

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