A Tiles (32)

BUSINESS SUPPLY STORE
$8 — +1
+1 for every 💼

+1 **Income** when placed, and +1 **Income** for every Office in any borough. (2)

FAST FOOD RESTAURANT
$7 — +1
3 for each adjacent 🧍

+1 **Income** when placed, and +3 **Population** for each adjacent Residential tile. (2)

MINT
$15 — +3
$2 for each of your 🏛️

+3 **Income** when placed, and take $2 from the supply for each Civic tile in your borough, including this tile. (2)

PARKING LOT
$12 — +1
+1 for each adjacent 🏛️/🏢

+1 **Income** when placed, and +1 **Income** for each adjacent Civic or Commercial tile. (2)

WATERFRONT REALTY
$6
gives you an extra $2 for each adjacent 🏭🏛️🏠🏢

Take $2 from the supply for each Industrial, Civic, Residential, or Commercial tile adjacent to each of your Lake tiles in addition to the $2 you normally take from the supply for those tiles being adjacent to your Lake(s).

Waterfront Realty is a little different than most tiles in that it affects all tiles that are adjacent to your *Lake* tiles, not to *this* tile. If a Lake is present in your borough when this tile is placed, immediately take $2 for each existing Industrial, Civic, Residential, or Commercial tile that is adjacent to your Lake. For each new Industrial, Civic, Residential, or Commercial tile placed adjacent to your Lake, take $4 instead of just $2. And if you place another Lake in the future, you'll take $4 for each Industrial, Civic, Residential, or Commercial tile it is adjacent to.

Placing an Investment marker on a Waterfront Realty tile allows you to take an additional $2 for each Industrial, Civic, Residential, or Commercial tile adjacent to your Lake. With an Investment marker present, placing any Industrial, Civic, Residential, or Commercial tile next to your Lake now allows you to take $6. (2)

CONVENIENCE STORE
$6 — +1

+1 **Income** when placed. (2)

FREEWAY
$5
+1 for each adjacent 🏢 — −1 for each adjacent 🏠

+1 **Income** for each adjacent Commercial tile and −1 **Reputation** for each adjacent Residential tile. (2)

MOBILE HOME COMMUNITY
$4 — 6

+6 **Population** when placed. (2)

SLAUGHTERHOUSE
$5 — −2
+1 for every 🍴

−2 **Reputation** when placed, and +1 **Income** for every Restaurant in any borough. (2)

FANCY RESTAURANT
$9 — +3
−1 for every 🍴 built after this one

+3 **Income** when placed, and −1 **Income** for every Restaurant built after this one in any borough. It is possible for this tile to decrease the player's **Income** more than a total of 3 if enough other Restaurants have been placed in any borough. (3)

HOMEOWNER'S ASSOCIATION
$6 — 1
$2 for every 🏠

+1 **Population** when placed, and take $2 from the supply for every Residential tile in any borough, including this tile. (2)

MUNICIPAL AIRPORT
$6
+1 for every ✈️ — −1 for each adjacent 🏠

+1 **Income** for every Airport, including this tile. In addition, −1 **Reputation** for each adjacent Residential tile. (2)

FARM
$9 — −1
+1 for every 🍴

−1 **Reputation** when placed, and +1 **Income** for every Restaurant in any borough. (2)

LANDFILL
$4 — +2
−1 for each adjacent 🏭/🏛️/🏠/🏢

+2 **Income** when placed, and −1 **Reputation** for each adjacent Industrial, Civic, Residential, and Commercial tile. (2)

OFFICE BUILDING
$9 — +1
+1 for each adjacent 🏢

+1 **Income** when placed, and +1 **Income** for each adjacent Commercial tile. (3)

Lake Tiles

$0
$2 for each adjacent 🏭🏛️🏠🏢

A — $2 for each adjacent 🏭🏛️🏠🏢
B — $2 for each adjacent 🏭🏛️🏠🏢
C — $2 for each adjacent 🏭🏛️🏠🏢

Lake tiles are the facedown sides of all A, B, and C tiles (but not the facedown sides of basic tiles). All Lake tiles are the same: they cost $0 and the owner takes $2 for every faceup tile adjacent to the Lake tile. This happens initially when placing the Lake tile, and retroactively: when you place a faceup tile adjacent to an existing Lake tile, take $2 for placing that tile there. Each Lake tile generates the $2 separately, so if you place a faceup tile next to two Lake tiles, take $4 for that faceup tile. Placing an Investment marker on a Lake tile costs the player nothing, and gives you an additional $2 for each faceup tile adjacent to a Lake tile with an Investment marker on it.

B Tiles (36)

BURG VON ALSPACH — 3 / $12 / +1 for each adjacent 🏠

+3 Population when placed, and +1 Reputation for each adjacent Residential tile. (2)

ELEMENTARY SCHOOL — +1 / $5 / for each of your 🏠

+1 Reputation when placed, and +1 Population for each of your Residential tiles. (3)

MOVIE THEATER — +1 / $10 / +1 for each adjacent 🏠

+1 Income when placed, and +1 Income for each adjacent Residential tile. (2)

POWER STATION — +1 / $11 / +1 for each of your 🏭

+1 Income for each of your Industrial tiles. (2)

STADIUM — +1 / $16 / +2 for each adjacent 🏠

+1 Income when placed, and +2 Reputation for each adjacent Residential tile. (2)
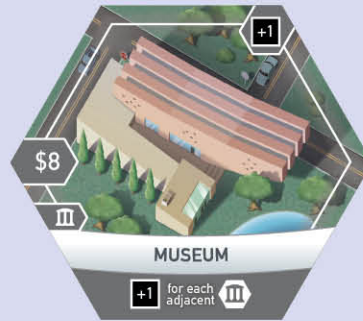
CASINO — −3 / $22 / +1 after you pass each 🟥
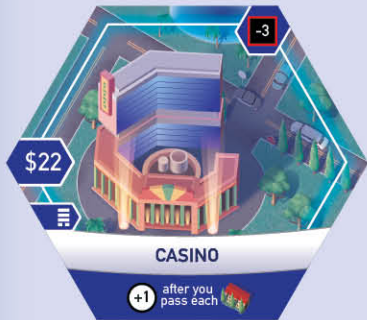
−3 Reputation when placed, and +1 Income when you pass a red line on the scoreboard (moving only from a lower number to a higher one). By itself, Casino negates the −1 Income when you pass a red line. When passing a red line due to moving from a higher number to a lower number on the scoreboard, this tile has no effect.

Placing an Investment marker on Casino results in an additional −3 Reputation and a total of +2 Income when you pass a red line (for a net gain of +1 Income each time). (2)

GAS STATION — +1 / $7 / for each adjacent 🏠

+1 Income when placed, and +1 Population for each adjacent Residential tile. (2)

MUSEUM — +1 / $8 / +1 for each adjacent 🏛

+1 Reputation when placed, and +1 Reputation for each adjacent Civic tile. (2)

RETIREMENT VILLAGE — 5 / $8

+5 Population when placed. (2)

WAREHOUSE — −1 / $13 / +2 for each adjacent 🏢

−1 Reputation when placed, and +2 Income for each adjacent Commercial tile. (2)

HOSTEL — 2 / $0 / −1 for each adjacent 🏢

+2 Population when placed, and −1 Reputation for each adjacent Commercial tile. (2)

OFFICE OF BUREAUCRACY — −2 / $9 / +1 for each of your 🏛

−2 Reputation when placed, and +1 Income for each of your Civic tiles. (2)

SKYSCRAPER — +3 / $11 / −1 for every 🏗 built after this one

+3 Income when placed, and −1 Income for every Skyscraper built after this one in any borough. (2)

DOMESTIC AIRPORT — +1 / $11 / +1 for every ✈ / −1 for each adjacent 🏠

+1 Income when placed, and +1 Reputation for every Airport in any borough, including this one. In addition, −1 Reputation for each adjacent Residential tile. (3)

HOUSING PROJECTS — 10 / $8 / −2 for each adjacent 🏛/🏠/🏢

+10 Population when placed, and −2 Reputation for each adjacent Civic, Residential, or Commercial tile. (2)

POSTAL SERVICE — +1 / $12 / +1 for each of your 🏢

+1 Income for each of your Commercial tiles. (2)

SHIPPING CENTER — +1 / $16 / $2 for every 🏢

+1 Income when placed, and take $2 from the supply for every Commercial tile in any borough, including this tile. (2)

C Tiles (32)

APARTMENTS
$12 — 5

+5 **Population** when placed, and +2 **Population** for each adjacent Commercial tile. (2)

BED & BREAKFAST
$9 — 2

+2 **Population** when placed, and +1 **Population** for each of your Residential tiles, including this tile. (2)

BOUTIQUE
$9 — +1

+1 **Income** when placed, and +1 **Reputation** for each adjacent Residential tile. (2)

CHIP FABRICATION PLANT
$18 — +2

+2 **Reputation** when placed, and +1 **Income** for each of your Commercial tiles. (2)

CONDOMINIUM
$14 — 5

+5 **Population** when placed, and +3 **Population** for each adjacent Commercial tile. (2)
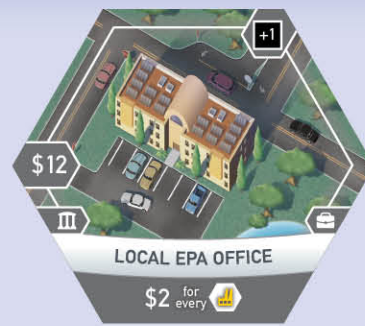
HIGH SCHOOL
$18 — +1

+1 **Reputation** when placed, and +3 **Population** for each of your Residential tiles. (3)

HOTEL
$13 — +1

+1 **Income** when placed, and +1 **Population** for all other boroughs' Residential tiles. (2)

INTERNATIONAL AIRPORT
$18 — +1

+1 **Income** and +1 **Reputation** for every Airport, including this tile. In addition, –1 **Reputation** for each adjacent Residential tile. (2)

LOCAL EPA OFFICE
$12 — +1

+1 **Reputation** when placed, and take $2 from the supply for every Industrial tile in any borough. (2)

MIDDLE SCHOOL
$10 — +1

+1 **Reputation** when placed, and +2 **Population** for each of your Residential tiles. (3)

NEW CAR DEALERSHIP
$12 — +5

+5 **Income** when placed, and –2 **Income** for every Car Dealership built after this one in any borough. (2)

RECYCLING PLANT
$17 — +1

+1 **Reputation** when placed, and +2 **Reputation** for each adjacent Industrial tile. (2)
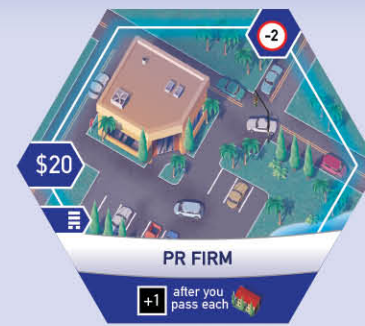
PR FIRM
$20 — –2

–2 **Income** when placed, and +1 **Reputation** when you pass a red line on the scoreboard (moving only from a lower number to a higher one). By itself, PR Firm negates the **–1 Reputation** when you pass a red line. When passing a red line due to moving from a higher number to a lower number on the scoreboard, this tile has no effect.

Placing an Investment marker on PR Firm results in an additional **–2 Income** and a total of **+2 Reputation** when you pass a red line (for a net gain of **+1 Reputation** each time). (2)

RESORT
$16 — +1

+1 **Income** when placed, and +1 **Population** for every Residential tile in any borough. (2)

UNIVERSITY
$15 — +2
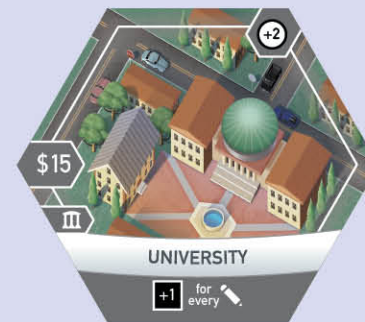
+2 **Income** when placed, and +1 **Reputation** for every School in any borough. (2)

Basic Tiles (24)

SUBURBS
$3 — 2

+2 **Population** when placed. (8)

COMMUNITY PARK
$4 — –1

–1 **Income** when placed, and +1 **Reputation** for each adjacent Industrial, Residential, or Commercial tile. (8)

HEAVY FACTORY
$3 — +1

+1 **Income** when placed, and –1 **Reputation** for each adjacent Civic or Residential tile. (8)

ONE MORE ROUND

After this round is over, the Start Player and each player after the Start Player has one more turn, after which the game is over.

This tile is **not** placed in the Real Estate Market.

When the One More Round tile is drawn from the C stack, finish the current round, then everyone plays one more round. This tile is not added to the Real Estate Market, and another tile is immediately taken from C stack to take its place in the Real Estate Market. (1)

Goals (20)

MOST — AIR TRAFFIC CONTROLLER — 10

FEWEST — CAPITALIST — 20

FEWEST — ENVIRONMENTALIST — 15

HIGHEST — INVESTOR — 15

LOWEST — MISER — 15

MOST — AQUATIC ENGINEER — 20

MOST — CIVIL ENGINEER — 15

MOST CONTIGUOUS — HARBORMASTER — 10

FEWEST — LIBERTARIAN — 15

MOST CONTIGUOUS — PUBLIC OFFICIAL — 15

MOST — BILLIONAIRE — 10

MOST — DEVELOPER — 10

FEWEST — AQUAPHOBIAN — 20

HIGHEST — LUMINARY — 10

FEWEST — SOCIALIST — 10

MOST — BUILDER — 15

FEWEST — EMPLOYER — 2x — 15

MOST — INDUSTRIALIST — 15

LOWEST — MISCREANT — 20

LEAST — SPENDTHRIFT — 10

GOAL

Goals can be either public (placed on the Goals lid with everyone vying for them) or private (one tile kept by the player at the beginning of the game that only they can win). In both cases, the points are awarded at the end of the game, but only to a player who has alone achieved the goal (ties result in no one scoring the end game **Population** bonus). For private goals, only the owner of the goal may score the end game **Population** bonus and only if they alone have achieved their goal.

You score a goal based only on the tiles in your own borough. The same goes for the Employer (Fewest Investment markers) goal; only the Investment markers played in your borough count towards that goal for you.

When scoring a goal, red lines do not adjust your **Income** or **Reputation**.

Score goals before converting your money to **Population** ($5 per 1 **Population**). This ensures that the Billionaire (Most Money on Hand) and Spendthrift (Least Money on Hand) goal winners are determined before money is converted to **Population**.