 5 votes, metal for 7 votes).

3. Collect Factory Income

- In any order you like, each Citizen on a Factory space produces one building material matching the space (wood, stone, or metal) **and** if this Citizen is adjacent to a mountain space, one stone, which must go in an empty plain space in the factory's Influence Area. 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).

Terrain Player Board Expansion

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



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



- b. If you can't accommodate every building material produced, then perform each of the following steps until there is no more surplus:
- Some of your Tourists will be unable to send their building materials back home (**in fact, Tourists cannot send home stone produced from mountains**); 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.
 - 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**.

End of Game and Final Scoring

The game ends after Round 8, at which point, each player performs the final scoring below:

- Reveal your Promise Card:
 - If you fulfilled the promise (**for promise number 8, "7×7", you are not required to build on the river spaces**), add the indicated votes (6/12/18) to your total votes on the Vote track.

Asian 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 Asian 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 Asian City boards out randomly, or choose them. Each side of your board has a different city; choose which to play.

Playing the Game

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

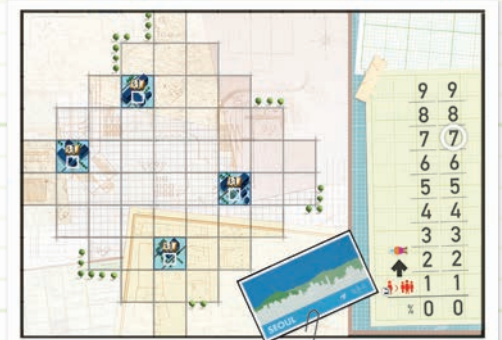
Shanghai

The **Shanghai port** is a huge, 6-space building which encourages the development of Factories. Each Citizen on a Factory space in its Influence Area produces twice (2×) — only the spaces in the port's Influence Area, not the whole Factory. You can even store any goods you produce anywhere in the Shanghai port. When calculating pollution, your Factory spaces that produced double also pollute double. Beware of the pollution!



Seoul

You start the game with 4 pre-printed Level-1 Commercial Zones for you to upgrade wisely; you may wish to cover them with matching tiles, to help prevent mistakes. As usual, when you upgrade a Commercial Zone, you must preserve the footprint of the current building. With all this existing industry, your pollution starts at 7, so be careful!



Hong Kong

You have the hardest map of all the Asian cities because your land is divided into two distinct parts; however, your pre-printed Level-3 Factory and Level-2 Commercial Zone certainly should help compensate. You may wish to cover them with matching tiles, to help prevent mistakes.



Tokyo

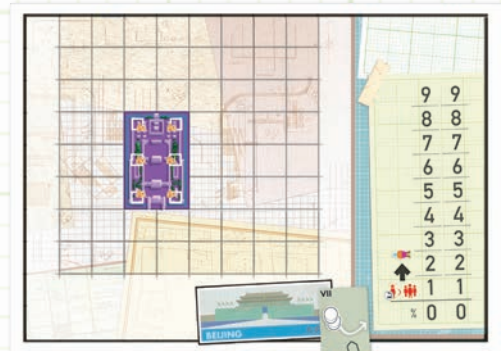
You (and only you) must play using this **Citizen-Tended Parks variant**: The only Parks you are allowed to build are Level-1 Parks. If you place a Citizen in a Level-1 Park, then at the very end of **Phase 3: Move Citizens**, the Park will grow to Level 2. If you place a Citizen in your Level-2 Park, it will grow next round to Level 3. There are 4 Level-1 Residential Zones pre-printed on the board **A**, which should help your flux of Citizens. These Residential Zones can be upgraded like any others. You can only build Parks (which must be size 1!) on the Imperial Park spaces **B**, and each of your new Parks must be orthogonally adjacent to an existing Park. However, Parks can be upgraded to exceed the Imperial Park spaces. When measuring pollution, you have a residual pollution of +5, so your Citizens will often die from Pollution....



Beijing

Return your City Hall tile to the box: Your City Hall is pre-printed on the board as the Forbidden City.

During the **Phase 7: Influence City Council** you can move **two** discs, or the same disc **twice**, and you get **both rewards** (this does not apply when you choose the *City Councilor*).



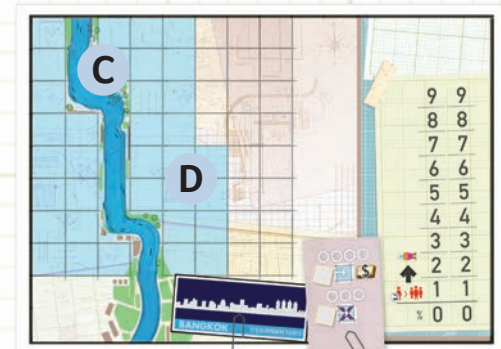
Bangkok

You cannot build upon the river itself **C** (the darkest blue); however, the Harbor must be built such that its water spaces are on the river.

Rounds 2, 4, 6: You are not allowed to build on the flood plain (light blue spaces) **D** because Bangkok is flooding.

Rounds 1, 3, 5, 7, 8: Each time you build or upgrade on a flood plain space, you get \$X, where X is the number of spaces on which you have built. You cannot spend that money the same round to build a building.

Example: If you get \$4 from building on 4 flood plain spaces, you cannot use the \$4 to build a Level-2 Commercial Zone.

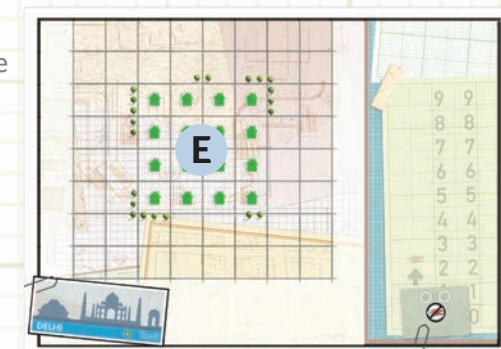


Delhi

Phase 2: Build: All new residences you build must be built overlapping the 16 marked spaces **E**. But you can upgrade them to extend beyond these spaces.

Phase 6: Measure Pollution: Rather than calculating your pollution, you automatically lose 1 Citizen in each of rounds 5–8 (i.e. 4 total during the game).

End of the game: Do not subtract your pollution from your score.



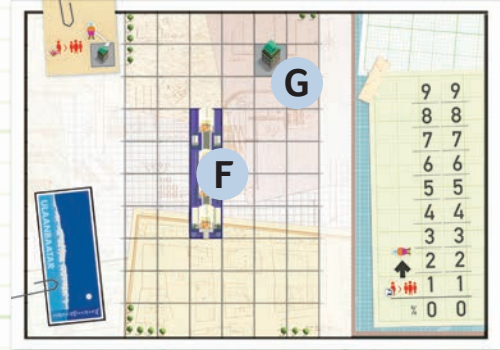
Ulaanbaatar

Return your City Hall tile to the box: Your City Hall is pre-printed on the board **F**.

Phase 8: Mayor's Next Visit: The player with the most total votes on the Vote track must choose one of their Citizens to send as a **Pilgrim** to your Monastery **G** to help Ulaanbaatar grow (if you have the most votes, use a Citizen from your Career Center, instead). This Pilgrim is yours to use for the next round. Return the Pilgrim to its owner's City Hall (or your Career Center, if it's your Citizen) at the beginning of the next

Phase 8: Mayor's Next Visit.

Important: If the same player has to send you a Pilgrim two rounds consecutively, they must choose a different Citizen to send.



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.

The Special Action Card



- I. PHYSICIAN** — For the player who chooses this action: Each of your Citizens in your own Level-3 Factories earns you 2 Votes (see **Phase 5: Vote**), in addition to producing (see **Phase 4: Collect Income**).

- J. ARTIST** — For the player who chooses this action: Each of your Citizens in your own Museum earns you 2 Votes (see **Phase 5: Vote**).



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 Expansion, 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.

Note: There is one new Promise card for each new “generic” building of the **New Buildings Expansion**: airport, bank, recycling center, and tramway station.

New Promise Cards Expansion



New Special Promise Cards Expansion



New Buildings Expansion

Overview

Airports increase your factories' production, and banks help commercial zones grow more easily, with fewer residences nearby... and they earn a little money, too.

Recycling centers can drastically reduce the pollution you generate. In order for a recycling program to be effective, you need a large portion of the population to participate in the program and to be willing to live in front of a giant recycling center....

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

Components

- 4 Promise cards
- 2 8-space Airports
- 2 9-space Airports
- 4 Banks (4 spaces)
- 4 Recycling Centers (4 spaces)
- 4 Tramway Stations (5 spaces)



Setup

Add the new Promise cards to their respective decks.

New Buildings Expansion 16 Building Tiles



Playing the Game

Phase 2: Build

Tiles You Can Build

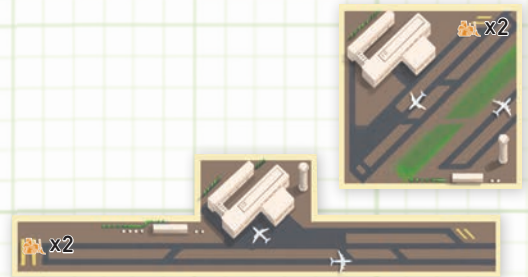
Airports are yellow and have two sizes, but both sizes work the same.

Cost

\$3 + 5 votes + 1 wood + 1 stone + 1 metal.

Construction Criteria

- Must be Influenced by a Factory.
- You must build a Warehouse in this tile's Influence Area (free action, and for \$0), unless it is impossible to do so.



Banks are blue, and make it easier to build Commercial Zones.

Cost

Although a Bank occupies 4 spaces, it costs only \$2 to build.

Construction Criteria

- Must be Influenced by City Hall.

Special Powers

You now need 0 Residences to build a Commerce of Level 1, 1 Residence to build a Commerce of Level 2, 2 different Residences to build a Commerce of Level 3, and 3 different Residences to build a Commerce of Level 4. You automatically get a bonus of \$1 when you build a Commerce of any size. This bonus can be combined with the *Mediator* (minimum is now \$0).

You do not need to activate the Bank to get the special powers.



Recycling Centers are light green.

Cost

\$4.

Construction Criteria

- You must have at least 10 active citizens in your borough (i.e. alive and not in City Hall). Other players' tourists in your borough do not count toward the 10 active citizens you need.
- A Recycling Center must not be Influenced by a Residence.
- As with other Construction Criteria, if your population dips below 10 active Citizens after building the Recycling Center, this does not affect the Recycling Center.

Special Powers

- You can activate the special power of the Recycling Center by moving one Citizen from your borough (but neither from City Hall nor the Career Center) to the tile in **Phase 3: Move Citizens**.
- If the Recycling Center is activated, it generates **-5** pollution in **Phase 6: Measure Pollution** (that is to say that it reduces your pollution generated by 5, but never lower than 0), just like a Level-5 Park would.



Tramways are gray.

- There is no limit to the number of Citizens on your Tramway Station.
- A Tramway Station does not need to be activated.
- It is useless to occupy the Station with a Tourist, but it is possible.

Cost

\$2.

Special Powers

- A Tramway Station in your borough brings one of your citizens from the common pool onto it at the end of **Phase 3: Move Citizens**.



Fun Fact: The Tramway station was built for the Universal Exposition in 1921 by the talented Greek architect, Okapi Misos.

The municipality of Small City organized a contest for the Tramway Station and the most famous Art Deco urban planners took part, including the likes of Vanda Brail, Homer Tannas, Gari Drivable, and Panel Aula....

The station reveals the style of life in this period. With the Art Deco emphasis on geometric forms with sunburst motifs, most of the architecture has been arranged in symmetrical patterns, and large spaces have been created so the circulating passengers can literally look upward to the economic development of the city.

The big station is world famous for the giant octagonal rose window, 12 meters in diameter, which bathes the passenger lobby in sunlight.

To experience more of this marvel, check out *Tramways*, also by Alban Viard.

Phase 3: Move Citizens

A. Move Your Citizens

- **Note:** Although the Bank occupies 4 map spaces, it has only one space for a Citizen.

Note: After C. New Citizens Arrive, there is a new step:

D. Tramway Passengers Arrive

Move 1 of your citizens from the common reserve to the Tramway Station in your borough.

Phase 4: Collect Income

- If you have an Airport in your borough:
 - Each citizen in a Factory that is in the Influence Area of the Airport produces double, but still generates pollution as if he had only produced one building material.
 - Each tourist in a Factory that is in the Influence Area of the Airport produces double, but still generates pollution as if he had only produced one building material; however, one building material goes to the tourist's home borough, as usual, and the other goes to you, the player who built the Airport.
- A citizen or tourist that moved to a Bank this turn earns \$2.

Phase 6: Measure Pollution

The noise pollution from the Airport generates 1 pollution for each space of Residential Zone and Commercial Zone in the Airport's Influence Area (*which could be 0 if you plan your borough well!*).

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

- 1 Big Ben (1 space)
- 1 Sydney Opera House (4 spaces)

Playing the Game

Phase 2: Build

Tiles You Can Build

Big Ben 

Cost

1 wood, 1 stone, and 1 metal.

Construction Criteria

- A single space of its footprint must be influenced by a Level-5 Park, a Residential Zone, a Commercial Zone, and City Hall.

Benefits

Each **Phase 7: Influence City Council**, you may advance one of your City Council discs one space for free, and use its benefits. This is in addition to advancing by making an investment.

Sydney Opera House



Cost

\$10.

Construction Criteria

- It must be built touching one (or both) of the growth edges of your Constructible Zone.
- If your Constructible Zone grows after you've built this, the Sydney Opera House has been demolished; remove it from the game.

Benefits

During **Phase 3: Move Citizens**, you may place 1 Citizen here to listen to an opera. This will earn you **3 Votes** during **Phase 4: Collect Income**. Then the Citizen immediately moves to your largest Residential Zone with an empty space in it, so the Citizen can vote in **Phase 5: Vote**.

Real Buildings Expansion 2 Building Tiles



Power Plant Expansion

Overview

Urban electricity has become all the rage. Your borough must be supplied with sufficient power!

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

Components

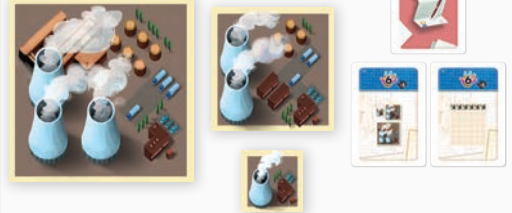
- 12 Level-1 Power Plants
- 8 Level-2 Power Plants
- 4 Level-3 Power Plants
- 2 Promise cards

Setup

Each player gets one Power Plant of each size (Levels 1, 2, and 3).

- g. Take money according to where you are in the turn order (remember: clockwise, starting with the mayor's host):
 - i. 1st \$8
 - ii. 2nd \$10
 - iii. 3rd \$12
 - iv. 4th \$14

Power Plant Expansion
24 power plants
(3 development levels 1-3)
2 Promise cards



Playing the Game

The game lasts 9 rounds, each comprising 8 phases:

Phase 2: Build

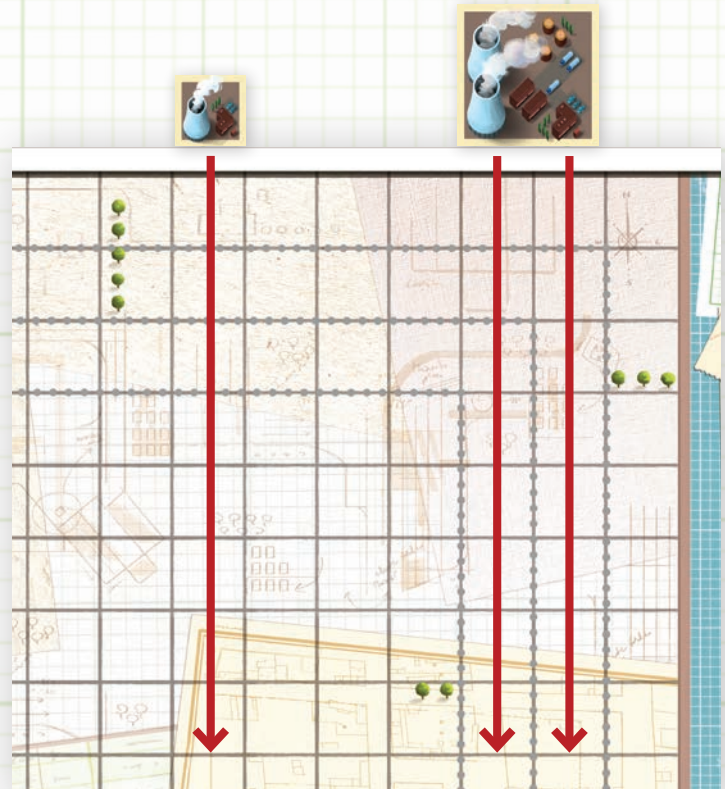
All buildings except City Hall must have power supplied to them. In order for a building to have power supplied to it, one of its spaces must be in a column with a Power Plant above it (outside the map). If a building would not have power where you are going to build it, you cannot build it there.

Tiles You Can Build

Building this does not count as one of your builds. That is to say that you can build a Power Plant in addition to your normal choice, provided you can afford it. You cannot upgrade Power Plants; you simply build a new one when you need more power.

Cost

- Level 1: \$4
- Level 2: \$6
- Level 3: \$8



Credits

Small City Deluxe: Winter is a game expansion designed by Alban Viard and published by AVStudioGames. Its instructions are reserved for personal use. Small City © Alban Viard 2022.

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