

SMALL CITY

ARCOLOGIES
EXPANSION

ALBAN VIARD



ALBAN
VIARD
STUDIO
GAMES



Introduction

What is the point of building, building, and building again? Is it having the biggest city in the world? Having the happiest population? Winning the upcoming election? Those are all fine feathers in the cap, but isn't it about time you get your name in the History books

(yes, History, with a capital H)? For this, you must achieve something truly historic: Build an arcology — no, one step ahead isn't enough — build an arcology, and launch it into space to discover new habitable worlds!

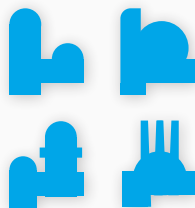
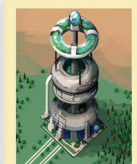
Attention: This expansion requires the Statue tiles and rules from the **New Buildings** expansion of **Small City Deluxe: Spring**, sold separately.

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

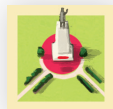
Components

Arcologies and Hydrogen Pumps

4 double-sided, large Arcology tiles
24 hydrogen pumps (6 of each shape)



Statues
(from **Small City Deluxe: Spring**)
16 Statue Tiles



Overview

To win the game you must be the first player to launch your arcology into space.

Setup

1. Each player takes a random **Arcology tile** and places it by their player board, with the side depicting the required Building tiles facing up.
2. Each player takes a set of **6 hydrogen pumps** of a single shape (the shape doesn't affect gameplay).



Playing the Game

Phase 2: Build

Tiles You Can Build

Construction Criteria

If you have built the depicted footprint for your arcology (it's OK if the entire footprint is rotated 90°, 180°, or 270°), you may build the arcology for free.

- One space of the arcology's footprint is always depicted as empty, and **must be empty**.
- Except for the required empty space which must truly be empty, you can spend 1 metal for each space that mismatches the arcology's footprint. That is true whether the mismatching space is empty or just has the wrong type of tile in it.

Note: This option is important because you may find some statues difficult or impossible to build.

- If a building is depicted, and you have its space occupied by part of a larger version of the same type building this is completely fine. "Split" the building into 2 lower-level tiles that cover the same footprint as the original building, such that the spaces depicted on your Arcology tile match the depiction (*see example on next page*).
- Replace the depicted tiles with your arcology, illustration side up.
- Return the removed tiles to the box. This has no effect on other tiles you've already built.
- All citizens/tourists that were on the replaced tiles go on the arcology.

Note: The Arcology tile is a little smaller to leave room to attach hydrogen pumps to it.

Example:



The required empty space is empty. All of the other spaces match the depiction on the Arcology tile as well, with three considerations:



This required residential space is covered by part of a Level-3 residence. So, you must first split it into a Level-1 and a Level-2 residence that cover its original footprint, and spend 1 metal for the mismatch.

This required statue is an empty space. You must spend 1 metal to “stand in” for it.

This required commerce space is covered by part of a Level-2 commerce. So, first you must split it into 2 Level-1 commerces that cover its original footprint, and spend 1 metal for the mismatch.



All 7 tiles inside the arcology’s footprint get returned to the box, and the arcology replaces them.

Notice that this leaves a Level-1 commerce west of the arcology, where a Level-2 commerce formerly overlapped its future footprint; and a Level-2 residence north of it where a Level-3 residence used to be.

Special Powers

Once you have built your arcology, you can start producing hydrogen pumps (see **Phase 3: Move Citizens** and **Phase 4: Collect Income**).

Phase 3: Move Citizens

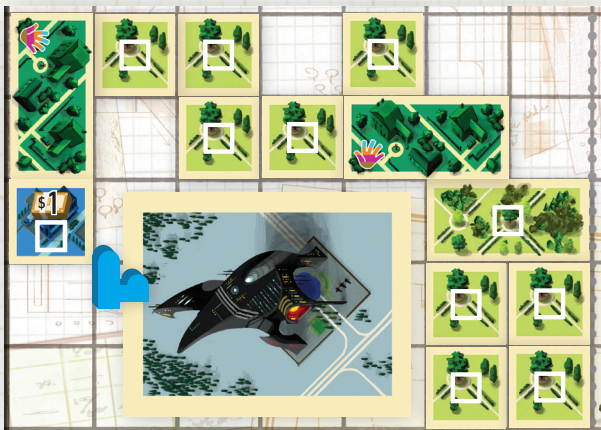
If you have built your arcology, the stone spaces of your Level-2 and Level-3 factories may instead host two citizens each. Rather than producing stone in **Phase 4: Collect Income**, such a duo will produce a hydrogen pump, which you will need to launch your arcology into space.

Note: Only the stone spaces work this way.

Phase 4: Collect Income

3. Collect Factory Income

- a. In any order you like, each **individual** citizen on a factory space produces one building material matching the space (wood, stone, or metal); however, each stone space with two citizens on it — only allowed once you've built your arcology (see **Phase 3: Move Citizens**) — produces a hydrogen pump.
 - 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).
 - Place each hydrogen pump you produce anywhere along any edge of your arcology, such that the “foot” of it touches the board beside the arcology.

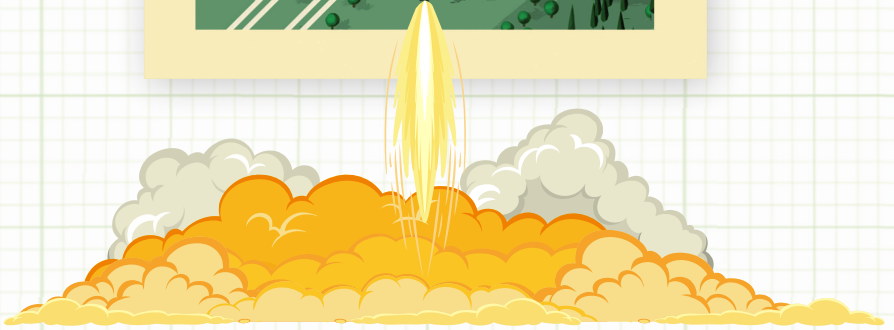
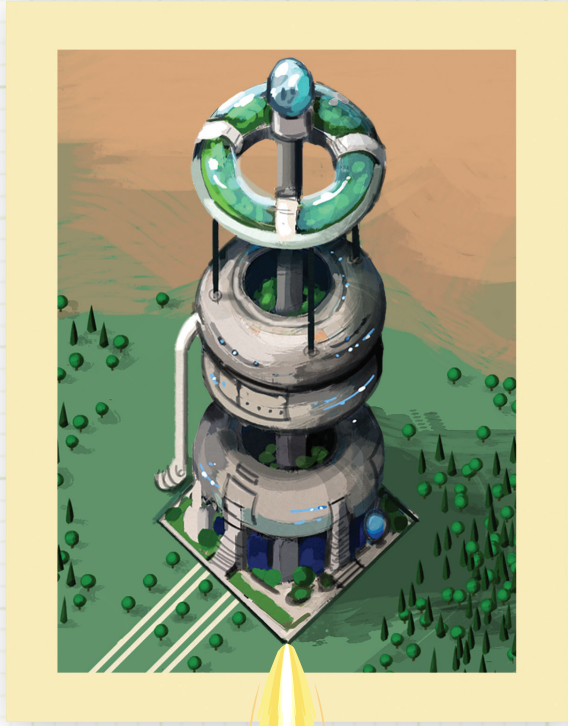


Phase 6: Measure Pollution

3. Each **hydrogen pump** in your borough generates 2 pollution. If you chose the Engineer in **Phase 1: Select Special Actions**, they each generate 0 pollution instead.
4. Adjust your pollution level accordingly, but keep in mind the pollution you generated this turn.

End of the Game and Final Scoring

Rather than the game ending after Round 8, the game ends at the end of the round in which someone has built all 6 of their hydrogen pumps onto their arcology. *Liftoff!* If multiple players' arcologies lift off at the same time, then the player among them with the most citizens wins. If still tied, the tied player with the least pollution wins.



Credits

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

The designer would like to thank David Glantenay, Brice Cornilly, Milena Guberinic, Alexander Freudenthal, Johan Kristensson, David Krantz, Torbjörn Nager, Nathan Ehlers, Matt VanEseltine, Greg Herlevi, Zach Davis, Mark Rishavy, and all the gamers of the AoS team, Sampo Sikiö, Kwanchai Moriya, Todd Sanders, and Nathan Morse, for their patience and help with this game.

Art: Kwanchai Moriya

Graphic design: Todd Sanders

Editing: Nathan Morse

Proofreading: Stanislas Gayot, Chris Spath

