
FORMAL FERRET'S
HIGH RISE
~ OFFICIAL ~
RULES OF PLAY
EDITED BY
GIL HOVA.
MMXIV
first printing

INTRODUCTION

The sky's the limit! You and your fellow Moguls came to a new city to do what you do best: construct tall buildings for wealthy and powerful corporate tenants!

In a town with only a small amount of corruption, sometimes you'll come across someone offering, ahem, "a small token of their appreciation." You might need a bit of corruption here and there to grease the city's wheels, but who's going to notice, right?

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THANKS TO – Manuel Correia for the name "High Rise," Rocco Privetera for the idea that one resource equals one Floor, Ryan Courtney for suggesting I turn the auction into a One-Way Track, J.R. Honeycutt for suggesting that I remove money from the game and go with a Corruption-based economy, Marguerite Cottrell for snapping the old City Center rules over her knee and insisting on face-up Tenants, Daniel Newman for sacking the broken "Tallest Building in City Center" rule, Orion McClelland for pointing out ways that the old Corruption Track was disincentivizing players from high-Corruption strategies, Heiko Günther for helping refine the Corruption Track and reducing the number of Power Cards in front of players, David Lipman, Brent Kinney, Michael Lee, and the whole Panda Games Manufacturing crew for their ceaseless support, my parents Shoshana and Menashe and my girlfriend Carrie for their constant assistance, Claudio Copponi and Nathaniel Tseng for helping with a little Easter Egg, and Reiner Knizia's Tutankhamun and Antoine Bauza's Tokaido for inventing and refining the One-Way Track.

COMPONENTS

All components are pictured over the following pages, in the Setup section.

1 Game Board
(front: 4 players, back: 3 players)
1 VP/Corruption Track Board
75 Standard Floor Tiles,
(15 each of 5 different colors)
15 UltraPlastic Tiles
54 Building Tiles
15 Blueprint Cards
4 Base Construction Yards
12 Expanded Construction Yards
45 Tenant Tiles
85 Power Cards
20 Spires
60 Building Bases,
(15 each of 4 player colors)
12 Mogul/scoring/corruption markers,
(3 each of 4 player colors)
42 Bonus Tiles
(14x each of 3 rounds)
5 Blueprint Blocker tiles
5 UltraPlastic Requirement Tiles
5 small Neighborhood Blocker tiles
5 large Neighborhood Blocker tiles
5 40/80 VP tiles
1 Bag
1 Rulebook (the fancy leaflet in your hands)

Building Tiles are not component-limited. If you need a Building Tile of a certain height and none are available, use a Building Tile that's 2 Floors lower, and put a Spire on it.

Building Bases are not component-limited. It is very, very, very hard to run out of them, though!

All other bits are component-limited. If you run out of one of them, you may not take it! Running out of Floors in the bag is a special case; see *Not enough Floors in the Bag?* on page 10.

OVERVIEW

In High Rise, you are aiming to get the most Victory Points (VP) by constructing the tallest Buildings. The game plays over up to three rounds: 2010, 2020, and 2030.

In each round, you'll move your Mogul around the One-Way Track and take an action at the spot you stop in. The player furthest behind on the One-Way Track will go next.

You'll try to collect Floors and then use these Floors and a high-tech Building material called UltraPlastic to Construct a Building matching the current Blueprints. Constructing Buildings gives you VP.

You may supercharge some actions by taking Corruption, which may penalize you at the end of each round and the end of the game.

Once you've made a full lap around the board, you'll stop in the Stop Zone. The round ends once everyone has returned there. You'll score end-of-round bonuses for tallest Buildings in each Neighborhood and across the board. The player with the most VP at the end of 2030 will win the game.

GAME MODES

There are three different game modes. The rules of play for all three are the same, with the main difference being in setup and number of rounds you will play. Further changes are mentioned in the relevant sections of this rulebook.



INTRODUCTORY GAME

If you have a 3- or 4-player game, most of the players are new, and you don't want the game to run for longer than 2 hours, we suggest playing the Introductory Game.

We're serious; even if you're experienced gamers, play the Introductory Game first. It will go much faster, and you'll still have plenty of challenge.

In this version of the game, you'll skip 2010 (the first round) and start at the beginning of 2020. The Tenants on the board are always the same for the Introductory Game, and everyone will start with one Building on the board at a predetermined location. There are a few other differences, all intended to get players quickly into the game.



STANDARD GAME

If you have a 3-4 player game and you don't want it to run longer than 2 hours, but most of the players have played before, we suggest playing the Standard Game. This is just like the Introductory Game, except you'll have random Tenants on the board and everyone will choose their starting Buildings.



FULL GAME

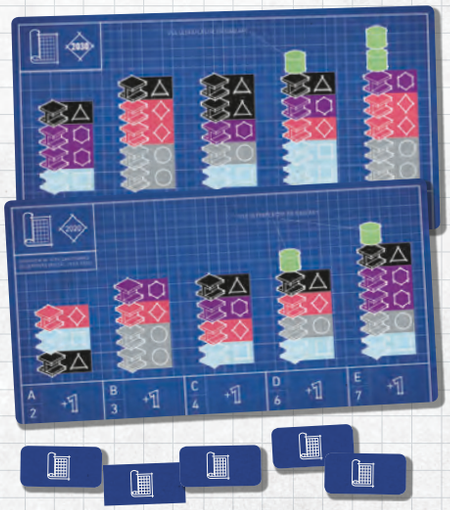
In all other cases, including all 1p and 2p games, we suggest playing the full game. This will run the full 3 rounds, with no Buildings on the board at the start of the game. This allows for strategies and play styles not possible in the Introductory or Standard Games. Note that the 1p and 2p games should run under 2 hours, even at all 3 rounds.

Also note that there are some changes to the rules for the 1p and 2p games, detailed in the section *1p and 2p games* at the end of the rules.

EXAMPLE SETUP

Pictured is a fully set up 4-player introductory game. The first round to be played will be 2020.

Setup for all player counts and game modes is detailed over the next few pages.



The Blueprint Cards for the first and second round, and the Blueprint Blocker tiles.



The letters on the backs of the Blueprint Blocker tiles are only used in the 1-player game.

Player order for the first round is set by the player boards.



The Floor supply in the Floor Bag. There should never be any UltraPlastic in this bag. Never!



The Bonus Tile supply for 2030.

Some Bonus Tiles come with a Power Card.



The Neighborhood Blocker tiles are used to block the fourth spot in each Neighborhood in this setup.





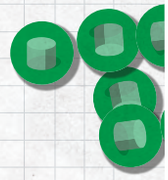
With 3 or fewer players, use the backside of the board.





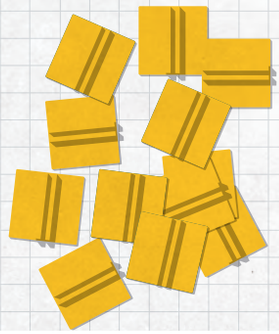
The back of both Tenant Tiles and Power Cards indicate what Neighborhood they belong to.

UltraPlastic supply



*Player #2 starts with a Building on **Construction Firm,** in **Downtown**, granting them one additional random Floor.*



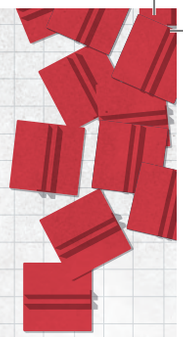




*Player #1 starts with a Building on **Shipping Firm**, in **East Gardens**, so they take one of the **Shipping Firm** Power cards. All players start with one random Floor.*

*Player #4 starts with a Building on **Research Firm**, in **Harbourside**, granting them an UltraPlastic.*





Use the 40/80 VP counter to help keep track of your VP total.

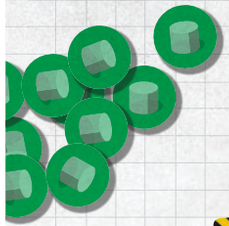
The VP Markers always start at zero VP.

In this setup, all players start on the -2 Corruption space.





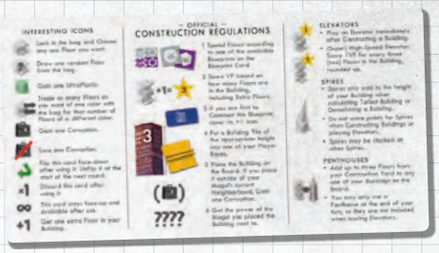




Expanded Construction Yards supply

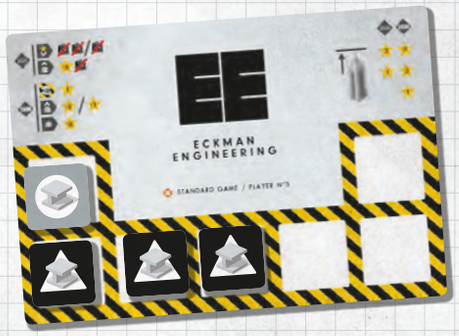


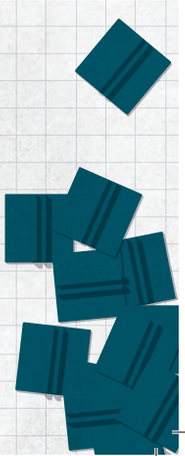




The backs of leftover Blueprints can be used as player aids.

*Player #3 starts with a Building on **Overseas Electronics Manufacturer**, in **Bayside Heights**. With a bit of luck, they got three black Floors from the bag.*







A 4-story Building



A Black Floor. Each Floor color is additionally connected to a background shape, in case you are colorblind or prefer the soothing monochramatic light of sodium-vapor lamps.



A Spire!



UltraPlastic. Tasty!

SETUP

The setup rules fork out at multiple points. Follow only the setup procedure for the game mode you picked. Also see *Game Modes*, on page 3.

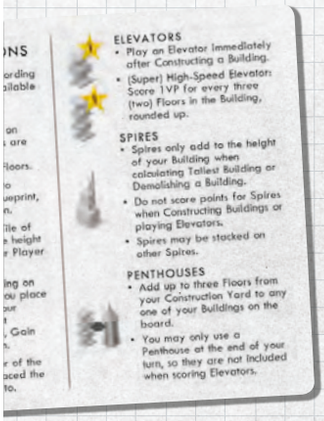
Place the **game board** within reach of all players. If you're playing with 4 players, make sure you're playing on the 4p side of the board; otherwise, make sure you're playing on the 1-3p side of the board.

Place the **VP/Corruption board** next to it. The two sides of this board only differ in orientation, but are identical for game purposes. Pick the side you like better. Place the 40/80VP chips on their space on this board.

Make a general supply of **UltraPlastic, Buildings and Spires**, and **Expansion Construction Yards**. Put all **Floors** in the **bag**.

Note that there should **never** be any UltraPlastic in the bag at any point in the game. (UltraPlastic in the bag breaks a lot of building regulations!) If you ever feel a circular UltraPlastic tile in the bag, return it to the UltraPlastic supply immediately.

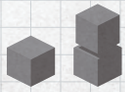
Separate the Blueprint Cards into piles for 2010, 2020, and 2030. Shuffle all three piles.



The backs of the unused face-down Blueprint cards double as play aid.



A 2010 Bonus Tile, backside.



INTRODUCTORY GAME
STANDARD GAME

Place one random **Blueprint Card** for 2020 and one random Blueprint Card for 2030 face-up next to the board. Return all remaining Blueprint Cards to the box; you won't use them this game.

Place the **Blueprint Blocker** tiles next to the Blueprint for 2020.

Take the **Bonus Tiles** and sort them into piles based on the round number on the back (2010, 2020, or 2030). Return all 2010 Bonus Tiles to the box; you won't use them this game.

Shuffle the 2020 Bonus Tiles and place one face-up on each blank Bonus Square on the board. Return the remaining 2020 Bonus Tiles to the box; you won't use them this game.

Set the 2030 Bonus Tiles aside; you'll need them at the end of the first round.



FULL GAME

Place one random **Blueprint Card** for 2010 and one random Blueprint Card for 2020 face-up next to the board, then slide one random Blueprint Card for 2030 **face-down** beneath the 2020 Blueprint card. Return all remaining Blueprint Cards to the box; you won't use them this game.

Place the **Blueprint Blocker** tiles next to the Blueprint for 2010.

Take the **Bonus Tiles** and sort them into piles based on the round number on the back (2010, 2020, or 2030).

Shuffle the 2010 Bonus Tiles and place one face-up on each blank Bonus Square on the board. Return the remaining 2010 Bonus Tiles to the box; you won't use them this game.

Set the 2020 and 2030 Bonus Tiles aside; you'll need them later.

If any of the newly-placed Bonus Tiles show any of these icons, follow the appropriate instructions:



For each of these icons, draw a random Floor from the Floor Bag and place it on the Bonus Tile.



For each of these icons, take an UltraPlastic from the supply and place it on the Bonus Tile.



Find the Power Cards with the correct number in the deck and place one of them off the board, near their corresponding Bonus Tile.

You don't need to place anything on the remaining Bonus Tiles.

Two Bonus Spaces on the board are fixed; do not put any Bonus Tiles on them. Fill them with the appropriate Floors and/or UltraPlastic as described above.

Also see *Bonus Tile Reference* in the Almanac for further information.



A Bonus Tile and its corresponding Power Card. The numbers in the black circles on the Power Cards are for reference only, so you can more easily match them to their Bonus Tiles and Tenants.



INTRODUCTORY GAME

Take the **Tenant Tiles**. Find all tiles marked with a ⛑ or a number in the upper-right corner. Place those tiles face-up in a random order in the first three spaces of their corresponding Neighborhoods.

If you're playing a **4p game**, place a Neighborhood Blocker Tile in the fourth Building space and fourth Tenant Tile space of **each** Neighborhood, including the City Center. The blocked spaces will not be available this game.



STANDARD GAME

Take the **Tenant Tiles.** Shuffle them face-down, and deal one face-up into each of the first three spaces of each of their appropriate Neighborhoods.

If you're playing a **4p game**, place a Neighborhood Blocker Tile in the fourth Building space and fourth Tenant Tile space of **each** Neighborhood, including the City Center. The blocked spaces will not be available this game.

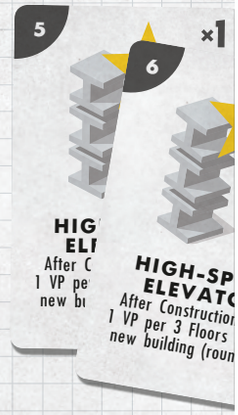


FULL GAME

Take the **Tenant Tiles.** Shuffle them face-down, and deal one face-up into each of the spaces of each of their appropriate Neighborhoods.

Return all the remaining Tenant Tiles to the box; they will not be used this game.

Look for Tenant Tiles that offer **Power Cards**, and find the cards with the corresponding numbers in the deck of Power Cards. Based on their numbers, place them in separate stacks next to the board, close to their corresponding Tenant Tiles. Keep the remaining Power Cards nearby.



Some Power Cards share the same text, but have different numbers. One set of cards is linked to a Tenant Tile, the other set to a group of matching Bonus Tiles. That way, even if the cards linked to the Tenant Tile are used up, the cards linked to the Bonus Tiles will still be available.



Your Building Bases, if you like yellow.



Your three markers. You seem to really like yellow.

Each player chooses a player color and takes all **Building Bases** and the three **markers** (Mogul, Corruption Marker, and Score Marker) of that color.

For a 3-player game, remove the **Base Construction Yard** for Player #4. For a 2-player game, remove the Base Construction Yards for Players #3 and #4, and so on. Flip the remaining Base Construction Yards to the side marked "Standard Game" and deal one randomly to each player.

Place your **Mogul Piece** in the Stop Zone, in the Action Space with the number matching the player number on your Base Construction Yard.

Place your **Scoring Marker** on the Score Track, on the 0 space. Stack it in any order with the other players' Scoring Markers.



INTRODUCTORY GAME

Every player draws a random Floor and places it in their Construction Yard.

Every player places their **Corruption Marker** on the "-2" space of the Corruption Track.

Every player takes a **5-story Building** from the supply and slots it into one of their Building Bases.

Place your Building on the Tenant whose number matches your position in turn order. For example, if you're Player #1, you'll place your Building on the *Shipping Firm*, which has the number 1 in its upper-right corner. Immediately activate its Tenant Power (see *Tenant Powers*, page 18). If you gain the *Shipping Firm* Power Card, place it face-up in front of you.



STANDARD GAME

Every player draws a random Floor and places it in their Construction Yard.

Every player places their **Corruption Marker** on the Corruption Track. Player #1 starts on the "-1" space, the last player in turn order starts on the "-3" space, and everyone else starts on the "-2" space.

Every player takes a **5-story Building** from the supply and slots it into one of their Building Bases.

Place your Buildings in reverse turn order, into any **unoccupied** Neighborhood that's not the City Center. Immediately activate its Tenant power (see *Tenenat Powers*, page 18). If you gain a Power Card, place it face-up in front of you.



FULL GAME

Flip your Base Construction Yard to the side marked "Full Game".

Player #4 draws a random Floor and places it in their Construction Yard.

Every player places their **Corruption Marker** on the start space of the Corruption Track, indicating that they have zero Corruption.

You're now ready to begin the game!

FLOW OF THE GAME

Each round, you'll move your Mogul clockwise around the One-Way Track as far as you like, and take an action at the spot you decide to stop in.

Turn order in this game is variable. The player furthest behind on the One-Way Track will be next to go.

There are Bonus Spaces on the board that will give you extra items if you jump over them early enough.



As you move around the One-Way Track, you'll try to collect Floors. You'll collect these Floors in your Construction Yards, and use them to Construct a Building by matching Blueprints.

When you Construct, you'll get a Building Tile with a height equal to the number of Floors you put into the Blueprint, plus possible extra Floors. You add one of your Building Bases and place the Building in one of the five Neighborhoods.



You can use a high-tech Building material called UltraPlastic to help you construct. UltraPlastic is a wild resource, and can add extra Floors to your Building if you use it right.



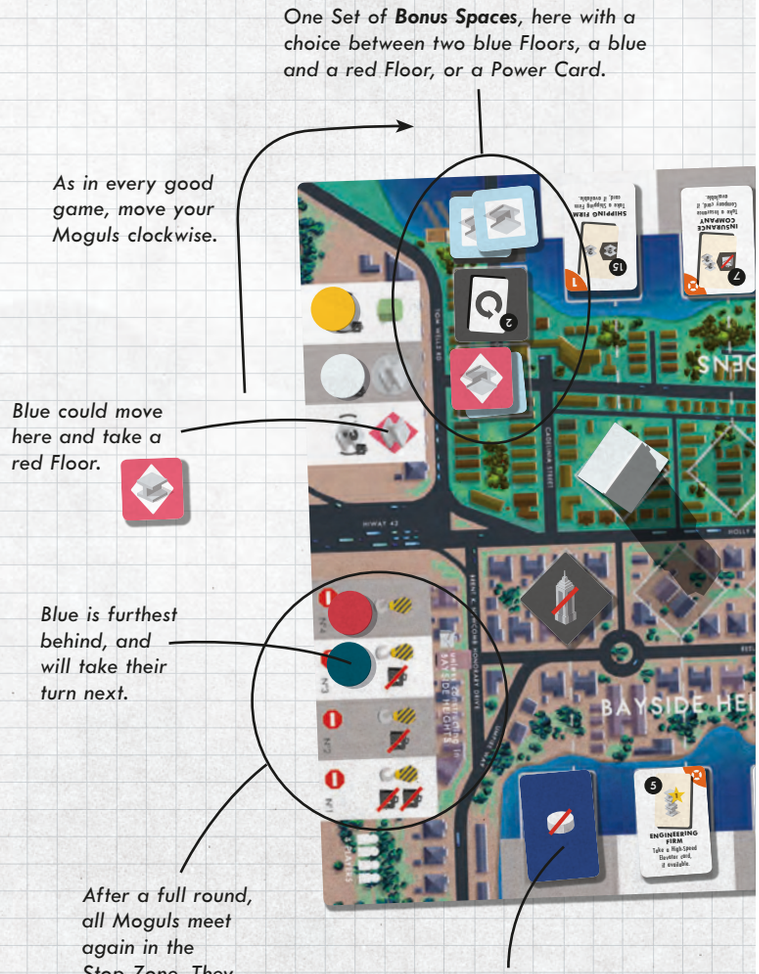
Corruption comes in black briefcases.

Throughout the game, you may supercharge some of your actions by taking Corruption. Corruption will help you during the game, but, if you have too much, may give you penalties at the end of each round and the end of the game. Unlike real life, Corruption in High Rise is meticulously tracked public information and you *will* be held accountable for each little bit of it.

Once you've made a full lap around the board, you must stop in the Stop Zone. The round ends once everyone has returned to the Stop Zone.

At the end of the round, you'll score end-of-round bonuses for tallest Buildings in each Neighborhood and across the board.

At the end of the game, there will be another bonus for tallest Buildings, and, of course, that thing with the Corruption...





Match Floors to Blueprints to Construct Buildings. You get Extra Floors if you meet certain conditions.

SOME KEY CONCEPTS

ACTION, TURN, AND ROUND

It's crucial to distinguish between an action, a turn, and a round.

An **action** is a single move of your Mogul onto an Action Space, followed by the execution of the action indicated on that Action Space. In other words, an action is when you move your Mogul to a space and do its thing.

A **turn** is a player's entire set of consecutive actions. You will usually get only one action per turn. However, there may be times when you can get multiple actions in a turn.

A **round** is one lap around the board for all players. In the Introductory and Standard Games, the first round is 2020 and the second round is 2030. In the Full Game, the first round is 2010, the second round is 2020, and the third round is 2030. The game will always end after 2030.

Each round begins with all players in the Stop Zone, and ends with all players in the Stop Zone.

DRAWING AND CHOOSING FLOORS



Draw a Floor



Choose a Floor

Sometimes you'll need to get Floors out of the Floor Bag. There are two ways to do this: to draw or to choose.

The game will instruct you to occasionally **draw** Floors out of the Floor Bag. Draw them randomly from the bag, without looking.

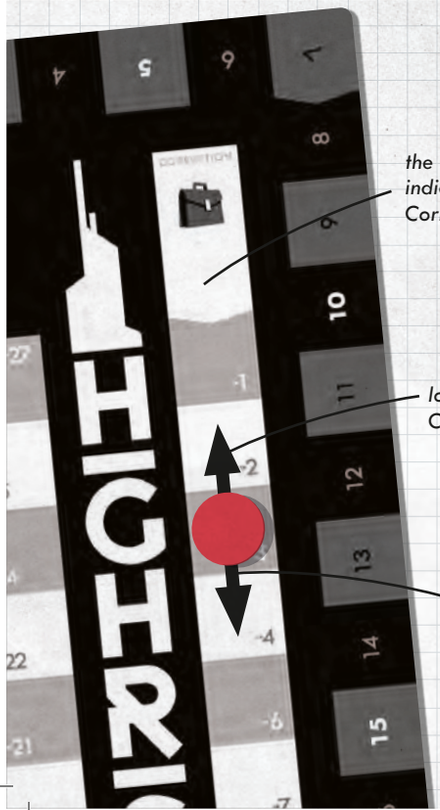
Other times, you'll **choose** the Floors out of the Floor Bag. This means you'll look into the bag and take exactly the Floors you want.

NOT ENOUGH FLOORS IN THE BAG?

There may be times when there aren't enough Floors in the Floor Bag to draw from, or the color of Floor you'd like to choose is not in the Floor Bag.

In the rare case it happens, if you are the player with the most Floors in your Construction Yards (or if you're tied for the most), then you simply draw no more Floors. Otherwise, **choose** any Floor directly from the Construction Yards of the player with the most Floors.

If there is a tie for most Floors in Construction Yards and you are not one of the tied players, you choose which player to take the Floor from. If you have to take another Floor, reevaluate who has the most Floors first.



the start space indicates "zero" Corruption

lose Corruption

gain Corruption

CORRUPTION

It will be hard to win the game without getting your hands a little dirty. The Corruption Track reflects how much trouble you're getting yourself into. Any time you gain an amount of Corruption, move your disc that many spaces up the track, to a **higher negative** number. Any time you lose an amount of Corruption, move down the track that many spaces.

At the end of each round, the player with the most Corruption will be penalized.

お前は堕落した人間だ！

At the end of the game, you'll lose additional VP based on how much Corruption you have relative to the other players. See *End of Game*, page 21.

You may have noticed that the labels on the Corruption Track skip some numbers. This is intentional. High Corruption can be risky!

RUNNING OUT OF SPACE ON THE CORRUPTION TRACK

In the bizarre case you must move past the last space of the Corruption Track, immediately lose 40 VP and wrap around to the start of the track. Your VP score *can* go negative. You may not go backwards past zero Corruption to regain the 40 VP you lost from wrapping past the end of the Corruption Track. Instead, we suggest you reflect on the choices you made in the game that led you here.

ULTRA-"FRIENDLY" TIEBREAKERS

As a general rule of the game, all ties are ultra-"friendly." This means that if two or more players are tied for something, they **all** get **full** rewards or penalties for it, and then the next tier of scoring (if any) is fully evaluated.

TIMING AND ORDERING

If you have multiple things you can do in an action (for example the effects of multiple Power Cards triggered from a single action, taking and losing Corruption, etc.), you may do them **in any order** you like, unless the rules state otherwise.

The main exceptions are during the construction of a Building (see page 14), and when jumping over a set of Bonus Spaces (see page 13).

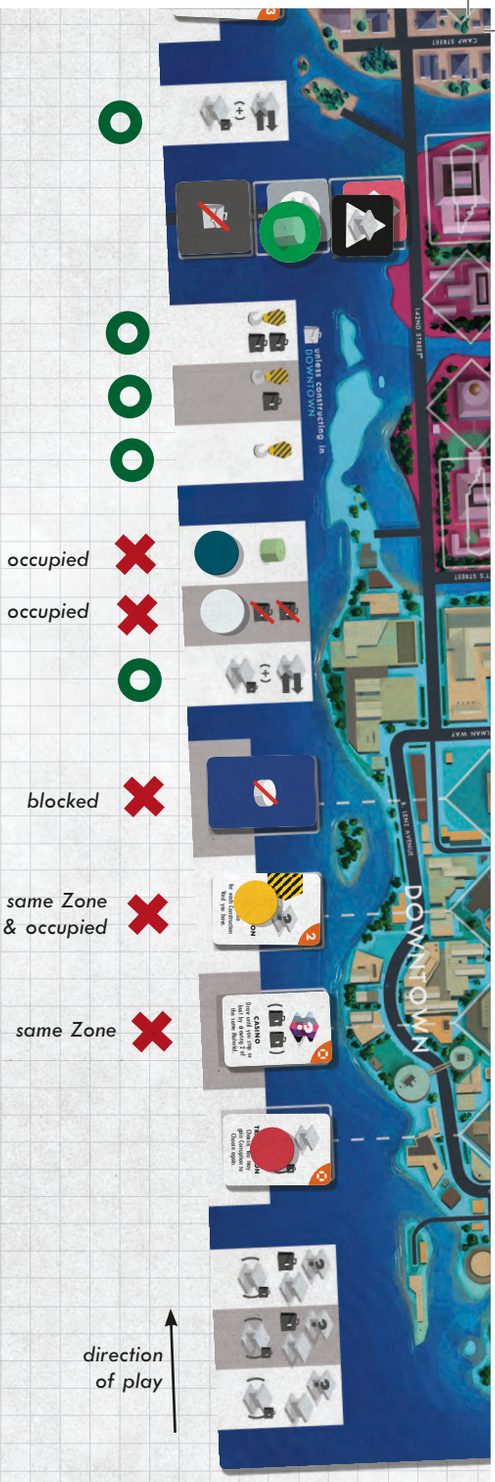
MOVEMENT

The game board is a One-Way Track. This reflects the amount of time you spend planning and constructing your Buildings, in an almost life-like simulation.

Turn order is not fixed. Instead, the player furthest behind on the One-Way Track will be the player to take their turn. Once that player has finished their turn, check to see who the player furthest behind on the One-Way Track is now; that player will take their turn next.

You may only move clockwise, to an Action Space on the One-Way Track that is **not occupied** by another player **and** is in a different Zone (see *Zones*, on the next page).

You may never "jump over" the Stop Zone. You must stop on an Action Space in this Zone when you get there.



In this example, it is Red's turn, because they are furthest behind on the track. They may not stop on any occupied spaces in a different zone, or any spaces in the same Zone, but they may go as far as they want (even past the spaces depicted in this diagram) onto any unoccupied spaces, as long as they don't jump over the Stop Zone.



direction of play

Red may not move to either of these three spaces, because they are in the same Zone.

If Red moves to this space, they will still be last on the One-Way Track, so they will get another action.

If Red moves to this space, it will be Blue's turn next.

You may stop on an Action Space with a Tenant Tile whether or not it has a Building next to it. If you're playing the Introductory or Standard Games, you may not stop on a Neighborhood Blocker tile.

There are situations where, at the end of your turn, you are still the player furthest behind on the One-Way Track. In that case, you get another action! Yay for you!

ZONES

The Action Spaces on the board are bunched into groups. Each group of directly adjacent Action Spaces is a Zone.

You may stop on one Action Space in a given Zone. When you move again however, you must move to a **different** Zone along the One-Way Track.

ACTIONS

When you stop on a printed Action Space, you **must** perform the pictured action. If you cannot perform the action, you may not stop on that space. The only spaces with optional actions are in the Stop Zone. When you stop in the Stop Zone, you may perform the action, or not, as you wish.

Here is a short overview of some common actions.


Take a Floor of the color shown (purple in this case)


Swap Floors from your Construction Yards for other Floors from the bag


Lose one Corruption


Construct a Building

For details see *Appendix 1: Action Space Reference* on page 26.

When you stop on a **Tenant Tile**, instead of performing a regular action, you activate the Tenant Power. See *Tenant Powers*, on page 18.

STOPPING ON A SPACE WITH A BUILDING

When you stop on a space with a Building, activate the Tenant Power as normal. Then the player who **owns** the Building draws one random Floor from the bag and places it in their Construction Yards.

When you stop on a space with a Building **you** own, activate the Tenant Power as normal. Additionally, you **may** draw one Floor from the bag randomly into your Construction Yards, but if you do so, you must gain a Corruption first, as you are clearly embezzling. You may choose whether to take the Tenant Power or the random Floor with Corruption first.

a Set of Bonus Spaces

a Zone consisting of 3 Action Spaces

a Zone consisting of a single Action Space

a Zone consisting of 4 Action Spaces for Tenant Tiles



the Stop Zone



The first player stopping in this Construction Zone gains no additional Corruption. The second player stopping here gains one additional Corruption, and the third player gains 2 additional Corruption. This is in addition to any Corruption you might gain as part of the actual Construction action!

ACTION SPACES WITH CORRUPTION

Some spaces force you to gain Corruption when you stop on them. Usually this is the case when you are not the first player in that Zone. When you stop on one of these spaces, you gain as much Corruption as pictured.

BONUS SPACES

The bonus spaces give bonuses to any player who **passes** them. If you pass over a set of Bonus Spaces, you take everything from **one single Bonus Space**. You may never stop on Bonus Spaces.

If you pick a Bonus Tile showing a Power Card, immediately take the corresponding Card and discard the Bonus Tile to the game box.

Beware: If you pass over multiple sets of Bonus Spaces, you may still only take everything from **one** single Bonus Space, although you'll have a larger selection to choose from!

Once a player takes everything from a Bonus Space, it will remain empty for the rest of the round.

See the Bonus Space Reference in the Almanac for a full and detailed description of each Bonus Space Tile.

TIMING

Bonus Spaces are resolved **fully** before Action Spaces! When you pass one or more sets of Bonus Spaces, you must choose and resolve one of the Bonus Spaces before doing anything else.

For example, if you collect Floors from a Bonus Space and your Construction Yards overflow, you must decide whether to discard Floors or pick up an Expanded Construction Yard before executing your action. Also see *Constructing Buildings - Your Construction Yards* on the next page.

You are allowed to delay the decision of which space you stop on until you have chosen your Bonus, as long as you commit to passing the set of Bonus Spaces.

With this move, Red is jumping over two sets of Bonus Spaces. They may either take the Archive card from the first set of Bonus Spaces, or anything from one space in the second set of Bonus Spaces, for example a grey Floor and an UltraPlastic.

If Red makes this move, they may only take an Archive card and place it in front of them, discarding the corresponding Bonus Tile.



CONSTRUCTING BUILDINGS

YOUR CONSTRUCTION YARDS

Base Construction Yard, standard side



This player has 5 Floors in their Construction Yard. They draw 3 new Floors. Instead of taking a new Construction Yard and gaining Corruption, they discard their black Floor so that they have room for the new Floors.

Any time you get Floors or UltraPlastic, store them in your Construction Yards until you use them. You may store a single Floor or UltraPlastic on each white space of each Construction Yard.

Your Base Construction Yard has seven spaces to store unused Floors in. For the Full Game, some Base Construction Yards have eight spaces. Each Expanded Construction Yard has five spaces.

If you ever get more Floors or UltraPlastic than you have spaces in all your Construction Yards combined, you must **immediately** make a choice: either take an Expanded Construction Yard, or discard Floors until you can store everything.

If you choose to **discard**, you may first draw all the Floors you're entitled to, depending on what action is giving you the Floors, and then discard down to your capacity. You may discard Floors that were already in your Construction Yards. Discarded UltraPlastic goes back to the general UltraPlastic supply; discarded Floors go back into the bag. You gain no Corruption if you choose to discard Floors in this manner.

EXPANDED CONSTRUCTION YARDS

Expanded Construction Yard



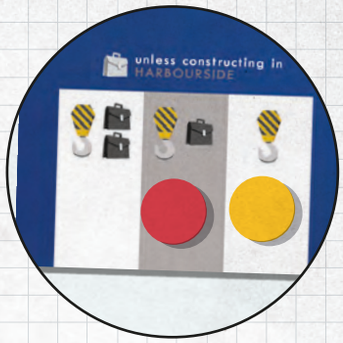
Expanded Construction Yard, backside

If you choose to get an Expanded Construction Yard, you gain Corruption based on the round. If you're getting the Yard in 2010, gain three Corruption. In 2020, gain two Corruption. In 2030, gain one Corruption. Move your Corruption marker accodingly, take an Expanded Construction Yard from the supply and place it in front of you.

IMPORTANT If you are playing the Introductory or Standard Game, remember that you start the game in 2020, so you will only ever have to gain one or two Corruption when taking an Expanded Construction Yard!

You may take an Expanded Construction Yard at any point in the game when you have more Floors than available spaces in your Construction Yards, even if it's **not** your turn. You get the Expanded Construction Yard and its Corruption immediately.

HOW TO CONSTRUCT



The Harbourside Construction Zone. Red gains one Corruption for stopping here.



To Construct Buildings, you must stop in one of the four Construction Zones on the board. There are also Tenants who let you Construct, although these will not necessarily be available every game.

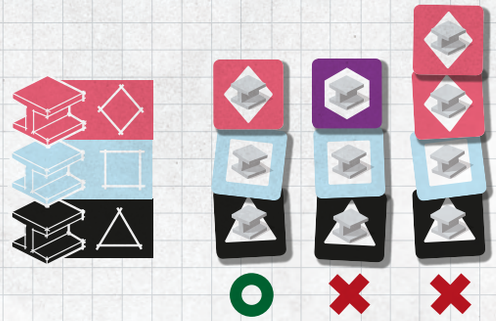
If you're not the first person in a particular Construction Zone, you will most probably have to gain Corruption for stopping there.

BLUEPRINTS

In order to Construct, you must discard a combination of Floors from your Construction Yards that exactly matches at least one Blueprint on the current round's Blueprint Card.

You may not Construct a Building with Floors that are not in the current Blueprints. You may not Construct a Building with Floors matching a Blueprint that is on the next round's Blueprint Card; it's only there so you can plan ahead.

You must have all Floors for a Blueprint in your Construction Yards before satisfying that Blueprint. *Penthouses* must be played at the end of your turn; never sooner! *Penthouses* are described in detail in the Almanac.



The Floors in the first example match the Blueprint and are OK to spend. The Floors in the second example are not, because they don't match the Blueprint. The Floors on the right are also not OK to spend, because there are more Floors than the Blueprint allows.

ULTRAPLASTIC

There is a marvelous new resource called UltraPlastic that some Blueprints call for. UltraPlastic is completely wild - that is, when matching Blueprints, you may use any Floor to stand in for UltraPlastic, and you may use UltraPlastic to stand in for any Floor. UltraPlastic may also provide Extra Floors in your Building. See *Extra Floors*, below.

Each UltraPlastic takes up one space in your Construction Yards like a regular Floor. It is not *that* marvelous.

EXTRA FLOORS

There are a few ways to make your Building taller than the number of Floors the Blueprint specifies. Extra Floors are bonus height points you get for fulfilling certain conditions, not Floors you actually have to have in your Construction Yards. As a Mogul, your architects can pull off almost unbelievable feats if you set things up properly for them!

You may gain multiple Extra Floors for a Building.

FIRST TO CONSTRUCT A BLUEPRINT

If you are the **first** player to Construct a Blueprint in a round, you get one Extra Floor. Place a Blueprint Blocker Tile on the +1 icon below that Blueprint. That Blueprint may continue to be built during this round, but will no longer grant an Extra Floor.

The numbers and letters at the bottom of the Blueprint Cards and the back of the Blueprint Blocker tiles only are used in a 1-player game. See *The 1-player game* on page 23.

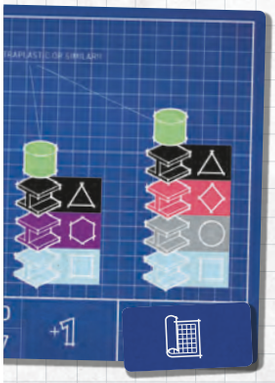


You have spent 3 Floors on this 3-story Blueprint, but got a 4-story Building because you were first to Construct it! You place the Blueprint Blocker over the +1 icon on the Blueprint. It will still be available to other players, but will only provide a 3-story Building for them.



MATCHING ULTRAPLASTIC

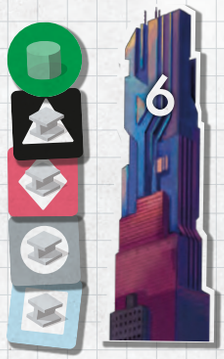
If you use an UltraPlastic to match an UltraPlastic icon within a Blueprint, you get an Extra Floor. You may score multiple Extra Floors by matching multiple UltraPlastics to Blueprints.



This Blueprint has UltraPlastic as one of its requirements. Any of these Buildings would meet the requirements.



This Building is using a different Floor to match the UltraPlastic in the Blueprint.



This Building will get an Extra Floor because it has an UltraPlastic that matches the UltraPlastic in the Blueprint.



This Building will also get an Extra Floor for matching the UltraPlastic in the Blueprint.

Note that there's a second UltraPlastic here that is standing in for the red Floor.

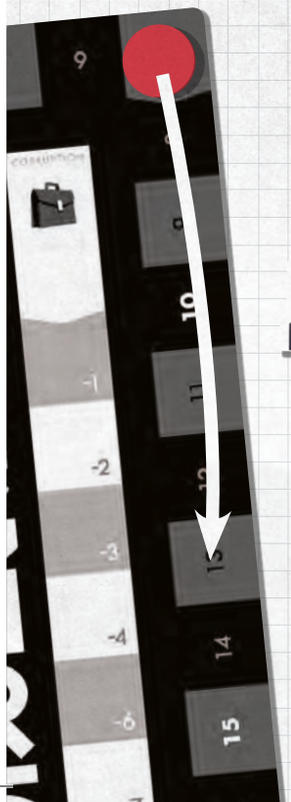


The UltraPlastic in this Building is used to match the red Floor in the Blueprint, and the purple Floor is used to match the UltraPlastic in the Blueprint. This Building does not get an Extra Floor, because the UltraPlastic is not being used to match the UltraPlastic in the Blueprint.

PLACING A BUILDING

Once you decide which Blueprint to Construct, discard from your Construction Yards the matching Floors back to the bag and UltraPlastic back to the supply. Take a Building Tile matching the height of your Blueprint plus any Extra Floors you gained.

Red has Constructed the second Building from the left (above) and immediately scores 6 VP.





SCORE VP

Immediately score VP equal to the Building's height (remember that this includes Extra Floors): mark this by moving your Scoring Marker the corresponding number of spaces up on the Score Track.



If you ever go above 40 VP, take one of the 40 VP markers and place it in front of you. If you ever go above 80 VP, flip your 40 VP marker to its 80 VP side.

Note that Spires and Penthouses may add to a Building's height later, and help you score at the end of the round (see *Tallest Building Bonus*, page 19), however, they do not score VP immediately.

PICK A NEIGHBORHOOD

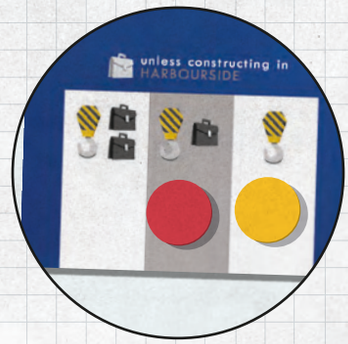
Then slot your new Building into one of your Building Bases and choose a Neighborhood on the board to place it. You may place your Building in any of the five Neighborhoods (East Gardens, Harbourside, Downtown, Bayside Heights, or City Center) from any Construction Zone. However, unless you Construct in the Neighborhood specified by the Construction Zone you are currently using, you gain one Corruption.

You'll notice that there is no Construction Zone linked to the City Center. Of course, you may place in City Center from any of the Construction Zones; however, this will always give you one Corruption, unless otherwise indicated by a Tenant Power. It is virtually impossible to do much in the City Center without getting your hands dirty...

Place your new Building on an empty Building Space in the Neighborhood you picked. If all Building Spaces in that Neighborhood are already occupied by Buildings, it is full. You may only Construct in that Neighborhood if you can Demolish one of these Building first (see *Demolishing Buildings*, below).

ACTIVATE TENANT POWER

You may now activate the Tenant Power for the Tenant connected to your new Building. See *Tenant Powers*, on the next page.



The Harbourside Construction Zone. Red just stopped here and gains one Corruption for that.

If Red now Constructs their Building in Harbourside, they will not gain any additional Corruption for that.

If, however, they decide to Construct in one of the other Neighborhoods (Bayside Heights, City Center, Downtown, or East Gardens), they will gain one Corruption for that.

DEMOLISHING BUILDINGS

A neighborhood is considered **full** when all its valid Building Spaces are occupied by Buildings. You may only place a new Building in a full Neighborhood if your Building is **taller than the shortest** Building in that Neighborhood. Demolish the shortest Building in that Neighborhood and replace it with your new Building. Onward and upward!

If there is a tie for shortest Building in a Neighborhood, the player who is Constructing chooses which of the shortest Buildings they will Demolish.

When a Building is Demolished, remove its Building Tile from the board and return it to supply. Return its Building Base to its player. That player draws two random Floors from the Bag, as compensation for losing their Building.

If you Demolish your own Building, you still draw two random Floors as compensation, but may **not** use these Floors to satisfy Blueprint requirements for the Building that you replace it with.

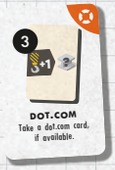
CONSTRUCTING IN THE SUBURBS

If you can construct a Building with Floors that match a Blueprint, but your Building is too short to go into the Neighborhood you want to go to, you may instead Construct in the Suburbs.

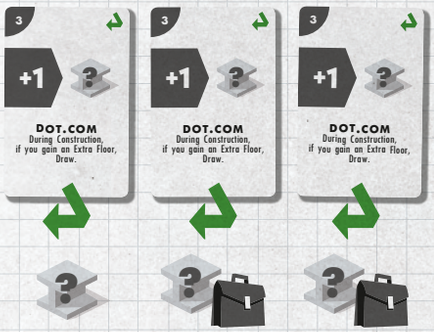
After scoring VP for your brand new Building, do not place a Building Tile on the board. Of course, you will not score any Tallest Building Bonuses for this Building. It's in the suburbs, and nobody cares.



The Theatre Tenant immediately gives you 2 VP and allows you to draw one Floor.



The dot.com Tenant allows you to take one of the dot.com cards for later use, if there are any left.



Example: You have 3 face-up dot.com cards and you get an Extra Floor while Constructing a Building. You may flip one of your dot.com cards to draw one Floor from the bag. You may then flip a second dot.com card to draw a second Floor from the bag, but you would gain one Corruption. Then, you may flip the third dot.com card to draw a third Floor from the bag, but you would gain another Corruption.

TENANT POWERS

The Tenant Tiles represent powerful Tenants currently in a temporary headquarters, looking for a nice, shiny skyscraper to call home. There are two ways to activate Tenant powers. You **must** activate a Tenant Power when you stop on a space with the Tenant Tile, and you **may** activate a Tenant Power when you construct on the Building Space connected to a Tenant Tile.

When you activate a Tenant Power, you'll either get an immediate bonus, or you'll get a Power Card for later. Place all Power Cards you take face-up in front of you.

Tenant Powers activate **after** a Building is Constructed. If you gain any Floors from a Tenant Power, you can't use them to match Blueprints to construct that Building. Other than the above rule, the order that you use Tenant Powers during your turn is up to you.

For a detailed description of each Tenant Power see *Appendix III: Tenant Tile Reference*, page 29.

POWER CARDS

All Power Cards have indications on when and how frequently they can be used.

There is no limit to the number of Power Cards you may hold at any time.

You are allowed to have multiple copies of the same Power Card, and their powers stack. However, when you use multiple Power Cards of the same name in the same action, you gain one Corruption for each extra Power Card with the same name beyond the first.

NO MORE POWER CARDS FOR A TENANT TILE

If a Tenant Tile runs out of Power Cards, players may still move onto that Action Space, but they do not get a Power Card for that Tenant. If there is a Building connected to the Tenant, the Building owner still draws a Floor from the bag as normal.

END OF ROUND



The Stop Zone in a four-player game.

When you move to the Stop Zone, you **must** stop in the first available Action Space. These spots may allow you to lose Corruption, and will let you Construct a Building. You may not **pass** the Stop Zone. It is the *Stop* Zone.

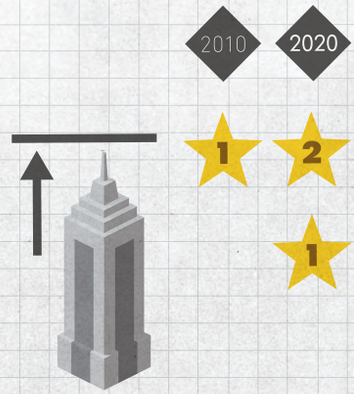
The Stop Zone is the **only** Zone on the board where the indicated actions are **optional**. You do not have to build, and you may stop on an Action Space that allows for losing Corruption even if you have none.

The Action Space you stop on will determine your place in starting turn order for next round.

After you stop in the Stop Zone and finish your Turn, wait for everyone else to join you there. Once the last player has moved to the Stop Zone and finished their Turn, the Round is over. Perform Tallest Building Bonus and Upkeep. If this is the end of 2030, proceed to *End of Game* instead.

For additional information about the Stop Zone see *Appendix I: Action Space Reference* on page 27.

TALLEST BUILDING BONUS



At the end of each round, the tallest Building in each Neighborhood will score a bonus, and the tallest Building across the whole board will score an additional bonus. Spires and Floors added via Penthouse **do** count for a Building's height when determining Tallest Building Bonus.

At the end of **2010**, the tallest Building in each Neighborhood scores 1 VP, and the tallest Building in the game scores 1 VP. Note that this will only happen in the Full Game.

At the end of **2020**, the tallest Building in each Neighborhood scores 2 VP, and the second-tallest Building in each Neighborhood scores 1 VP. Then the tallest and second-tallest Buildings in the game score 2 and 1 VP respectively.

There is a similar Tallest Building Bonus at the end of **2030**. See *End of Game* on page 21.

REMEMBER: ULTRA-FRIENDLY TIES! If multiple players are tied for tallest Building, they each score the VP. If you're in 2020, the player with the second-tallest Building scores 1 VP. If multiple players have the second-tallest Building, they each score 1 VP. If one player has multiple Buildings that tie, that player scores for each tied Building.



Example: This is the end of 2010. Yellow gets 1 VP for tallest Building in this Neighborhood.



Example: This is the end of 2020. Red and Yellow are tied for tallest Building in this Neighborhood. They each score 2 VP. Blue scores 1 VP for second-tallest Building.



Example: This is the end of 2030. Yellow has the two tallest Buildings in this Neighborhood. Yellow scores 6 VP (3 VP per tallest Building), and Blue scores 4 VP (2 VP per second-tallest Building).

UPKEEP



Flip all your face-down Power Cards face-up again.

REFRESH POWER CARDS

All players flip their face-down Power Cards back to their face-up sides.

ADJUST PLAYER CORRUPTION

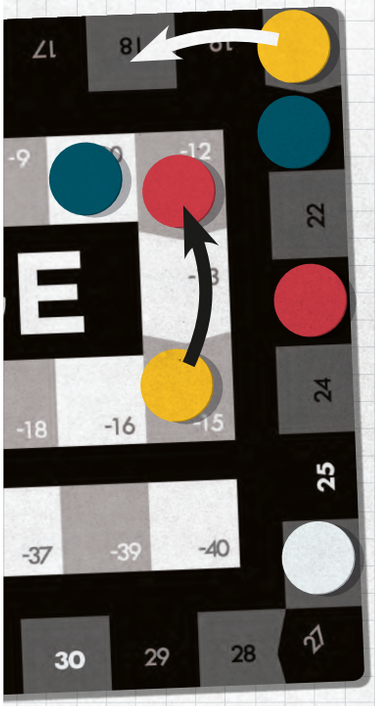
If this is the end of 2010 or 2020, then the player with the fewest VP loses two Corruption, and the player with the second-fewest VP loses one Corruption.

REMEMBER: ULTRA-FRIENDLY TIES! If multiple players are tied for fewest VP, they all lose Corruption, and you must still evaluate second place!

IMPORTANT There is no Upkeep, and thus no Adjust Player Corruption step at the end 2030.

CORRUPTION PENALTY

The player or players with the most Corruption must now take a penalty. This penalty differs depending on which game mode you're playing.



Example: You are playing the Standard Game. Yellow has most Corruption. Red has second-most Corruption. Yellow moves 2 spaces backwards on the Corruption Track, to the same space as Red. Yellow loses 2 VP.

INTRODUCTORY GAME
STANDARD GAME

The player with the most Corruption now moves backwards on the Corruption Track, losing Corruption until they have the same amount of Corruption as the player with the second-most Corruption. They lose 1 VP per space on the Corruption Track they move.

REMEMBER: ULTRA-FRIENDLY TIES! If multiple players are tied for most Corruption, they all lose Corruption and VP until they're tied with the player with next-most Corruption.

FULL GAME

The players with the most Corruption must now flip one Power Card face-down. They may not use that Power Card next round (unless they do something to refresh that tile, like use *Archive*).

This player can choose any of their Power Cards, even 1x and Ongoing Cards. If the player with the most Corruption has no Power Cards, then they suffer no penalty.

REMEMBER: ULTRA-FRIENDLY TIES! If multiple players are tied for most Corruption, they each must flip one Power Card face-down.

REFRESH BLUEPRINTS

Discard the Blueprint Card from this round and set the Blueprint Blocker tiles next to the Blueprint Card for next round. If you're playing the Full Game and it's the end of 2010, flip the Blueprint Card for 2030 face-up. Of course, in 2020 you will not be able to build any Blueprints from the 2030 card, but it will be visible so you can plan.

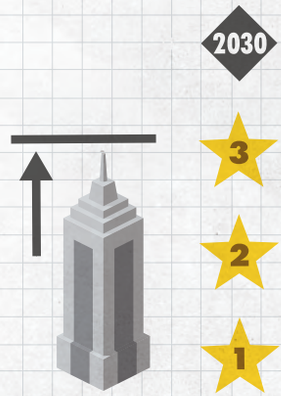
REFRESH BONUS TILES

Find the next round's Bonus Tiles. Shuffle them and place one face-up on each blank Bonus Space, just as you did during setup. Discard all remaining Bonus Tiles for this round back to the box; you won't need them for the rest of the game.

Now start the next round, beginning with the player in the last spot in the Stop Zone.

END OF GAME

At the end of 2030, the game is over! Tally endgame VP.



First, score **Tallest Building Bonus** for **2030**. The tallest Building in each Neighborhood scores 3 VP, the second-tallest 2 VP, and the third-tallest 1 VP. The tallest, second-tallest, and third-tallest Buildings across the whole game score 3, 2, and 1 VP respectively.



Second, score 1 VP per 3 **Floors** left in your Construction Yards, rounded up.



Third, lose VP equal to the value in the space on the Corruption Track you are on. If you are on the start space on the Corruption track, lose zero VP.



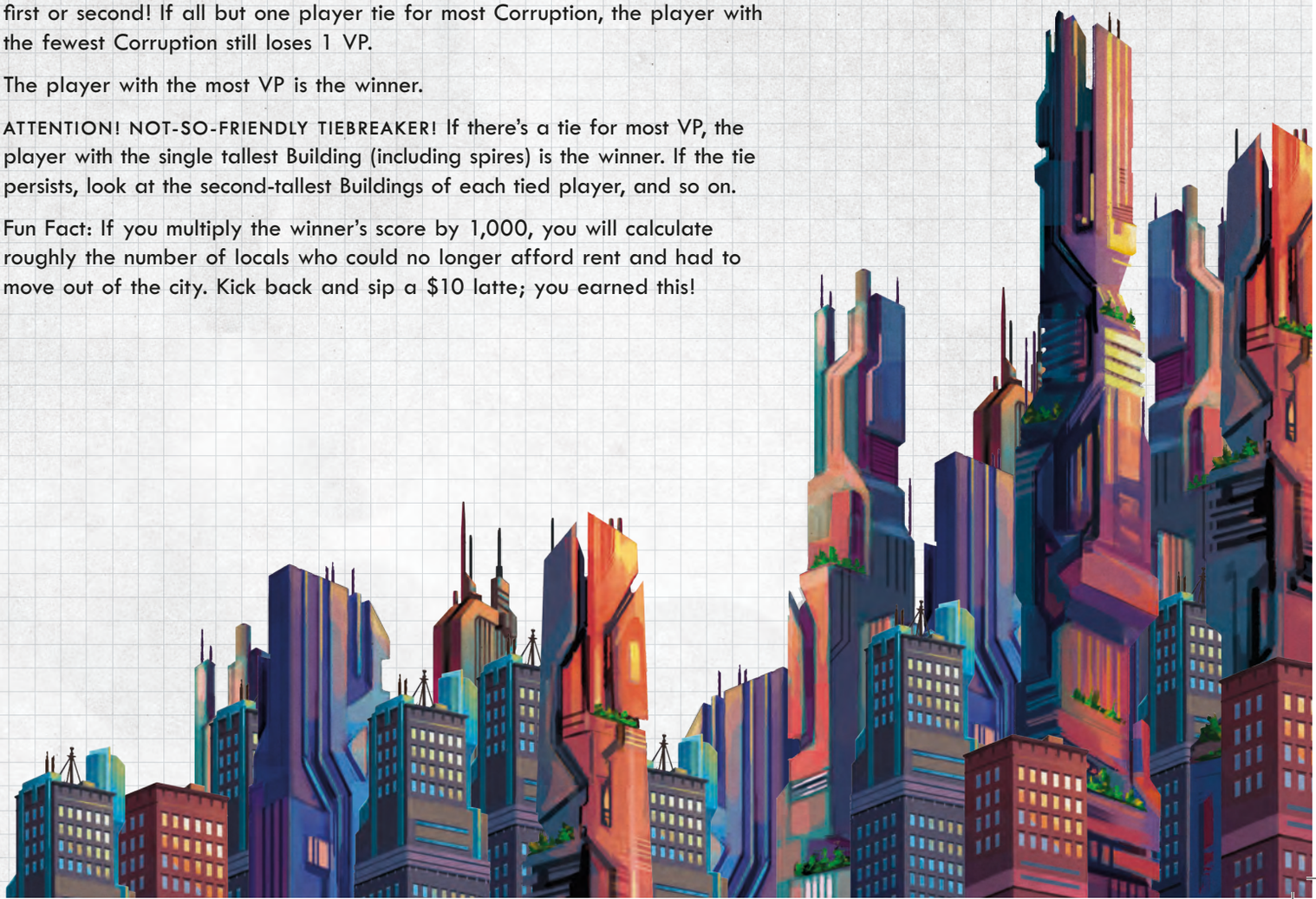
Additionally and lastly, the player with the most Corruption loses 3 VP, and the player with the second-most Corruption loses 1 VP.

REMEMBER: ULTRA-FRIENDLY TIES! Several players may lose VP from being first or second! If all but one player tie for most Corruption, the player with the fewest Corruption still loses 1 VP.

The player with the most VP is the winner.

ATTENTION! NOT-SO-FRIENDLY TIEBREAKER! If there's a tie for most VP, the player with the single tallest Building (including spires) is the winner. If the tie persists, look at the second-tallest Buildings of each tied player, and so on.

Fun Fact: If you multiply the winner's score by 1,000, you will calculate roughly the number of locals who could no longer afford rent and had to move out of the city. Kick back and sip a $10 latte; you earned this!





direction of play

Example: The red Mogul is a Neutral Mogul. If the Controlling Player decides to Block, the red Mogul must be placed on the indicated space.



Example: The red Mogul is a Neutral Mogul. The Controlling Player may Move it to any of the spaces marked "O". The spaces marked "X" are 2 Neighborhoods away and thus not available for this movement.

THE 1- AND 2-PLAYER GAMES

NEUTRAL MOGULS

Neutral Moguls are used in both the 1- and 2- player version. The 1p game uses two Neutral Moguls, while the 2p game uses one Neutral Mogul.

One player will always be considered the **Controlling Player**. In a 1p game, the lone player is the Controlling Player. In a 2p game, the players take turns being the Controlling Player.

As regular player Moguls do, Neutral Moguls take their turn when they are the furthest behind on the One-Way Track. The Controlling Player decides if they use the Neutral Mogul to **block** or **move**. In the 2p game, after either blocking or moving, the Controlling Player passes the Neutral Mogul Marker to their opponent, who becomes the new Controlling Player.

BLOCKING

If you use a Neutral Mogul to block, place it on the first available Action Space of the Zone in front of the lead player. If the lead player currently is in the Stop Zone, place the Neutral Mogul in the next available space in the Stop Zone, as per normal rules.

Do **not** take the associated action, or Power Cards linked to those actions; the Neutral Mogul simply occupies the space (probably plotting your downfall).

MOVING

If you use a Neutral Mogul to move, first **gain one Corruption**, and then move the Neutral Mogul to any legal space in its current or the next **Neighborhood**. You may not move the Neutral Mogul further. It is possible that you may move the Neutral Mogul to the same space it would have been placed on had you chosen to block.

Then, take the associated action, as if your own Mogul stopped on that space.

If, during that action, you lose one or more Corruption, additionally lose 1 VP for the entire action.

NEUTRAL MOGUL AND PLAYERS' BUILDINGS

If the Neutral Mogul stops on a Tenant with a Building, the player who owns the Building draws a random Floor, as normal. If the Building is owned by the Controlling Player, they may still draw a floor, but will gain one Corruption if they decide to do so.

This happens whether the Neutral Mogul is blocking or moving.

THE 1-PLAYER GAME

You are aiming to reach a score of at least 70 VP. You play against 2 Neutral Moguls, the game will automatically put Buildings on the board, and you lose VP if you exceed the variable Corruption Limit.

SETUP CHANGES

As a lone player, always play the Full Game.

Take the Player #1 **Base Construction Yard**, and flip it to the *Full Game* side. Place your Mogul in the #1 spot of Stop Zone on the board.

Choose Moguls of two other colors as the **Neutral Moguls**. Place them in the #2 and #3 spots of the Stop Zone on the board.

Place one Marker of the remaining color next to the VP/Corruption board; you'll use it as **Corruption Limit Marker** to track maximum Corruption.

Do **not** place **Bonus Tiles** on the board. Instead, draw 6 random Bonus Tiles and place them face-up in a line near the Stop Zone, next to the board. Draw 3 random Floors and place them next to the Bonus Tiles.

Complete the remaining setup steps as in the regular game.

Then, prepare a supply of **Neutral Building Tiles** of the following heights:

Stories	5	6	7	8	9	10	11	12
Amount	3	2	2	2	3	1	1	1

Take the 5 shortest Neutral Building Tiles (3× 5-story and 2× 6-story) and place one in the first available Building Space in each of the 5 Neighborhoods. Start with the shortest Neutral Building in East Gardens, and proceed clockwise to Bayside Heights. Then, in City Center, place the building on the Building Space neighboring Bayside Heights. Use Building Bases of any unused color; the exact color doesn't matter.

Place the remaining Neutral Building Tiles in a stack sorted by height, with the shortest on top.

Place the **Blueprint Blocker** tiles on the board, in the Construction Zone in East Gardens, as a reminder to block Blueprints, see below.

You are now ready to begin the game!

BONUS SPACES

If you move **your Mogul** over a set of Bonus Spaces **ahead of both** Neutral Moguls, choose any one of the remaining Bonus Tiles. If you choose a Bonus Tile that shows Floors, choose from the 3 Floors next to the Bonus Tiles. Immediately refill to 3 Floors anytime you take a Floor.

If a **Neutral Mogul** is first to pass a set of Bonus Spaces, discard the Bonus Tile closest to the corner of the board without effect.

After the first Mogul passes a set of Bonus Spaces, those Bonus Spaces will have no effect when any of the other two Moguls pass it.



The Neutral Buildings in East Gardens and Bayside Heights.



The Neutral Mogul always discards the Bonus Tile closest to the corner.

NEUTRAL BUILDINGS

If any Mogul stops at a Neutral Building, nothing special happens.

BLUEPRINT BLOCKER TILES AND CORRUPTION LIMIT

The first time each round any Mogul stops in or passes by a Construction Zone, you must place one Blueprint Blocker Tile on this round's Blueprint Card.

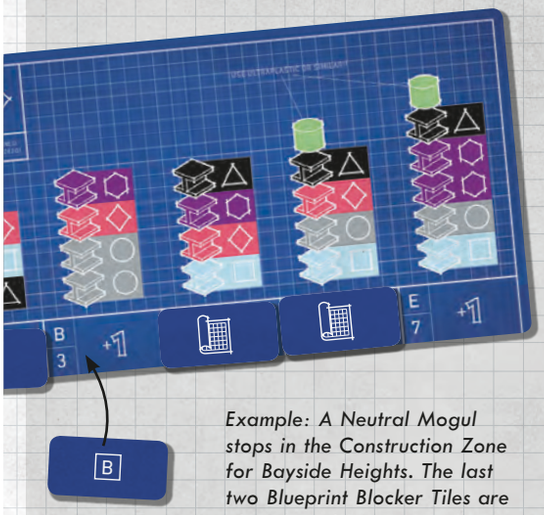
If you use that Mogul to Construct a Blueprint for the first time, find the Blueprint Blocker Tile with the letter that corresponds to the Blueprint you used, and use it to block that Blueprint.

Otherwise, shuffle the unused Blueprint Blocker Tiles and choose a random one. Use it to block the Blueprint corresponding to the letter on its back.

Place the remaining Blueprint Blocker Tiles, if any, in the next Construction Zone clockwise, as a reminder.

Note that you will not draw **random** Blueprint Blocker Tiles if a Mogul stops on or passes a Tenant with Construction powers.

As soon as only one Blueprint without a Blocker Tile remains, the number under the letter at the bottom of **that** Blueprint sets the End-of-round Corruption Limit. Place the Corruption Limit Marker on the Corruption track at this value. It's okay if this last Blueprint gets covered later in the round.



Example: A Neutral Mogul stops in the Construction Zone for Bayside Heights. The last two Blueprint Blocker Tiles are placed on this zone, so you know you must place one. Since you do not Construct here, you draw a random tile, showing the letter B and use it to block the corresponding Blueprint slot. Only one Blueprint remains, showing the number 7, so you place the Corruption Limit Marker on the seventh space on the VP / Corruption board.



Example, continued: You are playing yellow. At the end of the round, you have fewer Corruption than the limit, and your Corruption Marker is 3 spaces behind the Corruption Limit Marker. You score 3 VP.

Corruption Limit Marker

END OF ROUND

Score **Tallest Building Bonus** as normal. Neutral Buildings do not score, but will probably block you from scoring in many Neighborhoods.

Afterwards, instead of the regular Corruption penalty, compare your Corruption to the Corruption Limit indicated by the Corruption Limit Marker.

If you have **fewer** Corruption than the limit, score 1 VP for every space your Corruption marker is from the neutral Corruption marker.

If you have **more** Corruption than the limit, lose 3 VP for every space your Corruption marker is from the neutral Corruption marker.

At the end of Upkeep, take the next 5 Building Tiles from the pile of **Neutral Building Tiles**. Place one in the first available space of each Neighborhood, the same way you did at the start of the game. In City Center, check the Building spaces clockwise from the space neighboring Bayside Heights.

If a Neighborhood you need to place a Neutral Building Tile in is full, demolish its shortest Building. If the demolished Building is yours, draw 2 random Floors as normal. If there is a tie for shortest Building, demolish the tied Building closest to the first Building Space of the Neighborhood. In the City Center, the "first" Building Space is the one neighboring Bayside Heights.

Then, discard remaining Bonus Tiles and draw 6 random new ones from the supply for next round. Place them in a line again as during setup.

END OF GAME

At the end of the game, compare your final score to the following chart…

0 - 59 VP	Critical Loss - You've gone bankrupt from court fees. You're stuck with table wine after dinner each night. Try again.
60 - 69 VP	Loss - Your building incomes barely pay your bills. You need to work harder to get the tabloid's attention...
70 - 79 VP	Win - Ah, the glamorous Mogul lifestyle! You always get a table at your favorite restaurant at a moment's notice...
80+ VP	Critical Win - You own this city, and everyone in it. Especially your favorite restaurants. All of them.

THE 2-PLAYER GAME

Use one Neutral Mogul. Players alternate control of the Neutral Mogul.

SETUP CHANGES

With 2 players, always play the Full Game.

Each player takes a **Base Construction Yard**, either #1 or #2.

Take a Mogul of a third color and put it in the #3 spot of the Stop Zone as the **Neutral Mogul**. Take the Scoring Marker of that third color and put it in front of the player with the #2 Base Construction Yard; they are considered to be the Controlling Player of the Neutral Mogul. (Remember to make up a silly name for the Neutral Mogul, and call them by this name for the whole game.)

BONUS TILES

The Neutral Mogul **never** picks up Bonus Tiles, whether the Controlling Player is blocking or moving.

The **first** player passing a set of Bonus Spaces picks a Bonus, and then discards everything from the second Bonus Space in that set. If they jumped over several sets of Bonus Spaces, they only discard the Bonus adjacent to the Bonus they took.

END OF ROUND

At the end of 2010 and 2020, when adjusting player Corruption, do not follow the standard rules. Instead, if the difference between the two players' scores is 5 VP or fewer, the player with fewer VP loses one Corruption. Otherwise, the player with fewer VP loses 2 Corruption. The player with more VP loses no Corruption. If the players are tied, neither player loses Corruption.

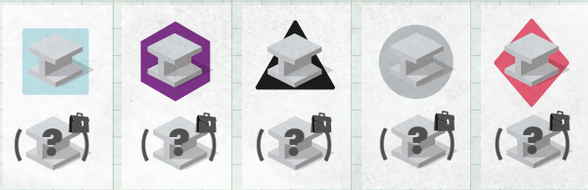
Apply the Corruption Penalty as normal in the Full Game. However, if both players are tied for most Corruption, **neither** flips a Power Card.



Example: Red can pick from these Bonuses. They choose the Blue and Purple Floors. That means they discard the Mayor's Office from the other space.

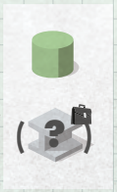
APPENDIX I: ACTION SPACE REFERENCE

Don't forget that **all** Action Spaces that are not in the Stop Zone are **mandatory**. If you cannot take the action, you **may not** stop in that Space.



Find one Floor of the indicated color in the bag and put it into your Construction Yards.

Then, you **may** gain a Corruption, Draw a random Floor from the bag, and put it in your Construction Yards.

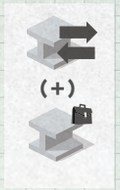


Take an UltraPlastic Floor from the supply and put it into your Construction Yards.

Then, you **may** gain a Corruption, Draw a random Floor from the bag, and put it in your Construction Yards.



Take an UltraPlastic Floor from the supply and put it into your Construction Yards.



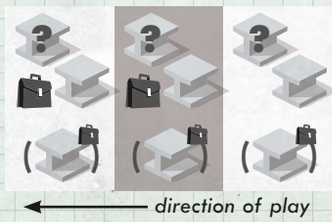
You may trade and/or choose Floors. You can do one, the other, or both.

Trade: Take as many Floors as you'd like of a single color from your Construction Yards and place them in the bag. Then **choose** that number of Floors of a single different color from the Bag and put them into your Construction Yards.

Choose: Choose any single Floor from the bag. Gain one Corruption.

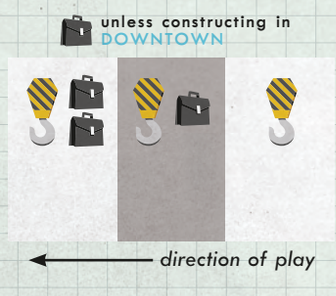
You can't get UltraPlastic from this Action Space. There should never be UltraPlastic in the bag.

For example, you put 2 Orange Floors in the bag and choose 2 Blue Floors from the bag. Then, you choose an additional Green Floor and gain one Corruption.



Draw a Floor randomly from the bag, then **choose** a Floor from the bag. Then, you **may** choose a second Floor from the bag, and gain a Corruption. You don't take the Corruption if you don't choose the second Floor. Put all Floors into your Construction Yards.

If you stop in the second or third Action Space in this Zone, you additionally gain one Corruption. In a 1-3 player game, there are only two Action Spaces in this Zone.



Construct a Building in **any** Neighborhood and gain a Corruption. You don't gain that Corruption if you Construct in the indicated Neighborhood.

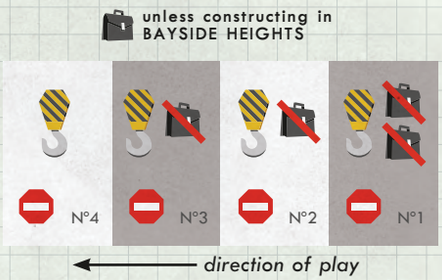
This means you will **always** gain a Corruption when using any of these Spaces to construct a Building in the City Center.

If you stop in the second or third Action Space in this Zone, you gain one additional Corruption. In a 1-3 player game, there are only two Action Spaces in this Zone.



Lose 2 Corruption. If you have only one Corruption, lose it.

You **may not** take this Action Space if you have zero Corruption.



You **must** stop in this Zone, in the first available Action Space.

This is a Construction Zone, although unlike the other Construction Zones, you **may** choose to **not** construct when you land here.

The first player stopping in this Zone **may** lose up to 2 Corruption. The next player stopping in this Zone **may** lose up to 1 Corruption. The last player in this Zone does not lose any Corruption.

The Action Spaces in this Zone are the **only** ones on the board that are optional. A player who lands here does not have to lose Corruption, and is not forced to build. **All other** Action Spaces are mandatory.

Note: The Stop Zone pictured is from the 4p side of the board; the Stop Zone on the 3p side consists of only 3 Spaces.

APPENDIX II: BONUS TILE REFERENCE

Return Bonus tiles to the box after you choose them, unless otherwise indicated.

If a Bonus Tile grants you a Power Card, keep this card face-up in front of you until you use it.

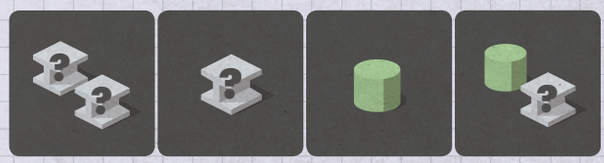
ARCHIVE



This gives you a 1× Power Card that allows you to unflip a face-down Power Card. Or, when you use another Power Card with a 1× symbol, you may discard the Archive instead.

You may use the Archive to use the same Power Card twice in the same turn. For example, you can play a High-Speed Elevator, discard the Archive instead, and play the High-Speed Elevator again. If you do this, remember that you must gain a Corruption, since you are using a Power Card with the same name multiple times in a turn.

FLOORS AND ULTRAPLASTIC



When you draw one of these tiles during setup or between rounds, place the indicated Floors in the Bonus Space and discard the Bonus Tile to the game box. For each ? icon, Draw one random Floor from the bag. For each ■ icon, take an UltraPlastic from the supply.

HIGH-SPEED ELEVATOR
SUPER HIGH-SPEED ELEVATOR



These Bonus Tiles let you pick up a *High-Speed Elevator* or a *Super High-Speed Elevator* Power Card.

You may play either Elevator card immediately after you Construct a Building. A *High Speed Elevator* scores 1 VP for every 3 Floors in the Building you just built, rounded up. For example, a High-Speed Elevator in an 11-Floor Building will score 4 VP.

A *Super High-Speed Elevator* scores 1 VP for every 2 Floors in the Building you just built, rounded up. For example, a *Super High-Speed Elevator* in an 11-Floor Building will score 6 VP.

Do **not** factor in *Penthouses* or *Spires* when scoring Elevators.

REMINDER If you play multiple cards with the same name on the same turn, you gain one Corruption for each one after the first. This applies to *High-Speed Elevator* and one *Super High-Speed Elevator* separately. If you play one *High-Speed Elevator* and one *Super High-Speed Elevator* on the same turn, you do not take Corruption, as they are Power Cards with different names.

LOSE 1 CORRUPTION



Lose one Corruption. If you don't have any Corruption, keep this tile in front of you. The next time you gain Corruption, discard this tile to gain one fewer.

MAYOR'S OFFICE



This Power Card allows you to use the same Action Space as another player. Do this by sliding your Mogul underneath theirs, creating a stack. If there's already more than one Mogul on that Space, put your Mogul on the bottom of the stack.

You gain one Corruption when using *Mayor's Office*.

When stacked Moguls are last on the One-Way Track, the player whose Mogul is at the top of the stack will go next.

When you use *Mayor's Office* on a "*Lose 2 Corruption*" Space, you will lose a net of one Corruption.

You may use *Mayor's Office* in the Stop Zone, sliding your Mogul beneath any other Mogul already in the Stop Zone. This will affect turn order next round, but will also allow the last player in this round to lose Corruption!

PENTHOUSE



At the end of one of your turns, you may discard this Power Card to add up to 3 Floors from your Construction Yards to any one of your Buildings on the board.

You do not immediately score VP for the *Penthouse*. However, the extra Floors may earn you VP for Tallest Building.

The color of Floors you place in a Building with a *Penthouse* doesn't matter. You do not need to match any Blueprint.

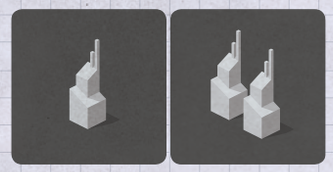
You don't need to be in a Construction Zone to use a *Penthouse*. You may use a *Penthouse* on any of your Buildings, even one you just built.

You may play multiple *Penthouses* on the same turn, with each *Penthouse* allowing you to place Floors on a different Building. You may place all the Floors from multiple *Penthouses* on the same Building.

REMINDER If you play multiple cards with the same name on the same turn, you gain one Corruption for each one after the first. This applies to Penthouse as well.

REMINDER Penthouses can only be played at the end of a turn!

SPIRE(S)



When claiming this bonus, take one or 2 Spires (as indicated) from the supply and place them in front of you, next to your Construction Yards, but not in your Construction Yards. Spires, obviously, do not take up space.

You may place Spires on a new Building during Construction. Each Spire adds 2 "virtual" Floors that only count for the Tallest Building bonus. Spires do not score VP when you construct them, and are not counted when playing Elevators.

You may place multiple Spires on the same Building at the same time.

You may only add Spires to the Building you are **currently** constructing, unless superseded by another Power.

APPENDIX III: TENANT TILE REFERENCE

All Tenants used for the Intro game are marked with the symbol below.

If a Tenant Tiles grants you a Power Card, keep this card face-up in front of you until you use it. Those tiles are marked with the symbol, as well as a timing symbol for that card: ×1 for single use, for once per round, ∞ for ongoing, and for game end effects.

Where Tenant Powers contradict other rules, the Tenant Powers supersede these rules.

5-STAR RESTAURANT



Immediately Draw 2 Floors from the bag. You may gain one Corruption and Draw a third Floor from the bag.

ACTUARY FIRM



If a Building you Construct is an **exact match** of a Blueprint, Draw a random Floor from the bag.

An exact match means that you are turning in Floors of **exactly** the same color as shown on the Blueprint. Using an UltraPlastic Floor to satisfy UltraPlastic in a Blueprint counts as an exact match. However, using UltraPlastic to satisfy a Floor on a Blueprint, or a Floor to satisfy an UltraPlastic on a Blueprint, **does not** count as an exact match.

You may use *Actuary Firm*'s power immediately when Constructing with it to add an Extra Floor to that Building.

If you add extra Floors with *Luxury Condo*, you no longer have an exact match. Also note that *University* may interfere with your ability to make an exact match.

If you add extra Floors as a *Penthouse*, you add them at the end of your turn after the Construction is finished, which does not affect the the exact match for *Actuary Firm*.

ANALYTICS FIRM

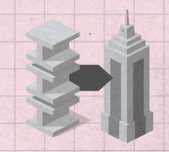


Immediately construct in any Neighborhood. You do not gain the Corruption for Building in the wrong Neighborhood, regardless of which one you choose, including the City Center!

However, any other Corruption you gain for that build is not affected. For example, if you use the *Analytics Firm* to build on the *Biotech Lab* and use its power, you gain no Corruption to put the Building down, but you would gain a Corruption as part of the *Biotech Lab*'s power.

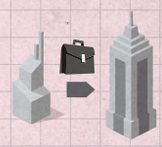
It is possible to use *Analytics Firm* to construct multiple times in the same turn. For example, if you construct a Building on *Analytics Firm*, you may immediately use its power to construct again, provided you have appropriate Floors in your Construction Yard.

ARCHITECTURE FIRM ×1



Take a *Penthouse* card (see page 28).

AUTO MANUFACTURER



Get a Spire from supply, and **immediately** place it on any of your Buildings. Gain a Corruption.

Note that you normally may not place a Spire on an existing Building; *Auto Manufacturer* breaks that rule.

You may place this Spire on a Building that already has one or more Spires.

If you just built on *Auto Manufacturer*, you may place this Spire on the Building you just built.

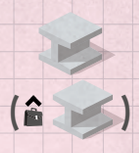
BANK



Immediately lose 2 Corruption.

If you have zero Corruption, you may not move your Mogul here, and may not take this action if you build here.

BANQUET HALL



If you have the fewest Corruption (or are tied for the fewest Corruption), Choose any one Floor of your choice from the bag.

If you do not have the fewest Corruption, take any 2 Floors of your choice from the bag. They may be the same color or different colors.

You may not get UltraPlastic from the *Banquet Hall*.

1P GAME ONLY: You are considered to have fewest Corruption, so you will Choose only one Floor.

BIOTECH LAB



Immediately get one UltraPlastic, Draw one Floor randomly from the bag, and gain one Corruption.

If you just built on *Biotech Lab*, you may **not** use these Floors to match Blueprints for that Building.

CABLE NEWS CHANNEL



Lose one Corruption. The opponent with the fewest Corruption gains one Corruption. If multiple opponents are tied for fewest Corruption, they each gain one Corruption.

If you have zero Corruption, you may not move your Mogul here, and may not take this action if you build here.

If you have fewest Corruption you may still land or build on this Action Space. You still lose Corruption, and your opponent(s) with fewest Corruption gain(s) one Corruption.

Example: Red has 5 Corruption. Blue and Yellow have 2 Corruption each, and White has 6 Corruption. If Red were to take Cable News Channel, she would go down to 4 Corruption, and Blue and Yellow would each go up to 3 Corruption.

1P GAME ONLY: The only effect this Tenant has is that you lose one Corruption.

CASINO



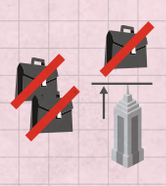
Draw Floors one at a time from the bag. Put them in a neat row in front of you at first. You may stop at any time. If you do so, you gain no Corruption.

However, if before you decide to stop, you Draw a second Floor of a color you already have Drawn, you go bust! Gamble responsibly! You must stop Drawing Floors, and you gain 2 Corruption.

Whether you stop or go bust, move all the Floors you drew into your Construction Yards.

If you use *Shipping Firm* with *Casino*, Draw your additional Floor **after** you stop or go bust. You can't go bust with this additional Floor, regardless of its color.

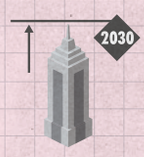
CITY HALL



Lose 2 Corruption. If you have the tallest Building in the City Center immediately after constructing this Building, lose one additional Corruption.

You may Construct on *City Hall* if you have only one or 2 Corruption. You may **not** Construct *City Hall* if you have zero Corruption.

COLOSSUS



Immediately choose a Neighborhood. Whoever owns its tallest Building gains 3 VP, its second-tallest gains 2 VP, and third-tallest gains 1 VP. This is identical to the Tallest Building Bonus at the end of 2030.

It's possible (and likely) that multiple people will score VP when someone Constructs *Colossus*.

CONDO DEVELOPER



Construct in any Neighborhood. You may switch one Floor's color for any other color. Then gain one Corruption.

It is possible to use *Condo Developer* to construct multiple times in the same turn. For example, if you Construct a Building on *Condo Developer*, you may immediately use its power to Construct again, provided you have appropriate Floors in your Construction Yard.

You may only move your Mogul here if you can construct a valid Building with the Floors in your Construction Yards, or after switching one Floor's color. If you wouldn't have the resources in your Construction Yards after using *Condo Developer*, then you may not move your Mogul here.

If the tallest Building you can construct would be too short for its Neighborhood, then you may still use this action to Build in the Suburbs. See *Constructing in the Suburbs* on page 17 for more information.

If you swap Floor colors with *Condo Developer*, you will not be able to use *Actuary Firm* for this Construction, as you no longer have an exact match.

CONSTRUCTION FIRM



Draw one random Floor from the bag for every Construction Yard you have, including your Base Construction Yard.

For example, if you have 2 Construction Yards, your Base Construction Yard, and an Expanded Construction Yard, you would Draw 2 random Floors from the bag.

You may run out of Space in your Construction Yards while using Construction Firm. Expanded Construction Yards taken while Drawing qualify for *Construction Firm*.

Example: You have 2 Construction Yards, with room for only one Floor in them. If you get an Expanded Construction Yard, you will have 3 total Construction Yards, and Construction Firm will grant you 3 random Floors.

DISTRICT ATTORNEY



Immediately lose 3 Corruption. You **may** then return one Floor from your Construction Yards to the bag, or an UltraPlastic to supply. If you choose to not return a Floor, each of your opponents immediately loses one Corruption. Opponents already at zero Corruption are not affected.

District Attorney is a City Center Tenant, so while it lets you lose 3 Corruption, you will still gain one Corruption to Construct there. So, generally the net effect from District Attorney is to lose 2 Corruption. It's the law!

1P GAME ONLY: If you discard the Floor, you lose one additional Corruption.

DOT.COM



Whenever you get an Extra Floor for any reason (for example, you are first to a Blueprint, or match an UltraPlastic), Draw one random Floor from the bag and add it to your Construction Yards.

You may not use a Floor from *dot.com* to match a Blueprint in the Building you just constructed. You may use it for Power Cards like *High-End Condo* or *Penthouse* on that Building.

ELECTRONICS MANUFACTURER ×1



Get a *Super High-Speed Elevator* card (see page 27). Gain a Corruption.

You may use that card on the Building you just constructed.

ENGINEERING FIRM ×1



Get a *High-Speed Elevator* card (see page 27).

You may use that card on the Building you just constructed.

GOLD-PLATED SUITE



You may Draw up to 5 random Floors into each of your Construction Yards. For each Construction Yard you Draw Floors into, gain 3 Corruption.

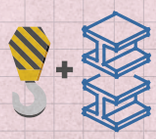
If the Construction Yard you are Drawing into fills up, you must stop Drawing, even if you have not Drawn 5 Floors into it yet.

Since there is no overflow when using *Gold-Plated Suite*, you may **not** gain new Construction Yards when using this Tenant.

If you stop on the *Gold-Plated Suite* with your Mogul, you **must** Draw into at least one Construction Yard. As always, when you **build** on this Tenant, you may choose to not use the power.

If you play *Shipping Firm* with *Gold-Plated Suite*, Draw the extra Floor from *Shipping Firm* after Drawing all Floors from *Gold-Plated Suite*.

HIGH-END CONDO ×1



When Building, use up to 2 additional Floors of your choice from your Construction Yards in the Building. These Floors do not need to match Blueprints. These Floors add to the Building's height, and score VP.

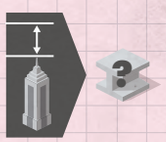
HIGHWAY OFFICE



Immediately score 1 VP for every Floor you have in your Construction Yards, to a maximum of 5 VP.

You may choose exactly when to use this power during your action. For example, if you have *dot.com*, you may choose to use that first to Draw a new Floor, and then activate *Highway Office* to score for it.

HISTORIC SOCIETY



Immediately Draw one Floor for every Neighborhood where you have a Building that is not the tallest.

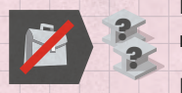
If you have **only one** Building in a Neighborhood and it is tied for tallest, then it is considered tallest and you don't Draw for that Neighborhood.

If you have the only Building in a Neighborhood, then it is considered tallest and you don't Draw for that Neighborhood.

If there is a Neighborhood where you have a Building that is tallest and at least one that is not tallest, Draw one Floor.

If you have more than one Building in a Neighborhood that is not tallest, you still Draw only one Floor for that Neighborhood.

INSURANCE COMPANY ×1



Immediately after losing one or more Corruption, Draw 2 Floors.

If you gain a *Lose one Corruption* tile on the same turn you build an *Insurance Company*, you may not use your *Insurance Company* on that *Lose one Corruption* tile. Bonus tile effects are immediate and get resolved fully before Action Spaces.

You may use Insurance Company when you lose Corruption at the end of a round. If you overflow and take an Expanded Construction Yard, gain Corruption from the round that just ended. Calculate any Corruption gains before applying the penalty for the player with most Corruption.

INVESTMENT FIRM ∞

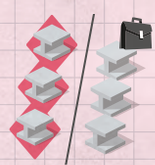


Every time you stop on a Trade Space on the board, **before** performing the Trade, Draw one Floor from the bag.

Since this is an Ongoing power, you may use it several times in the same round, or even the same turn, every time you stop on a Trade Space.

After you Draw, you may choose to skip both the Trade and the Choose for one Corruption actions on the Space. This is a special power of the Investment Firm.

LABOR UNION



Take 3 red Floors from the bag, or gain one Corruption and take 3 Floors of any single other color from the bag.

If there are fewer than 3 Floors of the color you plan to take in the bag, see *Not Enough Floors in the Bag?* on page 10.

MASONIC LODGE



Immediately lose one Corruption. You may spend a Floor to lose a second Corruption. You may then spend a second Floor to lose a third Corruption.

MEDIA CONGLOMERATE ∞

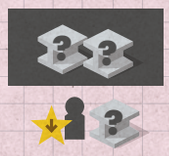


Every time you Draw a Floor as a result of someone using your Tenant, Draw an additional Floor.

You **may** activate *Media Conglomerate* if you land on your own Tenant. However, remember that you may only Draw from the bag if you gain a Corruption first when landing on your own Tenant! In this case, you may only activate *Media Conglomerate* after you have gained the Corruption to Draw from the bag.

1P GAME ONLY: This Tenant only takes effect when you land on your own Buildings.

MEMORIAL



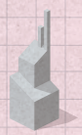
Immediately after you Construct this Building and score VP for it, Draw 2 Floors. Then, the player with the fewest VP Draws 1 Floor.

If you still have the fewest VP after scoring, you will Draw a total of 3 Floors.

If there is a tie for fewest VP, all tied players Draw Floors.

1P GAME ONLY: You do not draw the third Floor.

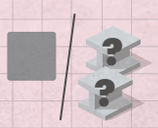
METAL IMPORTER



Gain a Spire from the supply. See *Spires*, page 28.

If you Construct a Building on the *Metal Importer*, you **may** put this Spire directly on it.

MUSEUM



Immediately take everything from one Bonus Box anywhere on the board, or Draw 2 Floors from the bag.

OBELISK



Immediately score 3 VP.

OBSERVATION DECK



Construct and score a Building. Do not place the Building on the board, but immediately put it back into the supply. Then Draw 5 Floors from the bag.

The Observation Deck lets you immediately Construct a new Building in the Suburbs (see *Constructing in the Suburbs* on page 17). This is a different Building than the one you Construct as the *Observation Deck*.

OVERSEAS ELECTRONICS MANUFACTURER



Choose a Black Floor out of the bag. Then Draw a random Floor from the bag. If this Floor is Black as well, Draw a third Floor.

If the third Floor is also Black, you don't get to Draw again. There are limits, even to the *Overseas Electronics Manufacturer*'s generosity.

PLANNING OFFICE



After you Construct in a Neighborhood you had no Building in yet, Draw one Floor.

You may use *Planning Office* in a Neighborhood you had Buildings in previously, but they all were demolished.

PRIVATE CONTRACTOR



Choose one Floor from the Bag, then Construct in the City Center. Gain a Corruption.

You may only move your Mogul here if you construct a valid Building in the City Center after choosing your Floor. If you wouldn't have the resources in your Construction Yards even after choosing a Floor, then you may not move your Mogul here.

You do not gain extra Corruption for Building in the City Center; that is counted in the Corruption you gain for using *Private Contractor*.

It is possible to use *Private Contractor* to construct multiple times in the same turn. For example, if you construct a Building on *Private Contractor,* you may immediately use its power to construct again, provided you have appropriate Floors in your Construction Yards.

If the tallest Building you can construct in the City Center would be too short, you may still use this card for *Constructing in the Suburbs* (see page 17).

RESEARCH FIRM



Immediately take one UltraPlastic from Supply and place it in your Construction Yards. Thank you, Science!

RETAIL SPACE



After you Draw a Floor as a result of someone using your Tenant, choose one Floor from the bag.

You **may** activate *Retail Space* if you land on your own Tenant. Remember that, when landing on your own Tenant, you may only Draw from the bag if you gain a Corruption first. So, in this case, you may only activate *Retail Space* after you have gained the Corruption to Draw from the bag.

1P GAME ONLY: This Tenant only takes effect when you land on your own Buildings.

SHIPPING FIRM



When you Draw a random Floor from the bag, Draw an additional random Floor.

Shipping Firm **only** activates if you Draw randomly. It does not activate if you choose Floors from the bag, or perform a Trade action.

TAX OFFICE



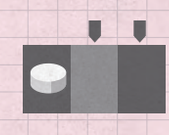
Each player gives you one Floor of their choice from their Construction Yards. If you receive fewer than 3 Floors from the other players, Draw from the bag until you've gained a total of 3 Floors.

If a player has no Floor to give you, nothing happens to them. You simply Draw a Floor from the bag instead.

Example: Red builds on Tax Office. Blue and Yellow each give Red a Floor from their Construction Yards. White has no Floors in their Construction Yards. Red has gotten a total of 2 Floors, so they Draw one more Floor from the bag.

1P GAME ONLY: Draw 3 Floors from the bag.

TAXICAB COMMISSION ×1



When you stop or Construct here, gain 2 VP.

You may spend *Taxicab Commission* during a move to allow yourself to move forward in the same Zone. This power modifies your regular move; it does not give you any additional moves.

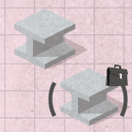
You may not move into an occupied Space, unless you use *Mayor's Office* at the same time.

THEATRE



Immediately gain 2 VP and Draw a random Floor from the bag.

TRADE UNION



Choose one Floor from the bag. You may gain one Corruption to Choose another Floor of the same or a different color from the bag.

TRANSIT HUB ×1



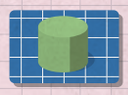
Any time you move your Mogul past all other Moguls on the One-Way Track, either Draw a random Floor from the bag onto your *Transit Hub* card, or take all Floors from your *Transit Hub* card into your Construction Yards and discard your *Transit Hub* back to supply.

If you gain the *Transit Hub* card on a turn when you moved past all other Moguls on the One-Way Track, you may immediately Draw a random Floor from the bag onto the *Transit Hub* card.

If any player moves into the Stop Zone, you must immediately discard your *Transit Hub* back to the stack on the Tenant Card, and discard all Floors from the card back to supply!

If your Mogul is stacked on top of at least one other player's Mogul (because of *Mayor's Office*), it is still considered behind that Mogul at the start of your turn.

UNIVERSITY ×1



If this Tenant is in the game, then during setup, take the 5 UltraPlastic requirement tokens and place them near the current round's Blueprint card.

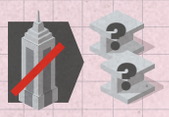
Before Constructing a Building, you may discard *University* to cover any square on this round's Blueprint card with an UltraPlastic token. For the rest of the round, the Floor requirement you covered with the UltraPlastic requirement token is considered to be an UltraPlastic requirement.

At the end of the round, move all UltraPlastic requirement tokens off that round's Blueprint Card when you discard it. They'll be available for the next round.

EXTRA TENANTS EXPANSION

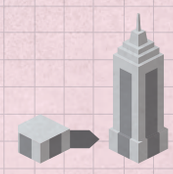
These Tenants do not come in the retail version of the game. Thank you to our awesome Kickstarter backers for providing them!

DEMOLITION COMPANY ×1



Draw one Floor if a Neighborhood you have presence in fills up, or has a Building demolished. See *Demolishing Buildings* in the rulebook for more information.

ENTIRELY LEGITIMATE BUSINESS



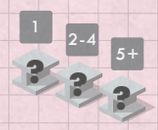
Slide one of your Building Bases onto a Building that you don't control. You now control that Building as well. If anyone lands on it, both that player and you get to Draw from the bag. You may use any Powers that activate when a player lands on one of your Buildings, like *Media Conglomerate*.

At the end of the round, you will score any applicable Tallest Building Bonuses for that Building, along with the player who originally constructed the Building.

Your Building Base stays on the Building until the end of the game, or until the Building is demolished.

Admittedly, all of that sounds a bit dodgy, but please rest assured, it is entirely legitimate.

LAW FIRM



If you have zero or one Power Cards in front of you, Draw one Floor. If you have 2, 3, or 4 Power Cards in front of you, Draw 2 Floors. If you have 5 or more Power Cards in front of you, Draw 3 Floors.

Face-down Power Cards **do** count for this power.

MARKETING FIRM



Get a Luxury.

At the end of the game, each player scores 3 VP for each Luxury Card they have. Then, the player or players with the most Luxury Cards get 3 extra VP. Any player with no Luxury Cards loses 3 VP.

You do not gain Corruption for scoring multiple Luxury Cards at the end of the game.

1P GAME ONLY: You do not gain 3 VP for most Luxuries at the end of the game. If you have no Luxuries at the end of the game and this Tenant was available, you will lose 3 VP.

STOCKBROKER ×1



You may play Stockbroker to repeat the power of any Action Space you have just taken, except for *Stockbroker*.

Gain one Corruption.

