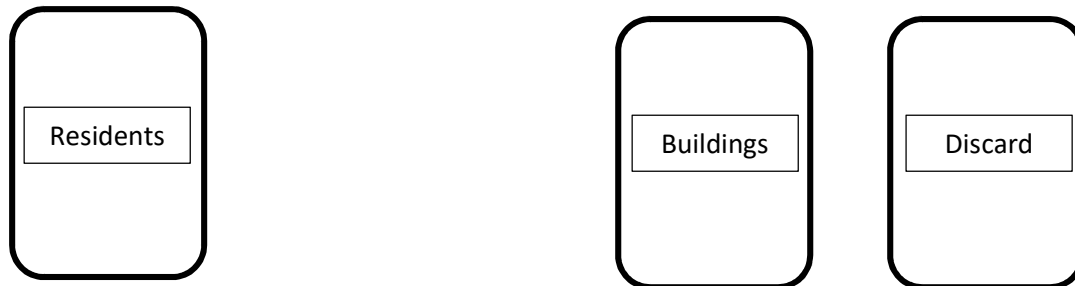


Rules

Object: Get all 20 Residents to live in your city

Setup: Shuffle Building and Policy cards. Shuffle resident cards, each player draws 3 residents. Shuffle remaining cards, then make two decks- Residents and Buildings/ Policies. Flip a coin to determine who goes first.



Play:

First Turn: First Player draws money equal to resident income, then draws a card from the Building/ Policy deck. If the Player has enough money to buy/ enact the card, discard that money and put it into play. If not, Player discards card face up. Bidding begins. Highest bidder puts card in play. If no one bids, card stays in Discard pile.

Second Player draws money equal to resident income, then draws a card from the Building/ Policy deck. If the Player has enough money to buy/ enact the card, discard that money and put it into play. If not, Player discards card face up. Bidding begins. Highest bidder puts card in play. If no one bids, card stays in Discard pile.

Subsequent Turns:

1. Player pays money equal to Upkeep on their Buildings/ Policies. Any B/P Player cannot afford is discarded into Bidding Pile.

2. Player draws card from B/P or Discard Pile.

If the Player has enough money to buy/ enact the card, discard that money and put the card into play. If not, Player discards card face up. Bidding begins. Highest bidder puts card in play. If no one bids, card stays in Discard pile.

3. If Player purchased B/P, The Player draws Residents according to card

4. Player draws income equal to Players in play (NOT from Residents added in step 3).

Other Players take their turns (1-4)

<p>Library</p> <p>Cost: \$600 Upkeep: \$200 Residents: +1</p>	<p>Bar</p> <p>Cost: \$700 Upkeep: \$150 Residents: +1</p>	<p>Restaurant</p> <p>Cost: \$800 Upkeep: \$100 Residents: +1</p>
<p>Park</p> <p>Cost: \$900 Upkeep: \$50 Residents: +1</p>	<p>Museum</p> <p>Cost: \$1,000 Upkeep: \$600 Residents: +2</p>	<p>Farmland</p> <p>Cost: \$1,100 Upkeep: \$500 Residents: +2</p>
<p>Fairgrounds</p> <p>Cost: \$1,200 Upkeep: \$400 Residents: +2</p>	<p>Schools</p> <p>Cost: \$1,300 Upkeep: \$300 Residents: +2</p>	<p>Fire Department</p> <p>Cost: \$1,400 Upkeep: \$100 Residents: +2</p>

Police Department Cost: \$1,500 Upkeep: \$1,200 Residents: +3	Highway Cost: \$1,600 Upkeep: \$1,100 Residents: +3	Hospital Cost: \$1,700 Upkeep: \$1,000 Residents: +3
Factory Cost: \$1,900 Upkeep: \$900 Residents: +3	Courthouse Cost: \$2,000 Upkeep: \$700 Residents: +3	Hotel Cost: \$2,100 Upkeep: \$1,400 Residents: +4
Golf Course Cost: \$2,400 Upkeep: \$1,350 Residents: +4	Casino Cost: \$2,500 Upkeep: \$1,300 Residents: +4	Arena Cost: \$2,600 Upkeep: \$1,700 Residents: +5

<p>Shopping Mall</p> <p>Cost: \$2,700 Upkeep: \$1,600 Residents: +5</p>	<p>Theme Park</p> <p>Cost: \$2,800 Upkeep: \$1,500 Residents: +5</p>	<p>Airport</p> <p>Cost: \$2,900 Upkeep: \$2,000 Residents: +6</p>
<p>Tech Corridor</p> <p>Cost: \$3,100 Upkeep: \$1,800 Residents: +7</p>	<p>School Levy</p> <p>Cost: \$1,300</p> <p><u>Required Building</u> School</p> <p><u>Effect</u> Increase Revenues by \$100/ Resident each Turn</p>	<p>Police Levy</p> <p>Cost: \$1,500</p> <p><u>Required Building</u> Police Department</p> <p><u>Effect</u> Double Revenue from Speed Traps</p>
<p>Low-Income Housing</p> <p>Cost: \$1,600</p> <p><u>Required Building</u> Factory, Casino, Arena, or Mall</p> <p><u>Effect</u> Pick only Residents with Income < \$500</p>	<p>Public Transportation</p> <p>Cost: \$2,200</p> <p><u>Required Building</u> Highway</p> <p><u>Effect</u> Pick only Residents with Income > \$300</p>	<p>Tax Increase</p> <p>Cost: 1/2 Residents</p> <p><u>Required Building</u> None</p> <p><u>Effect</u> Double Income from Residents</p>

<p>Tax Decrease</p> <p>Cost: \$00</p> <p><u>Required Building</u> None</p> <p><u>Effect</u> +7 Residents; ½ Income from Residents</p>	<p>County Fair</p> <p>Cost: \$1,000</p> <p><u>Required Building</u> Fairgrounds</p> <p><u>Effect</u> + \$500 per Turn</p>	<p>Concert Series</p> <p>Cost: \$2,000</p> <p><u>Required Building</u> Casino</p> <p><u>Effect</u> +\$1,000 per Turn</p>
<p>Speed Traps</p> <p>Cost: \$3,000</p> <p><u>Required Building</u> Courthouse</p> <p><u>Effect</u> +\$1,500 per Turn</p>	<p>Sports Team</p> <p>Cost: \$4,000</p> <p><u>Required Building</u> Arena</p> <p><u>Effect</u> +\$2,000 per Turn</p>	<p>Convention</p> <p>Cost: \$5,000</p> <p><u>Required Building</u> Hotel</p> <p><u>Effect</u> +\$2,500 per Turn</p>
<p>City-Wide Wi-Fi</p> <p>Cost: \$6,000</p> <p><u>Required Building</u> Tech Corridor</p> <p><u>Effect</u> Pick only Residents with Income > \$500</p>	<p>Resident</p> <p>+\$50 / Turn</p>	<p>Resident</p> <p>+\$100 / Turn</p>

Resident +\$150 / Turn	Resident +\$200 / Turn	Resident +\$250 / Turn
Resident +\$300 / Turn	Resident +\$350 / Turn	Resident +\$400 / Turn
Resident +\$450 / Turn	Resident +\$500 / Turn	Resident +\$550 / Turn

Resident +\$600 / Turn	Resident +\$650 / Turn	Resident +\$700 / Turn
Resident +\$750 / Turn	Resident +\$800 / Turn	Resident +\$850 / Turn
Resident +\$900 / Turn	Resident +\$950 / Turn	Resident +\$1,000 / Turn

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