

# BASE GAME

## A Tiles (32)



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



+1 Income when placed. (2)



+3 Income when placed, and -1 Income for every Restaurant built after this one in any borough. It is possible for this tile to decrease the player's Income more than a total of 3 if enough other Restaurants have been placed in any borough. (3)



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



+1 Income when placed, and +3 Population for each adjacent Residential tile. (2)



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



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



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



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



+6 Population when placed. (2)



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



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



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



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



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

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

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

## Lake Tiles



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

## B Tiles (36)



+3 Population when placed, and +1 Reputation for each adjacent Residential tile. (2)



-3 Reputation when placed, and +1 Income when you pass a red roof on the scoreboard (moving only from a lower number to a higher one). By itself, Casino negates the -1 Income when you pass a red roof. When passing a red roof due to moving from a higher number to a lower number on the scoreboard, this tile has no effect.

Placing an Investment marker on Casino results in an additional -3 Reputation and a total of +2 Income when you pass a red roof (for a net gain of +1 Income each time). (2)



+1 Income when placed, and +1 Reputation for every Airport in any borough, including this tile. In addition, -1 Reputation for each adjacent Residential tile. (3)



+1 Reputation when placed, and +1 Population for each of your Residential tiles. (3)



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



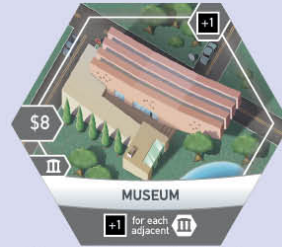
+2 Population when placed, and -1 Reputation for each adjacent Commercial tile. (2)



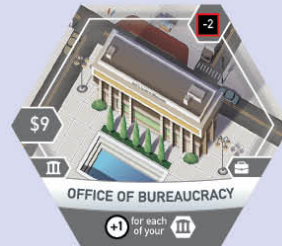
+10 Population when placed, and -2 Reputation for each adjacent Civic, Residential, or Commercial tile. (2)



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



+1 Reputation when placed, and +1 Reputation for each adjacent Civic tile. (2)



-2 Reputation when placed, and +1 Income for each of your Civic tiles. (2)



+1 Income for each of your Commercial tiles. (2)



+1 Income for each of your Industrial tiles. (2)



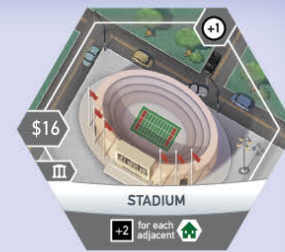
+5 Population when placed. (2)



+3 Income when placed, and -1 Income for every Skyscraper built after this one in any borough. (2)



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



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



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

## C Tiles (32)



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



+2 **Population** when placed, and +1 **Population** for each of your Residential tiles, including this tile. (2)



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



+2 **Reputation** when placed, and +1 **Income** for each of your Commercial tiles. (2)



+5 **Population** when placed, and +3 **Population** for each adjacent Commercial tile. (2)



+1 **Reputation** when placed, and +3 **Population** for each of your Residential tiles. (3)



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



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



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



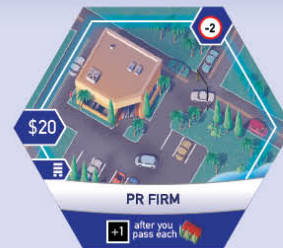
+1 **Reputation** when placed, and +2 **Population** for each of your Residential tiles. (3)



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



+1 **Reputation** when placed, and +2 **Reputation** for each adjacent Industrial tile. (2)



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



+1 **Income** when placed, and +1 **Population** for every Residential tile in any borough. (2)



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

## Basic Tiles (24)



+2 **Population** when placed. (8)



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



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



When the One More Round tile is drawn from the tile tower, finish the current round, then everyone plays one more round. This tile is not added to the Real Estate Market, and another tile is immediately taken from Tile Tower to take its place in the Real Estate Market. (1)

## Goals (20)



Goals can be either public (placed on the Goals lid with everyone vying for them) or private (one tile kept by the player at the beginning of the game that only they can win). In both cases, the points are awarded at the end of the game, but only to a player who has alone achieved the goal (ties result in no one scoring the end game Population bonus). For private goals, only the owner of the goal may score the end game Population bonus and only if they alone have achieved their goal.

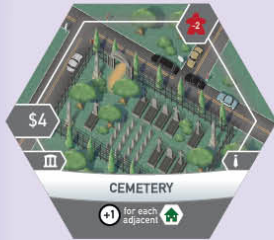
You score a goal based only on the tiles in your own borough. The same goes for the Employer (Fewest Investment markers) goal; only the Investment markers played in your borough count towards that goal for you.

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

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

# Suburbia Inc.

## A Tiles (10)



-2 **Population** when placed, and +1 **Income** for each adjacent Residential tile. You must have at least 2 **Population** to place this tile. (2)



+1 **Reputation** when placed, and take \$2 for each of your Industrial, Civic, Residential, or Commercial tiles, including this one. (2)



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



+2 **Income** when placed. In addition, at the end of the game when goals are being scored, a player with a Law Office may score one public or private goal they are tied for as if they had won it.

If you placed both Law Office tiles, you may score two different goals you tie for. If you place an Investment marker on a Law Office, you may score one additional goal you are tied for. And if you have both Law Office tiles and place Investment markers on both of them, you may score up to four different tied goals.

When playing with the *Suburbia 5 Star* expansion, the "Score a Tied Goal" conditional effect only works when a goal is tied with another player who is in the same position on the Star track. (2)



Redevelopment Planner is a special "black" (not gray) tile used as a placeholder. After you place a Redevelopment Planner, you may, on any future turn, replace it with any faceup tile (either from the Real Estate Market or a standard tile). You pay nothing for the replacement tile (not even the amount above the tile on the Real Estate Market). The replacement tile must go in the same location as the removed Redevelopment Planner tile. Then remove the Redevelopment Planner tile from the game.

No other tiles interact with a Redevelopment Planner when you place it (i.e., you do not receive \$ from placing it next to a Lake tile or increase **Reputation** from placing it next to a Community Park or Museum).

Investment markers may not be played on a Redevelopment Planner tile. (2)

## B Tiles (10)



+4 **Reputation** when placed, and take \$2 for every Border in any borough. You must place a Checkpoint adjacent to one of your Borders. (2)



+1 **Reputation** and +1 **Income** for each adjacent Commercial or Residential tile. (2)



+2 **Population** for each adjacent Industrial, Civic, Residential, or Commercial tile. (3)



+7 **Reputation** when placed, and pay \$2 to the Resource tray for every Industrial tile in any borough. You may not place (or invest in) this tile unless you have enough \$ to both purchase the Water Purification Plant tile and pay \$2 for every Industrial tile. Whenever anyone places an Industrial tile in the future, you must pay \$2 to the Resource tray. If you don't have enough \$ to pay when someone else places an Industrial tile, you lose 1 **Population** for every \$1 that you cannot pay. (3)

## C Tiles (6)



+2 **Income** when placed, and +1 **Reputation** for each of your Commercial tiles. (2)



+3 **Reputation** when placed, and +2 **Population** for each of your Residential tiles, including this Lake House. You must build a Lake House tile adjacent to a Lake tile. (2)



The cost of the Redistricting Office is \$6 per player in the game, including you (plus any additional Real Estate Market cost). For instance, in a 4-player game, the tile costs \$24, while in a 2-player game, the tile costs only \$12.

When you place a Redistricting Office, increase your **Population** by 5 for each of your opponents (decreasing **Income** and **Reputation** for each red roof you cross). For instance, if you have three opponents, increase your **Population** by 15. Each of your opponents must reduce their **Population** by 5 (increasing **Income** and **Reputation** for each red roof they cross backward). If any opponent does not have enough **Population** available, reduce their **Population** to 0 (but you still increase 5 **Population** for their borough).

If playing the Lone Architect solo game, this tile costs \$6 and does not increase your **Population**. (2)

## Border Tiles (12)



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



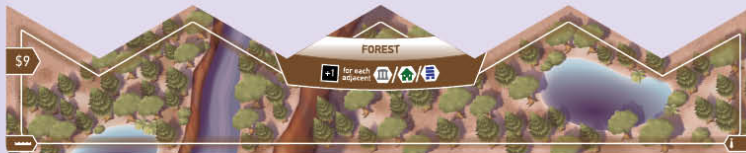
+1 Reputation when placed, and take \$8 from the Resource tray for each adjacent Industrial, Civic, Residential, or Commercial tile.



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



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



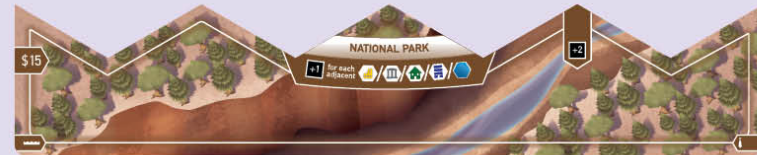
+1 Reputation for each adjacent Civic, Residential, or Commercial tile.



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



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



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



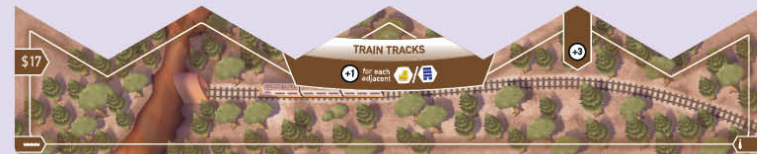
+1 Reputation when placed, and +1 Income for each adjacent Industrial, Residential, or Commercial tile.



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



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



+3 Income when placed, and +1 Income for each adjacent Industrial or Commercial tile.

### Bonus Tiles (10)



### Challenge Tiles (10)



### Goals (5)



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

# Suburbia Con Tiles

## A Tiles (2)



+1 Gold Star when placed, and +1 Reputation for every Con tile in any borough, including this tile. (1)



+1 Gold Star when placed, and +1 Reputation for every Con tile in any borough, including this tile. (1)

## B Tile (1)



+1 Gold Star when placed, and +1 Reputation for every Con tile in any borough, including this tile. (1)

## C Tiles (2)



+2 Gold Stars when placed, and +1 Reputation for every Con tile in any borough, including this tile. (1)



+2 Gold Stars when placed, and +1 Reputation for every Con tile in any borough, including this tile. (1)

# Suburbia Essen Spiel

## A Tiles (2)



+2 Reputation when placed, and +2 Reputation for each adjacent Essen tile. Each borough is limited to one Grugapark tile. (2)

## B Tiles (2)



+2 Income when placed, and +2 Income for each adjacent Essen tile. Each borough is limited to one U-bahn tile. (2)

## C Tiles (2)



+1 Income and +1 Reputation when placed, and +1 Income and +1 Reputation for each adjacent Essen tile. Each borough is limited to one Messe Essen tile. (2)

# Suburbia 5 Star

## A Tiles (15)



+1 Gold Star and +1 Reputation when placed. (1)



+1 Gold Star and +1 Reputation when placed, and +1 Income for each adjacent Residential tile. (1)



+1 Gold Star when placed, and +1 Income for each of your Residential tiles. (1)



+1 Gold Star and +1 Income when placed. (1)



+2 Gold Stars when placed, and take \$2 from the Resource tray for every Civic tile in any borough. (1)



+1 Gold Star and +6 Population when placed, and -2 Reputation for each adjacent Residential tile. (1)



+1 Gold Star and +1 Income when placed, and take \$5 from the Resource tray for each adjacent Industrial tile. (1)



+1 Gold Star when placed. (1)



+1 Gold Star and +1 Income when placed, and +1 Population for each adjacent Commercial tile. (1)





+1 Gold Star and +1 Income when placed, and +1 Population for each adjacent Civic tile. (1)



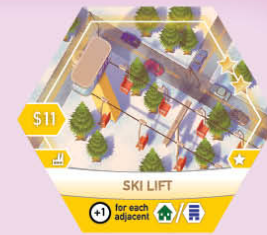
+1 Gold Star when placed, and +1 Population for each adjacent Star tile. (1)



+1 Gold Star and take \$1 from the Resource tray for each of your Population when placed. When you place an Investment marker on Dollar Arcade, +1 Gold Star and take \$1 for each of your Population at the time you place the marker. (1)



+2 Gold Stars and +1 Reputation when placed, and +1 Reputation for each adjacent Commercial tile. (1)



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

### B Tiles (18)



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



+1 Gold Star and +3 Population when placed, and +1 Reputation for each adjacent Residential tile. (1)



+1 Gold Star and +3 Income when placed, and -2 Reputation for each adjacent Residential or Commercial tile. (1)



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



+1 Gold Star when placed, and +1 Income for every School in any borough. (1)



+1 Gold Star and +1 Reputation when placed, and +1 Population for each adjacent Residential tile. (1)



+1 Gold Star when placed, and +1 Reputation for every School in any borough. (1)



+3 Gold Stars and +2 Income when placed, and -3 Reputation for each adjacent Civic, Residential, or Commercial tile. (1)



+1 Gold Star and +2 Reputation when placed, and +1 Population for each adjacent Residential tile. (1)



+1 Gold Star and +5 Income when placed, and -2 Reputation for each adjacent Civic, Residential, or Commercial tile. (1)



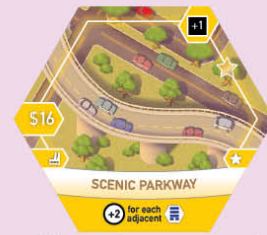
+1 Gold Star when placed, and take \$2 from the Resource tray for each of your Star tiles including this tile. (1)



+1 Gold Star and +2 Income when placed. (1)



+1 Gold Star and +6 Population when placed. (1)



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



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



+1 Gold Star and +1 Population when placed. (1)



+1 Gold Star when placed, and +1 Gold Star for each adjacent Star tile. (1)



+2 Gold Stars and +2 Reputation when placed, and +2 Reputation for each adjacent Commercial tile. (1)



+2 Gold Stars and +3 Reputation when placed, and +5 Population for each adjacent Residential tile. This tile must be placed adjacent to a Lake tile. (1)



+1 Gold Star and +1 Reputation when placed, and +1 Reputation for each adjacent Civic tile. (1)



+1 Gold Star and +3 Income when placed, and +2 Reputation for each adjacent Star tile. (1)



+1 Gold Star and +1 Income when placed, and +1 Reputation for each of your Star tiles. (1)



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



+1 Gold Star and +1 Income when placed, and +1 Income for each adjacent Lake tile. This tile must be placed adjacent to a Lake tile. (1)



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



+2 Gold Stars and +5 Population when placed, and +1 Reputation for each adjacent Lake tile. This tile must be placed adjacent to a Lake tile. (1)



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



+3 Gold Stars and +1 Reputation when placed. (1)



+3 Gold Stars and +4 Reputation when placed. (1)



+1 Gold Star and +1 Reputation when placed, and +3 Reputation for each adjacent Residential tile. (1)



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

## C Tiles (17)



+4 Gold Stars when placed, and -1 Population when you pass a red roof on the scoreboard. When passing a red roof due to moving from a higher number to a lower number on the scoreboard, this tile has no effect (i.e., you do not regain lost Population). (1)



+1 Gold Star and +2 Income when placed. (1)



+2 Gold Stars and +3 Reputation when placed, and -7 Population for each adjacent Industrial, Civic, Residential, or Commercial tile. (1)



+3 Gold Stars and +1 Reputation when placed, and +1 Reputation for each adjacent Civic tile. (1)



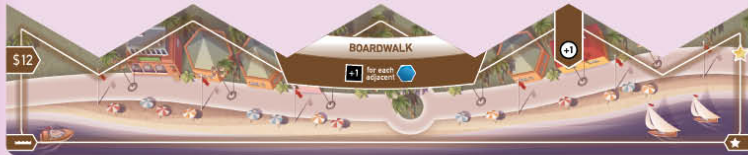
+1 Gold Star and +2 Reputation when placed, and +1 Income for each adjacent Commercial tile. (1)

## Basic Tiles (6)

Suburbia 5 Star adds two each of the three basic tiles. These are only used for the 5-player version of Suburbia 5 Star.



## Border Tiles (6)



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



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



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



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



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



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

## Bonus Tiles (1)



## Challenge Tiles (1)



## Goals (3)



## Controlling Tile Distribution with Expansion Tiles in the Tile Tower

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

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

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

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

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

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

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

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

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

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

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

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

# Suburbia Nightlife

## A Tiles (12)



+2 **Income** when placed, and pay \$2 to the Resource tray for each of your Nightlife tiles, including this tile. (2)



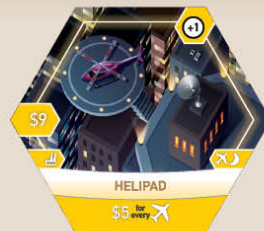
+4 **Reputation** when placed, and -1 **Population** for every Commercial tile in any borough. (2)



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



+13 **Population** when placed, and -1 **Population** for each of your Nightlife tiles, including this tile. (2)



+1 **Income** when placed, and take \$5 from the Resource tray for every Airport in any borough, including this tile. (2)



+2 **Income** when placed, and -1 **Population** for each of your Nightlife tiles, including this tile. (2)



+1 **Population** for every Nightlife tile in any borough, including this tile. (2)



+1 **Reputation** when placed, and \$1 for every Residential tile in any borough, including this tile. (2)



+2 **Reputation** when placed, and ignore all future negative (red) Nightlife effects. (2)



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



+2 **Income** when placed. (2)



+1 **Reputation** when placed, and +5 **Population** for every Restaurant in any borough. (2)



+2 **Reputation** when placed, and take \$2 from the Resource tray for every School in any borough. (2)



+4 **Income** when placed, and pay \$1 to the Resource tray for each of your Commercial tiles, including this tile. (2)



+1 **Income** and +2 **Reputation** when placed, and take back all negative Nightlife effects (regain lost **Population** or paid \$), and ignore all future negative (red) Nightlife effects. (2)



-1 **Reputation** when placed, and +2 **Population** for every Civic tile in any borough. (2)

## C Tiles (10)



## Goals (4)



## Challenge Tiles (2)