

Suburbia Nightlife Promo Tiles

A Tiles (6)



Receive 1/2 of any additional \$ paid by other players when they take a tile from the Market with an additional fee (\$2, \$4, \$6, \$8, \$10). For instance, if another player buys a tile that has an extra cost of \$4, you receive \$2. Investing in this tile gives you the entire amount the player paid to the resource tray. (2)



+1 Population when placed, and +1 Population anytime any other player loses 1 Population as the result of a red meeple on their tile. (2)



+3 Reputation when placed, and pay \$2 to the Resource tray for every Office tile in any borough. (1)



+8 Population when placed, and -1 Reputation for every restaurant. (1)

B Tiles (5)



+\$5 for each of your Residential tiles. (2)



+2 Income when placed, and -10 Population for every Car Dealership in any borough. (1)



+2 Income when placed, and +2 Income for every Car Dealership. (1)



+\$20 when placed, and -1 Income for every School in any borough. (1)