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Please do not give any feedback at this time.**

Illustrations are still a WIP version!

Small City Deluxe: Spring Expansions

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 – model after Clinic Deluxe Extensions –

Special Meeples Expansion



Terrain Player Board Expansion

4 x double-sided Forests boards (easy/expert)



European Player Board Expansion

8 x double-sided European City boards

New Action Cards Expansion

2 x Action cards identified K and L

New Cards Expansion



5 x Promise cards

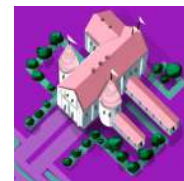
7 x Special Promise cards



New Buildings Expansion

9 x Palaces tiles

16 x Statue tiles



Real Buildings Expansion

4 x Neuschwanstein Schloss

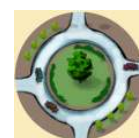
4 x Colosseum



Roads & Places Tiles Expansion

40 x Roads tiles

20 x Traffic tiles



The Policemen Expansion

Overview

With the increase of the population, the City Council has decided to hire Policemen to satisfy (and secure) the citizens. The feeling of security is also a guarantee of being reelected and politics love security... Policemen will also help you to handle riots and riots are not good for reelection...

Components



8 x Policemen

1 x New Promise Card

1 x New Anarchist Action card

1 x New Special Promise Card

Setup

Give each player 2 Policemen and place them next to the player board.

Use the Action cards from the base game and add to the deck the New Anarchist Action Card. I.E = 9 action cards.

Playing the Game

Phase 1: Select Special Actions

With the deck of 9 Action cards, draw 6 cards and play the game with only 6 cards. The 3 remaining cards are placed aside and will be used again the next round to make the deck of 9 cards.

If the Anarchist card is in play and if there were no riots the last Round, then riots happen in each city for this round.

Phase 2: Building

When you build your Police Station, immediately add the 2 Policemen in your PS, one for each square.

Phase 3: Move citizens

Policemen move:

- Policemen start working in the Police Station when it is built.
- You can move him 3 spaces horizontally, vertically and diagonally.
- Each square counts (empty, park, building).
- A Policeman can pass through a square that already contains a Citizen or a Tourist but can not end his movement on this square.
- He can occupy any empty square in a Building, but MUST move next round as a normal Citizen.

Riots:

During a riot, the player must choose as many citizens as the Round number. You rotate them 90° (see example) to show that they are now unhappy citizens.

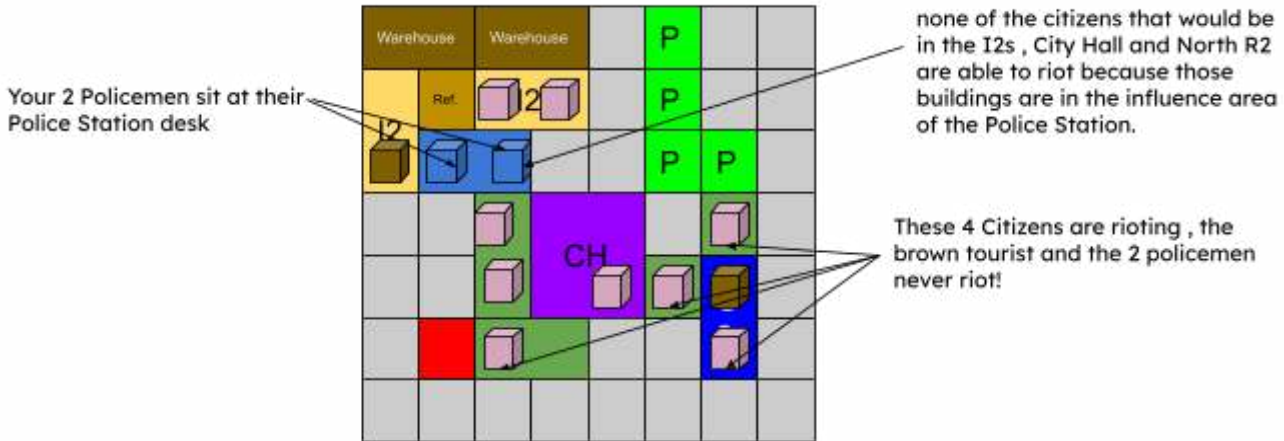
All citizens who are in Buildings that are in the Influence area of a Police Station are not rioting.

All citizens who are in the Influence area of a Policeman are not rioting.

All other citizens are rioting in the limit of the number of current Rounds.

Tourists and Policemen in your borough NEVER riot.

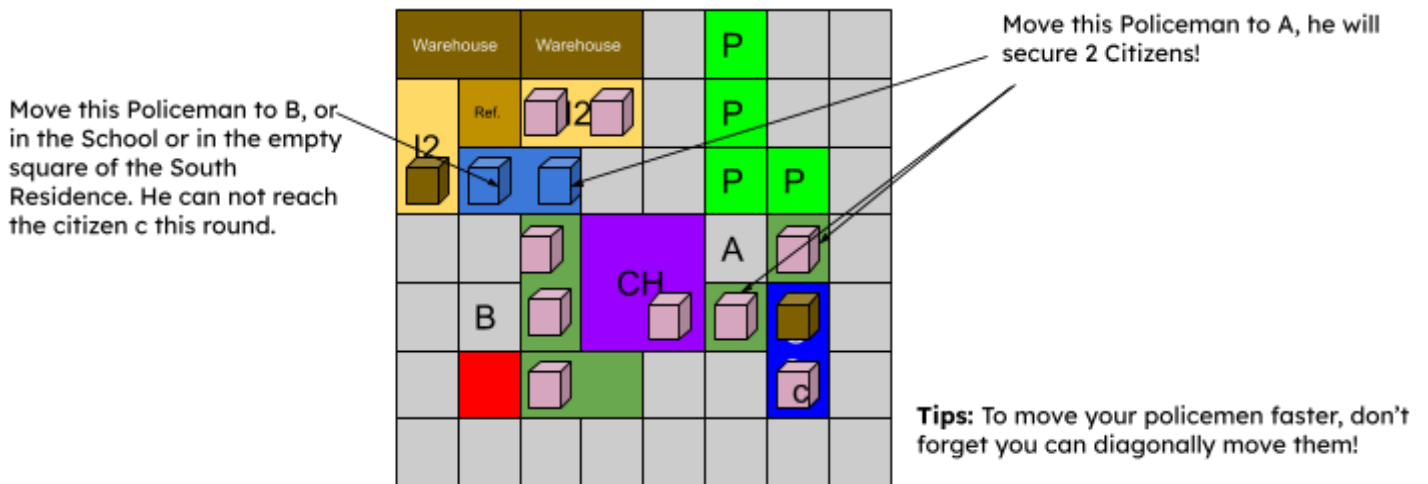
Round 6: Anarchist has been drawn, no Riots Round 5, that means max 6 Citizens are eligible to riot !



Remember:

- The police Station protects the entire Building which has at least one square in its influence area.
- The policeman only protects the citizens in his Influence area.

A more efficient way to use your Policemen would be:



At the end of the Policemen move, only the Citizen c becomes a Riot. Rotate it 90°. You don't receive the Commerce Income from him this round.

Phase 4: Collect Income

Riot citizens are not working: they do not produce in the Factories, and do not work in the Commerce Buildings.

Policemen do not produce in the Factories nor Commerces

Phase 5: Vote

Vote phase:

A citizen who is in the Influence Area of a Policeman earns you an additional 1 Vote! But a Citizen can not give his Vote when he is in the Influence Area of the 2 Policemen! *Hey we are in a game, not in reality!*

A citizen who is rotated 90° does not Vote for you this round!

Policemen do not Vote in the Residences.

Follow up of the Example: If the 2 policemen are in A and B, you receive 2 Additional Votes for the A-Policeman and 3 Additional Votes for the B-Policeman. They thank the good Mayor security politics!

Phase 6: Measure Pollution

Each Policeman is polluting for 1% as any other citizens and tourists in your borough.

Phase 7: City Council

End of Round 1,2,3,4,5,6,7: All riots stop, and the citizens are rotated 90° and are now happy again with your Mayor politics!

End of Round 8: Riots do not stop for the end of the game scoring

End of the Game and final Scoring

For each Riot citizen, you lose 1 VOTE!

1 x Promise card: have Half of your population (rounded down) still rioting (rotated 90°) = Difficult

1 x Special Promise card: none of your citizens is a riot anymore.

The Traders Expansion

Overview

Your Small City is becoming grower and grower. New specialist citizens are now attracted by your wealthy city. This is the boom of trading in this expansion. Use these new citizens well trained in the best management schools, but be careful of your pollution!

Components

12 x Traders



1 x New Promise Card

1 x New Special Promise Card

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

Setup

Each player takes 3 Trader meeples and places them aside his player board.

Phase 2: Building

The Trader is respecting all the citizens' rules: when you build a R1, you can take one trader from your City Hall and she enters your borough.

Phase 3: Move Citizens

Before the beginning of this phase, if you have 4 citizens working in your borough, a new Trader is going to your City Hall. If you have 8 citizens working in your borough, a new Trader is going to your City Hall. If you have 12 Citizens working in your borough, a new Trader is going to your City Hall.

If you don't have any place in your City Hall, the Trader stays near your player board. Maybe for the next round ?

The traders are moving to the Commerce Building. They can not be used to gain Votes. They can not be used to work in the Factory. *Hey, don't forget that they studied in high management school and they are only interested in money and trading!*

Phase 4: Collect Income

The Trader is only working in the blue commerce building. She never travels and becomes a Tourist. x2 on the square she works:

- One Trader on a \$1 space earns you \$2
- One Trader on a Building Material > \$ space allows you to trade TWO building material from your warehouses or City Hall for money (wood \$2, stone \$3, metal \$5).
- One Trader on a \$ > Votes space allows you to buy TWO 'lots' of 2-5 votes (\$1 for 2 Votes, \$2 for 3 Votes, \$3 for 4 Votes, 4\$ for 5 Votes). It works as if you had 2 Citizens on the same square.
- One Trader on a Building Material > Votes space allows you to trade TWO Building Material from your warehouses or City Hall for Votes (wood for 3 Votes, stone for 5 Votes, metal for 7 Votes).

Phase 6: Measure Pollution

Each Trader pollutes for +2, even if she does not produce anything.

New Promise Cards: 3 Traders working in 3 different Commerce buildings. Medium

New Special Promise Card: 2 Traders in the cemetery.

Terrain Player Board Expansion

Overview

Where the forests feed people..

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.

Components

4 x Terrain Forest boards printed both side

12 x additional planks



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.

Add the Additional Planks to the base game supply.

Phase 1: Select Special Actions

The Urban Planner's special action is modified from the base game: The player who chooses this action only pays half of the total forest clearing costs (rounded down) she incurs during the building phase. This discount only applies to the forest clearing costs.

Example: You are playing on the Easy side of the board, and you have selected the Urban Planner. If you build/upgrade over only 1 forest space, you have to pay \$0 ($\$1 \div 2 = \$1/2$, which rounds down to \$0), but if you build/upgrade over 4 forest spaces, you pay only \$2.

Phase 2: Building

- There is no need to increase the size of your borough, because you can already build anywhere you want.
- Building over a forest space costs \$1 (Easy side) or \$2 (Expert side) to clear the forest; however, you are not allowed to build or upgrade parks over forest spaces. If you cannot pay to clear a forest space, you can neither build nor upgrade over it. You can only clear forests when you are building or upgrading over their spaces.
- For each forest that you clear, you immediately get 1 plank that you keep aside for the measure of Pollution. You can not use this building material this Round to build Cultural Buildings nor make some trades in the shops.
- If the players are running out Building Materials, the mayor (the first player) is first served and then the other players clockwise. It is fine if some players are paying to clear the forest and get no Building Material for that.

Phase 6: Measure Pollution

- Count the Pollution as in the base game, but also add 1% for each plank produced by the forest, then apply all the consequences like in the base game (dead citizens...)
- Store them in your warehouses and/or your city hall or discard part of them if you can not store them. They can now be used in the next Rounds as normal planks since they have been treated by the "system".

European 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 European 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

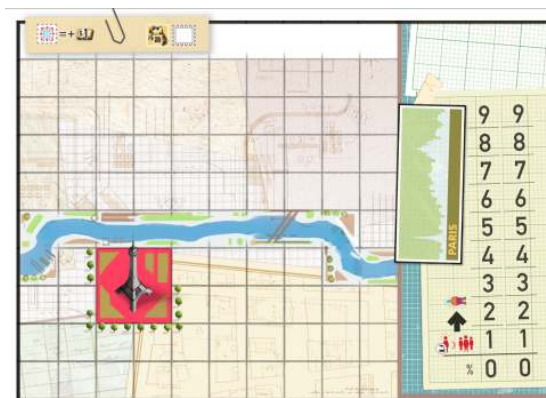
Either deal the European City boards out randomly, or choose them. Each side of your board has a different city; choose which to play. You can mix any European boards with any Asian Cities/American Cities boards!

Playing the Game


Paris:

Setup

Remove the factories Level 2-3 from the game.
Remove the refinery and harbor from the game.



Phase 2: Building

- Tour Eiffel is a cultural building !
- It is not allowed to build/upgrade Factories of level 2-3.
- Factories of Level 1 must be built on to the squares that surround  Paris.
- It is allowed to build/upgrade on the River, it costs an additional \$1 for each square built on the river.

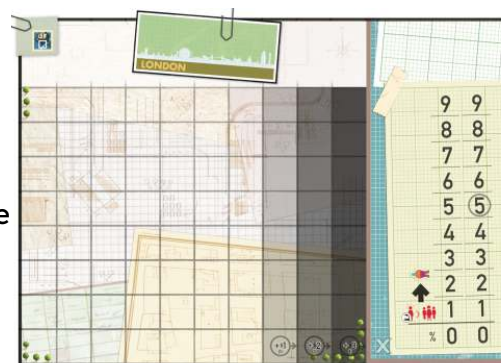
Phase 7: City Council

The Paris player who moves his disc on the Tourism line in the city council board gets the citizens from the common reserve directly to one of his empty residence of level 1 (instead of moving it to the city hall in the base game)!

London

Setup

You start the game with one Commerce of Level 1. You can build where you want.
Your pollution starts at 5%!



Over the course of the game, you may increase your Constructible Zone, and it will cost an additional amount of money stated on the player board. \$1, \$2 and \$3.

Phase 2: Building

As soon as you build a residence of L1/2/3/4/5, 1/2/3/4 citizens from your city hall immediately occupy this new residence !

Phase 3: Move Citizens

The Moving phase is modified as follow :

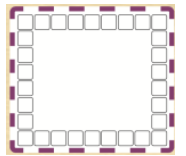
- The player moves his citizens as in the base game
- When he has finished, all the citizens who are sitting in the city hall occupy all empty squares of Residence tiles of your choice, whatever their sizes.
- When all the players have finished their moves, we count the number of empty squares of factories like in the base game and we supply the city hall with citizens from the city career.



Zürich

Setup

You start the game with one Bank from the Winter Expansion. If you don't have it, start the game with 2 Commerces of Level 1. You can build where you want.

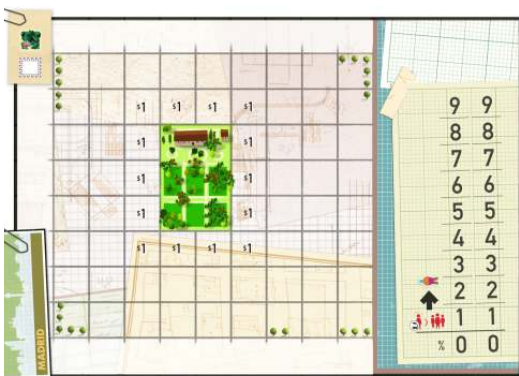


Phase 2: Building

- All Residence tiles and only Residence tiles **must be built** in the influence area of the lake (13 squares). You can upgrade them as you want.
- Factories and Industrial buildings **must be built** with at least one square on the edges of your borough (the last square on the border). You can upgrade in the direction you want.
- You can not build and upgrade on the lake.

Phase 6: Measure Pollution

You don't measure the Pollution during the first 2 Rounds of the game! i.e: You stay at 0%



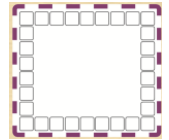
Madrid

Setup

You start the game with a Jardin Botanico in the middle of your borough. Building the City Hall is always free.

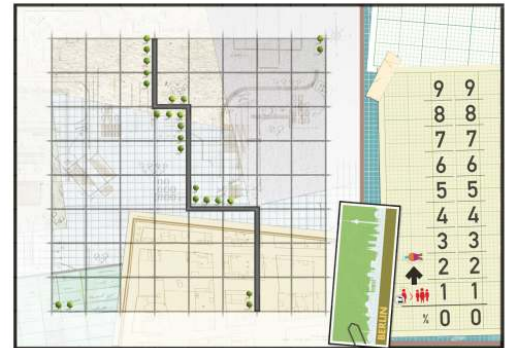
Phase 2: Building

- The Jardin Botanico is not a Park. It is 6 squares that increase the costs of building, nothing more...
- You can not build and upgrade on the Real Jardin botanico (the 6 squares in the middle of the map).
- Each square that surrounds the Real Jardin Botanico costs \$1 more than its real costs (Cultural building tiles or others...)
- Each round, AFTER the building phase, the Madrilan player adds for free 1 residence of size 1. It must be built on one square that surrounds the borough. If you have a citizen in the City Hall, it immediately lives in this residence.



Berlin (back in the 60's)

At this period Berlin is split into 2 parts by a wall during 7 Rounds: Berlin East and Berlin West.

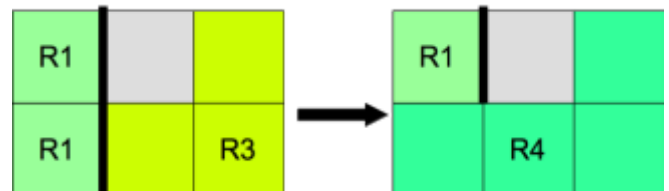


Phase 2: Building

- The player builds on both parts of the city as in the base game.
- It is not allowed to build or upgrade a building that would overlap the Berlin Wall (black lines).
- The Influence Area concept is not affected by the Berlin Wall. For example a Commerce built in Berlin East that is in the Influence area of 2 different Residences (one in Berlin East and one in Berlin West) can still be upgraded to a Commerce of Level 2.
- At the end of the **7th Round**, each Residence of Level 1 /2/3/4 on the West side of the city that is adjacent to another Residence of Level 1 /2/3/4/ on the East side of the city is merging and making the biggest building possible. If there are several possibilities, the player chooses which ones are the best for himself. The new bigger Residence tile does not need to respect the Cultural Building rule.
- This merging phase is limited by the number of tiles available and their sizes as well, first player is first served.
- The citizens living in the residences are staying on the same square. The other tiles are not merging though.

Example:

- You can not merge both R1 because they are both in West Berlin.
- You can merge the South R1 from West Berlin with the R3 from East Berlin. You break the wall and you have a R4.
- You can not merge the R4 with R1. They both belong to the "same" Berlin.



Roma

Setup

Your pollution starts at 9%!

Phase 2: Building

The Tiberis is a gigantic Cultural Building and counts for a Cultural building for EACH residence tile built in its influence area !

Example: A residence of level 1 in the influence area of the Tiberis and a School can upgrade to a residence of level 2.



Helsinki

Setup

You start the game with only 2 citizens in your City hall instead of 3.
Build 2 Residence of level 1 in the influence area of the water.

Phase 4: Collect Income



For each cultural building tile that is built in the influence area of the water earns you \$1. As there are only 6 Cultural buildings, you can not earn more than \$6:=-)

Athens

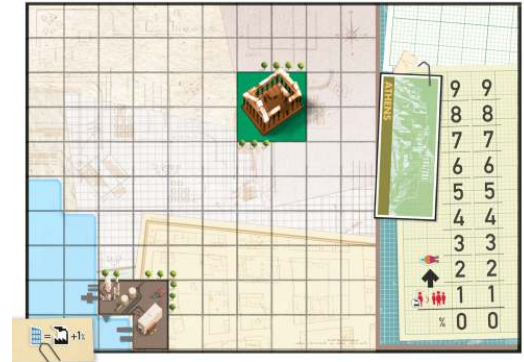
Setup

You start the game with the Green Parthenon in the very downtown and the Piraeus Harbor.

Phase 2: Building

The Parthenon counts a 4-Residence, but you can not earn Vote with as you are not allowed to populate it. But it will help you to develop the Commerce Tiles...

The Piraeus Harbor works as an Harbor and helps you to develop your Factories.



Phase 6: Measure Pollution

Additionally to the normal Pollution calculation, you increase your pollution by the number of Commerce tiles you have. I.E. If you have 1 Commerce of size 1 and 1 Commerce of size 3, you increase your pollution by 2%.

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 *left/right*.

You can combine Action cards from the base game, the Winter expansion, and the Summer Expansion.

The Special Action Cards



K. ECOLOGIST — Citizens and Tourists in your Commercial Zones DO not generate Pollution this round!

L. ANARCHIST — When you choose this card, you must immediately pay \$2 or 3 Votes. If you don't have the \$2, you must pay the 3 Votes; if you don't have the \$2 nor the 3 Votes, increase your pollution by 3. Whatever you do, if there were no riots the last Round, riots happen when the Anarchist is drawn, even if he is not chosen by a player.

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** and the **Meeples Expansion**, as well!

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

Components



Setup

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

if you play the expert game, add the Special Promise cards to the deck if you use the buildings, and new concepts.

New Buildings Expansion

Overview

String parks together to form beautiful gardens, suitable for erecting statues. Statues are culturally enriching, making it easier to make your residential zones larger and larger.

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

Component

16 x Statues (size 1)



1 x Special Promise card

1 x Promise card

Setup

Add the new Promise card to the easy stack (18 VP). It rewards you for building 3 Statues in your borough.

Add the new Special Promise card if you play the expert side the most Statues

Playing the Game

Phase 2: Build

Statues

- Any contiguous area of orthogonally connected Parks that covers at least 6 spaces is called a **Garden**.
- **Warning:** Connecting two Gardens combines them into a single Garden.
- Statues are red, surrounded by green
- A statue counts as both a **Cultural building (red)** and a **Park (light green)**!

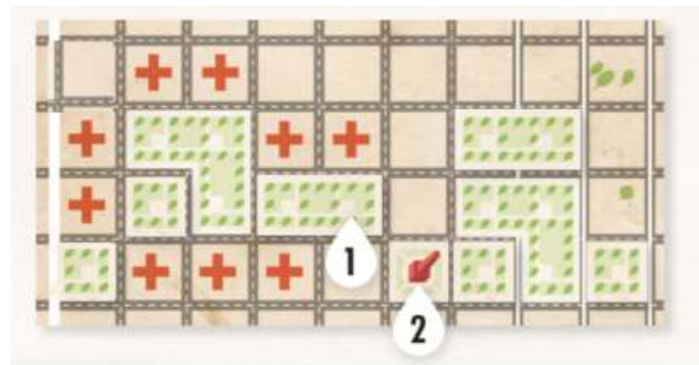
I.E. As a cultural building, it helps the residences to be larger during phase 2 Building, and as a park, it counts as 1 to decrease the Pollution during Phase 6: Measurement of Pollution.

- You can have more than one Statue in your borough.

- **Construction Conditions:**

- Must be **orthogonally adjacent** to a Garden.
- Each Garden can only host one Statue.
- The Statue extends the Garden and is considered to be part of it. Thus, no part of the Garden-with-a-Statue can be orthogonally adjacent to another Garden-with-a-Statue.
 - A Statue costs \$ 1.

- *Example: You can add a Statue to the leftmost Garden (1), in any of the places marked with a plus sign. The Statue in the other Garden (2) does not belong to this Garden.*

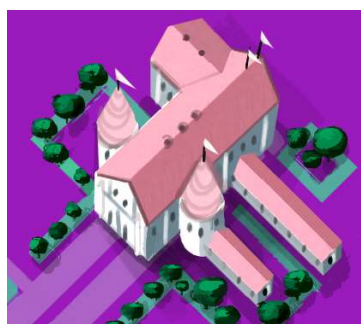


Overview

Building luxurious homes is time consuming, but it will introduce you to powerful political allies who will provide extra votes if you make them happy. All rules of the base game apply, with the exceptions mentioned below in this color.

Component

- 9 x Palaces (size 4)
- 1 x Promise card
 - 1 x Special Promise card



Setup

Add the new Promise card to the easy stack (6 VP). It rewards you for building 3 Palaces in your borough.

Add the new Special Promise card if you play the expert game.

Playing the Game

Phase 2: Build

- Palaces are purple, but are not Cultural Buildings as the City Hall could be.
- Building a Palace takes 2 of your construction actions.
- Although a Palace occupies 4 spaces, it costs only \$ 2 to build.
- When you build a Palace, take 3 Promise (purple) cards —an easy, a medium, and a hard — choose 1 to keep, then discard the other 2 to the bottom of their respective stacks.

End of the Game and final Scoring

In this expansion, Promise cards all work differently. Rather than the fulfillment reward and failure penalty printed on them, each Promise that you fulfill earns you 5 votes; each one you failed to fulfill is worth 0.

Real Buildings Expansion

Overview

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

In this History Expansion, you must please your patron and help him to find the best place to leave his path in the Great History. For Historical reasons, I recommend not playing both Historical buildings in the same game !
(we can not be during Antiquity and in the XIXth, well...It is always as you prefer!)

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

Components

4 x Colosseum



4 x Neuschwanstein Schloss



2 x New Special

Promise Cards

4 x Terrain Forest boards printed both side

12 x additional planks

Playing the Game

Setup

- Each player places 1 Colosseum or 1 Neuschwanstein Schloss along with the 3 Cultural buildings, the refinery and the harbor near his player board. All players can use all Colosseum tiles, or all Neuschwanstein Schloss. Mixing is possible but not really thematic. (*my two cents...*)
- You play the game with the Terrain Board on the Easy or Expert side. If you have already played the game, you play the Expert side, if it is your first play, use the Easy side.
- You use all the rules of the Terrain map: Forests.
- Add the new Additional 12 planks to the reserve.

Phase 1: Select Special Action

The Architect does not affect the cost of building the 2 Historical Buildings. I.E. You must pay 2 Stones for building them in any case!

The Colosseum multiplies by 2 the effects of the Supporter ! so take \$2 or 4 Votes select her AND you have the Colosseum in your borough.



Phase 2: Build

Tiles You Can Build

Each Colosseum and Neuschwanstein Schloss costs 2 Stones, never less!

Colosseum

It is a 3 x 2 tile.

Neuschwanstein Schloss (NS)

When you build The Neuschwanstein Schloss (NS) and place it on the player board, you must check if it is now in the Influence Area of at least 4 Forests. If it is not in the Influence Area of at least 4 Forests, Louis II, your patron for this game, does not allow you to build the castle here and you must choose another localization for his dream.



If you build the castle on the green spaces, it will be in the influence area of 4 Forests, it is ok. Use your 2 Stones and build the NS!

If you build the castle on the brown spaces, it will be even better because the castle is in the Influence Area of 6 Forests! Use your 2 Stones and build the NS!

If you build the castle on the orange spaces, it would be in the Influence Area of only 3 Forests, it is not allowed by Louis II !

Keep your 2 Stones for other purposes !

Phase 5: Votes

The more you pleased your Patron on this expansion, the more you will be rewarded !

- If the NS is in the influence area of 4 Forests, you earn 1 Vote from your Patron!
- If the NS is in the influence area of 5 Forests, you earn 2 Votes from your Patron!
- If the NS is in the influence area of 6 Forests, you earn 3 Votes from your Patron!
- If the NS is in the influence area of N Forests, you earn (N-3) Vote from your Patron!

New Special Promises Cards:

1 x Build the Coliseum at the end of the game

1 x Build the Neuschwanstein Schloss at the end of the game

Roads & Traffic Expansion

Overview

Building buildings in a city is fine and obvious, but a city without Roads and Places is not a real city! This expansion will cover a new aspect of the theme : the road and the connection between Residences, Commerces and the Factories! Use roads and tax your Citizens, but always pay attention to traffic jams near the Place that makes more Pollution !

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

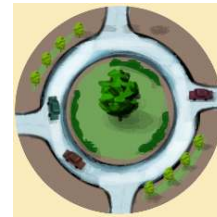
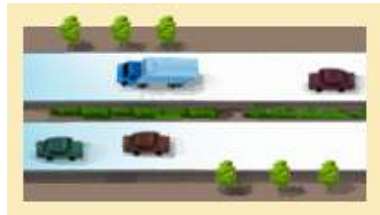
Components

1 x New Promise Card

1 x New Special Promise Card

40 x Road Tiles

20 x Traffic tiles



Setup

Give each player 10 Road tiles and 5 Traffic tiles. They are both placed next to the player board.

Phase 2: Build

After the [Tiles you can Build phase](#) and the [Upgrades phase](#) but before the [All done](#), there is an additional new building phase called Building Road and Place.

You can build as many Road tiles and Traffic tiles from your supply during this new phase:

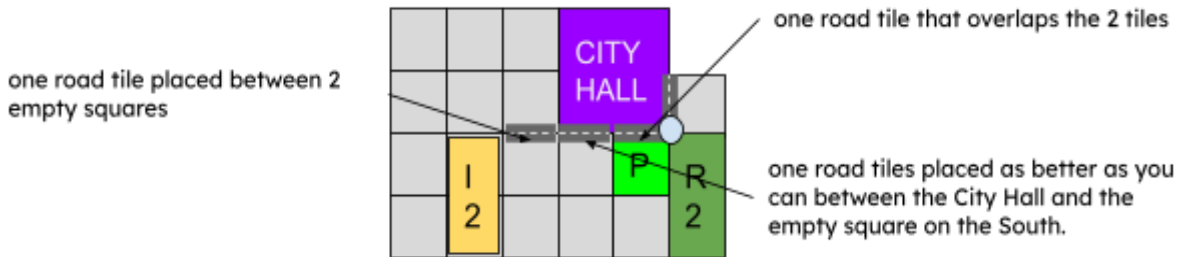
- each Road tile costs \$1
- each Traffic tile costs \$2

Each time you change your way (turn left or right, up or down), you must add a Traffic tile.

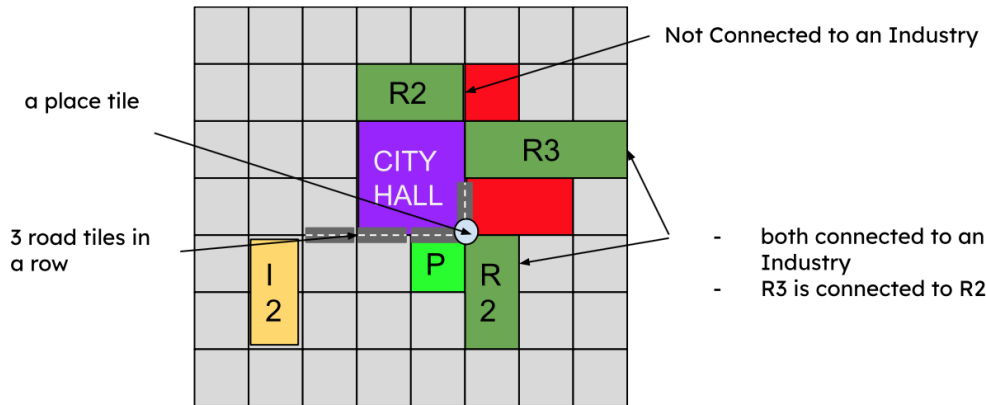
The Road tile is placed either:

- between 2 squares if they are not built
- overlapping 2 tiles if the edge contains at least one building.

EXAMPLE 1



EXAMPLE 2



Phase 3: Move Citizens

Your citizens in your borough can move as in the base game or use the road tiles *to go to work or for shopping* !

2 Buildings are connected if:

- a continuous line of road tiles and place tiles link them
- the buildings are not of the same color.
- only buildings that are able to evolve can be connected (Residences, Industries, Commerces)
- parks are not buildings.

Note: The Tourists NEVER use the road tiles in your city or in the opponent cities. IE: they move as in the base game.

There are 3 possible connections for roads to connect buildings each others:

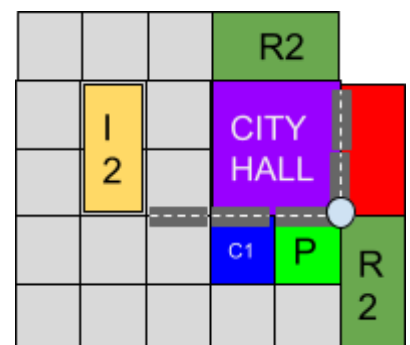
- A Residence building with an Industry building
- A Residence building with a Commerce building
- A Commerce building with an Industry building

If you use the road (say your car or a bus!) to move you immediately gains:

- money equal to the number of road tiles used divided by 2 rounded up
- 1% pollution for each Place tile crossed during the trip! This pollution is not counted in the Phase 6= Measure Pollution.

It is a day to day pollution till you decide to decarbonate your borough with new powers in the Autumn expansion!

- A Citizen in the North R2 can move to an empty space of I2. She uses 5 Road tiles = \$3. She crosses one Place, you increase your pollution by 1%.
- A Citizen in the West I2 can move to an empty space R2. He uses 3 Road tiles = \$2. He does not cross the Place tile, so you don't increase your pollution by 1%.
- A Citizen in C1 can move to either:
 - an empty space of I2, using 2 Road tiles = \$1



- an empty space of the East R2, using 2 Road Tiles = \$1
- an empty space of the North R2, using 4 Road tiles = \$2 and crossing one Traffic = +1%. The only reason this Citizen would do that is to make some Money and does not care about Pollution !

Tips: Combining large Commerce tiles with a great network of roads with few Place tiles can earn you a lot of Votes if you manage to convert the money earned into Vote (as in real life) !

End of the Game and final Scoring

Special Promise card: use your full set of Road and Place tiles

Promise card: Have the longest continuous road tiles

Credits:

Small City Deluxe: Spring 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 and Nathan Morse, for their patience and their help during all the years of development of this game.

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