BASE GAME

A Tiles (32)

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

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

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

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

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

+6 Population when placed. (2)

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

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

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

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

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

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

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

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

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

Lake Tiles

Lake tiles are the facedown sides of all A, B, and C tiles (but not the facedown sides of basic tiles). All Lake tiles are the same: they cost $0 and the owner takes $2 for every faceup tile adjacent to the Lake tile. This happens initially when placing the Lake tile, and retroactively: when you place a faceup tile adjacent to an existing Lake tile, take $2 for placing that tile there. Each Lake tile generates the $2 separately, so if you place a faceup tile next to two Lake tiles, take $4 for that faceup tile. Placing an Investment marker on a Lake tile costs the player nothing, and gives you an additional $2 for each faceup tile adjacent to a Lake tile with an Investment marker on it.
C Tiles (32)

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

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

-2 Income when placed, and
+1 Reputation when you pass a red roof on the scoreboard (moving only from a lower number to a higher one). By itself, PR Firm negates the -1 Reputation when you pass a red roof. When passing a red roof due to moving from a higher number to a lower number on the scoreboard, this tile has no effect. Placing an Investment marker on PR Firm results in an additional -2 Income and a total of +2 Reputation when you pass a red roof (for a net gain of +1 Reputation each time). (2)

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

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

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

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

+2 Income when placed, and
+1 Reputation for each School in any borough. (2)

ONE MORE ROUND

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

This tile is not placed in the Real Estate Market.

When the One More Round tile is drawn from the tile tower, finish the current round, then everyone plays one more round. This tile is not added to the Real Estate Market, and another tile is immediately taken from the Tile Tower to take its place in the Real Estate Market. (1)
Goals can be either public (placed on the Goals lid with everyone vying for them) or private (one tile kept by the player at the beginning of the game that only they can win). In both cases, the points are awarded at the end of the game, but only to a player who has alone achieved the goal (ties result in no one scoring the end game Population bonus). For private goals, only the owner of the goal may score the end game Population bonus and only if they alone have achieved their goal.

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

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

Score goals before converting your money to Population ($5 per 1 Population). This ensures that the Billionaire (Most Money on Hand) and Spendthrift (Least Money on Hand) goal winners are determined before money is converted to Population.
Border Tiles (12)

+2 Reputation when placed, and +2 Income for each adjacent Industrial or Residential tile.

+1 Reputation when placed, and take $8 from the Resource tray for each adjacent Industrial, Civic, Residential, or Commercial tile.

+3 Reputation when placed, and +3 Population for each adjacent Residential or Commercial tile.

+5 Income when placed, and pay $10 to the Resource tray for each adjacent Industrial, Civic, Residential, and Commercial tile. You must pay when placing this Border, and when placing an Industrial, Civic, Residential, or Commercial tile next to this Border.

+1 Reputation for each adjacent Civic, Residential, or Commercial tile.

+1 Income when placed, and +5 Population for each adjacent Civic tile.

+2 Reputation for each adjacent Industrial, Civic, Residential, or Commercial tile.

+2 Reputation when placed, and +1 Reputation for each adjacent Industrial, Civic, Residential, Commercial, or Lake tile.

+1 Reputation when placed, and +1 Income for each adjacent Industrial, Residential, or Commercial tile.

+5 Income when placed, and –7 Population for each adjacent Industrial, Civic, Residential, Commercial, or Lake tile. You must have the Population available to remove when placing this Border and when placing a tile adjacent to it.

+3 Income when placed, and +1 Income for each adjacent Civic or Residential tile.

+3 Income when placed, and +1 Income for each adjacent Industrial or Commercial tile.
### Bonus Tiles (10)

- **BORDER BONUS** +3
  Must have at least

- **CIVIC BONUS** +3
  Must have at least

- **COMMERCIAL BONUS** +3
  Must have at least

- **INCOME BONUS** +3
  Must have at least

- **INDUSTRIAL BONUS** +2
  Must have at least

- **MONEY BONUS** +2
  Must have at least $25

- **POPULATION BONUS** +2
  Must have at least

- **REPUTATION BONUS** +3
  Must have at least


### Challenge Tiles (10)

- **BORDER CHALLENGE** +4
  Must have at least

- **CIVIC CHALLENGE** +3
  Must have at least

- **COMMERCIAL CHALLENGE** +2
  Must have at least

- **INCOME CHALLENGE** +3
  Must have at least

- **INDUSTRIAL CHALLENGE** +3
  Must have at least

- **POPULATION CHALLENGE** +2
  Must have at least

- **REPUTATION CHALLENGE** +3
  Must have at least


### Goals (5)

- **FEWEST EUROPEAN**
  - Most Settler

- **MOST GUARD**
  - Most Milton

- **FEWEST NOMAD**
  - Most Settler

- **MOST MILTON**
  - Most Milton


Tiles shown on Bonus and Challenge tiles can exist anywhere in your borough, and do not have to be arranged in the configurations shown on the tiles. Though, if you do arrange them in the configurations shown, all the other players at the table should watch you carefully for the rest of the game, as you’re clearly toying with them.
Border Tiles (6)

-1 Gold Star and +1 Income when placed, and +1 Reputation for each adjacent Lake tile.

-1 Gold Star and +3 Reputation when placed, and +1 Income for each adjacent Industrial, Residential, or Commercial tile.

-2 Gold Stars and +2 Reputation when placed, and +1 Reputation for each adjacent Civic tile.

-1 Gold Star and +1 Income when placed, and +2 Income for each adjacent Residential tile.

-1 Gold Star and +2 Reputation when placed, and +1 Gold Star for each adjacent Star tile.

-1 Gold Star and +7 Reputation when placed, and -1 Reputation for each adjacent Industrial, Civic, Residential, or Commercial tile.

Bonus Tiles (1)

TOURISM BONUS
+3
Must have at least

Controlling Tile Distribution with Expansion Tiles in the Tile Tower

Adding a large number of expansion tiles creates a highly varied game experience, but decreases the value of some of the interactive tiles such as Restaurants, Airports, and Schools.

While you can use tiles from all expansions in a single game, you’ll probably have a better playing experience if you choose which tiles to include and which ones to omit before you shuffle each stack.

To maintain the interactive fun of the base game, add the tiles from the base game that have interactivity icons first, then add some random tiles to each stack before counting out the number of tiles you need for each stack.

Another way to maintain interactivity is to swap out entire sets of interactivity icons. Taking out all the tiles with Office icons, for instance, leaves more tiles with the other icons to play off of each other. The easiest icon sets to remove are Skyscraper and Car Dealership, since these are small sets.

In addition, all tiles in the 5 Star expansion add the Star icon, and the Nightlife expansion adds a Moon icon. The Essen and Cm expansions add their own interactivity icons too. The Inc. expansion’s borders are considered new interactivity icons. Including several of these tiles adds additional interactivity to the game, allowing you to remove one of the other types.

If you do remove an interactivity icon entirely from the game, be sure to remove any associated goals as well, or allow players who draw them to discard them and choose another.

Also, be sure to let all players know which interactivity tiles are in the game, and which ones have been removed.

Some players prefer to remove tiles they are less enamored with. Then they get more tiles they really like, but it’s still not guaranteed that any particular tile or set of tiles will be in the mix.

You can fully customize your stacks by including your favorite tiles as you count out the number of tiles needed for each stack. However, knowing exactly what tiles are in each stack takes away some of the excitement of the game.

The Collector’s Edition special building tiles are unique tiles that can be combined into the game. Note that these tiles tend to have a slightly better ratio of benefits-to-cost, and they can make the game higher-scoring as a result.

You can have a great game experience by shuffling all of the expansion and base game tiles together (by stack, though… keep the As, Bs, and Cs separated), count out the tiles you need, and place them in the tower. The result of this is much more chaotic than a planned setup of a game.

Finally, you can play with tiles from the expansions only. One of the nice things about the Collector’s Edition is that you have plenty of tiles to choose from!