# Setup

## Board

|  |  |
| --- | --- |
| **Players** | **Remove Deed Cards** |
| 2 | Red, Purple, Blue |
| 3 | Red, Purple |
| 4 | Red |
| 5 | None |

## Player

* $5 for 1st player, then for each other player clockwise, takes +$1 more than previous player
* 6 Deed cards and place lot markers, OR  
  draft one deed and pass hands clockwise
* 3 equalish piles of remaining Deed cards for each Era

# Round

* Take $5+Commerce, Buy Deed, or Build/Upgrade
* Upgrade replaces ONE building with a **larger** building
* Move population tracker per residential buildings

# Era Scoring

* Consult player mat for exposed rewards
* Players with >0 population only: gain VP equal to the next highest **opponent’s** population position (or themselves if leading). Highest gets Era Bonus. Ties are shared:

**Era 1: +4VP Era 2: +8 VP Era 3: +10VP**

* Gain for orthogonal building adjacencies (any color)
* Gain $ based on deployed commercial buildings  
  Gain VP instead of $ at game end.
* Pass 1st Player token and refill market

# End Game

* Gain 1 VP for each deployed lot marker
* Tie Breaker: Coins