

Santa Monica

Setup

- Shuffle all Feature and Event Setup Cards into a single facedown Deck.
- Display 8 Cards into 2 faceup rows of 4 Cards each, on top of each other.
- Shuffle all Event Cards into a single facedown Deck.
- Display 2 Event Cards faceup.
- Randomly select 2 of the 8 Sand Dollar Tiles.
- Randomly select 1 of the 4 Scoring Objective Tiles.
- Randomly choose a 1st Player, they receive the Start Player Marker.
- Display a number of Starting Feature Tiles equal to the number of players.
In reverse turn order, each player chooses 1.
- Each player receives the starting Resources indicated on the bottom of their Starting Feature Tile. Place People gained on the bottom of the Tile.
- If your Starting Feature Tile has at least 1 Attribute matching those your Green VIPs are looking for, place 1 Footprint Token on the Tile at the start of the game.
- The last player places the Food Truck Token below 1 Feature Card column of their choice.
- The Foodie is placed 2 Cards to the right away from the Food Truck (*wrapping around from the right-most Card back to the left-most Card on the bottom row*).

Game Overview

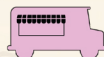
Santa Monica is played over a number of Rounds, starting with the 1st player until 1 player has played 14 Feature/Event Cards which triggers the **END OF THE GAME**.

Each player's Turn consists of the following 4 Phases:

1) SELECT PHASE

EITHER:

- A) Take 1 of the 4 bottom row Feature/Event Setup Cards from the Display.
If you take a Card from above the Foodie or the Food Truck then activate them:



FOOD TRUCK - Move the Food Truck 1 Card to the right, then gain 1 Sand Dollar.



FOODIE - Move the Foodie 1 Card to the right. In the following Placement Action Phase you may move any 1 Person in your City 1 space.



BOTH UNDER THE SAME CARD - Either gain both Rewards, or 1 Reward twice, then move only the Food Truck 2 Cards to the right.

If either the Foodie or the Food Truck are moved from the right-most Card in the Display, wrap back around to the left-most Card.

OR

- B) Pay to use 1 of the 2 Sand Dollar Tile Actions.
Spend the number of Sand Dollars indicated and activate the Sand Dollar Tile itself.
Food Truck/Foodie Actions are forfeit in this case.

If you take an Event Setup Card in this Phase, the other players gain the Reward indicated on the Card.
Then discard the Event Setup Card and take 1 of the 2 faceup Event Cards.



Each other player can immediately move up to 2 People of any type 1 space each.



Each other player with less than 6 Sand Dollars gains 1 Sand Dollar.

2) PLACE PHASE

Beach Cards must be placed into the top row of your City, Street Cards must be placed in the bottom row. Cards must be placed orthogonally (*not diagonally*) adjacent to another Feature or Event Card, or your Starting Feature Tile.

Event Cards count as 1 Card but have the width of 2 Feature Cards, allowing for Cards to be staggered which may leave gaps in your City.

Some Sand Dollar Tile Actions let you swap Feature Cards in your City, this occurs after placing Feature Cards. Any People on a Card move with the Card.



You may not place any Cards to the left of this Card. This also prevents you from placing an Event Card above this Card as it would overhang to the left.

3) PLACEMENT ACTION PHASE

Gain any indicated placement Rewards (*top-left corner on Beach Cards, bottom-left corner on Street Cards*).

Gain all People before carrying out any movement.
Event Cards count as 1 Card for People movement.



Gain **X** Sand Dollars.



Move **X** People of the type pictured, up to **Y** number of spaces. You can't move the same Person twice.



Gain **X** People of the type pictured.



Discard 1 Person of any colour, from any Card in your City.

MOVE UP TO X HERE

Move **X** People of any type directly to this Card, regardless of distance.

4) REFRESH PHASE

Fill any empty space(s) in the front row of the Display with the Card from the row above it. Then fill any spaces in the back row from the Draw Deck.
If an Event Card was taken, draw another Event Card to replace it in the display.



If you move a Green VIP onto or through a Feature/Event Card with at least 1 of the Attributes indicated on the top of your Starting Feature Tile (*or on the "Grand Opening" Event Card if you've placed it in your City*), add 1 Footprint Token. This includes the Attributes on the Starting Feature Tile (*or "Grand Opening" Event Card*) itself.



There can only be 1 Footprint Token per Card/Tile, even if the VIPs visit multiple times.

End of the Game

Once 1 player has placed their 14th Feature/Event Card the end of the game is triggered. Continue the current Round until the last player has taken their turn. Players then take their Final Movement with the People In their City:



LOCALS - You may move each up to 3 spaces.

TOURISTS & VIPs - You may move each 1 space.

1) SCORE YOUR CARDS

Event Card scoring items are listed on the following page.

Tags and placement Rewards on your Event Cards and your Starting Tile count towards applicable scoring items.



If there is at least 1 Card with the indicated Tag next to this Card score **X** VP.



If there is at least 1 Card that gained you Sand Dollars next to this Card score **X** VP.



If at least 2 instances of the indicated Tag are on Card(s) next to this Card score **X** VP.



If there are all of the indicated Tags on Cards next to this Card score **X** VP.



If there is at least 1 Activity Ring (*filled or not*) next to this Card score **X** VP.



Score **X** and/or **Y** as indicated above.



If this Card is **NOT** next to an Activity Ring score **X** VP.



Score **X** OR **Y** as indicated above.



Gain **Y** VP for having **X** of the indicated Tag anywhere in your City.



Lose **X** VP if this Card is adjacent to a Card that gained you People.



If you have a Chain of Tags at least **X** Cards long anywhere in your City score **Y** VP.



If you have a Chain of Tags at least **X** Cards long score 1 VP per Tag.



Score **Y** VP per **X** of your remaining Sand Dollars.



Score 1 VP for each of your remaining Sand Dollars.



A Chain is a Group of contiguously adjacent Cards (*or your Starting Tile*) that have the same Location Tags.
If you have multiple Chains of equal size, you score only 1.

All adjacency is orthogonal. Cards are never adjacent diagonally.

All Scoring stacks. Tags etc... can be used to score multiple Cards.

2) SCORE YOUR ACTIVITY RINGS



Each Activity Ring can hold **X** number of People of the type pictured. If it contains this many People score **Y** VP.

Any additional People than this on the Card are **UNPLACED**.



These Activity Rings can hold any number of People of any type. You must have at least 1 Person in the Ring to score **X** VP. These Rings are considered **FILLED** as long as there is at least 1 Person inside them.



This Activity Ring Rewards 4 Sand Dollars in final scoring, **NOT** during the game, if the Activity Ring has 1 Person of any type in it.

A **FILLED** Activity Ring is one that has the exact number of People required for its scoring requirement.

UNPLACED People are People that end the game outside of a Ring, (*including those placed on a Card with an already FILLED Activity Ring*), or those placed in an Activity Ring that hasn't fully met its scoring requirement.

3) SCORE YOUR FOOTPRINTS



Footprint Tokens score for each Attribute indicated by your Starting Feature Tile (*or by the "Grand Opening" Event Card if you've placed it in your City*) on the Cards/Tile they're placed on.

There can only be 1 Footprint Token per Card/Tile, even if VIP(s) visit multiple times, but each Token scores per Attribute.

4) SCORE THE OBJECTIVES



Score VP for each of the 3 scoring items on the Tile.
If you have Groups or Chains of equal size, you score only 1.

FINAL SCORE

The player with the most VP is the winner.
Ties are broken by most leftover Sand Dollars.
Followed by longest Chain of a single Location Tag.

SAND DOLLAR ACTIONS



COST: 4 Sand Dollars.
Take any 2 Cards from the front row of the display.
You may also move up to 1 Person of any type 1 space in the following Placement Action Phase.



COST: 4 Sand Dollars.
Take any 1 Card from the front row of the display and the Card in the back row behind it.
You may also move up to 1 Person of any type 1 space in the following Placement Action Phase.



COST: 2 Sand Dollars.
Take 1 Card from anywhere in the display, it must have a [bag icon] and/or a [person icon] Tag.
You may also move up to 2 People of any type 1 space each in the following Placement Action Phase.



COST: 2 Sand Dollars.
Take 1 Card from anywhere in the display, it must have a [bag icon] and/or a [person icon] Tag.
You may also move up to 2 People of any type 1 space each in the following Placement Action Phase.



COST: 3 Sand Dollars.
Take any 1 Card from the back row of the display.
You may also move up to 4 People of any type 1 space each in the following Placement Action Phase.



COST: 2 Sand Dollars.
Take any 1 Card from the front row of the display.
You may then swap any 2 Cards in your City. You may swap Event Cards in the same way as standard Feature Cards but you must have the space to place the Event Card.
You may also move up to 2 People of any type 1 space each in the following Placement Action Phase.



COST: 1 Sand Dollar.
Take any 1 Card from the front row of the display.
You may also remove up to 3 [person icon] 1 space each in the following Placement Action Phase.



COST: 2 Sand Dollars.
Take any 1 Card from the front row of the display.
You may then swap any 2 Cards in your City.
You may also remove up to 2 People of any type from your City in the following Placement Action Phase.

SCORING OBJECTIVES



2 [person icon] per [person icon] in your longest [person icon] Group.
Find your longest Group of [person icon] Tags.
You will score 2 VP per [person icon] in it.
A [person icon] Group is a contiguous Group of 1 or more [person icon] Cards.

2 [person icon] per [person icon] in your largest [person icon] Group.
Find your longest Chain of non-wave Location Tags and score 2 VP per Tag.

If you have multiple Chains of equal size, you score only 1.
You do not need a Card with a [person icon] scoring icon to score this Objective.

The player with the most unplaced [person icon] gets -4, 2nd -2.

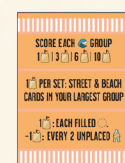
The player with the most unplaced People loses 4 VP, the player(s) with the 2nd most loses 2 VP. If 2 or more players are tied for most unplaced People, all of those players lose 4 VP and there is no 2nd place.



3 [person icon] for each separate [person icon] Group.
Score 3 VP for each separate Group of [person icon].
A [person icon] Group is a contiguous Group of 1 or more [person icon] Cards.
3 [person icon] for each of your [person icon] with 3+ [person icon].
For each Chain of 3 or more non-wave Location Tags score 3 VP. **You do not need a Card with a [person icon] scoring icon to score this Objective.**

-1 [person icon] per Card with unplaced [person icon].

Lose 1 VP for each Card in your City that contains 1 or more unplaced People (per Card, not per Person). A Card with a Ring that is only partially filled, or has more People than the Ring allows counts as a Card with unplaced People.



Score each group of [person icon] 1|3|6|10.
Each [person icon] Group with 1 wave scores 1 VP, 2 waves scores 3 VP, 3 waves scores 6 VP, 4 or more waves scores 10 VP.
A [person icon] Group is a contiguous Group of 1 or more [person icon] Cards.
1 [person icon] per set of Street and Beach Cards in your largest set.
Each column in your City consisting of a Beach and a Street counts as 1 set. Count your largest Chain of these sets, scoring 1 VP for each. Your Starting Feature Tile counts as 1 set. Your Event Cards count as 2 Cards for this Objective only.

1 [person icon] for each Activity Ring you fill. -1 [person icon] for every 2 unplaced [person icon].

A filled Activity Ring is one that has the exact number of People required for its scoring requirement. Score 1 VP per filled Ring. Total the number of unplaced People in your City, for every 2 People lose 1 VP.



Player with most [person icon] gets 8, 2nd 4, none -2.
The player with the most [person icon] Tags on Cards anywhere in their City gains 8 VP. The player(s) with the 2nd most gains 4 VP. If 2 or more players are tied for most unplaced People, all of those players gain 8 VP and there is no 2nd place. You lose 2 VP if you don't have any [person icon] Tags.
3 [person icon] for each set of [person icon] [person icon] [person icon] [person icon] [person icon].
Score 3 VP for each complete set of all 5 Location Tags. These Tags can be anywhere on Cards in your City.

No unplaced [person icon]: 4. 4+ unplaced [person icon]: -2.

If you have placed ALL of your People inside Activity Rings following the standard rules for placed People, score 4 VP. If you have 4 or more unplaced People lose 4 VP, otherwise nothing happens.

EVENT CARDS



If there are 2-5 Activity Rings (filled or not) next to this Card score 3 VP, 6-8 score 6 VP, 9 or more score 9 VP.

? = 1 [person icon] PER [person icon] FILLED



If you've placed 2 [person icon] in the Activity Ring on this Card gain 1 VP for each Activity Ring you've completely filled at the end of the game, including this one.



Gain 2 VP if this Card is not adjacent to a Card with a [person icon]. There are 4 separate Activity Rings on this Card, you may fill any number during the game of them if able.



Score 2 VP for each complete set of all 5 Location Tags. These Tags can be anywhere on Cards in your City.

? = 1 [person icon] PER [person icon]



If you've placed 3 [person icon] in the Activity Ring on this Card gain 1 VP for each Card in your City with a [person icon], including this one.



If this Location is adjacent to exactly 1 [person icon] Tag gain 4 VP. If it is adjacent to 2 or more [person icon] Tags instead lose 4 VP.

GIVE A NON ADJACENT CARD A [person icon]



At the end of the game place the Small Tree Token on any Card in your City that is not adjacent to this Event. That Card now has a [person icon].



1 [person icon]: ANOTHER PLAYER'S LONGEST [person icon]

Score 1 VP for each Location Tag of 1 type in 1 other player's longest Chain. **They do not need a Card with a [person icon] scoring icon for you to score this Objective.**

2 [person icon]: PER EVENT VISITED

This Card Rewards you an additional [person icon] which follows standard VIP movement rules. All your Footprint Tokens will score 2 VP for each Event they're on, as well as scoring the Attributes on your Starting Feature Tile.



Score 1 VP for every 2 [person icon] anywhere in your City.

2 [person icon] PER CARD WITH [person icon]

Score 2 VP for each Card anywhere in your City that Rewards People movement.



Score 7 VP if this Activity Ring has 1 [person icon], 1 [person icon], and 1 [person icon].



Score 7 VP if this Activity Ring has 6 People of any type.

3 [person icon] PER WEDDING



Score 3 VP for each Card in your City that features a Wedding including this one. (Cards 1, 2, 7, and 19.)