SMALL CITY

PLAYERS: 2–4
GAME TIME: 30 MINUTES / PLAYER

You are a deputy mayor in charge of development of one borough of Small City, a city renowned for its progressive election system, which collects votes 8 times per election, truly embracing the slogan, "vote early and vote often." Therefore, you have but 8 turns to secure enough votes to be elected mayor. To be elected you have to attract more citizens, encourage growth of residential areas for them to live in, and aid the expansion of both the commercial and industrial sectors, although the latter also brings pollution, which will also have to be dealt with. If you build suitable infrastructure, the citizens will undoubtedly vote for you, but beware of making false promises!

COMPONENTS

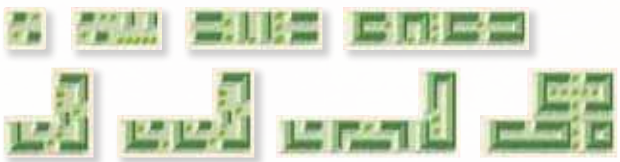
- 90 Residential Zones (5 levels of development: 1 to 5)
- 41 Commercial Zones (4 levels of development: 1 to 4)
- 37 Factories (3 levels of development: 1 to 3)
- 8 Industrial buildings (4 Refineries, 4 Harbors)
- 12 Warehouses
- 55 Parks (small, medium, and large)
- 4 Police Stations (2 spaces)
- 4 Fire Stations (3 spaces, L-shaped)
- 24 Cultural Buildings (4 each of School [1×1], Library [2×1], Museum [3×1], Metro Station [4-space T-shape], CliniC [5-space plus-shape], and University [3×2])
- 4 City Halls
- 4 two-sided Borough boards (easy/expert)
- 1 two-sided City Council Board (basic/advanced)
- 8 Action cards
- 4 Advanced Action cards (with a star, for the advanced game)
- 4 player screens
- 88 13mm Citizen mini meeples (22 red, 22 blue, 22 yellow, 22 green)
- 30 octagonal prisms of building materials (16 white, 8 grey, 6 black)
- 28 discs (7 red, 7 blue, 7 yellow, 7 green)
- 1 Round pawn
- 1 22mm Mayor meeple
- 16 Promise cards (purple border)
- 16 Special Promise cards (pink border)
- 48 Money (16 each of $1 [small silver], $5 [small gold], and $25 [big silver])
- 8 +50 Vote tiles
- 4 zip bags

GOAL OF THE GAME

To win the game you must have the most votes (victory points) after 8 turns. Votes can be earned over the course of the game by placing citizens in the residential zones, by erecting cultural buildings, by keeping commercial buildings in suitable areas, and also by making good on the promises that you made to the citizens at the beginning of the game. Players also have to keep an eye on pollution at all times, because high pollution levels will have a negative effect on your score at the end of the game.

In the advanced game, there are 3 alternate victory conditions from which the players can choose.

Residential Zones



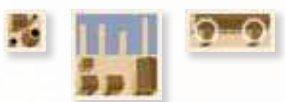
Commercial Zones



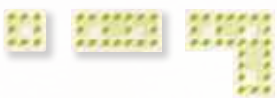
Factories



Refinery, Harbor and Warehouse



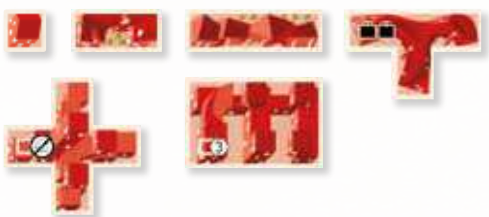
Parks



Police Station and Fire Station



Cultural buildings



City Hall



SETUP

- Place the Round pawn on Round 1 on the City Council board **(1)**.
- Set the 8 Action cards near the City Council board **(2)**. Remove the 4 action cards with a star from the game.
- Separate the normal Promise cards (purple border, numbers 1–16, with the helicopter on the back) into three decks by difficulty: an easy deck (6 votes), a medium deck (12 votes), and a difficult deck (18 votes). Shuffle each Promise deck. Place all three decks face-down near the City Council board **(3)**. The Special Promise cards (pink border, numbers 17–32, with the scooter on the back) are only used in the advanced game.

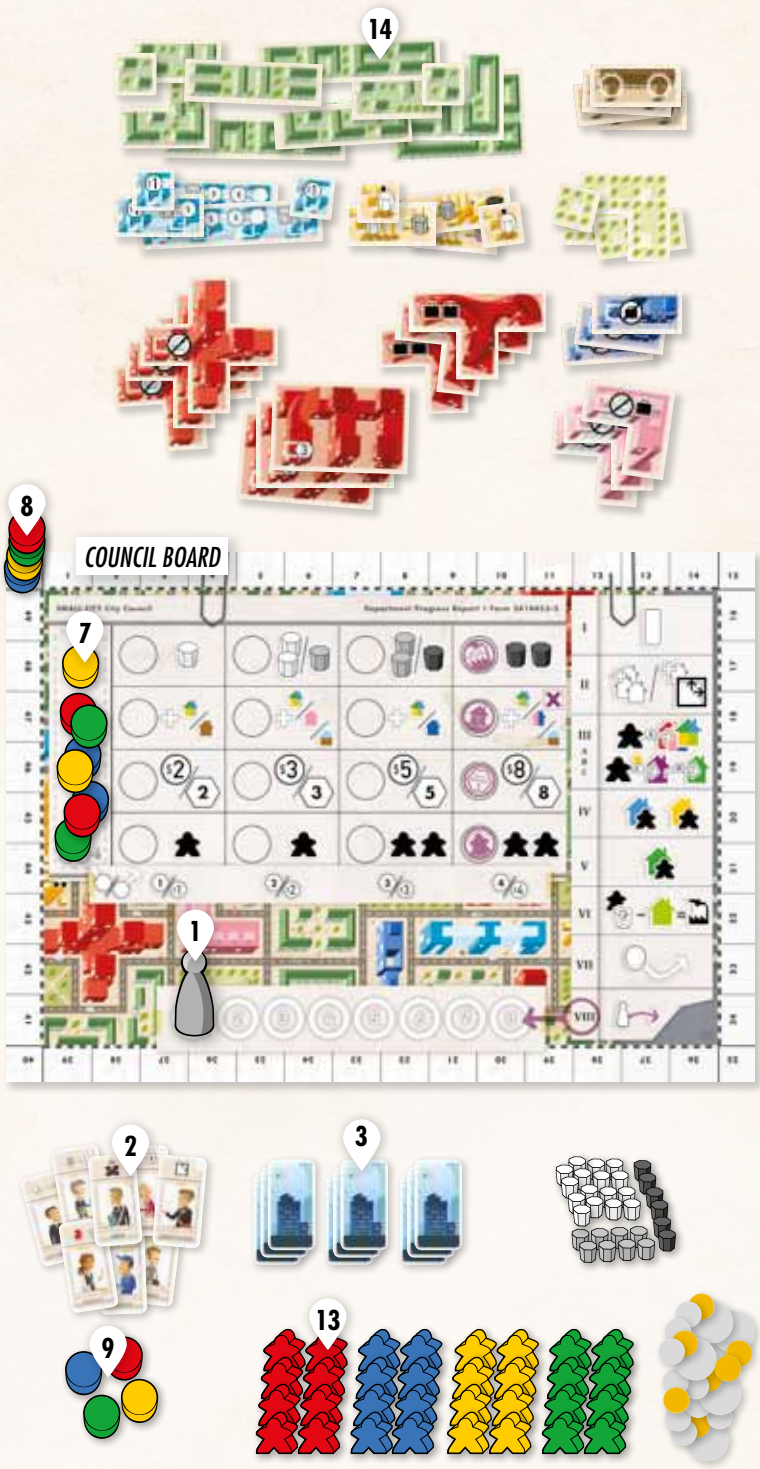


- For each of the following buildings, there will be 1 fewer available than the number of players in the game. Return any extras to the box.
  - Metro Station
  - CliniC
  - University
  - Police Station
  - Fire Station
- Choose a random start player, who takes the Mayor meeple (the mayor is coming to visit!); we will call this player the mayor's host. Play will go clockwise, starting with the mayor's host.

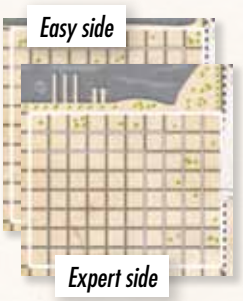


PROMISE CARDS

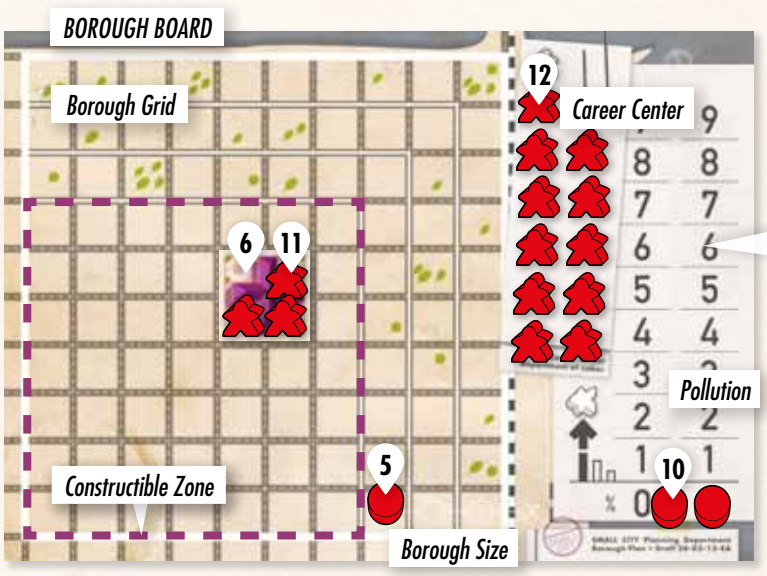
1 At least 4 different sized Residential Zones.
2 All 3 different sized Factories.
3 All 4 different sized Commercial Zones.
4 Whole Constructible Zone available.
5 At least two rows complete on City Council.
6 Pollution level lower than 15%.
7 At least three dead Citizens.
8 Constructible Zone not expanded.
9 At least 3 Commercial Zones sized 4.
10 At least 3 Park areas sized bigger than 4.
11 All 22 Citizens in use (not in reserve).
12 Pollution level higher than 40%.
13 At least 3 Factories sized 3.
14 More than $17 Money.
15 All 5 different-sized Residential Zones.
16 All 6 different Cultural Buildings.
17 Largest total area of Factories.
18 Largest total area of Residential Zones.
19 Largest total area of Commercial Zones.
20 Fewest (or 0) dead Citizens.
21 Most empty spaces on Constructible Zone.
22 Smallest total area of Parks.
23 Smallest total area of Factories.
24 Most dead Citizens.
25 Fewest empty spaces in Constructible Zone.
26 Fewest Citizens in your Borough.
27 Highest Pollution level.
28 Smallest total area of Residential Zones.
29 Fewest Votes.
30 Most spaces in use in Constructible Zone.
31 Most Money.
32 Both Police Station and Fire Station.



- Each player:
  - Decide 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.



  - Take one of each of the following tiles **(4)**, and place them near your Borough board (return any extras to the box):
    - City Hall
    - School
    - Library
    - Museum
    - Refinery
    - Harbor
  - Choose a player color, and take all of the mini meeples and discs of that color.
  - Place 1 disc on the leftmost space on the Borough Size track to remind you that you can only build on the spaces of your Borough board inside the border to the left of the disc; we will call this your Constructible Zone **(5)**.
  - Place City Hall aligned with the grid somewhere completely within your Constructible Zone **(6)**.
  - Place 2 discs to the left of the first column on the City Council board **(7)**.
  - Place 1 disc on the 0 space of the Vote track on the City Council board **(8)**.
  - Place 1 disc near the stack of Action cards **(9)**; we will call this your Special Action disc.
  - Place 2 discs on your Pollution track: One on the 0 tens space, and one on the 0 ones space **(10)**.
  - Place 3 Citizens on City Hall **(11)**.
  - Place 11 Citizens on the Career Center on your Borough board to form your personal reserve **(12)**.
  - Place the other 8 Citizens in the center of the table in a common pool **(13)**; these are not available to you yet.
  - Take money according to where you are in the turn order (remember: clockwise, starting with the mayor's host):
    - 1st: $4
    - 2nd: $5
    - 3rd: $5
    - 4th: $6
  - Draw one card from each Promise deck **(3)**, and choose only one to keep. Return the others to the bottoms of their respective decks. Keep your Promise secret from the other players until the end of the game; if you have fulfilled its conditions at that point, you will earn additional votes.
  - Take one Player Screen **(15)** to hide your Borough during Phase II: Build.
- Group the remaining tiles by color (green residential, blue commercial, yellow factories, parks, etc.) **(14)**.







Your Borough Board is divided into four areas:

- The large grid in the center is where you will construct tiles. At the start of the game, your Constructible Zone includes only the smallest area defined by the solid white line. Over the course of the game, you may increase your Constructible Zone, enabling you to build in those spaces, too.
- The Borough Size track reminds you of your Constructible Zone, which is indicated by where your disc is on it.
- The Pollution tracker shows how much pollution has accumulated in your Borough; it starts at 00%.
- The Career Center is where you keep your available Citizens.

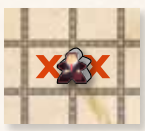
PLAY

The game lasts 8 rounds, with each round consisting of 8 phases:



I *SELECT SPECIAL ACTIONS*
II *BUILD*
III *MOVE CITIZENS*
IV *INCOME*
V *VOTE*
VI *MEASURE POLLUTION*
VII *INFLUENCE CITY COUNCIL*
VIII *MAYOR'S NEXT VISIT*

I SELECT SPECIAL ACTIONS



The players who are not hosting the Mayor begin this phase by agreeing where to place the Mayor meeple on the borough board of the mayor's host. We define a **Street** as an edge between two **empty** spaces. The Mayor is placed on a street, which prevents the mayor's host from building on either of the two spaces adjacent to the street for this round. If the non-mayor players cannot come to an agreement, then the previous mayor's host chooses where to place the Mayor meeple. In the event that the same player hosted the mayor last round, the Mayor meeple must remain on the same street this round, too!

Next, shuffle the 8 Action cards and place them face-down in a circle to form a sort of rondel. Once the entire circle is placed, flip them face-up. Each player will use her Special Action disc to choose a different Special Action, in player order. The mayor's host chooses first, of course, by placing her Special Action disc on a card. This is always free for the mayor's host. The next player clockwise can choose either of the action cards that are directly adjacent to that card for free, or pay $1 to skip one empty card, or $2 to skip two empty cards, or $3 to skip 3 empty cards (thus taking the action on the opposite side from the the mayor's host chose), placing his Special Action disc on that card. The third player does the same thing, starting from the card that the second player picked, and so on. **Remember**: Do not count occupied cards when counting how much you have to pay to select the card you want. You are never allowed to choose the same action another player took. The money you owe must be paid from your reserve.

Example: Blue is hosting the mayor and chooses the Supporter **(1)**. *The second player can take the Urban Planner or the Mayor for free, could pay* $1 *to select the Engineer or the Mediator,* $2 *for the Opponent or City Councilor, or* $3 *for the Architect. Red decides to pay* $1 *to take the Engineer* **(2)**. *Then the third player, Yellow, may choose the Urban Planner or the Opponent (the blank card) for free, or pay* $1 *to take the Mayor or the Architect, or* $2 *for the Mediator. Yellow decides to take the Urban Planner* **(3)**. *Finally, the fourth player, Green, can take the Opponent or Mayor for free, pay* $1 *for the Mediator or Architect, or* $2 *for the City Councilor.*

SPECIAL ACTION CARDS

A **MAYOR** The player who chooses this action will be the mayor's host (first in the turn order) next round.

B **ARCHITECT** The player who chooses this action can pay one building material less (minimum 0) for **one** of the Cultural Buildings she builds this round *(see Phase II: Build)*.

C **MEDIATOR** The player who chooses this action can pay $1 less (minimum $1) for each building tile she builds this round *(see Phase II: Build)*.

D **ENGINEER** Factories which make building material during this turn will not create pollution for the player who chooses this action *(see Phase VI: Measure Pollution)*.

E **SUPPORTER** The player who chooses this action must immediately take **2** votes or $1 from the reserve.

F **URBAN PLANNER** The player who chooses this action may immediately move the disc on their Borough Size track one space to the right, expanding the number of squares on which they can build for the remainder of the game.

G **CITY COUNCILOR** The player who chooses this action can immediately advance one of his discs on the City Council board one column. She has to pay the price indicated on the City Council board to move her disc. She immediately applies the effect indicated in the new space. Any tiles built this way are eligible to be upgraded during Phase II: Build of this round.

H **OPPONENT** This is a blank card. When the player chooses this card, she gets no bonus. That's it. Dealing with your opponent always feels like a waste of time.

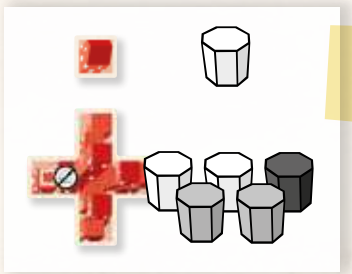


II BUILD

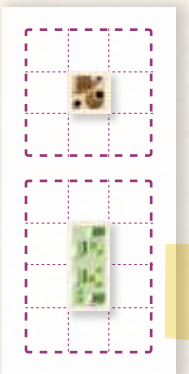
GENERAL RULES



- Place your Player Screens in front of your Borough boards to hide your construction until the end of the phase.
- All players can do Phase II **simultaneously**; however, because there is a limited number of tiles available, if there is a conflict because more people want a particular type of tile than the number of them available, players build in turn order.
- You can either **build up to 3 tiles** on empty spaces of your Constructible Zone, or **build up to 1 tile**, and **increase your Borough Size** by moving the disc on your Borough Size track one space to the right.
- Tiles generally cost **$1 per space**; however, there are a couple of exceptions *(see Warehouse and Cultural Buildings)*.
- Remember that your Special Action choice may affect the construction cost of one or all three of your tiles:
- The player who selected the **Mediator** gets each tile for $1 less (minimum per tile is $1). This does not affect the cost of Cultural Buildings.
- The player who selected the **Architect** gets one **Cultural Building** for 1 building material less (minimum 0) of her choice. This does not affect the cost of other buildings. *Example: She can build the CliniC for only 2 white + 2 grey, or 2 white + 1 grey + 1 black, or 1 white + 2 grey + 1 black; or she could build the School for 0 white (yes, free!).*



- **Build any level:** When building Residential, Commercial, or Factory, you can build any development level (e.g. Level-5 Residence, Level-2 Factory, etc.), as long as the Construction Criteria are met *(see Residential Zones, Factories and Warehouses, and Commercial Zones)*.
- Each tile has an **Influence Area**, which is like a halo around the tile: The Influence Area includes every space that is orthogonally or diagonally adjacent to a space of the tile itself. So, a Refinery's Influence Area is 8 spaces, because it is a 1-space building, and a Level-2 Residence's Influence Area is 10 spaces. When something is in a tile's Influence Area, that thing is said to be **Influenced** by that tile.



- **City Hall** is also a **Cultural Building**.
- You may replace **one** of your build actions per Build Phase with a **demolition** action. Demolishing a tile costs $1 per space it occupied, and increases your pollution by 1 per space it occupied. Pollution generated by demolition is immediate, and does not count in Phase VI: Measure Pollution. Return the demolished tile to the box.

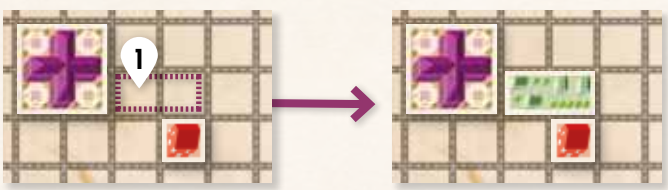
Note: When any space of a tile is Influenced by something, the whole tile is considered to be Influenced by it.

UPGRADES

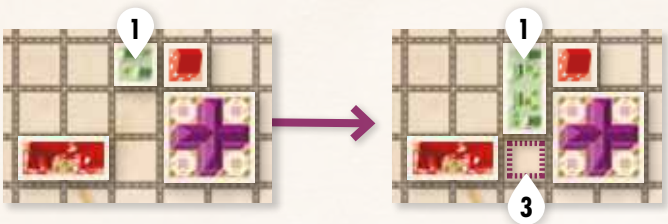
- **Free and optional.** Upgrading a building in the Constructible Zone is a free and optional action: It does not count as one of the 3 tiles that you are allowed to build, and you are never required to do it. Also, there is no cost associated with upgrading. The upgraded tile has to be in the Constructible Zone.
- **Residential, Commercial, Factory:** There are 2 categories of tiles: those that can be upgraded (Residence, Commercial, Factory) and those that cannot (all others).
- **The tile must already be Influenced by the correct mix of tiles.** To upgrade a tile, certain criteria must already be met *(see Residential Zones, Factories and Warehouses, and Commercial Zones)*. All of the conditions require that one square of the existing tile is within the Influence Area of other specific tiles. In some cases, the criteria also require the tile not to be in the Influence Area of specific tiles.
- **The tile gets bigger; it doesn't move.** When you upgrade a building, you replace it with a larger one and return the old one to the supply. The new tile must completely cover the footprint of the old tile, but cannot cover any other tiles. If there were Citizens present on the old tile they must be placed in the exact same spaces on the new tile. When upgrading a Factory, the space that produced white must still produce white, and the space that produced grey must still produce grey; you can't shift or flip the Factory. The same goes for Commercial tiles. The concept is that you are expanding the existing tile.
- **No build-and-expand!** You cannot upgrade a tile built during the same Build Phase. If you built a tile on a previous turn, you are allowed to build the Influencers required to upgrade it, and then make the upgrade all in the same Build Phase.
- **Chain-reactions OK:** Sometimes upgrading a tile expands it into the Influence Areas of other tiles, meeting the criteria for the next upgrade. That's fine: You can keep upgrading in the same Build Phase as long as the criteria are met for the next level!

RESIDENTIAL ZONES

- Residential Zones are green, and are available in different development levels: 1–5.
- **Construction Conditions**:
  - Residential Zones are not allowed to be Influenced by a Factory, Refinery, Harbor, or Warehouse.
  - Residential Zones are allowed to be orthogonally adjacent, but they do not "merge" to amplify the Votes of the Citizens in them *(see Phase V: Vote)*.
    Example: Four R1s can be in a contiguous layout like an R4, but they cannot become an R4. Come Phase V: Vote, the four R1s can generate no more than 4 Votes, but an R4 would be able to generate 10 Votes.
  - **Level 1:** No requirements; however, you must move 1 Citizen from City Hall to this tile, unless City Hall has no Citizens.
  - **Level 2:** Must be Influenced by 2 Cultural Buildings.
  - **Level 3:** Must be Influenced by 3 Cultural Buildings.
  - **Level 4:** Must be Influenced by 4 Cultural Buildings.
  - **Level 5:** Must be Influenced by 5 Cultural Buildings.
    - **no Citizens move on Levels 2–5.**

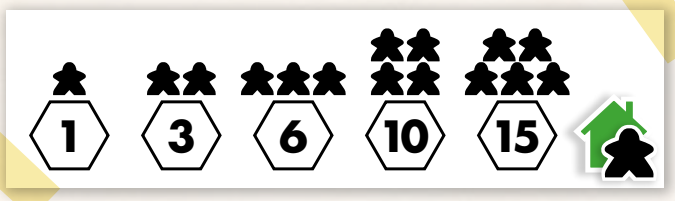


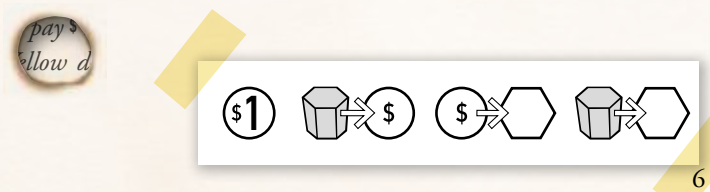
Example 1: You can build a Residence 2 that overlaps the marked space **(1)** *for* $2.



Example 2: Your Residential 1 tile **(1)** *is Influenced by 2 Cultural Buildings (School and City Hall), so you upgrade it to a Residential 2* **(2)**. *By expanding downward, your newly expanded R2 is Influenced by a 3rd Cultural Building, the Library. So, you can upgrade the R2 to an R3, if you like* **(3)**.

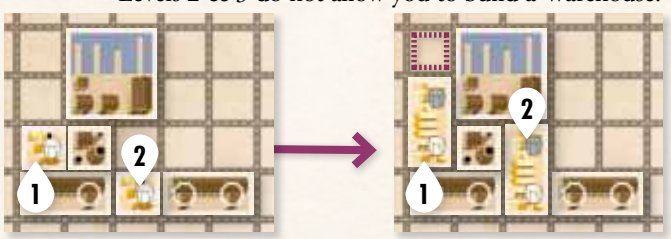
- **Special Powers**
  - Citizens in Residential Zones will **generate votes**.



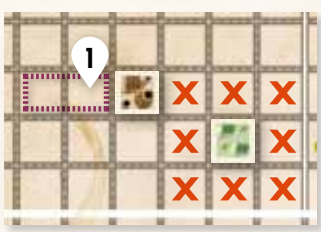


FACTORIES & WAREHOUSES

- Factories are yellow, and are available in different development levels: 1–3. They produce building materials *(see Phase IV: Income)*.
- **Construction Conditions:**
  - Factories and Warehouses are not allowed to be Influenced by Residential Zones.
  - Level 1: No requirements; however, you must build a Warehouse in this tile's Influence Area (free action, and for $0). If the Warehouse cannot be built in this tile's Influence Area, it is not built.
  - Level 2: Must be Influenced by a Refinery or a Harbor.
  - Level 3: Must be Influenced by a Refinery and a Harbor.
    - Levels 2 & 3 do not allow you to build a Warehouse.



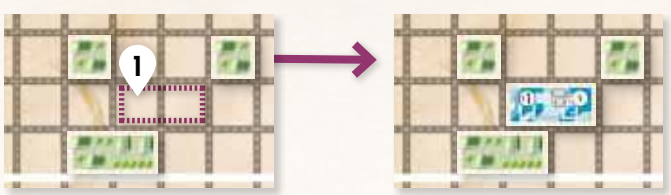
Example 1: You have two Factory 1 tiles **(1)** *&* **(2)**. *Each is Influenced by a Refinery and/or Harbor, so each can expand to a Factory 2. Now each Factory is Influenced by both a Refinery and a Harbor; however, only* **(1)** *has room to expand, so you could upgrade it to a Factory 3* **(3)**.



Example 2: You cannot build a Factory in any of the spaces marked with an X, because of the Residence 1; however, you could build a Factory 1 elsewhere for $1, *and/or a Factory 2 for* $2 *where it is influenced by the Refinery* **(1)**.

COMMERCIAL ZONES

- Commercial Zones are blue, and are available in different development levels: 1–4.
- **Construction Conditions:**
  - Level 1: Must be Influenced by 1 Residential Zone.
  - Level 2: Must be Influenced by 2 Residential Zones.
  - Level 3: Must be Influenced by 3 Residential Zones.
  - Level 4: Must be Influenced by 4 Residential Zones.
    - Residential Zones may be of any size.



Example: You can build a Commerce 2 overlapping the marked space **(1)** *for* $2, *because that space is influenced by 2 Residential Zones. Note that because the new Commercial Zone is now influenced by 3 Residential Zones, it is eligible for upgrade; however, because it was just built this round, you cannot upgrade it until next round.*

- **Special Powers**
  - Your Citizens in Commercial Zones will produce money, or will allow you to trade building materials for money or votes.

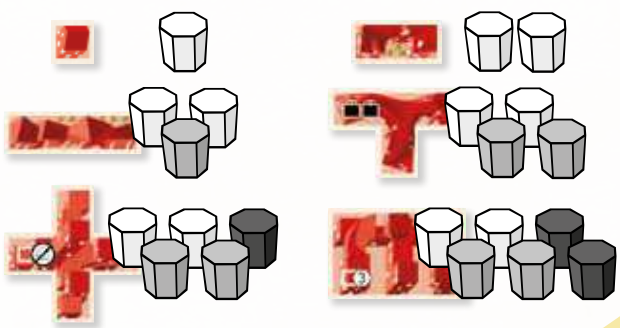
CULTURAL BUILDINGS



- Cultural Buildings are reddish, and each one is different: School, Library, Museum, Metro Station, CliniC, University, and City Hall.
- Cultural Buildings have no monetary cost ($0), but do require building materials in order to build them *(see below)*. The required building materials must be in your Warehouses and/or City Hall. *Example: A School costs 1 white, but no money; a Museum costs 2 white and 1 grey.*
- **Construction Conditions:**
  - You can only build one of each Cultural Building.
- **Special Powers**
  - As soon as you build a Metro Station, you may have 2 Citizens in each opponent's Borough, instead of just 1. The Metro Station does not need to be activated by a Citizen.
  - You can activate the special power of the CliniC or the University by moving one Citizen to the tile in Phase III: Move Citizens (each of these buildings is limited to one Citizen). As long as the Citizen is there, the special power is in effect:
  - CliniC: None of your Citizens can die from pollution; however, your Tourists in other Boroughs are still vulnerable.
  - University: You get 3 Votes in Phase V: Vote.
  - Although the School, Library, and Museum have no special powers, they can host Citizens who want to pursue their own interests.



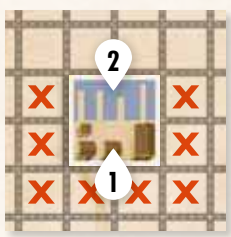
CULTURAL BUILDING COSTS



INDUSTRIAL TILES



- There are two Industrial tiles: the Refinery and the Harbor.
- **Construction Conditions:**
  - You can only build **one** Refinery and **one** Harbor.
  - Industrial tiles **are not allowed** to be Influenced by Residential Zones.
- The Harbor tile comprises 2 spaces of Industrial building, and 2 spaces of water. Only the building counts for cost (thus $2) and Influence. *Example: The Industrial spaces* **(1)** *prevent Residential Zones from being built in the spaces with an X. The water* **(2)** *has no influence, so you can build Residential Zones on the rest of the spaces.*



POLICE STATION AND FIRE STATION



- **Construction Conditions:**
  - You can only build **one** Police Station and **one** Fire Station.
- **Special Powers**
  - You can activate the special power of the Police Station or Fire Station by moving **one** Citizen from your Borough (but neither from City Hall nor the Career Center) to the tile either when it is built, or in Phase III: Move Citizens. As long as the Citizen is there, the special power is in effect:
  - **Police Station**:
    - Police Station: Any tourists Influenced by it when it is built and activated return to their respective City Halls. If there is no room in City Hall for a Citizen, return it to its owner's Career Center. *Example: The activated Police Station protects the 10 spaces surrounding it from Tourists. If any Tourists had been in one of the spaces with an X before the Police Station was built, its construction and activation would force them to return to their respective City Halls (and if there's no room at City Hall, to their Career Center).*



  - **Fire Station**: Your Citizens cannot die from pollution in opponents' Boroughs *(see Phase VI: Measure Pollution)*.

PARKS

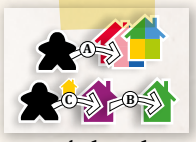


- Parks are light green, and are available in three sizes: 1–3.
- **Construction Conditions:**
  - Park tiles are allowed to be Influenced by any tiles.
  - Although Parks are allowed to be orthogonally adjacent to each other, you cannot replace two adjacent tiles with one of the same shape.
  - Parks **cannot** be upgraded!
- **Special Powers**
  - You can move one Citizen to the tile in Phase III: Move Citizens; however, the Park's special power is to mitigate pollution. This ability does not require a Citizen to activate it.

ALL DONE!

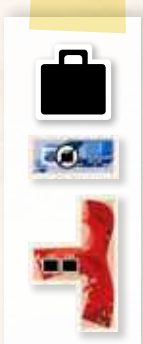
Once everyone has finished this phase, remove your Player Screens. Then, announce what you did, and how much it cost, as well as any upgrades you performed. This not only allows the other players to make sure you made no mistakes, it also ensures that you are aware when everyone is done playing simultaneously, so you can move on to the next phase.

III MOVE CITIZENS



Starting from the player hosting the Mayor and then proceeding clockwise, each player moves each player moves some or potentially all of her Citizens. of her Citizens. In order to facilitate remembering which Citizens have already moved, **lay the meeple down** when it reaches its destination (or if your meeples are already lying down, stand them up as you move them).

- Citizens and Tourists can only move onto tiles, never onto empty spaces on the Borough board
- Each space can never, not even for a moment, hold more than one Citizen.
- Each of your Citizens **must** move to a new space (although it can be another space on the same tile), except those Citizens in Residential Zones and those Citizens activating tiles with special powers, namely Fire Station, Police Station, CliniC, and University (A).
- Each Factory and Commercial space that your Citizens occupied at the start of this phase cannot be re-occupied by one of your Citizens this phase; however, another player could use that space.
- **Tourists:**
  - You are allowed to have a **maximum of 1** Citizen in each opponent's Borough (2 if you have built a Metro Station); we call such a Citizen a Tourist. However, if your opponent has an activated Police Station, it protects the 10 squares in its Influence zone. **Special case**: In a 4-player game, you cannot send a Tourist to the Borough directly opposite you in the first round.



  - Your Tourists cannot be in opponents' Residential Zones, Fire Stations, Police Stations, CliniCs, or Universities.
  - Your Tourists always work for you as if the spaces they are on were in your own Borough; however, while visiting a Cultural Building, they pursue their interests, but do not grant you any bonus.
  - Your Tourists **must** move each round, no matter what. If there are no valid destinations in the Tourist's current Borough, the Tourist must move clockwise or counterclockwise to a neighboring Borough (remember the limit!); if this is not possible, the Tourist comes back home to find a space in your Borough, and is no longer a Tourist.
- Citizens and Tourists sitting in Park, School, Library, Museum and Metro Station are merely having a rest.
- If you have a Metro Station, you can have 2 Tourists in each opponent's city, instead of just 1.
- Citizens on City Hall are not moved until the conclusion of this phase, at which point they move into empty Residence 1 spaces.

After you have finished your turn (having moved all citizens you were required to move, and others as you wish), it's time to find new homes for Citizens at City Hall: To each Residence 1 that is empty in your Borough, move one Citizen from City Hall (B).

After all players have finished their turns, each player checks for new Citizens: Each empty Factory space in your Borough attracts 1 new Citizen from your Career Center to City Hall (C).

IV INCOME



Players earn income simultaneously, beginning with Commercial income, and then building materials from your Factories. Remember to apply special powers activated by your Citizens. All income comes from the reserve. Building materials are finite, so if supplies are low, take income in player order: Each player takes her entire income before the next player does.

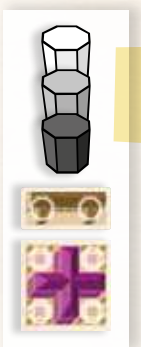
a Tourist Income

- Each Tourist in your Borough (even in Parks!) earns you $1.

b Commercial Income

- Each Citizen on a $1 space earns you $1.
- Each Citizen on a cube/$ space allows you to trade one building material from one of your Warehouses or City Hall for money (white cubes sell for $2, grey for $3, black for $5).
- Each Citizen on a $/Votes space allows you to buy **one** "lot" of 2–5 votes ($1 for **2** votes, $2 for **3** votes, $3 for **4** votes, $4 for **5** votes).
- Each Citizen on a Cube/Votes space allows you to trade one building material from your warehouse for votes (white cubes trade for **3** votes, grey for **5** votes, black for **7** votes).
- You choose in which order you get your income from the Commercial Zones, which can allow you to chain conversions in whatever manner your Citizens in Commerce allow.

c Factory Income



- Each Citizen on a Factory space produces one building material matching the space (white, grey, or black). You must place each building material either on an empty space in a Warehouse (not necessarily a Warehouse adjacent to the Factory) or in an empty space of City Hall (maximum 4).
- If you can't accommodate every building material produced, then some of your Tourists will be unable to send their building materials back home; find an empty Warehouse space in the Borough of the Factory that produced the building material, and put it there. If even your opponent has no place to store the building material, it goes to waste: return it to the Reserve
- You cannot rearrange building materials. The only ways to get them out of City Hall and your Warehouses is to spend them in Phase II: Build or Phase IVb: Commercial Income.

Note: The maximum capacity of City Hall is 4 Citizens and/or building materials total: One item on each space.

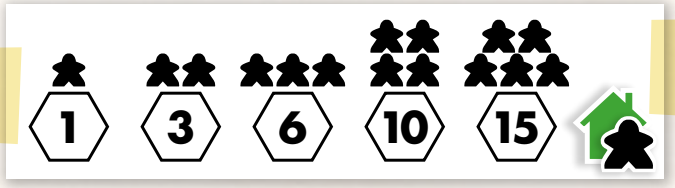


V VOTE

Citizens earn you votes as follows:

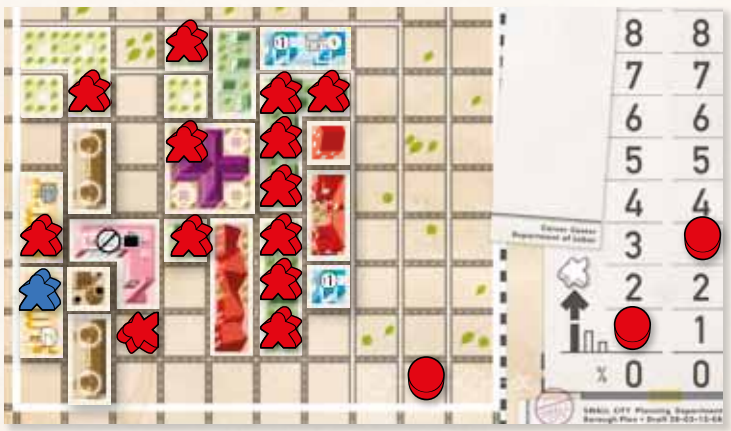


Residence: The first Citizen in a Residence earns you **1** vote, the second earns you **2**, the third earns you **3**, the fourth earns you **4** and the fifth earns you **5**. So, an R1 Citizen always earns you **1** vote, an R5 with 3 Citizens would earn you 6 votes, and a full R5 would earn you **15** votes.



University: Remember, if this is activated, it earns you **3** Votes. Adjust your score appropriately on the score track around the edge of the City Council board.





Example: The two full R1s earn 1 vote each. The full R3 earns 1+2+3=6, and the full R4 earns 1+2+3+4=10. 1+1+6+10 = **18**.

Note: Take a **+50** tile if you surpass 50 Votes.



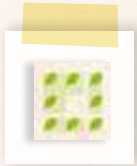


VI MEASURE POLLUTION

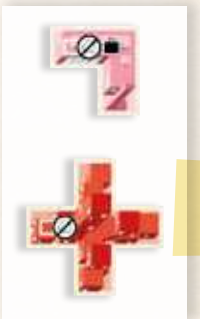
Each **Citizen in your Borough** (even Tourists) generates **1 pollution** for you, except those in City Hall and those in Cemeteries. Pollution is cumulative, so this new pollution will add to your current pollution level.



- Each Factory in your Borough that produced building materials (even if only for Tourists) generates 1 pollution, unless you chose the Engineer special action.
- Each Park **space** generates **–1 pollution** (in other words, each Park space reduces pollution by 1); however the minimum pollution your Borough generates in a round is 0. Having lots of Parks doesn't magically clean up accumulated pollution.



- Adjust your pollution level accordingly, but keep in mind the pollution you generated this turn.
- If your pollution level ever reaches 100%, you immediately lose the game, and all citizens in your city die; the normal protection from CliniCs and Fire Stations has no effect against the dense and deadly accumulation of pollution.
- If anyone's pollution is 10% or greater, Citizens start dying due to the environmental damage. Whichever player generated the most pollution this round must kill one Citizen in her Borough. In the event of a tie, whichever tied player has higher cumulative pollution must kill one; if it is still a tie, each tied player must kill one. Even if nobody generated pollution this round, as long as anyone's pollution is 10% or greater, Citizens will die.
- You are allowed to choose a Tourist in your Borough as the Citizen who dies. If its owner has an active Fire Station, then instead of dying, the Tourist goes home (goes to its owner's City Hall; if there's no room, it goes to its owner's Career Center). If all Tourists in your Borough are protected by active Fire Stations at home, you must choose one of your own Citizens, after all.



- If you have an active CliniC, none of your Citizens in your Borough will die. This also means that if all Tourists in your Borough are protected by active Fire Stations at home, you do not have to kill one of your Citizens.
- Choose an empty space (no tiles) in your Constructible Zone, and lay the dead Citizen to rest on that space (even if it was a visiting Tourist), creating a Cemetery. If you already had a Cemetery, this new one must be orthogonally adjacent to the old one if possible.



Example, continuing from the Vote phase: Excluding any Citizens in City Hall or Parks, you have 11 Citizens. 2 of your Factories produced building materials this turn. You have 5 Park spaces in your Borough. 11+2–5=8. You generated 8 pollution this round, and your pollution is high enough for people to start dying from it. Let's hope one of your opponents generated more than 8 pollution this round!

VII INFLUENCE CITY COUNCIL

In turn order, each player may make one investment in influencing City Council in one of four different areas, moving one of her discs. Several players can get the same benefit; simply stack the players' discs.

- If you choose to make an investment this round, pay the cost to increase your influence with that Councilperson in either money or votes, but not a combination of the two. Note that the price to move into column 1 is $1 or 1 vote; column 2 costs 2; column 3 costs 3, and column 4 costs 4.
- If you wish to switch rows, you are allowed to do so, but only by starting over in column 1 of the first row, and thus you pay the column 1 price of $1 or 1 vote to do this; however, you cannot have both discs in the same row! You may also choose to restart the same row, following these same rules.
- Immediately apply the bonus associated with the City Council space to which you moved a disc (see below). The benefits are not cumulative: You only get the benefit of the new space. You also cannot choose a previous column's benefit.
- Each Councilperson (row) offers a different type of benefit (building materials, new buildings, money or votes, or new citizens).
- Once a disc reaches the final column, it must stay there for the rest of the game; it can neither switch rows nor even restart in the same row.



Row 1 – Department of Industry: You immediately get building materials that you must store in your Warehouses or City Hall. Return any for which you have no room to the reserve. **(1)** 1 white **(2)** 2 white or 1 grey **(3)** 2 grey or 1 black **(4)** 2 black

Row 2 – Department of Building: You may immediately build a tile that is not a Cultural Building, without paying its normal construction cost! You must respect the tile's Construction Conditions. **(5)** Build a 1-space tile **(6)** Build a 2-space tile **(7)** Build a 3-space tile **(8)** Build a tile of size 1 – 4, without having to respect the Construction Conditions (for example, a Factory 3 with no Harbor, a Residence 3 influenced by no Cultural Building); however Residential and Industrial are still forbidden from Influencing one another!

Row 3 – Department of Economy: You immediately get the indicated money or votes — whichever you choose. **(9)** $2 or 2 votes **(10)** $3 or 3 votes **(11)** $5 or 5 votes **(12)** $8 or 8 votes

Row 4 – Department of Tourism: You immediately get Citizens (of your color) from the common reserve. You must host them in City Hall. Any for which you have no room go to your personal reserve. **(13)** 1 Citizen **(14)** 1 Citizen **(15)** 2 Citizens **(16)** 2 Citizens. This is the only way to exceed 14 Citizens in the base game.

VIII MAYOR'S NEXT VISIT

If no one chose the Mayor special action card, then the Mayor meeple moves one player clockwise; otherwise, it is given to the player who selected the Mayor special action. Advance the Round pawn one space. Stand up all meeples except the ones in Cemeteries.

A new round begins.

END OF GAME AND FINAL SCORING

The game ends after the 8th round, at which point, each player does the final scoring below:

- Reveal your **Promise Card**:
  - If you fulfilled the promise, add these votes (**6/12/18**) to your total votes on the Vote track.
  - If you failed to fulfill the promise, instead you will lose points (**-3/-6/-12**) from your total cotest.
- Subtract your **pollution level** from this new total.

The player with the most votes wins the game. In the case of a tie, the tied player with the the lowest pollution, then the most money wins.

SETUP



Use the Expert side (✱) of the City Council board. Shuffle the pink-bordered Special Promise cards to form a face-down deck near the City Council board. Then, the players choose (they must agree on) a Victory Condition from the following options:

- **Votes**, which is exactly the same as the basic game, except for adding the Special Promise cards near the City Council board.
- **Economic Victory**
- **Citizens Victory**
- **Cultural Victory**

USE WEB APP

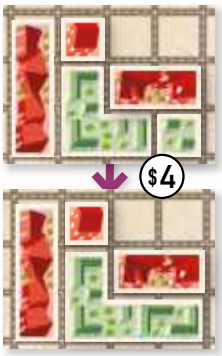
You can also agree to use the Advanced rules with the Easy or Expert side of the boards for more variety. See Specific Changes for Each Victory Condition for additional Setup changes.

PLAY

I – Select Special Actions

- Shuffle the 4 extra Special Action cards (with a star) together with the 8 from the basic game. Unlike the basic game, you will place ***2x + 2*** (instead of always 8) of them in a circle, where *x* is the number of players (e.g. 2p: 6 cards; 4p: 10 cards). Set the remaining cards face-down in the center of the circle; they will be shuffled together with the current face-up cards next round.

I **EXEC ASSISTANT** You may immediately merge one Residence 1 with one adjacent Residence of level *n (n=1, 2, 3, 4)* to a Residence of level *n+1*, without having to respect the cultural building portion of the Construction Conditions; however, the two Residences you are merging must have the exact layout of the Residence of level *n+1 (see example)*. You must pay $ (n+1) for the merge, which covers both the construction costs and the "under the table" fees for the mayor to turn a blind eye while you violate the zoning laws…



J **ECOLOGIST** Citizens and Tourists in your Commercial Zones do not generate pollution this round.

K **ATTORNEY** You may place 2 Citizens in a single space of a Residential Zone, Commercial Zone, or Factory one time during the Move Citizens phase. This allows you to use the space twice: Once for each Citizen. For a Residential Zone, this "roommate" generates as many Votes as the size of the Residential Zone. *Example: You use this to place 2 Citizens in one space of an otherwise empty Residence 4; as usual, the first will earn you 1 Vote, but the second will earn you 4.* If this Residence 4 were full, you would earn *1+2+3+4+4=***14** Votes. **Remember**, each Citizen must move to a new space each round, so these 2 "roommates/coworkers" will part ways next round (if it's a Residence, 1 can stay in the space, as usual).

L **ANARCHIST** You must immediately pay $2 or **3** Votes to calm the civil unrest the Anarchist incites. If you don't have the $2, you must pay the **3** Votes; if you have neither the $2 nor the **3** Votes, increase your pollution level by 3.

- Instead of paying $ or Votes to influence City Council, you may take a pink Special Promise card. Draw a number of Special Promise cards as indicated in the column's cost, keep one of them, and return the rest face-down under the deck. This is an additional Promise you must fulfill at the end of the game!

  Example: In making a Special Promise to advance into the first column, you get to draw 4 cards, choose 1, and put the other 3 face-down under the deck.

  In order to advance to the fourth column via Special Promises, you are stuck with the 1 card you draw. The bigger your benefit, the bigger the risk of offering favors! **Note:** If you fulfill a Special Promise, it is worth +0, but if you fail to fulfill it, it is worth –5. There is no limit to the number of Special Promises you can take. Each Special Promise Card requires you to be the only person to meet its requirement.

SPECIFIC CHANGES FOR EACH VICTORY CONDITION

Depending on which Victory Condition you chose, Setup, Play, and of course End of the Game and Final Scoring differ:

ECONOMIC VICTORY

Setup:

- Remove the Special Promise card "More than $17 at the end of the game" (number 14).
- To see a chart of players' progress a the end of the game, use your phone to scan the QR code above, or point your web browser at http://smallcity.boardgamecore.net and choose the Money option, then select the players.

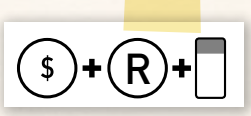
Play:

VIII – Mayor's Next Visit:



Each Cultural Building and each Residential Zone generates S^2 dollars ($S \times S$) of Revenue, where S is its size in spaces. For example the Metro Station (size 4) generates (4 × 4) dollars of Revenue; a Residence 5 generates $25 of Revenue. Record each player's total Revenue from Cultural Buildings and Residential Zones in the web app. How many Citizens are in a Residential Zone does affect the Revenue it generates. **Note:** Revenue is neither money for you to spend, nor income; it is merely used for the Victory Condition.

Final Scoring:



The player who has the highest sum of cash and net Revenue will be the winner:

- Your pollution level does not count as negative points with this variant; however, it is still the case that if your pollution reaches 100%, you immediately lose the game.
- Purple-bordered Promise cards you fulfilled increase your Revenue ($6/$12/$18), and those you failed to fulfill reduce your Revenue (-$3/-$6/-$12). Pink-bordered Promise cards you fulfilled earn you $0, but cost you -$5 if you failed to fulfill.
- In case of a tie, the tied player with the least pollution is the winner, then the most votes.

CITIZENS VICTORY

Setup:

- Place 3 Citizens on City Hall, like in the basic game.
- Place 19 Citizens on your Career Center. There is no common reserve.
- Remove Promise card #11 from the game.
- To see a chart of players' progress a the end of the game, use your phone to scan the QR code on the previous page, or point your web browser at http://smallcity.boardgamecore.net and choose the Citizens option, then select the players.

Play:

The Tourism row on the City Council board allows you to move citizens from your personal reserve to City Hall.

VIII – Mayor's Next Visit:
Record each player's total Citizens in play in the web app.

Final Scoring:



The player with the most of her Citizens in play (excluding City Hall) wins. If there is a tie, the tied player with a lower pollution level wins; if it's still a tie, then the tied player with more Votes wins. If it's still a tie, then the tied player with more money wins. All Promise cards earn the player normal Vote Points like in the base game.

CULTURAL VICTORY

Setup:

- Remove the Special Promise card "Build all 6 Cultural Buildings" (#16).
- Each player takes one set of 6 Cultural Buildings.

Final Scoring:



The player with the most spaces of Cultural tiles wins. If there is a tie, the tied player with a lower pollution level wins; if it's still a tie, then the tied player with more Votes wins. All Promise cards earn the player normal Vote Points like in the base game. If it's still a tie, then the tied player with more money wins.

CREDITS

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Graphic design: Sampo Sikiö *(samposdesign.com),* Todd Sanders
Illustrations: Fanny Dalle Aste *(da-fanny.ultra-book.com)*

SOLO VARIANT

All rules of the basic game still apply, with the following exceptions:

SETUP

- Choose a Difficulty Level from the following list, which goes easiest to toughest: **Citizen, Mayor, Governor, Senator, President.** Use either easy or expert Borough board.
- Place 1 Cultural Building of each size, as well as 1 Refinery, 1 Harbor, 1 Fire Station and 1 Police Station near your Borough board.
- Shuffle the 8 Action cards. Draw one card and place the Mayor meeple on it. Clockwise from that card, lay out the next three cards. Keep the 4 remaining action cards face-down: They will be available next round.
- Instead of visiting your Borough, the Mayor meeple visits the VIPs represented by the special action cards.

PLAY

I – Select Special Actions
The card with the Mayor on it is the card chosen by an imaginary first player. You are eternally the second player. The two cards beside the Mayor are free, but to skip to the card opposite the Mayor, you must pay $2.

III – Move Citizens
Of course, there are no Tourists, because there are no other Boroughs to visit, and none from which Tourists might visit yours.

V – Pollution
The amount your pollution increases this round and the Difficulty Level you chose determines how much pollution it takes to kill a Citizen. Refer to the following table to apply the effects of your increase in pollution this round:

Citizen: No Citizens die, regardless of how much your pollution increased.
Mayor: 1 Citizen dies if your pollution increased by more than 5.
Governor: 1 Citizen dies if your pollution increased by more than 2.
Senator: 1 Citizen dies if your pollution increased at all.
President: 1 Citizen dies per point by which your pollution increased this round!

Note: You still lose the game immediately if your pollution reaches 100%.

VIII – Mayor's Next Visit
Remember: The Mayor is visiting the VIPs represented by the special action cards. He doesn't have time to visit the Boroughs.

End of the Game and Final Scoring
The higher your score, the better your rating:

50–59	Homestead	100–109	Suburb
60–69	Hamlet	110–119	City
70–79	Village	120–134	Metropolis
80–89	Neighborhood	135–149	Capital
90–99	Town	150+	Megalopolis