NEOM

CREATE THE CITY OF TOMORROW

A tile drafting and tile placement game
by Paul Sottosanti
for 1 to 5 players of ages 10 and up.
Playing time: 45 minutes

Game Objective

In Neom, you are building a futuristic city over a period of three generations by placing tiles in your city grid. These tiles provide various goods and money that you will need to place other tiles as well as victory points. Every city requires certain structures to be present or it will lose points during scoring. In the end, the player with the most victory points wins.

Components



6 City Boards

150 Tiles, comprised of



40 each of 1st, 2nd, and 3rd Generation Tiles



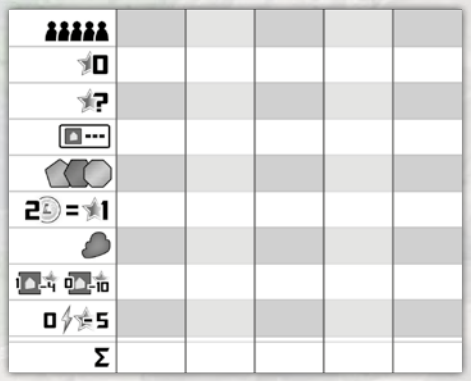
30 Cornerstone Tiles

65 Coin Tokens
The currency in this game is called "L-Coin".



29× £1 18× £5 12× £20 6× £50

In this rule book, we use £ to represent L-Coin. We hope Her Majesty does not mind. ;-)



1 Scoring Pad

85 Good Tokens, per player:

6 Raw Good Tokens

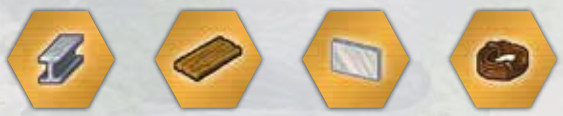


Ore Natural Gas Wood



Oil Coal Stone

8 Processed Good Tokens



Steel Lumber Glass Copper



Concrete Diamonds Plastics Gold

3 Luxury Good Tokens



Sports Cars Jewelry Electronics

Setup

1. Take a random **City board** each and place it in front of you.
2. Take the **Raw Good token** corresponding to the Raw Good shown in your **City Center** and place it above your City board, in view of all players.
3. Take **6 L-Coins** *(£6)* each and place the money next to your City board.
4. Place the remaining Good tokens and L-Coins in a **general supply**.
5. Separate the **Cornerstone tiles** from the Generation tiles, shuffle them, and place them nearby, face down.
6. Separate the **Generation tiles** into three decks by the numbers on the back side of the tiles *(representing the Generation)*. From each deck, remove all tiles that are not used based on the number of players, as shown by the "1+", "4+", and "5+" icons in the bottom left corner of each tile. Shuffle each deck separately and place it nearby, face down. Return the removed tiles to the game box—you will not need them.



Note: In the **solo game**, you can add the "4+" and even the "5+" Generation tiles, as though it were a 4- or 5-player game. *(See page 7 for details on the solo game.)*



Course of Play

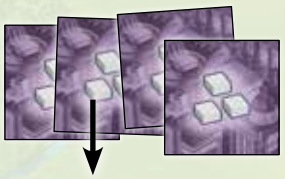
The game is played over **three Generations** *(Rounds)*, preceded by a **Preliminary Round**, in which you will choose Cornerstone tiles for later use. Each Generation is comprised of **seven turns**, for a total of 21 turns over the course of the game. In each turn, you will select a tile and take one of three actions with it. After 21 of these turns, you will score your Cities and determine the winner.

Note: This is true for any number of players. However, the way a turn is played with 3 to 5 players differs significantly from how it is played with 1 or 2 players. The following pages assume you play with 3 to 5 players. For details on the solo and 2-player game, see page 7.

Preliminary Round

Before the actual start of the game, deal each player a hand of **4 Cornerstone tiles** and return the remaining Cornerstone tiles to the game box. Then all players must perform the following steps simultaneously until all players have chosen 3 Cornerstone tiles each:

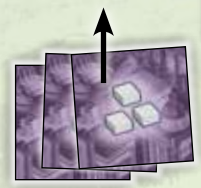
1. Choose a Cornerstone tile from your hand and place it **face down** in front of you.



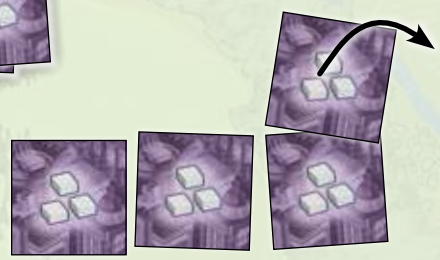
2. Pass the remaining Cornerstone tiles in your hand to the player to your left.



3. Pick up the Cornerstone tiles passed to you from the player to your right.



4. Repeat this process until there are 3 face-down Cornerstone tiles in front of you. Place the one remaining Cornerstone tile in your hand in a common **discard pile**.



5. Finally, reveal your chosen Cornerstones by turning them **face up**.



Choose your Cornerstone tiles carefully! They can provide a lot of Victory Points at the end of the game or give significant advantages throughout. They sort of hint at a basic strategy to pursue in this particular game.

Note: Your chosen Cornerstone tiles are not in play yet. You will get the chance to play them during the 21 turns that are about to happen.

Important! No actions are taken with the Cornerstone tiles during the Preliminary Round. You are just choosing tiles for later use.

Beginner's Variant
If you are playing for the first time, you may wish to skip the Preliminary Round and deal each player one random Cornerstone tile. If you do, the 1st Generation Contract Office *(available with 4 or more players)* lets you exchange your unplaced Cornerstone tile for a different random Cornerstone tile.

Playing a Generation

The Generations are played in order, beginning with the 1st Generation, followed by the 2nd and then 3rd Generation. At the start of each Generation, take the corresponding Generation tiles and deal each player a **hand of 8 tiles**. *(If you set up the game correctly, no tiles should be left over after dealing the tiles for the current Generation.)*

With this hand, play **7 turns** as follows:

A. Select a Tile

B. Take an Action

C. Pick Up Tiles

The Generation ends after the 7th turn, in which you have a choice of 2 tiles in your hand. The remaining tile is returned to the game box, unused. Then you receive **income** from the tiles in your City, before the next Generation is played in the same fashion. After receiving income at the end of the 3rd Generation, the game ends and scores are tallied.

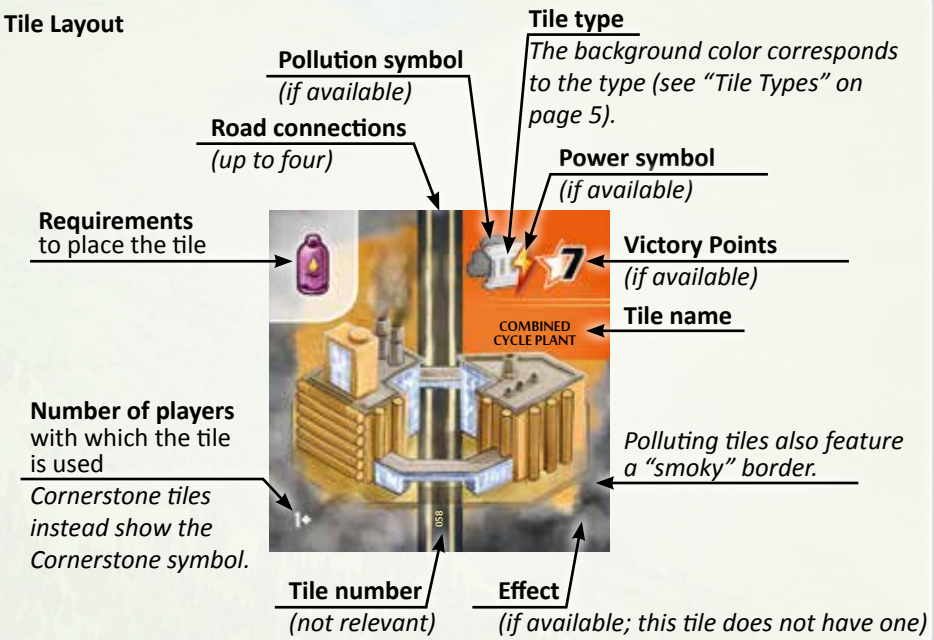
A. Selecting a Tile

All players now simultaneously evaluate their hands of tiles, without showing them to the other players. Then select a tile from your hand and place it **face down** in front of you, setting the rest aside between you and the player to your **left** *(unless it is only one tile)*. Do not proceed with the next step until all players have selected a tile.

Note: In this game, you always pass tiles to the left.

In the 7th turn of each Generation, your hand contains only 2 tiles. Do not pass the remaining tile to the player to your left after you select a tile for the turn. Instead, return the leftover tile to the game box, unused.

Tile Layout



B. Taking an Action

Once all players have selected a tile from their hand, they reveal their selections and then take an action. You can play this step simultaneously *(preferred)* or sequentially. Regardless of how you choose to play, **all selected tiles must be revealed** before you proceed with this step.

Normally, you can take one of the following three actions:

- **Place the Selected Tile**
- **Place a Cornerstone Tile**
- **Sell the Tile for Money**



If you select a Disaster tile, you do not take an action this turn. Instead, at the end of the turn, you will impose the Disaster on the other players. *(See "Resolving a Disaster" on page 5.)*

Note: In step A, you must always select a tile from your hand, even if you do not intend to use the selected tile, e.g., because you are going to place a Cornerstone Tile or take money.

ACTION: Placing the Selected Tile

To place the selected Generation tile, you must meet the **requirements** shown in the top left corner of the tile *(see "Tile Layout")*. If no requirement is shown, you can place the tile right away *(according to the placement rules, as detailed below)*. If you cannot meet the requirement, you must choose a different action.

A tile may require one or more of the following three things:

- **An L-Coin cost**, which you must pay into the general supply. You receive change if you cannot pay the exact amount.



Example: *The 1st Generation* TENEMENTS *cost £1 to place.*

- **One or more Goods** produced by your City, as shown by the corresponding Good tokens above your City board, or bought from another player *(see "Buying Missing Goods")*.



Example: *The 1st Generation* ANTIQUE STORE *requires you produce Gold.*

- **Certain tiles in your City**, which you must have placed on previous turns. *(This kind of requirement is found only on a few 3rd Generation tiles.)*



Example: *The 3rd Generation* STOCK EXCHANGE *requires three or more Commercial tiles to be present in your City (see also "Tile Types").*

Some tiles may require both Goods and money, and sometimes you are given a choice.



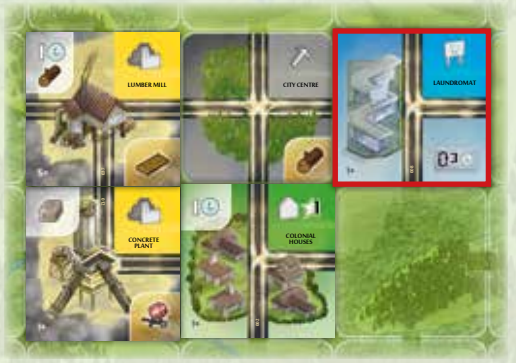
Examples:

- *The 2nd Generation* STEEL FOUNDRY *requires you produce both Coal and Ore.*
- *The 2nd Generation* TREASURY *requires you produce Steel. Alternatively, you can pay £5 to the general supply to place the* TREASURY.

If you meet the requirements of the selected tile *(if any)*, you can place it in your City according to the following rules:

- You must either place the tile on an **empty space** in your City grid or **replace** an existing tile. *(See "Replacing an Existing Tile" for details.)*
- The newly placed tile must be **connected through Roads** to the City Center *(or the tile in its place, if you replaced your City Center)*. Roads do not have to connect with other Roads necessarily, as long as there is at least one Road connection leading to the City Center.

  Example: *The green tile is placed correctly, as it has a Road connection to the City Center (grey). It does not matter that the Road coming from the bottom left tile is not continued. The blue tile, on the other hand, does not have any connection to the City Center and, thus, cannot be placed there.*



- You **may not rotate** *(or flip)* the tile. All tiles must be placed such that you can read their names upright.

Buying Missing Goods

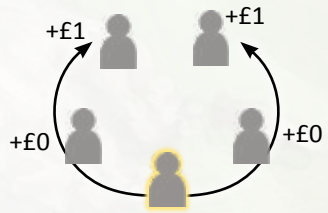
If your City does not produce all the Goods required to place a tile, you must **buy** the missing Goods from one or more other players who produce them.

- The **base cost** depends on the **type of Good** you are missing: Raw Goods cost £2, Processed Goods £4, and Luxury Goods £10 each. *(This information is also printed at the top of your City boards.)*



- **Transport Fee:** The cost is **increased by £1** for each player in-between you and the seller. You decide whether you count clockwise or anti-clockwise.

  Example: *If you buy from the players to your immediate left or right, you just pay them the base cost of the Good you need. If you buy from a player across the table, you pay them an additional £1. For instance, a Processed Good would cost £5 if bought from a player across the table.*



- **Trade Routes:** The cost is **decreased by £1** if you have established a **Trade Route** in the appropriate direction *(see "Establishing a Trade Route").* Having both Trade Routes does not decrease the cost further.

  Example: *You need a Processed Good. So far, you have established only the left Trade Route.* ***In a 4-player game****, the Good costs you …*

  - *£4 - £1 = £3 if bought from the player to your left;*
  - *£4 + £1 (Transport Fee) - £1 = £4 if bought from the player across the table;*
  - *£4 (base cost) if bought from the player to your right.*



Pay the resulting cost to the seller. If need be, you can make change with the general supply. **The seller may not refuse the payment**, nor can they use the money this turn. *(Keep payments separate from your money until the end of the turn.)*

Note: Good tokens are not removed when they are used or bought by another player. They simply indicate what a city produces *(see "Good Tokens" on page 5).*

Replacing an Existing Tile

You are not required to place every tile in an empty space. Instead, you may choose to **replace** an existing tile. Tiles may only replace another tile if the existing tile is a Resource *(grey)* tile or if the new tile shares a type with the existing tile. The City Center is considered a Resource tile and can, thus, be replaced with any tile. *(See "Tile Types" for details on the different types of tiles.)*

Example: *The 3rd Generation* CONDOS & RESTAURANT *can replace any Residential, Commercial, or Resource tile (including the City Center).*

When you replace a tile, **remove** it from your City board and return it to the game box. Place the replacement on the same space. *(See "Removing Tiles from the City" for details on the consequences.)*



Removing Tiles from the City

When you remove a tile from your City, you immediately **lose all benefits** from that tile *(e.g., access to certain Goods)*. When you lose access to one or more Goods *(by removing the last tile that provides it)*, immediately return the corresponding Good tokens to the general supply *(see "Good Tokens" for details)*.

It is possible that, by removing a tile, you cut off one or more tiles from the City Center. This **does not** have any consequences for you, except for the fact that newly placed tiles must still connect back to the City Center, so you might not be able to add new tiles to the cut-off parts. In particular, you **do not lose** the effects or Victory Points from cut-off tiles!



Trade Routes remain active as long as they are connected to a Road, even if that Road does not trace back to the City Center any longer *(see "Establishing Trade Routes")*.

Establishing a Trade Route

Your City board shows two **Trade Routes** that you can establish: one on the left and one on the right border. To establish one, simply connect a road to the corresponding Trade Route. It does not matter over how many tiles the connection is established. The minimum number of tiles to establish a Trade Route is two, as there are two spaces between your City Center and the left or right border of your City board. *(Remember, newly placed tiles must always trace back to the City Center.)*

Example: *You can establish a Trade Route as early as on your 2nd turn.*



2nd turn *1st turn*

Once a Trade Route is established, it remains active as long as it stays connected to a Road immediately next to it, even if its connection to the City Center is lost. You lose the Trade Route only if you remove the tile immediately next to it *(due to a Disaster)* or replace it with another tile that does not have a Road connection towards the Trade Route.

Example: *You replaced your City Center with a tile, losing the connection to the left Trade Route. The Trade Route remains active, because it is still connected to a Road.*



A newly placed tile provides its effect right away. Some tiles trigger their effect whenever another tile is placed in your City.



Example: *The* MERCHANT UNION *Cornerstone tile provides £1 whenever you place a Commercial tile in your City.*

Note: A detailed list of the most commonly used symbols as well as a detailed explanation of all tile effects can be found in the appendix, starting on page 8.

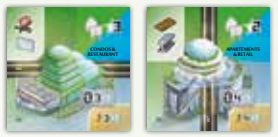
The effect of a tile usually correlates to its type. There are six tile types:

Tile Types

Residential *(green)* tiles usually have a Victory Point value and no further effect. Your goal is to group as many of them together *(via Road connections between them)* to form so-called **Neighborhoods**. The bigger a Neighborhood, the more Bonus Points you will get during scoring. Cities with **less than two** Residential tiles are considered **Ghost Towns** and will be penalized during scoring. You will also lose points if your Residential tiles are nearby **Polluting** tiles.

Commercial *(blue)* tiles do not have a Victory Point value. Instead, they provide **income** at the end of each Generation and/or a **one-time monetary boost** when you place them.

Note: The 3rd Generation CONDOS & RESTAURANT and APARTMENTS & RETAIL are both Residential and Commercial tiles.



Industrial *(yellow)* tiles do not have a Victory Point value. Instead, they produce **Processed Goods** and—in the 3rd Generation—**Luxury Goods**, indicated by Good tokens placed above your City board *(see "Good Tokens" for details)*. Industrial tiles are always **Polluting**, so avoid placing them nearby Residential tiles.

Public *(orange)* tiles usually have a significant number of Victory Points. Some have a variable number of Victory Points, depending on other tiles in your City. Many Public tiles provide special advantages in the game, like **Power**, which your City will need to avoid a penalty during scoring *(see "Game End and Scoring")*. Most Cornerstone tiles are Public tiles.

Resource *(grey)* tiles do not have a Victory Point value. Instead, they produce **Raw Goods**, indicated by Good tokens placed above your City board. Resource tiles can be replaced with any other tile *(see "Replacing an Existing Tile")*.

Disaster tiles are **not placed** in your City. When selected, the Disaster will affect all other players but you. Disasters cause the other players to lose money or tiles in their City. You cannot take an action if you select a Disaster. *(See "Resolving a Disaster" for details.)*

Resource and Industrial tiles produce Goods in your City, which you will need not only to place certain tiles in your City but also during scoring for Victory Points.

Good Tokens

Use the Good tokens to indicate which Goods your City **produces**:

- Raw Goods *(pentagonal)* are produced by Resource *(grey)* tiles.

Coal *Natural Gas* *Oil* *Ore* *Stone* *Wood*

- Processed Goods *(hexagonal)* are produced by Industrial *(yellow)* tiles.

Concrete *Copper* *Diamonds* *Glass* *Gold* *Lumber* *Plastics* *Steel*

- Luxury Goods *(octagonal)* are produced by 3rd Generation Industrial tiles.

Electronics *Jewelry* *Sports Cars*

Whenever you add a tile producing one or more Goods that your City does not produce yet, take the corresponding Good tokens from the general supply and place them **above** your City board, in view of all players. This way you can see at a quick glance which Goods are available from other players if you need to buy them. You can never have more than one token of each Good.

If you replace or lose a Good-producing tile, immediately return the corresponding Good token to the general supply, unless you have another tile in your City producing that Good.

ACTION: Placing a Cornerstone Tile

Cornerstone tiles are much like Generation tiles. To place a Cornerstone tile, you must return the selected Generation tile to the game box, unused. Then choose one of your remaining Cornerstone tiles and place it in your City, as detailed in "Placing the Selected Tile". *(The placement rules apply to both Generation and Cornerstone tiles.)*

> **Important!** You cannot have more Cornerstone tiles in your City than the current Generation!

In other words, in the 1st Generation, you can have at most 1 Cornerstone tile in your City; in the 2nd Generation, you can have at most 2 Cornerstone tiles in your City; only in the 3rd Generation can you have all of your 3 Cornerstone tiles in your City.

You are not required to place one Cornerstone tile per Generation. For instance, if you did not place a Cornerstone tile in the 1st Generation, you can place up to 2 Cornerstone tiles in the 2nd Generation.

> **Reminder:** You cannot discard a Disaster tile to place a Cornerstone tile! Remember that you do not take an action when you select a Disaster.

ACTION: Selling the Tile for Money

Instead of placing a Generation or Cornerstone tile, you can simply return the selected Generation tile to the game box, unused, and take **5 L-Coins** from the general supply. *(Usually, this is a desperation move if you are short on money.)*

> **Reminder:** You cannot sell a Disaster tile! Remember that you do not take an action when you select a Disaster.

END OF TURN: Resolving a Disaster

One tile in each Generation deck is different from all others, depicting one of three **Disasters**: FLOOD in the 1st Generation, FIRE in the 2nd Generation, and CRIME SPREE in the 3rd Generation.

If a Disaster is selected by a player, it activates a negative effect for **all other players** at the **end of the current turn** *(after all other players have taken their action)*, causing them to lose money or tiles in their City. Selecting the Disaster protects you from its effect but you do not get to take an action that turn.

Note: If no player selects the Disaster in a given Generation, it will not happen.

All affected players must resolve the Disaster for their own City:

Flood	Fire	Crime Spree
EITHER pay £1 for each Residential, Commercial, Industrial, and Public *(but not Resource)* tile in your City **OR** sacrifice 1 Residential, Commercial, Industrial, **or** Public *(but not Resource)* tile of your choice.	**EITHER** pay £1 for each unprotected Residential, Commercial, Industrial, and Public *(but not Resource)* tile in your City **OR** sacrifice 2 tiles of your choice *(of any type)*.	**EITHER** pay £2 for each unprotected Residential, Commercial, and Industrial tile in your City **OR** sacrifice 1 Residential, 1 Commercial, **and** 1 Industrial tile of your choice.

Each player chooses individually whether they want to pay the penalty or sacrifice tiles in their City. You can choose to sacrifice tiles even if you have enough money to pay the penalty. Even if you cannot remove all the required tiles, you can opt to sacrifice tiles instead of paying the penalty. *(If you are missing a tile of the appropriate type to remove, you do not have to sacrifice a different tile in its place.)*

Example: *You do not have any Commercial tiles in your City. During Crime Spree, you can choose to sacrifice a Residential and an Industrial tile, even if you are missing the Commercial tile. It does not matter whether or not you have enough money to pay the penalty.*

If you choose to sacrifice tiles, remove them from your City board and return them to the game box. *(See "Removing Tiles from the City" for details on the consequences.)*

Players can **protect** their tiles from the Fire and Crime Spree penalty by building certain Public tiles in their City. *(There is no protection from Flood.)* Protected tiles are not counted when calculating how much money you must pay for the Disaster. Tiles are never protected from removal, especially if you choose to sacrifice tiles instead of paying the penalty.

Fire Protection	**Police Protection**
Fire Departments are available in the 1st and 2nd Generation decks. They protect themselves and all nearby *(i.e., the up to 8 surrounding)* tiles from Fire. *(Note that Resource tiles are not affected by Fire anyway.)* When calculating the Fire penalty, simply ignore any tile that is orthogonally or diagonally adjacent to a Fire Department *(including the Fire Department itself)*. Even if you have a Fire Department, you can still choose to sacrifice tiles *(including the protected ones)* instead of paying the *(reduced)* penalty.	**Police Departments** are available in the 2nd and 3rd Generation decks. They protect all nearby *(i.e., the up to 8 surrounding)* tiles from Crime Spree. *(Note that Public and Resource tiles are not affected by Crime Spree anyway.)* When calculating the Crime Spree penalty, simply ignore any tile that is orthogonally or diagonally adjacent to a Police Department. Even if you have a Police Department, you can still choose to sacrifice tiles *(including the protected ones)* instead of paying the *(reduced)* penalty.

You can have more than one Fire and/or Police Department in your City to protect even more tiles.

C. Picking Up Tiles

Pick up the tiles passed to you, in step A, by the player to your right. This is your hand for the following turn. If there are no tiles to pick up, you have completed the current Generation. Proceed with collecting income as detailed in the next section.

END OF GENERATION: Collecting Income

At the end of each Generation, after 7 turns have been played, players collect income from their Commercial *(and other)* tiles that show the income symbol.





Note: The 2nd Generation Postal Service Public tile and the Modular Factory Cornerstone Industrial tile also provide income.

If you do not have any income-generating tiles in your City, you do not get any money. *(There is no unconditional basic income in this game.)*

After you collect your income, proceed with the next Generation, unless this was the 3rd Generation. In that case, proceed with scoring your Cities.

Important! Even though the game ends after three Generations, players do collect income even at the end of the 3rd Generation!

Game End and Scoring

The game ends after you collect your final income at the end of the 3rd Generation. Take the scoring pad provided with this game to compute your scores. Do not differentiate between Cornerstone and Generation tiles when tallying your scores. You score Victory Points *(VP)* in the following categories:

- **Tiles:** Add up the Victory Point values on the *(Residential and Public)* tiles in your City, as printed in the top right corner of the tiles. For tiles with a variable number of VP, you must first determine their current value.
- **Neighborhoods:** Residential tiles automatically form Neighborhoods by themselves or with other Residential tiles, if they are directly connected by Roads. The value of a Neighborhood depends on its size, i.e., the number of Residential tiles in the Neighborhood. *(Do not add the face values of the Residential tiles involved, as you have already considered them under "Tiles".)*

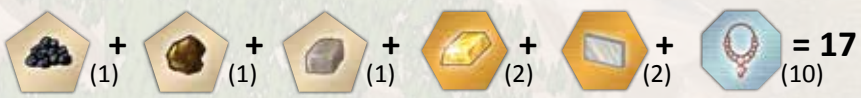
Size	1	2	3	4	5	6	7	8	9	10	...
VP	1	3	6	10	15	21	28	36	40	44	...

Each tile beyond the 8th increases the value of its Neighborhood by a constant 4 VP.

Example: *The illustration shows two Neighborhoods worth 1 VP (left) and 6 VP (right).*



- **Goods:** As shown at the top of your City board, each Raw Good is worth 1 VP, each Processed Good 2 VP, and each Luxury Good 10 VP. Each Good is scored only once, regardless of how many tiles in your City show that Good. *(In other words, only score the Good tokens above your City board.)*





- **Money:** Score 1 VP for every £2 you have left, rounded down. *(This is why you receive income at the end of the 3rd Generation.)*



- **Pollution:** For each Residential tile in your City, check whether it is nearby one or more Polluting tiles. You lose 2 VP for each orthogonally adjacent and 1 VP for each diagonally adjacent Polluting tile. *(You can lose points for the same Polluting tile more than once, if it is nearby multiple Residential tiles.)*

Example: *You have three Residential tiles nearby an Industrial tile. Two of them (top left and top right) are diagonally adjacent; the third (bottom left) is orthogonally adjacent. You lose 1+1+2=4 VP from this.*



- **Ghost Town:** You lose 10 VP if you do not have any Residential tiles in your City. You lose 4 VP if you have only 1 Residential tile.
- **Power:** You lose 5 VP if you do not have at least one Power-generating tile in your City *(showing the Power symbol)*.

Total these values to determine your final score. The player with the most Victory Points wins. In case of a tie, enjoy your shared victory!

	Paul	Grzegorz	Hanno
0	27	12	42
?	12 + 12	/	6
	29	2	15
	9	38	7
2 = 1	26	39	22
	-1	/	/
	/	/	/
0 5	/	/	/
Σ	114	91	92

The Two-Player Game

Unless stated otherwise, all multiplayer game rules also apply to the 2-player game.

The 2-player game is played **sequentially** rather than simultaneously. The start player changes every turn, i.e., the player who goes first in one turn goes second in the next turn, and vice versa. *(Consequently, players are effectively taking two actions in a row.)*

No tiles are dealt into your hands. Instead, each turn you get a selection of face-up tiles to choose from. After both players have chosen a tile, any remaining tiles are discarded.

Preliminary Round: Shuffle the Cornerstone tiles and place 3 stacks of 3 Cornerstone tiles face down on the table. Return the remaining Cornerstone tiles to the game box. Alternating the start player, turn the tiles of one stack face up and let each player choose one of them, discarding the third tile. Repeat this for the other two stacks.

Generations: In each Generation, shuffle the 24 tiles of that Generation and split them into **3 packs of 4 tiles** and **4 packs of 3 tiles** each. Place the packs face down in a row, starting with the 4-tile packs.



Each turn, take the next pack from the row and reveal the tiles. Beginning with the player who last chose a tile, each player selects exactly one tile from those revealed and takes an action with it, as detailed in the multiplayer game rules. The remaining tiles from the pack are discarded. Repeat this process until all 7 packs have been played.

Disasters: Disasters are only resolved **after** both players have selected a tile and the other player has taken an action with their selected tile.

Buying Missing Goods: If you are missing one or more Goods that the other player does not produce, you can buy them from the general supply for the same cost you would pay the other player. *(You do **not** buy a Good token! As in the multiplayer game, you just pay for the missing Good.)* If your opponent produces a Good, you must buy it from them rather than from the general supply.

Trade Routes: An active Trade Route reduces the cost by £1, regardless of whether you buy from your opponent or from the general supply. With two active Trade Routes, the cost is reduced by £2 to a minimum of £1. *(Buying Goods is never free of cost.)*

At the end of the game, tally your scores as normal and determine the winner.

The Solo Game

Unless stated otherwise, all multiplayer game rules also apply to the solo game.

Preliminary Round: Shuffle the Cornerstone tiles and place 3 stacks of 4, 3, and 2 Cornerstone tiles, respectively, face down on the table. Return the remaining Cornerstone tiles to the game box. Turn the tiles of the 4-tile stack face up and choose one, discarding the rest. Repeat this for the 3-tile and 2-tile stacks in this order.



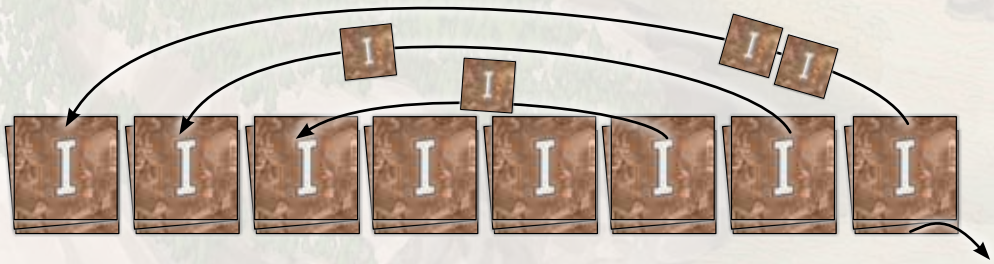
Then choose which Generation tiles you want to use:

- You can use the "1+" tiles only,
- or the "1+" and "4+" tiles,
- or all tiles *("1+", "4+", and "5+")*.

Note: Scores tend to be higher if you include tiles with higher player counts.

Generations: In each Generation, shuffle all *(24, 32, or 40)* tiles of that Generation and split them into **8 packs of equal size** *(containing 3, 4, or 5 tiles each)*. Place the packs face down in a row and move tiles from one pack to another as follows:

- Move 2 tiles from the 8th to the 1st pack in the row.
- Move 1 tile from the 7th to the 2nd pack in the row.
- Move 1 tile from the 6th to the 3rd pack in the row.
- Finally, return the 8th pack to the game box, without looking at the tiles in it.



***Example:** If you decided to use all tiles, the packs would look like this:*

Pack	1st	2nd	3rd	4th	5th	6th	7th
Tiles	7	6	6	5	5	4	4

Each turn, take the leftmost pack from the row *(containing the largest number of tiles)* and reveal the tiles. Select exactly one tile from those revealed and take an action with it, as detailed in the multiplayer game rules. The remaining tiles from the pack are discarded. Repeat this process until all 7 packs have been played.

Disasters: You can prevent the Disaster from happening only by actively selecting it from the 1st, 2nd, or 3rd pack. *(For this purpose, you should leave a noticable gap between the first three and the other four packs as a reminder.)* If the Disaster shows up in a later pack, you **may not** select it. Unless selected within the first three turns, the Disaster **will happen** at the end of the turn it shows up. If it does not show up in any of the packs, it happens at the end of the 7th turn.

Buying Missing Goods: If you are missing one or more Goods, you can buy them from the general supply for the usual cost *(as though you bought it from a neighboring player)*. Which Goods you may purchase at all depends on the current Generation:

- In the 1st Generation, you may buy only Raw Goods.
- In the 2nd Generation, you may buy only Raw and Processed Goods.
- Only in the 3rd Generation may you buy any type of Good.

Trade Routes: Once per Generation, you may use each active Trade Route to reduce the cost by £1. *(You may use both to reduce the cost by £2 to a minimum of £1.)*

At the end of the game, determine your final score as normal. Evaluate your score according to the following table:

	Intern	Apprentice	Fellow	Foreman	Master	Boss
1+	0-79	80-99	100-109	110-119	120-124	125+
4+	0-84	85-104	105-114	115-124	125-129	130+
5+	0-89	90-109	110-119	120-129	130-134	135+

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Appendix

Part I: Glossary of Game-Related Terms

City Center: The City Center is the central space of your 5×5 City grid, depicting one of six Raw Goods as your starting Good. The City Center is considered a Resource tile and can be replaced with any tile. Because it is not an actual tile, the City Center cannot be sacrificed to a Disaster. All new tiles placed in your City must trace back to the City Center or the tile in its place *(if you replaced the City Center)*.

Cluster: A group of directly connected tiles of the same type are called a cluster. Clusters of Residential tiles are called **Neighborhoods** and they provide bonus points at the end of the game. Other clusters do not provide any bonus points, unless a tile *(like Efficiency Office)* changes that.

Commercial tiles have a blue-colored top right corner showing the symbol. They provide an immediate monetary boost and/or income at the end of each Generation. Commercial tiles are not worth any VP. *(See also "Tile Types" on page 5.)*

Connected: Tiles are considered connected if you can trace a path between them by following the Roads *(over other tiles, if need be)*.

Cornerstone tiles are indicated by the symbol in the bottom left corner and on the back side. They are drafted in the Preliminary Round *(see page 2)* and give you a strategic direction for the game. You can place them instead of a Generation tile, but you can have at most one Cornerstone tile per Generation in your City. Most Cornerstone tiles are Public tiles.

Crime Spree: The only 3rd Generation Disaster is called Crime Spree. When selected, it causes all affected players to either lose £2 for each unprotected Residential, Commercial, and Industrial tile in their City or sacrifice one of each of those tiles *(thus, losing up to three tiles)*. Tiles can be protected only by being nearby a tile providing Police Protection *(e.g., a Police Department)*, meaning the protected tiles are not counted when calculating the penalty. Tiles are never protected from removal.

Cut-Off: Tiles can become cut off, i.e., disconnected from the City Center either through sacrificing to a Disaster or by replacing the tile with another one that has a different layout of Roads. Cut-off tiles still provide all of their normal benefits *(including VP)* but you cannot add new tiles to them, unless you re-establish the connection to the City Center. *(See also "Removing Tiles from the City" on page 4.)*

Deck: The tiles belonging to a particular Generation are collectively called a deck. Therefore, there are three Generation tile decks, one per Generation. Each deck contains 8 Generation tiles per player *(24 in 3-player, 32 in 4-player, and 40 in 5-player games)*.

Directly connected: Two orthogonally adjacent tiles are considered directly connected if their connection does not require other tiles *(i.e., there is a Road connection between them)*.

Disaster: There is one special tile in each deck that, when selected, cannot be used for an action but instead punishes the other players: Flood *(1st Generation)*, Fire *(2nd Generation)*, and Crime Spree *(3rd Generation)*. *(See also "Tile Types" and "Resolving a Disaster" on page 5.)*

Final income: *see Income*

Fire: The only 2nd Generation Disaster is called Fire. When selected, it causes all affected players to either lose £1 for each unprotected Residential, Commercial, Industrial, and Public tile in their City or sacrifice any two tiles *(including Resource tiles)*. Tiles can be protected only by being nearby a tile providing Fire Protection *(e.g., a Fire Department)*, meaning the protected tiles are not counted when calculating the penalty. Tiles are never protected from removal.

Flood: The only 1st Generation Disaster is called Flood. When selected, it causes all affected players to either lose £1 for each Residential, Commercial, Industrial, and Public tile in their City or sacrifice one of these tiles. Tiles cannot be protected from Flood.

Generation: A series of 7 turns makes up a Generation, with 3 Generations *(plus the preceding Preliminary Round)* making up every game. Each Generation has a unique set of tiles, with more powerful tiles becoming available in later Generations. At the start of each Generation, you are each dealt 8 of these tiles. The Generation ends after the turn in which you select from 2 tiles in hand.

Ghost Town: Cities with fewer than 2 Residential tiles at the end of the game are considered Ghost Towns. You lose 4 or 10 VP if your City is a Ghost Town.

Good: There are 17 different Goods, comprised of 6 Raw Goods, 8 Processed Goods, and 3 Luxury Goods. Goods are produced by Industrial and Resource tiles and represented by Good tokens above your City board. *(See also "Good Tokens" on page 5.)*

Income: At the end of each Generation, including the third *(final income)*, you collect money from tiles showing an income box with the symbol. Income is usually generated by Commercial tiles. There is no basic income: if you do not have any income-generating tiles, you do not get any.

Industrial tiles have a yellow-colored top right corner showing the symbol. They provide Processed and Luxury Goods. Industrial tiles are not worth any VP and are always Polluting. *(See also "Tile Types" on page 5.)*

L-Coin: The currency in this game is called L-Coin. L-Coins are usually generated by Commercial tiles and are used to pay for tiles, missing Goods, and Disasters. At the end of the game, you get 1 Victory Point for every 2 L-Coins you have left. You can make change with the general supply at any time.

Luxury Goods are the third tier of Goods and are always produced by 3rd Generation Industrial tiles. Luxury Goods have a base cost of £10 when bought from another player. At the end of the game, each Luxury Good token is worth 10 VP. The three Luxury Goods are: Electronics, Jewelry, and Sports Cars.

Money: *see L-Coin*

Nearby: Tiles and spaces that are orthogonally or diagonally adjacent to one another are considered to be nearby. Consequently, each space in the City is nearby up to 8 other spaces.

Neighborhood: *see Cluster*

Pack: A pack is a set of tiles that you receive at the start of every drafting process. In the Preliminary Round, packs contain 4 Cornerstone tiles. In each Generation, packs contain 8 Generation tiles. *(Pack sizes may vary in 2-player and solo games.)*

Polluting tiles have a "smoky" border and show the symbol in the top right corner, indicating you lose Victory Points at the end of the game if you place the tile nearby Residential tiles.

Power is generated by certain tiles showing the symbol in the top right corner. Cities without at least one tile that generates Power at the end of the game lose 5 VP.

Processed Goods are the second tier of Goods and are always produced by Industrial tiles. Processed Goods have a base cost of £4 when bought from another player. At the end of the game, each Processed Good token is worth 2 VP. The eight Processed Goods are: Concrete, Copper, Diamond, Glass, Gold, Lumber, Plastics, and Steel.

Protected: You can protect the tiles in your City from being counted when a Fire or Crime Spree Disaster happens by placing them nearby tiles providing Fire and Police Protection, respectively. Tiles are never protected from removal, only from the monetary penalty. *(See also "Resolving a Disaster" on page 5.)*

Public tiles have an orange-colored top right corner showing the symbol. They provide various in-game effects and usually a lot of Victory Points. *(See also "Tile Types" on page 5.)*

Raw Goods are the first tier of Goods and are always produced by Resource tiles *(including the City Center)*. Raw Goods have a base cost of £2 when bought from another player. At the end of the game, each Raw Good token is worth 1 VP. The six Raw Goods are: Coal, Natural Gas, Oil, Ore, Stone, and Wood.

Residential tiles have a green-colored top right corner showing the symbol. You should group them together for bonus points from Neighborhoods and keep them away from Polluting tiles. *(See also "Tile Types" on page 5.)*

Roads: Each tile *(except a Disaster)* features one to four Road connections. Every new tile placed in your City must connect back to the City Center through Roads *(even over other tiles, if need be)*. Roads are also relevant for establishing Trade Routes and forming Neighborhoods. Roads may dead end into other tiles or the City border.

Space: Each City board shows a 5×5 grid of spaces, with the City Center in the middle and 24 empty spaces surrounding it at the start of the game. During the course of the game, you will fill up to 21 of those spaces with tiles.

Trade Route: On the left and right side of each City is a Road connection leading out of the City, representing a Trade Route to the other Cities. Establishing a Trade Route reduces the cost of buying missing Goods in that direction by £1. Except for the solo and 2-player game, Trade Route discounts are not cumulative.

Turn: A turn consists of each player simultaneously *(or, in the 2-player game, sequentially)* selecting a tile from their pack and taking an action with it *(except for Disasters)*. There are seven turns in each Generation.

Unprotected: A tile is unprotected from Fire when it is a Residential, Commercial, Industrial, or Public tile that is not nearby a tile providing Fire Protection. A tile is unprotected from Crime Spree if it is a Residential, Commercial, or Industrial tile that is not nearby a tile providing Police Protection.

Victory Points *(VP)* are awarded *(or lost)* in many categories. Residential and Public tiles have a printed VP value, as shown by the number on the icon in the top right corner. A question mark *(instead of a number)* indicates the tile provides a variable number of VP, as stated in the bottom right corner of the tile. *(See also "Game End and Scoring" on page 6.)*

Part II: Common Symbols

This section explains the most common but potentially less obvious symbols on the tiles.

- The black lightning bolt symbol indicates an immediate one-time gain of L-Coins.
  Example: *The Grocery Store provides £3 on placement.*
- The two curved arrows on a silver plate indicate income at the end of each Generation.
  Example: *The Grocery Store provides an income of £1 each Generation.*
- / A slash indicates that you must choose between one or more different options. In that sense, a slash means "or".
  Example: *The Fossil Fuel Plant requires you have Coal or Oil to place the tile.*
- , Commas separate several independent options of which you must apply as many as possible. In that sense, commas mean "and".
- x A multiplication sign means "for each".
  Example: *The Flood Disaster requires you pay £1 for each tile of the listed types.*

A crossed out tile indicates you must remove a tile from your City. If the depicted tile is empty *(white)*, you may remove any tile. If the empty tile is followed by a restriction, you must remove a tile of one of the listed types. If the depicted tile shows a specific type, you must remove a tile of that type, if possible.
Example: *The Flood Disaster restricts which tile you may remove: any Residential, Commercial, Industrial, or Public tile.*

A shield surrounded by eight arrows indicates the tile offers protection from a specific Disaster, as shown to the bottom right of the symbol.
Example: *A Fire Department offers Fire Protection.*

A tile with an arrow pointing down from the tile means "when a tile is placed". An empty *(white)* tile means "any tile". If the depicted tile shows a specific type, the effect only applies to tiles of that type.

A colon indicates a trigger. On the left side of the colon is stated when the effect shown to the right of the colon is triggered.
Example: *The Postal Service triggers each time a tile is placed, regardless of type, reducing the requirement to place the tile by one Raw Good.*

−1 In combination with a tile placement symbol, this indicates the requirement to place the tile is reduced by the given Good *(in this case, a Raw Good of your choice)*.

A tile surrounded by eight arrows means "nearby this tile", unless a specific type is shown, in which case it means "nearby that type". The thing that is supposed to be nearby is shown to the right of this symbol.
Example: *The Park scores 2 VP for each nearby Polluting tile.*

A Residential tile surrounded by a black line indicates a Neighborhood. The Neighborhood must be of the exact size shown; an ellipsis *(…)* indicates a minimum size.
Example: *The Community Center scores 4 VP for each Neighborhood.*

\+ Sets of tiles are indicated by plus signs.
Example: *The City Hall looks for sets of Residential, Commercial, and Industrial tiles.*

Part III: Generation and Cornerstone Tile Index

This section explains all 150 tiles in alphabetic order. The information on each tile is listed in the following format:

The title bar is colored according to the tile type, containing:

- the tile name *(in bold font)*
- the pack the tile belongs to, using Roman numerals for Generation tiles and "C" for Cornerstone tiles
- the minimum number of players with which the tile is used, unless it is a Cornerstone tile
- the tile number

Clothing Store III, 1+ *(Commercial, 0* VP, ; Plastics)* 092

and in parentheses:

- the tile type, specifying when a tile is Polluting or generating Power
- the building cost
- the Road configuration
- the printed Victory Points *(VP)*

The effect is explained below the title bar.

Note on Residential tiles: Most Residential tiles do not require any explanation and are therefore just listed for reference. Keep in mind that Residential tiles are worth much more than is printed on them:

- The first Residential tile you place in your City is worth an additional 7 VP, namely 1 VP from being a size one Neighborhood plus 6 VP from dropping the Ghost Town penalty from -10 VP to -4 VP.
- The second Residential tile you place is worth an additional 5 to 6 VP, namely 1 or 2 VP of Neighborhood bonus plus 4 VP from preventing the Ghost Town penalty altogether.

Abandoned Quarry II, 1+ *(Resource, 0* VP, ; none)* 062
This tile produces Stone and Wood. *(*Stone and Wood are each worth 1 VP during scoring.)*

Air Quality Department C *(Public, see below, ; none)* 138
During scoring, this tile scores 2 VP for each Industrial tile on the four edges of your City board, including the corner spaces. *(There are 16 eligible spaces.)*

Antique Store I, 1+ *(Commercial, 0* VP, ; Gold)* 009
You get £4 for placing this tile and an income of £2 at the end of each Generation. *(*This tile provides a total of £10 over the course of the game, which is equivalent to 5 VP.)*

Apartments II, 1+ *(Residential, 3 VP, ; £2)* 043

Apartments & Retail III, 1+ *(Residential—Commercial, 2* VP, ; Lumber, Steel)* 087
This tile is both a Residential and a Commercial tile. You get £4 for placing this tile and an income of £4 at the end of the Generation. *(*This tile provides a total of £8 over the course of the game, which is equivalent to an additional 4 VP.)*

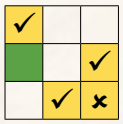
Automobile Plant III, 1+ *(Industrial—Polluting, 0* VP, ; Glass, Plastics, Steel)* 096
Automobile Plant III, 4+ *(Industrial—Polluting, 0* VP, ; Glass, Plastics, Steel)* 108
This tile produces Sports Cars. *(*Sports Cars are worth 10 VP during scoring.)*

Bank II, 5+ *(Commercial, 0* VP, ; Gold)* 075
You get £1 for placing this tile and an income of £6 at the end of each Generation. *(*This tile provides a total of £13 over the course of the game, which is equivalent to 6.5 VP.)*

Brick Houses III, 1+ *(Residential, 4 VP, ; Concrete)* 082

Bungalows II, 1+ *(Residential, 2 VP, ; none)* 044

Bus Depot C *(Public, see below, ; none)* 142
During scoring, this tile scores 3 VP for each Industrial tile in your City within two spaces of a Residential tile. Distances are counted orthogonally, i.e., the Industrial tile must either be nearby the Residential tile or two spaces away in a straight line.



Example: *All Industrial tiles except for the one at the bottom right are at most two spaces away from the Residential tile, thus scoring 3 VP each for the Bus Depot.*

Car Dealership III, 1+ *(Commercial, 0* VP, ; Sports Cars)* 088
Car Dealership III, 5+ *(Commercial, 0* VP, ; Sports Cars)* 115
You get £12 for placing this tile and an income of £12 at the end of the Generation. *(*This tile provides a total of £24 over the course of the game, which is equivalent to 12 VP.)*

Casino C *(Commercial, 0 VP, ; none)* 121
You get £1 for placing this tile. At the end of each Generation, count the Residential tiles in your City and receive income equal to that number.

Castle III, 5+ *(Residential, 6 VP, ; Concrete, Lumber)* 113

Chamber of Commerce C *(Public, see below, ; none)* 127
During scoring, this tile scores 2 VP for each Residential tile in your City that is nearby two or more Commercial tiles. The Commercial tiles need not be arranged as depicted.

City Council C *(Public, see below, ; none)* 148
During scoring, this tile scores 3 VP for each size-one Neighborhood, 6 VP for each size-two Neighborhood, and 9 VP for each bigger Neighborhood in your City.

City Hall C *(Public, see below, ; none)* 125
During scoring, this tile scores 3 VP for each set of Residential, Commercial, and Industrial tiles in your City. The tiles in a set need not be connected. Each tile can be part of only one set. *(In other words, determine how many Residential, Commercial, and Industrial tiles you have and multiply the smallest of these numbers by three.)*

Civic Center C *(Public, see below, ; £8)* 129
During scoring, this tile scores 2 VP for each Public tile in your City, itself included.

Clothing Store III, 1+ *(Commercial, 0* VP, ; Plastics)* 092
You get £3 for placing this tile and an income of £13 at the end of the Generation. *(*This tile provides a total of £16 over the course of the game, which is equivalent to 8 VP.)*

Coal Bed I, 5+ *(Resource, 0* VP, ; none)* 040
This tile produces Coal and Stone. *(*Coal and Stone are each worth 1 VP during scoring.)*

Coal Mine I, 1+ *(Resource, 0* VP, ; none)* 021
This tile produces Coal. *(*Coal is worth 1 VP during scoring.)*

Coal Seam II, 1+ *(Resource, 0* VP, ; none)* 061
This tile produces Coal and Ore. *(*Coal and Ore are each worth 1 VP during scoring.)*

Collection Agency III, 1+ *(Commercial, 0* VP, ; none)* 095
You get £13 for placing this tile. *(*This money is equivalent to 6.5 VP.)*

Colonial Houses I, 1+ *(Residential, 1 VP, ; £1)* 002

Combined Cycle Plant II, 1+ *(Public—Polluting—Power, 7* VP, ; Natural Gas)* 058
Combined Cycle Plant II, 5+ *(Public—Polluting—Power, 7* VP, ; £2, Natural Gas)* 079
This tile generates Power. *(*Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty.)*

Community Center C *(Public, see below, ; none)* 124
During scoring, this tile scores 4 VP for each Neighborhood in your City, regardless of size.

Computer Store III, 1+ *(Commercial, 0* VP, ; Electronics)* 090
Computer Store III, 5+ *(Commercial, 0* VP, ; Electronics)* 117
You get an income of £24 at the end of the Generation. *(*This money is equivalent to 12 VP.)*

Concrete Houses II, 5+ *(Residential, 3 VP, ; £2, Concrete)* 074

Concrete Plant I, 1+ *(Industrial—Polluting, 0* VP, ; Stone)* 012
This tile produces Concrete. *(*Concrete is worth 2 VP during scoring.)*

Condominiums II, 4+ *(Residential, 2 VP, ; £2)* 066

Condos & Restaurant III, 1+ *(Residential—Commercial, 3* VP, ; Concrete, Glass)* 086
This tile is both a Residential and a Commercial tile. You get £3 for placing this tile and an income of £3 at the end of the Generation. *(*This tile provides a total of £6 over the course of the game, which is equivalent to an additional 3 VP.)*

Contract Office I, 4+ *(Public, 2 VP, ; none)* 031
When you place this tile, you may immediately *(and only once)* discard any number of your unplaced Cornerstone tiles and take an equal number of Cornerstone tiles from the discard pile *(not the game box)*. You may only choose from the *(4 to 6)* tiles discarded at the end of the Preliminary Round.

Copper Refinery II, 1+ *(Industrial—Polluting, 0* VP, ; Ore)* 053
This tile produces Copper. *(*Copper is worth 2 VP during scoring.)*

Cottages I, 4+ *(Residential, 1 VP, ; none)* 025

Crime Spree III, 1+ *(Disaster)* 104
see "Resolving a Disaster" on page 5

Deep Quarry II, 4+ *(Resource, 0* VP, ; none)* 072
This tile produces Ore and Stone. *(*Ore and Stone are each worth 1 VP during scoring.)*

Department Store II, 1+ *(Commercial, 0* VP, ; Diamond)* 047
You get £6 for placing this tile and an income of £4 at the end of each Generation. *(*This tile provides a total of £14 over the course of the game, which is equivalent to 7 VP.)*

Efficiency Office C *(Public, see below, ; none)* 144
During scoring, this tile scores 2 VP for each Industrial tile within the largest cluster of Industrial tiles in your City.

Electrical Substation C *(Public, see below, ; none)* 147
During scoring, this tile scores 4 VP for each Power-generating tile in your City.

Electronics Factory III, 1+ *(Industrial—Polluting, 0* VP, ; Copper, Diamonds, Steel)* 098
Electronics Factory III, 4+ *(Industrial—Polluting, 0* VP, ; Copper, Diamonds, Steel)* 110
This tile produces Electronics. *(*Electronics are worth 10 VP during scoring.)*

Finance Department C *(Public, see below, ; none)* 149
During scoring, this tile scores 1 VP for every £5 you gained from your final income at the end of the 3rd Generation. *(Money in your personal supply does not count for this.)*

Fire II, 1+ *(Disaster)* 064
see "Resolving a Disaster" on page 5

Fire Department I, 1+ *(Public, 3 VP, ; none)* 017
Fire Department I, 5+ *(Public, 4 VP, ; £1)* 038
Fire Department II, 1+ *(Public, 5 VP, ; £1)* 056
Fire Department II, 4+ *(Public, 4 VP, ; none)* 070
This tile provides Fire Protection to itself and the nearby tiles.

Flood I, 1+ *(Disaster)* 024
see "Resolving a Disaster" on page 5

Food Court II, 1+ *(Commercial, 0* VP, ; Plastics)* 050
You get £4 for placing this tile and an income of £5 at the end of each Generation. *(*This tile provides a total of £14 over the course of the game, which is equivalent to 7 VP.)*

Forum II, 5+ *(Commercial, 0* VP, ; none)* 076
You get £5 for placing this tile and an income of £2 at the end of each Generation. *(*This tile provides a total of £9 over the course of the game, which is equivalent to 4.5 VP.)*

Fossil Fuel Plant I, 1+ *(Public—Polluting—Power, 4* VP, ; Coal or Oil)* 016
This tile generates Power. *(*Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty.)*

Gas Station I, 1+ *(Commercial, 0* VP, ; Oil)* 010
You get £3 for placing this tile and an income of £3 at the end of each Generation. *(*This tile provides a total of £12 over the course of the game, which is equivalent to 6 VP.)*

Gas Turbine Plant I, 1+ *(Public—Polluting—Power, 4* VP, ; Natural Gas)* 015
This tile generates Power. *(*Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty.)*

Glassblower II, 1+ *(Industrial—Polluting, 0* VP, ; Stone)* 054
This tile produces Glass. *(*Glass is worth 2 VP during scoring.)*

Gold Extractor I, 1+ *(Industrial—Polluting, 0* VP, ; Ore)* 013
Gold Extractor I, 4+ *(Industrial—Polluting, 0* VP, ; £1, Ore)* 029
This tile produces Gold. *(*Gold is worth 2 VP during scoring.)*

Grocery Store I, 1+ *(Commercial, 0* VP, ; none)* 006
You get £3 for placing this tile and an income of £1 at the end of each Generation. *(*This tile provides a total of £6 over the course of the game, which is equivalent to 3 VP.)*

Highrise Apartments III, 1+ *(Residential, 4 VP, ; £2)* 085

Highrise Luxury Condos III, 4+ *(Residential, 10 VP, ; Concrete, Glass, Lumber, Steel)* 105

Hospital III, 5+ *(Public, see below, ; Wood)* 118
During scoring, this tile scores 2 VP for each nearby Residential tile and 1 VP for each other Residential tile in your City.

Hotel II, 1+ *(Commercial, 0* VP, ; none)* 048
You get £1 for placing this tile and an income of £5 at the end of each Generation. *(*This tile provides a total of £11 over the course of the game, which is equivalent to 5.5 VP.)*

Hydroelectric Power C *(Public—Power, see below, ; £1)* 140
This tile generates Power. During scoring, the Hydroelectric Power scores 11 VP minus 1 VP for each nearby Residential, Commercial, Industrial, and Public tile. *(Consequently, you will score at least 3 VP and at most 11 VP from this tile. Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty.)*

Import Office III, 4+ *(Public, 2 VP, ; none)* 111
Whenever you are about to place a tile in your City, the IMPORT OFFICE acts as a *(virtual)* Raw or Processed Good of any type, i.e., the requirement of the tile is reduced by exactly one Raw or Processed Good of your choice. You need not choose the same Good every time. This tile has no effect on tiles that do not require any Raw or Processed Goods.

Insurance Office C *(Public, see below, ; none)* 133
You get £2 for placing this tile. Each time you are affected by a Disaster and decide to pay the penalty *(rather than discard tiles)*, you need to pay only half of the penalty, rounded down. If you cannot or do not want to pay the halved penalty, you must discard tiles as normal.

Investment Firm C *(Public, 0* VP, ; £5)* 141
Whenever you select a tile, even before you take an action with it, you get £1 from the general supply. You can use this money to pay for the selected tile. This does not apply when you place the INVESTMENT FIRM. *(*This tile can provide up to £20 over the course of the game, which is equivalent to 10 VP.)*

Jewelry Manufacturer III, 1+ *(Industrial—Polluting, 0* VP, ; Diamonds, Glass, Gold)* 097
Jewelry Manufacturer III, 4+ *(Industrial—Polluting, 0* VP, ; Diamonds, Glass, Gold)* 109
This tile produces Jewelry. *(*Jewelry is worth 10 VP during scoring.)*

Jewelry Store III, 1+ *(Commercial, 0* VP, ; Jewelry)* 089
Jewelry Store III, 5+ *(Commercial, 0* VP, ; Jewelry)* 116
You get £6 for placing this tile and an income of £18 at the end of the Generation. *(*This tile provides a total of £24 over the course of the game, which is equivalent to 12 VP.)*

Laundromat I, 1+ *(Commercial, 0* VP, ; none)* 008
You get an income of £3 at the end of each Generation. *(*This tile provides a total of £9 over the course of the game, which is equivalent to 4.5 VP.)*

Limestone I, 1+ *(Resource, 0* VP, ; none)* 019
This tile produces Stone. *(*Stone is worth 1 VP during scoring.)*

Loan Office II, 1+ *(Commercial, 0* VP, ; Gold)* 046
You get £8 for placing this tile and an income of £2 at the end of each Generation. *(*This tile provides a total of £12 over the course of the game, which is equivalent to 6 VP.)*

Log Cabins II, 1+ *(Residential, 4 VP, ; Lumber)* 041

Log Houses II, 5+ *(Residential, 3 VP, ; Lumber)* 073

Lumber Mill I, 1+ *(Industrial—Polluting, 0* VP, ; Wood)* 011
Lumber Mill I, 5+ *(Industrial—Polluting, 0* VP, ; £1, Wood)* 037
Lumber Mill II, 1+ *(Industrial—Polluting, 0* VP, ; Wood)* 055
This tile produces Lumber. *(*Lumber is worth 2 VP during scoring.)*

Mansion III, 5+ *(Residential, 5 VP, ; £5)* 114

Merchant Union C *(Public, see below, ; £1)* 132
Each time after you place a Commercial tile in your City, you get £1 from the general supply. You cannot use this money to pay for the Commercial tile. During scoring, this tile scores 1 VP for each Commercial tile in your City.

Metro Station C *(Public, see below, ; none)* 134
During scoring, this tile scores 3 VP for each Residential, Commercial, Industrial, and Public tile in the four corners of your City. *(Consequently, you will score at most 12 VP from this.)* The tiles need not be of the same or all of different types.

Mineral Vein I, 1+ *(Resource, 0* VP, ; none)* 022
This tile produces Ore. *(*Ore is worth 1 VP during scoring.)*

Modern Factory III, 1+ *(Industrial—Polluting, 0* VP, ; see below)* 099
You must already have 3 or more Industrial tiles in your City to place this tile. The required Industrial tiles need not be connected. This tile produces Diamonds, Lumber, Plastics, and Steel. *(*Diamonds, Lumber, Plastics, and Steel are each worth 2 VP during scoring.)*

Modern Foundry III, 1+ *(Industrial—Polluting, 0* VP, ; £2, Ore, Stone)* 100
This tile produces Concrete, Copper, Glass, and Gold. *(*Concrete, Copper, Glass, and Gold are each worth 2 VP during scoring.)*

Modern Housing III, 1+ *(Residential, 3 VP, ; none)* 084

Modular Factory C *(Industrial—Polluting, 0* VP, ; none)* 137
This tile produces a Processed Good of your choice. *(You may choose a Good you already have, but you do not get a second Good token of that type.)* Additionally, you get an income of £2 at the end of each Generation. *(*This tile provides up to £6 over the course of the game, which is equivalent to 3 VP. The Processed Good can be worth 2 VP during scoring.)*

Motel I, 5+ *(Commercial, 0* VP, ; £2)* 035
You get an income of £4 at the end of each Generation. *(*This tile provides a total of £12 over the course of the game, which is equivalent to 6 VP.)*

Natural Gas Field I, 1+ *(Resource, 0* VP, ; none)* 023
This tile produces Natural Gas. *(*Natural Gas is worth 1 VP during scoring.)*

Night Club II, 1+ *(Commercial, 0* VP, ; £4)* 049
You get an income of £8 at the end of each Generation. *(*This tile provides a total of £16 over the course of the game, which is equivalent to 8 VP.)*

Nuclear Power Plant II, 1+ *(Public—Power, 10* VP, ; £8)* 101
This tile generates Power. *(*Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty. Unlike most Power-generating tiles, this one is not Polluting.)*

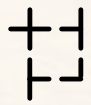
Nursing Home III, 1+ *(Residential, 4 VP, ; see below)* 083
You must already have 3 or more Residential tiles in your City to place this tile. The required Residential tiles need not be connected.

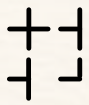
Oil Fields II, 1+ *(Resource, 0* VP, ; none)* 063
This tile produces Natural Gas and Oil. *(*Natural Gas and Oil are each worth 1 VP during scoring.)*

Oil Well I, 1+ *(Resource, 0* VP, ; none)* 018
This tile produces Oil. *(*Oil is worth 1 VP during scoring.)*

Park C *(Public, see below, ; none)* 126
During scoring, this tile scores 2 VP for each nearby Polluting tile. *(Consequently, this tile can score up to 16 VP.)*

Parking Authority C *(Public, see below, ; none)* 131
During scoring, this tile scores 2 VP for each Road square in your City. A Road square is formed by four tiles in a 2×2 when all connecting Roads are present. *(Bigger squares, like 3×3, do not count.)* A single tile can be part of multiple Road squares *(e.g., PARKING AUTHORITY could be part of up to four Road squares)*. The other Roads need not look exactly like depicted.


Road square


Not a Road square

Pawn Shop I, 1+ *(Commercial, 0* VP, ; none)* 007
You get £5 for placing this tile. *(*This money is equivalent to 2.5 VP.)*

Peat Bog II, 5+ *(Resource, 0* VP, ; none)* 080
This tile produces Coal and Natural Gas. *(*Coal and Natural Gas are each worth 1 VP during scoring.)*

Penthouse C *(Residential, see below, ; £6)* 135
During scoring, this tile scores 6 VP and an additional 1 VP for each nearby Commercial tile. *(Consequently, this tile will score at least 6 VP and at most 14 VP.)*

Pharmacy I, 5+ *(Commercial, 0* VP, ; none)* 036
You get £3 for placing this tile and an income of £1, £2, and £3 at the end of the 1st, 2nd, and 3rd Generation, respectively. *(*This tile provides a total of £9 over the course of the game, which is equivalent to 4.5 VP.)*

Plastics Factory II, 1+ *(Industrial—Polluting, 0* VP, ; Natural Gas, Oil)* 052
Plastics Factory II, 5+ *(Industrial—Polluting, 0* VP, ; £2, Natural Gas or Oil)* 077
This tile produces Plastics. *(*Plastics are worth 2 VP during scoring.)*

Plumbing Supplies III, 4+ *(Commercial, 0* VP, ; Copper)* 107
You get £4 for placing this tile and an income of £12 at the end of the Generation. *(*This tile provides a total of £16 over the course of the game, which is equivalent to 8 VP.)*

Police Department II, 1+ *(Public, 4 VP, ; £1)* 057
Police Department II, 4+ *(Public, 3 VP, ; none)* 071
Police Department III, 1+ *(Public, 6 VP, ; £1)* 102
Police Department III, 5+ *(Public, 5 VP, ; none)* 119
This tile provides Police Protection to itself and to the nearby tiles.

Postal Service II, 1+ *(Public, 0* VP, ; none)* 59
Whenever you are about to place a tile in your City, the POSTAL SERVICE acts as a *(virtual)* Raw Good of any type, i.e., the requirement of the tile is reduced by exactly one Raw Good of your choice. You need not choose the same Raw Good every time. This tile has no effect on tiles that do not require any Raw Good. Additionally, you get an income of £2 at the end of each Generation. *(*This tile provides a total of £4 over the course of the game, which is equivalent to 2 VP.)*

Prefab Housing II, 1+ *(Residential, 2 VP, ; Concrete)* 045

Pressure Boiler I, 1+ *(Industrial—Polluting, 0* VP, ; Coal)* 014
Pressure Boiler I, 4+ *(Industrial—Polluting, 0* VP, ; £1, Coal)* 030
This tile produces Diamonds. *(*Diamonds are worth 2 VP during scoring.)*

Pressure Foundry II, 5+ *(Industrial—Polluting, 0* VP, ; £2, Coal, Ore)* 078
This tile produces Diamonds and Steel. *(*Diamonds and Steel are each worth 2 VP during scoring.)*

Prison C *(Public, see below, ; £2)* 130
During scoring, this tile scores 2 VP for each Residential tile in your City with a printed value of 0, 1, or 2 VP.

Public Safety Department C *(Public, 3 VP, ; none)* 139
This tile provides both Fire and Police Protection to itself and to the nearby tiles.

Rainforest I, 1+ *(Resource, 0* VP, ; none)* 020
This tile produces Wood. *(*Wood is worth 1 VP during scoring.)*

Ranch I, 1+ *(Residential, 1 VP, ; Lumber)* 005

Resource Agency C *(Public, see below, ; none)* 145
During scoring, this tile scores 2 VP for each Resource tile in your City *(including the City Center, unless you have replaced it)* and 1 VP for each Raw Good token above your City board.

Restaurant II, 4+ *(Commercial, 0* VP, ; Natural Gas)* 067
You get £3 for placing this tile and an income of £4 at the end of each Generation. *(*This tile provides a total of £11 over the course of the game, which is equivalent to 5.5 VP.)*

Roofing Supplies III, 1+ *(Commercial, 0* VP, ; Copper)* 093
You get £5 for placing this tile and an income of £10 at the end of the Generation. *(*This tile provides a total of £15 over the course of the game, which is equivalent to 7.5 VP.)*

Row Housing I, 5+ *(Residential, 1 VP, ; none)* 033

Shopping Center C *(Commercial, 0 VP, ; none)* 123
At the end of each Generation, count the Commercial tiles in your City and receive income equal to that number.

Slums I, 1+ *(Residential, 0 VP, ; none)* 003

Smelter II, 4+ *(Industrial—Polluting, 0* VP, ; £2, Ore)* 069
This tile produces Copper and Gold. *(*Copper and Gold are each worth 2 VP during scoring.)*

Stadium III, 4+ *(Public, 25 VP, ; £25)* 112
This tile has no effect; it is simply worth a lot of VP.

Steam Turbine Plant III, 5+ *(Public—Polluting—Power, 8* VP, ; Coal, Oil)* 120
This tile generates Power. *(*Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty.)*

Steel Foundry II, 1+ *(Industrial—Polluting, 0* VP, ; Coal, Ore)* 051
This tile produces Steel. *(*Steel is worth 2 VP during scoring.)*

Stock Exchange III, 1+ *(Commercial, 0* VP, ; see below)* 094
You must already have 3 or more Commercial tiles in your City to place this tile. The required Commercial tiles need not be connected. You get £6 for placing this tile and an income of £9 at the end of the Generation. *(*This tile provides a total of £15 over the course of the game, which is equivalent to 7.5 VP.)*

Stone Crusher II, 4+ *(Industrial—Polluting, 0* VP, ; £2, Stone)* 068
This tile produces Concrete and Glass. *(*Concrete and Glass are each worth 2 VP during scoring.)*

Suburbs II, 1+ *(Residential, 3 VP, ; £1)* 042

Swamp I, 5+ *(Resource, 0* VP, ; none)* 039
This tile produces Natural Gas and Wood. *(*Natural Gas and Wood are each worth 1 VP during scoring.)*

Tavern I, 4+ *(Commercial, 0* VP, ; none)* 027
You get £2 for placing this tile and an income of £2 at the end of each Generation. *(*This tile provides a total of £8 over the course of the game, which is equivalent to 4 VP.)*

Tenements I, 1+ *(Residential, 1 VP, ; £1)* 001

Tiny Houses I, 4+ *(Residential, 3 VP, ; £3)* 026

Tour Operator C *(Commercial, 0 VP, ; none)* 136
You get £2 for placing this tile. At the end of each Generation, count the Resource tiles in your City *(including the City Center, unless you replaced it)* and receive income equal to that number.

Tourism Board C *(Public, 0 VP, ; none)* 150
Whenever you place a tile in your City , you get £2 for each Commercial tile that the newly placed tile is directly connected to. You cannot use this money to pay for the tile you just placed.

Townhouses I, 1+ *(Residential, 2 VP, ; £2)* 004

Toy Store III, 4+ *(Commercial, 0* VP, ; Plastics)* 106
You get £2 for placing this tile and an income of £15 at the end of the Generation. *(*This tile provides a total of £17 over the course of the game, which is equivalent to 8.5 VP.)*

Tract Housing I, 5+ *(Residential, 2 VP, ; £1)* 034

Trade Office C *(Public, see below, ; none)* 146
When placing this tile, you get £2 for each pair of orthogonally adjacent tiles in your City of which one is a Commercial and the other an Industrial tile. The tiles in a pair need not be connected. A tile may be part of up to four pairs.



Example: *There are three eligible pairs; Apartments & Retail (AR) is part of two of these pairs.*

Trading Post C *(Commercial, 0 VP, ; none)* 122
You get £4 for placing this tile. At the end of each Generation, count the Industrial tiles in your City and receive income equal to that number.

Treasury II, 1+ *(Public, see below, ; Steel or £5)* 060
During scoring, this tile scores 1 VP for every £5 in your personal supply, **excluding** your income at the end of the 3rd Generation. *(Either score this tile before final income is paid or subtract your final income from your cash to determine this tile's value.)*

Note: This tile requires Steel. If you do not produce Steel, you can buy Steel from another player as usual or, instead, pay £5 to the general supply.

Triplexes II, 4+ *(Residential, 3 VP, ; £3)* 065

Truck Stop I, 4+ *(Commercial, 0* VP, ; none)* 028
You get £1 for placing this tile and an income of £3 at the end of each Generation. *(*This tile provides a total of £10 over the course of the game, which is equivalent to 5 VP.)*

University C *(Public, see below, ; £1)* 128
During scoring, this tile scores 1 VP for each Residential and each Industrial tile in your City.

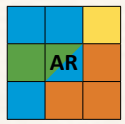
Victorian Houses III, 1+ *(Residential, 4 VP, ; Lumber)* 081

Warehouse III, 1+ *(Public, see below, ; Concrete)* 103
During scoring, this tile scores 1 VP for each Good token above your City board. *(Consequently, this tile will score at most 17 VP.)*

Watch Store III, 1+ *(Commercial, 0* VP, ; Gold)* 091
You get £12 for placing this tile and an income of £2 at the end of the Generation. *(*This tile provides a total of £14 over the course of the game, which is equivalent to 7 VP.)*

Windmills I, 4+ *(Resource—Power, 0* VP, ; none)* 032
This tile generates Power. Even though it does not produce a Raw Good, it does count as a Resource tile. *(*Your first Power-generating tile is effectively worth an additional 5 VP because it prevents the penalty. Unlike most Power-generating tiles, this one is not Polluting.)*

Zoning Authority C *(Public, see below, ; none)* 143
During scoring, this tile scores ½ VP for each tile in your City that shares a type with an orthogonally adjacent tile *(Residential, Commercial, Industrial, Public, or Resource)*. The total is rounded down. The tiles need not be connected.



Example: *There are 7 such tiles: the 2 Commercial tiles at the top, the 3 Public tiles at the bottom and right, Apartments & Retail (AR), and the strictly Residential tile at the left (thanks to AR). This is worth 3 VP.*

Part IV: Good Dependencies

There are three tiers of Goods: Raw, Processed, and Luxury Goods. Industrial tiles producing Processed and Luxury Goods require certain Raw and Processed Goods be present in your City, respectively. If you do not have a particular Good, you must buy it from another player. The following shows which lower-tier Goods are required for higher-tier ones.



Part V: Strategy Tips

- Have a plan! Here are some typical strategies that tend to be successful:
  - Focus on building a large Neighborhood *(of 8+ Residential tiles)*, with Concrete or Lumber if possible. Just be careful to have enough money for Disasters!
  - Try to get the Industrial tiles that produce the Goods required for one or two of the luxuries. Pick up only one or two Residentials and keep them away from the Pollution.
  - Double down on generating lots of money throughout the game, and find a way to produce or purchase Steel in the 2nd Generation so that you can construct a Treasury.
- Tiles are always passed to the left, so you should try to avoid pursuing a similar strategy as the players on your right.
- You may not always want to pay for Disasters, even when you could. Sacrificing tiles like Pawn Shop and saving your money might be better in the long run. Just be careful about cutting off tiles from the City Center.
- Consider your starting Raw Good when settling on an overall strategy. Stone or Wood pair well with Residential and Coal or Ore pair well with Industrial strategies.
- Try to avoid all of the scoring penalties by having at least two Residential tiles and a Power-generating tile, and placing your Residential tiles far away from your Polluting tiles.
- Commercial tiles that require a Processed Good *(such as Gold)* are very strong even when they do not directly support your strategy. They tend to be worth a lot of money, and having cash gives you a lot of flexibility and safety from Disasters.

Acknowledgments

The designer and publisher would like to thank all play-testers for their invaluable feedback and time, in particular: David Novati, Mark Sottosanti, Aaron Vanderbeek, Heather Jones, Jason Cohen, Davin Pavlas, Andy Korzik, Brooks Bouchard, Jane Jeffers, Kacee Granke, and the many others who playtested the online prototype.