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Suburbia

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4 Reputation Cubes									30 \$1s 20 \$5s 20 \$10s
4 Income Cylinders									

Suburbia Inc.

10 A Tiles	10 B Tiles	6 C Tiles	5 Goal Tiles	10 Bonus Tiles	10 Challenge Tiles	12 Border Tiles
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Suburbia 5 Star

15 A Tiles	18 B Tiles	17 C Tiles	3 Goal Tiles	1 Bonus Tile	1 Challenge Tile	6 Border Tiles
5 Star Tokens	1 Population Meeple	1 Reputation Cube	1 Income Cylinder	1 Population Meeple	1 Reputation Cube	1 Player Aid

Suburbia Con Tiles

2 A Tiles	1 B Tile	2 C Tiles	2 A Tiles	2 B Tiles	2 C Tiles
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5 C Tiles

Suburbia Nightlife

12 A Tiles	10 B Tiles	10 C Tiles	4 Goal Tiles	2 Bonus Tiles	2 Challenge Tiles
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1 Score Bonus Tile	1 Score Challenge Tile
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Game Setup



1

Shuffle 3 stacks of face-down tiles, each stack with a letter on the back (A, B, and C).
If playing with any expansions, swap out an equal number of tiles from each stack of the base set with tiles from the expansions.
Then take the following number of tiles for each stack:

	A	B	C
5 Players	28	25	27
4 Players	22	20	24
3 Players	18	15	18
1 or 2 Players	14	12	12



2

Place the Market board in the inset of the Market tray. Use the 1-4-player side for 1-4 players, and the 5-player side for 5 players. Take seven A tiles (eight for 5 players) from the stack you've created and place them faceup on the tile track in the Market tray, creating the Real Estate Market.



3

Add the One More Round tile to the C stack in the following way: Take half of the tiles from the C stack (13 for 5 players) and mix the face-down One More Round tile with them, placing them on top of the other C stack tiles. Then take five more C tiles (that weren't included in the C stack you had created) and place them face-down on the very top of the C stack.



4 (optional)

Bonus and Challenge Tiles

Gather the Bonus and Challenge tiles you want to include from any or all expansions. Shuffle them face-down. Randomly select one Bonus tile and one Challenge tile. Place them faceup on the Market tray. Place the unused Bonus and Challenge tiles back in the box.
Place the special red Score Bonus tile on top of the A stack and the special red Score Challenge tile on top of the B stack.

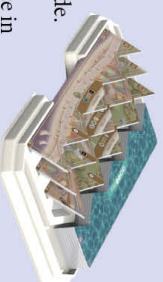
Place the three stacks on top of each other, with the A stack on the bottom, then the B stack, then the C stack on the Market tray, then carefully place the Tile Tower over the entire stack of tiles. The chart below on the right (which is also on the Market board) shows how this should be set up for each player count.

5



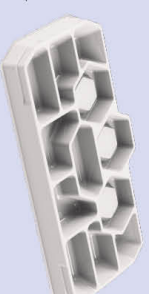
6 (optional) Border Tiles

Gather the Borders from any expansions you want to include. Shuffle them face-down. Randomly select three to place in the slots on the Borders lid. Place the other Borders face-down behind them.



7

Place four (or five for 5 players) Heavy Factory, Community Park, and Suburbs tiles faceup in the Resources tray. Place money in the bins in the tray.



8

Gather the goals from the base game and add any expansion goals you want to include. Shuffle the goals face-down. Randomly select one goal per player and place them faceup in the Goals lid. Keep the rest nearby for Player Setup.



Player Setup

1 Randomly choose a start player and give them the Start Player marker. If you're playing with the 5 Star expansion, see the sidebar Player Setup for *Suburbia 5 Star* to determine the start player.

2 For each player, gather \$15 in coins, two random facedown goals, a Borough board, three Investment markers, and all the wood pieces of the same color, and place them in front of you.

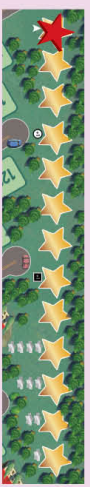


3 On your Borough board, place your Income cylinder in the 0 Income space and your Reputation cube in the 1 Reputation space.



Player Setup for Suburbia 5 Star

Turn the Population board so the 5 Star side faces up. Take the Star tokens from each player, shake them up, and stack them one at a time on the leftmost space on the Star track. The start player is the player whose Star token is on top and the last player is the one whose Star token is on the bottom.



Next, distribute the Turn Order tiles based on player order. For instance, in a 3-player game, distribute the 1st, 2nd, and 3rd Turn Order tiles to the players whose stars are on the top, middle and bottom of the stack, respectively.



4 Place one Suburbs tile in the middle slot of your Borough board, then one Community Park tile next to it, and one Heavy Factory tile next to the Community Park tile as shown here.



If playing with the reverse side of the Borough board, place the Suburbs in the middle slot against the Borough board, then the Community Park directly above the Suburbs tile, then the Heavy Factory directly above the Community Park tile.

5 Place the Population board where everyone can see it, and place your Population meeple on the 2 spot. If you're playing with the 5 Star expansion, see the sidebar Player Setup for *Suburbia 5 Star*.



6 Look at your two facedown goals. Keep one, and put the other back in the box. Don't show anyone either of them. The one you keep is your private goal.



Plan, build, and develop a small town into a major metropolis. Use building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby boroughs. Your goal is to have your borough thrive and end up with a greater population than any of your opponents.

Types of Tiles



Gameplay

On your turn, perform the following four actions in order:

1. Place one building tile or one Investment marker in your borough.
2. Collect or pay money (based on your Income).
3. Adjust Population on the Population Board (based on your Reputation).
4. Add a new tile to the Real Estate Market.

1. Place One Building Tile or One Investment Marker

You must choose one of four options: a) take a tile from the Real Estate Market, b) take a basic tile from the Resources tray, c) take a tile to use as a Lake, or d) place an Investment marker.

a) Take a Tile from the Real Estate Market

When taking a tile from the Real Estate Market, pay the cost shown above the tile (if any) on the Real Estate Market, plus the cost on the tile to the Resources tray. Then place the purchased tile adjacent to any of your tiles. When you do, make any adjustments as noted on the tile descriptions of the placed tile as well as any other affected tiles (see Tile Effect Resolution Order on p. 6). You must be able to pay the full cost for the tile before you place it (i.e., you may not use money you receive from placing the tile to pay for the tile initially).

A tile's effects can be triggered after it is placed. For instance, placing a new Commercial tile next to an existing Community Park results in +1 Reputation each time it happens, even late in the game.

Income and Reputation can never fall below -5 or rise above 15.



Dakota wants an Office Building. That tile costs \$9 and provides +1 Income upon placement and then +1 Income for each adjacent Commercial tile. It is on the +\$2 space of the Real Estate Market.

Dakota pays \$11 to the Resources tray and places the Office Building next to her Heavy Factory and her Community Park, which provides a +1 Reputation bonus for each adjacent Industrial, Commercial, or Residential tile.

Dakota moves her Income cylinder up 1 space (+1 Income for the immediate effect of Office Building), then moves her Reputation cube up 1 space (The conditional effect of the Community Park is +1 reputation for each adjacent Commercial tile).

b) Take a Basic Tile

You may take any available basic tile: Suburbs, Community Park, or Heavy Factory. If you do, pay the cost on the tile. Place this tile in the same manner as if you had bought it from the Real Estate Market. These tiles are limited, and can run out during a game. You can't buy any more of a basic tile once it is gone.

After placing a basic tile, you must take any tile from the Real Estate Market, pay only the cost printed above the tile (if any), and discard it.



Toni takes and places a Suburbs on her turn. She then must discard a tile from the Real Estate Market. She can remove Mobile Home Community or Waterfront Realty for free, but she doesn't want Gage, who goes next, to get the Fancy Restaurant tile, so she pays \$4 to the Resources tray to discard the Fancy Restaurant.

c) Take a Tile to Use as a Lake

When taking a tile to use as a Lake, you must choose a tile from the Real Estate Market. Pay only the cost printed on the Real Estate Market—not the cost on the tile. Place this tile facedown adjacent to one or more of your tiles (which may be faceup or facedown), and gain \$2 per adjacent Industrial, Civic, Residential, or Commercial tile for doing so. If you place another Industrial, Civic, Residential, or Commercial tile next to a Lake, gain \$2 from the Resources tray. When you place another Lake adjacent to an existing Lake, do not gain \$2 for adjacency to the other Lake tile(s).

d) Place an Investment Marker

You may place an Investment marker on any of your tiles—including a Lake—that does not already have an Investment marker on it. If you do, pay the cost of the chosen tile again, and place an Investment marker on the upper left corner of that tile. Remember, when you place an Investment marker, do not place a tile.

An Investment marker doubles the effects of a tile it is placed on. For instance, an Investment marker placed on a Community Park results in -1 Income, and +1 Reputation for each adjacent Industrial, Commercial, or Residential tile.

Placing an Investment marker does not trigger other tiles' conditional effects. For example, placing an Investment marker on a Community Park that is adjacent to a Heavy Factory does not trigger the -1 Reputation of the Heavy Factory again. An Investment marker does not make the tile it is placed on count as two of those tiles.

An Investment marker's effects are in place for the rest of the game, so for the example above, if another Industrial, Commercial, or Residential tile is placed adjacent to the Community Park when an Investment marker is already on it, you gain +1 Reputation twice, for a total of +2 Reputation.

After placing an Investment marker, you must take any tile from the Real Estate Market, pay only the cost printed above the tile (if any), and discard it.

End of the Game

When the One More Round tile is flipped over, discard it and finish the current round (draw another tile to replace the One More Round tile). Then everyone plays one more full round, starting with the start player. All players take the same number of turns in the game.

Final Scoring

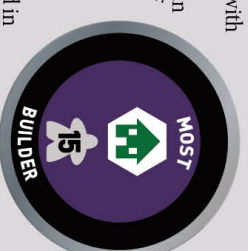
After the last player finishes their turn, begin final scoring. There are two parts to final scoring: goals and converting money to Population. Always score goals first.

Ignore Red Roofs During Final Scoring

At the end of the game, Population bonuses for accomplished goals and converting money to Population do not trigger the Income and Reputation effect of the red roofs.

Award Goals

The Population bonus from each public goal is awarded to a single player who achieves that goal. If two or more players tie for a goal, no one scores that goal's Population bonus. Then, in turn order, reveal each player's private goals. If a player has singularly achieved their private goal (without tying another player), they score that goal's Population bonus. Only the owner of a private goal tile may score the Population bonus for that goal.



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

In the case of tile goals, these always refer to tiles placed in each player's borough. The same goes for the Employer (Fewest Investment Markers) goal; only the Investment markers played in a player's borough count towards that goal.

When scoring a Population bonus, red roofs do not adjust a player's Income or Reputation.

Players score goals before exchanging money for 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 exchanged for Population.

Convert Money to Population

Convert your money by returning it to the Resources tray. Score 1 Population for every \$5 you return to the Resources tray, rounded down (keep any leftover money as a 3rd-level tiebreaker).

Winning and Tiebreaking

The player with the highest Population on the Population board wins!

In case of a tie, the player with the highest Reputation among tied players wins. In case of another tie, the player with the highest Income among tied players wins. If players are still tied, the player with the most remaining money (not including money converted for Population) wins.

In case of a further tie (at which point the tied players are probably incredibly amused), all tied players play another game of Suburbia to determine the winner of the first game. 5



Gage wants to place an Investment marker on a tile. His three best options are placing it on (1) the "A" Lake tile, which costs \$0 and gives Gage \$10 (\$2 for each of the 5 adjacent tiles), (2) the Parking Lot, which costs \$12 and allows Gage to move his Income cylinder 3 spaces to the right (+1 Income for the Parking Lot itself, +1 Income for the adjacent Community Park, and +1 Income for the adjacent Office Building), or (3) the Community Park, which costs \$4 and reduces Gage's Income by 1 but allows him to move his Reputation cube 3 spaces to the right (+1 Reputation for the adjacent Suburb, +1 Reputation for the adjacent Heavy Factory, and +1 Reputation for the adjacent Parking Lot).

2. Collect or Pay Money (based on Income)

If your Income cylinder is on a positive number, take that amount of money from the Resources tray. If your Income cylinder is on a negative number, pay that amount immediately to the Resources tray. If you don't have enough money, pay what you can and then move your Population meeple backward one space for each \$1 you still owe. A player cannot have a Population less than 0, so if your Population meeple is at 0 and you still owe money, nothing happens.

3. Adjust Population (based on Reputation)

If your Reputation cube is on a positive number, increase your Population by that amount. If your Reputation cube is on a negative number, decrease your Population by that amount. If your Population meeple is at 0, but you still have negative Reputation to account for, pay \$1 to the Resources tray for each remaining point. If you run out of money, nothing happens.

As your borough grows, it costs more to maintain, and its "small town" charm will decrease. This is represented by red roofs on the Population track. When your Population meeple crosses a red roof, reduce your Income and Reputation each by 1 (one space to the left) for every red roof you move past. If your Population dips below a red roof, increase your Income and Reputation each by 1 (one space to the right).

When you place a tile, sometimes you have multiple adjustments. When adjusting Population past a red roof, immediately decrease your Income and Reputation, even if you haven't finished all the other adjustments yet.

If a decrease to Income or Reputation would cause either or both to be less than -5, the Income cylinder or Reputation cube stays at -5.

4. Add a New Tile to the Real Estate Market

Slide the remaining tiles on the Real Estate Market to the right to fill in the gap from the removed tile (there will always be a tile removed on each player's turn). Then take a new tile from the bottom of the Tile Tower, placing it faceup at the far left of the Real Estate Market.

Tile Progression

As the game continues, eventually the tiles from the A stack will run out, and B stack tiles will come out of the Tile Tower. When B tiles run out, tiles from the C stack will start coming out of the Tile Tower. Somewhere in the second half of the C stack is the One More Round tile, which indicates that the game will end soon (see End of the Game).

If playing with Bonus and Challenge tiles, the Bonus tile will appear as soon as the A stack is depleted, and the Challenge tile will appear as soon as the B stack is depleted.

Building Tiles

Each building tile that you place affects your city in some way. Tiles generally fall into one of four categories: Residential, Industrial, Commercial, and Civic. Most tiles give bonuses or penalties to Income, Reputation, or Population, and some give you special abilities. Tiles must always be placed so that at least one edge is adjacent to another tile (faceup or facedown). Tiles can be placed so that they go around (but not on top of) the Borough board or other tiles.



Tile Terminology

(between icons): That effect applies to any tiles with any of those icons.

for all other boroughs: This refers to tiles in every borough except yours.

for each adjacent: These tiles require you to count the number of tiles of that kind that are directly next to the tile, where one straight edge of the tile touches a straight edge of another tile.

for each of your: This refers to tiles that you have placed in your borough only (and in some cases even the tile itself if it is the type specified). For instance, a High School provides its owner with 3 Population for every Residential tile in the owner's borough.

for every: This refers to all tiles in all boroughs, including your own borough and including the tile itself (if it fits the criteria).

\$: When shown on the left corner, this is the cost of the tile. When shown elsewhere, you will take \$ from the Resources tray (or in cases when it is red, put it back in the Resources tray). For all tiles where you take money from the Resources tray, gain that money both when you place that tile, as well as when designated tiles are placed afterward.

○: Increase (black) or decrease (red) your income on your Borough board by the number shown.

■: Increase (black) or decrease (red) your reputation on your Borough board by the number shown.

★: Increase (gray) or decrease (red) your population on the Population track by the number shown.



Leveraging Tiles that Give You \$

If you place the Homeowner's Association tile on the very first turn of a 4-player game, you'll pay \$6 to place the tile, and then instantly take \$10 from the Resources tray (because there are 5 Residential tiles in the game at that time: 4 Suburbs and 1 Homeowners Association). From that point on, when anyone places a Residential tile (including you), take \$2.

Tile Effect Resolution Order

Use the following order to resolve the effects of tiles:

1. Pay the cost of the tile shown on the left corner of the tile (and any additional cost shown in the Real Estate Market).
2. Adjust according to the immediate effect in the upper right of the tile.
3. Adjust according to the conditional effect at the bottom of the tile.
4. Adjust according to the conditional effect on any adjacent tiles.
5. Adjust according to the conditional effect on any non-adjacent tiles in your borough.
6. Check with other players to see if any of their tiles cause you to make adjustments.
7. Check with other players to see if their boroughs are affected by the tile you've played.

Tile effects can stack, and players may have more than one of the same named tile. For instance, it is okay to have two Fast Food Restaurants in a single borough.

Interactive Icon Tiles

Some tiles have a conditional effect that triggers from a specific icon on the right edge of another tile. For instance, the Business Supply Store gains +1 Income for every tile with an Office icon (a little briefcase) on it. The icons are:

- Restaurant
- Airport
- Office
- School
- Skyscraper
- Car Dealership
- Suburbia Inc.
- Suburbia 5 Star
- Gold Star
- Essen
- Con
- Nightlife
- Collector's Edition

How Restaurants Work

The Fast Food Restaurant icon on a Commercial tile with the Restaurant icon on the right edge. The Fancy Restaurant, however, has a conditional effect that reduces the owner's Income by -1 for each Restaurant put into any player's borough after it is placed. The Farm and Slaughterhouse each increase their owner's Income by 1 for each Restaurant in anyone's borough.



Here's an example of how this works on the first round: Fil buys a Farm and places it next to his Community Park and Heavy Factory. His Reputation remains the same (-1 Reputation for placing the Farm, but +1 Reputation because it is next to a Community Park).



Next, Augusto buys a Fancy Restaurant and places it next to his Community Park and Heavy Factory. This increases his Income by 3 and his Reputation by 1. When Augusto places his Fancy Restaurant, Fil increases his Income by 1 (even though Augusto placed the Fancy Restaurant in his own borough on his own turn).



Finally, Clara places a Fast Food Restaurant next to her Suburbs and Community Park, increasing her Income by 1, her Population by 3, and her Reputation by 1. Fil increases his Income by 1 for his Farm. Augusto reduces his Income by -1, because another Restaurant was placed after his Fancy Restaurant was placed.

Solo Game #1: The Lone Architect

Enjoy all the challenge of a multiplayer game in less than 30 minutes! Gameplay is just like the 2-player game, but you need only one Borough board. Additional changes are described below.

Setup

Use the 2-player tile stacks setup before placing them in the Tile Tower, but don't place or distribute any goals.

Your Turn

Moving past a red roof results in -2 Income and -2 Reputation.

Before the fourth action in your turn (add a new tile to the Real Estate Market), remove one more tile from the Real Estate Market, using the same rules as if you had placed an Investment marker or a basic tile. Then add two tiles to the left end of the Real Estate Market.

Scoring for Solo Games

Compare your final score to the achievement ladder on the right to determine how high you climbed.

For Solo Game #2: Dale the Bot, you must beat Dale for your score to even register.

Playing with the expansion tiles can make winning (and scoring high on the achievement ladder) even more difficult.

Play with a fully randomized set of regular and expansion tiles for the ultimate challenge!

136 →	∞	CEO of Suburbia Inc.
121 →	135	Principal Architect
106 →	120	Architectural Engineer
91 →	105	Architectural Designer
76 →	90	Draftsman
60 →	75	Subcontractor
1 →	59	Junior Intern



Solo Game #2: Dale the Bot

In this solo game, you'll be playing against Dale the Bot, who has no emotions. You go first each round (Dale doesn't object because he has no other friends).

Setup

Setup is the same as in the 2-player game with the following exceptions:

- Each stack (A, B, C) should have 25 tiles.
- Place four tiles from the A stack faceup along the bottom edge of the Real Estate Market under the \$6, \$4, \$2, and the leftmost \$0 space. You'll only use those spaces of the Real Estate Market during the game.
- Mix the One More Round tile with 12 tiles from the C stack, and place those tiles facedown on the top of the C stack.
- Place the tiles on the Market tray facedown (A, then B, then C on top) and lower the Tile Tower down onto them.
- Shuffle the goals facedown and place three random goals faceup on the goal spaces on the Goals lid. If you reveal a goal with a Lake or Investment marker, discard it and replace it with another tile.

Your Turn

Take a normal turn, following normal rules. The three tiles not bought are left in the Real Estate Market (do not move them).

Dale's Turn

Dale isn't too smart, but he has some advantages. He plays by the following rules:

Dale always chooses Star tiles over non-Star tiles unless he is ahead on the Star track by at least 3 stars (then he chooses tiles based on the criteria outlined below).

Dale buys the most expensive tile available (based on the tile price plus Real Estate Market adjustment), but he only pays \$3 for it. In the case of two or more tiles with the same costs, he buys the leftmost tile.

Dale never buys a basic tile, never creates a Lake, never plays an Investment marker, never buys a Redevelopment Planner, never buys Borders, and never buys any tile that has a negative (red) Population effect.

Dale always receives Bonuses and Challenges, regardless of whether he meets their requirements.

Place the purchased tile in the best spot possible (after taking into account all tile interactions), using the following rule: increase the most Reputation and Income when both are added together (ties favor Reputation).

As long as the placement rule above is followed, the tile can be placed on any valid space.

After Dale buys a tile, places it, and adjusts his Income and Reputation, discard the two tiles remaining in the Real Estate Market.

Next Round

Place four new tiles in the Real Estate Market on \$6, \$4, \$2, and the leftmost \$0 space.

Game End

When the One More Round tile appears, the game ends immediately. Do not take another turn. Go directly to scoring goals and converting money to Population.



Suburbia Inc.



Define unique borders that provide you with extra benefits. Build more than a dozen new, powerful buildings to optimize your Income and Reputation. Take advantage of new Bonuses and Challenges (to boost your Income and Reputation) by achieving mid-game goals.

Expansion Components

Suburbia Inc. includes four different expansion components:

- Border Tiles
- New Building Tiles
- New Goals
- Bonuses and Challenges

You may mix any combination of these components with the base game, as noted below. However, if you decide not to play with Borders, remove the Border bonus, Border challenge, Checkpoint tile, and European and Guard goals, as all of these are Border-specific. (They all have a Border icon on them, to make them easy to find.)

All *Suburbia Inc.* components have a white necktie icon on them.

Border Tiles

Borders are special tiles that define a borough's edge. After you place a Border tile, flip the top facedown Border tile on the Borders lid and place it in the empty slot so that three Border tiles are available to take (unless you exhaust the facedown stack, at which time fewer Border tiles will be available).

During your first action in a turn, you may take a Border tile instead of any of the other options. When taking a Border tile, pay the cost printed on the left edge of the tile. Then place one of the angled slots of the Border tile adjacent to at least one hexagonal tile in your borough. Afterward, follow the Tile Effect Resolution Order rules (p. 6) starting with step 2.

Treat a Border tile mostly like any other tile in your borough. Place Building tiles only in the slots where they fit. A Border tile must be adjacent to a Building tile, and may not be adjacent to another Border tile. Border tiles may not overlap another tile or your Borough board.

Borders are NOT one of the four main categories (Commercial, Residential, Industrial, or Civic), so you do not gain \$2 when one is placed next to a Lake.

Like basic tiles, if you place a Border on your turn, you must discard a tile from the Real Estate Market at the end of that turn. Pay only the cost above the discarded tile on the Real Estate Market, not the price on the tile you're discarding.

You may place an Investment marker on a Border in the same way they are placed on other tiles: pay the cost of the Border tile again, and double any effects on that Border tile. Building tiles are considered adjacent to Border tiles only in the four angled slots along the top edge of the border.

You may take one available Border tile and place it facedown in your borough to create a Lake Border tile, with the same restrictions of a Lake tile. Lake Border tiles are considered Lake tiles for all goals and tile effects. You may not place a Lake Border tile adjacent to any other Border tile. Lake Border tiles are not considered Borders for purposes of the Checkpoint tile, the Border Bonus/Challenge tiles and the Guard and European goals.

New Building Tiles

Suburbia Inc. has 12 new, unique building tiles. Refer to the Tile Reference book when using these tiles.

New Goals

Mix the new goals in with existing goals prior to shuffling them. The Guard and European goals refer to the most and fewest faceup Border tiles in a player's borough, respectively. The Million goal is for the player with the most Office icons. The Settler and Nomad goals are for the player with the most and fewest total of all the Commercial, Residential, Industrial, and Civic faceup tiles in their borough, respectively.

Bonuses and Challenges

Bonuses and challenges offer mid-game enhancements for players who meet certain requirements. Unlike goals, bonuses and challenges can be achieved by more than one player, as long as their requirements are met or exceeded.

Bonuses can increase Income after all the A tiles come out of the Tile Tower. Challenges can increase Reputation after all the B tiles come out of the Tile Tower.

See step 4 in Game Setup (p. 2) for information on including a bonus and challenge when setting up the game.

When the Score Bonus tile is pulled from the Tile Tower, check the faceup bonus tile. Players who meet or exceed the criterion on the bonus tile increase their Income as directed. Return the Score Bonus tile and faceup bonus tiles to the box, draw a new tile from the Tile Tower, and continue playing.

When the Score Challenge tile is pulled from the Tile Tower, check the faceup challenge tile. Players who meet or exceed the criterion on the challenge tile increase their Reputation as directed. Return the Score Challenge tile and faceup challenge tile to the box, draw a new tile from the Tile Tower, and continue playing.





Suburbia 5 Star



It's time to start growing your borough even more rapidly by turning your borough into a tourist destination. Build landmarks, monuments, and tourist traps to increase your reputation and income while determining the player order each turn.

Expansion Components

Suburbia 5 Star includes two expansion components:

- Fifth-player Components

• Star Building Tiles, Tokens, Border Tiles, Bonus Tile, Challenge Tile, and Goal Tiles

You may play with either or both of these additions to the base game, as noted below. If you are not using the *Suburbia Inc.* expansion, remove the bonus tile, challenge tile, and all Border tiles.

All *Suburbia 5 Star* components have a white star icon on them.

5th Player

When playing with a fifth player, follow the rules as in the base game.

Use five goals, and place five copies of the Heavy Factory, Community Park, and Suburbs tiles in the Resources tray. Use the 5-player side of the Market board; there are eight spaces for Real Estate Market tiles on the 5-player Market board instead of seven.

New Building Tiles

Suburbia 5 Star adds 50 unique Building tiles to the game. Refer to the Tile Reference when using these tiles.



Every A, B, and C tile and all Border tiles with a white Star icon on the right edge are considered Star tiles. For conditional effects that refer to Star tiles, count each tile with a Star icon.

Stars and the Star Track

Star tiles introduce a new track for all players to compete on: the Star track. This track (located on the 5 *Star* side of the Population board) compares all players at the end of every round (a round consists of one turn for each player).

When you place a Star tile, move your Star token to the right a number of spaces indicated by the Gold Stars on the tile. Always place the token you are currently moving on top of any other tokens where it lands. When your Star token gets to the space with +1

Income below it, gain a one-time +1 Income. When your Star token gets to the space with the +1 Reputation below it, gain a one-time +1 Reputation.

As Star tokens approach the right side of the Star track, they might reach a space that has little silver stars below it. The number of silver stars below each space indicates how many Star tokens may land on that space. This number decreases until the last space, on which only one Star token may land. If you receive more Gold Stars than spaces available on the Star track, move your Star token as far to the right as you can (while respecting the rules above).

After the last player in each round takes their turn, check the Star track for following adjustments:

- 1) The player(s) with the most stars (even if they share the same space) increase their Population by +1.
- 2) The player(s) with the fewest stars (even if they share the same space) decrease their Population by -1.

3) Change player order so that the player with the most stars goes first, the player with the second-most stars goes second, and so on (ties are broken by top to bottom on a space). Give players the appropriate Turn Order tile to track this new player order.

At the end of the game, position on the Star track breaks ties for goals. Players higher on the Star track win ties with players lower on the Star track. Players on the same space on the Star track are still tied.

New Goals

Mix the new goals in with the existing goals before shuffling them. The Hermit and Tourist goals refer to the number of Star tiles.

Bonus and Challenge

If you are playing with bonuses and challenges, add the 5 *Star* bonus and challenge tiles before shuffling and selecting one of each. These tiles refer to the number of Star tiles a player has in their borough, not the location of the player's Star token on the Star track.



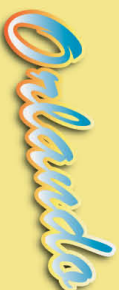
Suburbia Collector's Edition Tiles

Your copy of Suburbia Collector's Edition comes with five special Collector's Edition tiles, one to match each of the Borough Boards/Player colors you received with the game. You'll have Red (Washington D.C.), Purple (Los Angeles), Yellow (New York), Black (Chicago) and Blue (Orlando) in your set. If there is a player color you want to use that isn't in your box, you can get a full set (Borough board, city tile, and wood pieces) in any color from beziergames.com.

Add the Collector's Edition tiles to the C tile stack before shuffling as part of the number required for that stack. You may add some, all, or none of these tiles, depending on your preference, regardless of player count. If you purchased additional player color sets, you can even include more than just five of them.

All Suburbia Collector's Edition tiles have a gold "ce" icon on them.

C Tiles (20)



+6 Reputation when placed. (1)



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



+3 Gold Stars and +2 Income when placed, and +3 Reputation for each of your Schools. (1)



+1 Gold Star and +2 Reputation when placed, and take \$5 from the Resources tray for each adjacent Commercial tile. (1)



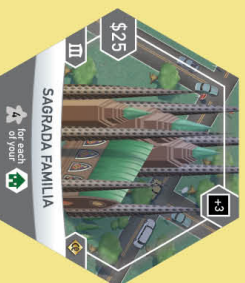
+2 Gold Stars, +2 Reputation, and place an Investment Marker on any of your tiles at no cost to you when this tile is placed. (1)



+8 Income when placed. (1)



+2 Income when placed, and take \$5 from the Resources tray for every Restaurant in any borough. (1)



+3 Reputation when placed, and +4 Population for each of your Residential tiles. (1)

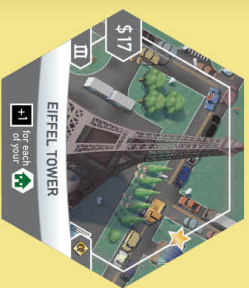


+6 Population for each of your Industrial tiles. (1)



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

PARIS



TORONTO



HONGKONG



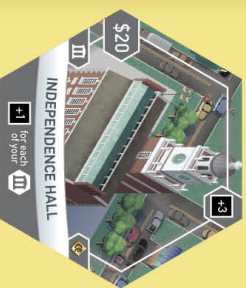
TAIPEI



LONDON



PHILADELPHIA



Las Vegas



MILAN



PRAGUE



Kuala Lumpur



+3 Reputation when placed, and +1 Reputation for each of your Civic tiles, including this tile. (1)

+10 Population when placed, and take \$5 from the Resources tray for every Airport in any borough. (1)

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

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

+5 Population for every Collector's Edition tile in any borough, including this tile. (1)

+4 Income when placed, and +1 Income for every Skyscraper in any borough, including this tile. (1)

+3 Reputation, and you may take the cheapest tile from the Real Estate Market (based on the cost of the tile and its Real Estate Market cost) and add it to your borough when this tile is placed. If two or more tiles are the cheapest, choose one of those tiles to place. (1)

+2 Reputation when placed, and take back all negative (red) effects that have occurred in your borough as the result of tiles. You regain all Income, Population, and Reputation lost, and take back all \$ paid to the Resources tray due to any negative effects. Furthermore, you suffer no future negative (red) effects from tiles in your borough.

+1 Reputation when placed, and you may score secret goals belonging to other players if you achieved them. St. Vitus Cathedral can be used in combination with a Law Office to score a tied secret goal. (1)

+1 Income when placed, and choose one Commercial tile in any player's borough, including your own. Flip it over to create a Lake tile. Remove all effects that the Commercial tile provided (Income, Reputation, Population, or \$, either positive or negative). Then the player takes \$ from the Resources tray as if they had just placed the Lake tile. (1)

For instance, if you have Water Purification Plant, and you place Duomo di Milano in your borough, immediately take \$2 from the Resources tray for every Industrial tile in all boroughs. You do not have to pay \$2 for any Industrial tiles which are placed afterward.

The Duomo di Milano tile's effect does not impact reductions in income or population as a result of passing red roofs. (1)



Suburbia Con Tiles



Con tiles provide buildings used by some of the most popular board game conventions in the world. The more of these you have, the more you'll benefit!

All Con tiles have a white die icon on them.

Mix the Con tiles with the A, B, and C tiles before shuffling and counting out tiles for each stack for the game.



Suburbia Essen Tiles



Essen tiles provide buildings from the Essen, Germany area, where the annual Essen Spiel takes place each October. The more of these you have, the more you'll benefit, though you are limited to one of each type in your borough.

All Essen tiles have a white Spiel icon on them.

Mix the Essen tiles with the A, B, and C tiles before shuffling and counting out tiles for each stack for the game.

Special Thanks

to everyone who played the original incarnation of Suburbia. This Collector's Edition is here because you demanded it, and we're thrilled to produce it for you!

to Dale Yu for his tireless efforts to continue to iterate and improve upon the gameplay, to Noah Adelman at Game Tranz for designs that combine form, function, and awesome, to Taylor Bogle, Jason Boles, and Stephanie Gustafsson for their countless amazing design contributions to this Collector's Edition.

to Ryan Moore for all sorts of great suggestions, including the Tile Tower.

to Jake Murphy, for 3D printing the first few iterations of the Start Player marker, to all the playtesters, many of whom are listed below:

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Building Artwork by Brett Stebbins

Brett is a professional illustrator who has lived his entire life on the Space Coast of Florida watching space shuttle launches from his front yard as a kid. He started his career as a graphic designer before Adobe Photoshop had layers. After 15 years of design he had the opportunity to expand his career making environments and assets for mobile games and other media as an independent 3D artist. Almost eight years later he changed his focus again towards 2D illustration where as an independent artist he creates artwork for board and mobile games. He loves spending time with his wife and five children. They love watching movies and playing board games with their friends. Occasionally he enjoys hanging with the guys trying a new craft beer.



Suburbia Nightlife



Nightlife introduces buildings that have unusual effects, mostly associated with nighttime. Some Nightlife tiles interact specifically with other Nightlife tiles, while some interact with tiles from the base game and other expansions.

All Suburbia Nightlife tiles have a white moon icon on them.



Cover Artwork by Ollin Timm

Ollin Timm designed the original *Suburbia* "isometric building" designs, and has illustrated several covers for Bezier Games, Inc., including *Colony*, *Favor of the Pharaoh*, *The Palace of Mad King Ludwig*, and *Castles of Mad King Ludwig*.

Game Development & Bot Rules by Dale Yu

Dale has been involved with game development since 2001 and has developed many other awesome Bezier Games, Inc. games including *Castles of Mad King Ludwig*, *Subdivision*, and *The Palace of Mad King Ludwig*. Previous projects include being part of the development team for *Dominion* as well as refining the solo game for *Agricola*. He also was part of the design team for the 2014 Kinderspiel des Jahres finalist *Flitz-e-Miez*. Since 2010, he has served as the editor-in-chief for *OpinionatedGamers.com*.

Game Design by Ted Alspach

Ted Alspach is the designer of many boardgames, including *One Night Ultimate Werewolf*, *Castles of Mad King Ludwig*, *Silver*, *Ultimate Werewolf*, *The Palace of Mad King Ludwig*, and *Werewords*.

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