STREETS

RULEBOOK

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SINISTER FISH
GAMES

INTRODUCTION

The city was once a small and sleepy town, but the affordable properties have attracted artists, startup companies and families. Celebrities and influencers are moving in and after some recent archaeological findings, the tourist industry is booming.

Players are investors creating attractive new streets in the growing city, investing in new businesses and homes. Some streets will become hotspots for hipsters, others will be dominated by tourists or families with children. Others still will become designated shopping areas.

As each street is completed, people will move to new buildings that interest them - hopefully one of your buildings in an up-and-coming street. To earn the most money and win the game you need to manage your investment funds cleverly, planning ahead while keeping your mind open to fresh opportunities.

GAME OVERVIEW

In a game of Streets, players collectively build a city while competing to make the most money from selling their buildings. Profit is maximised by placing buildings in locations that increase their value, and by attracting crowds of people from other streets.

For a quick introduction to the gameplay, read the Gameplay Example on page 13.

By collecting data from thousands of people, we have created a graphical overlay that shows you what kind of people frequent every building in the city, represented with small round symbols. We can even project how your future buildings will contribute to the demographics of the city. The little people figures moving around represent the more unpredictable part of the demographics, the human factors like sudden changes in trends and word of mouth.

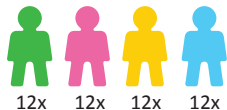# COMPONENTS

1 Central Station Tile

1 City Park Tile

40 Building Tiles

5 Five Player Building Tiles
marked with 5+

12x 12x 12x 12x

48 People

$1 — 30x $5 — 18x $10 — 15x $20 — 12x $50 — 6x $100 — 6x

87 Money Tokens

25 Ownership Signs (5 for each player)

12x 12x 12x 12x

48 Business Tokens

7 Consultant Cards

5 Player Aid cards

1 Solo mode Player Aid card

BUILDING ANATOMY

① **Valuation:** Explains how this Building can profit from being placed in the right location. This Starter Home, for example, will benefit from being around green Parent Symbols.

② **Symbols:** Indicate what type of People will be attracted to the Building. Many Buildings earn Money ($) for being located in Streets with specific Symbols. There are 4 different Symbols, plus the special Wild Symbols. The Wild Symbols count as any Symbol when Scoring.


Tourist   Hipster   Parent   Shopper   Wild

③ **People:** These People (wooden meeples) correspond to the colour of the Symbols, and are placed on the Building when it is built. Each Person on a Building increases its value by $1. People will try to move to other Buildings after the Street they are on is scored. Crowds can gather and greatly increase the value of certain Buildings.

④ **Business Icons:** These show what kind of Business category this Building is in. There are 4 different Business Icons, plus a Wild Business Icon. Business Icons are only used if playing with the Business Expansion. In the basic game, they can be ignored.

⑤ **Road:** The road part of the artwork is used to determine what Street the Building is in.

⑥ **Back Symbol:** On the back of each Building tile there is a large Symbol matching the Symbol(s) on the front. The Symbols on the backs of the tiles are open information for all players and can be useful to look at to predict what people will play as well as see what kind of Building you'll be getting next. They are also used when removing random Buildings during the game setup for 1, 2 or 3 players.

SETUP
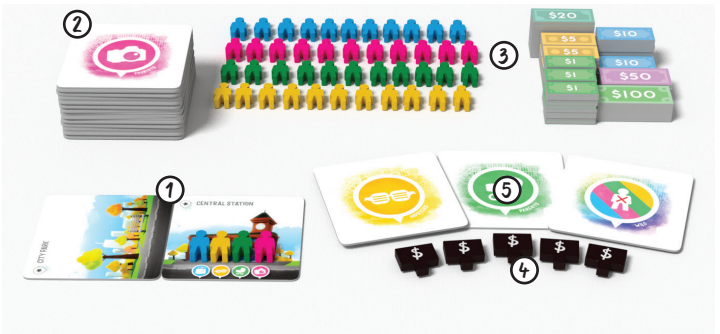
① Start the City. Place the Central Station in the middle of the table with 1 Person of each colour on it, lying down. Place the City Park next to the Central Station as in the picture above, rotated perpendicular to it so that their Roads form a corner. These two Buildings form the beginning of a City that will be expanded throughout the game.

② Create the Stack. Take all the 40 basic Building tiles and adjust based on the number of players (see below). If setting up the game for 2-4 players, be sure to remove the 5 extra Buildings (see below). Then shuffle the remaining Building tiles and put them all in a face down pile.

- **2 players:** Remove 2 random Buildings of each type (10 in total). Put these Buildings back in the box without revealing them.

- **3 players:** Remove 1 random Building of each type except Wild (4 in total). Put these Buildings back in the box without revealing them.

- **4 players:** Do not remove or add any Buildings.

- **5 players:** Shuffle the 5-player Buildings into the Stack (adding 5 in total). These Buildings have **5+** printed in the bottom right corner.

③ Place the remaining People and Money tokens within easy reach of all players.

④ Each player picks a colour and takes 5 Ownership Signs of that colour.

⑤ Each player takes 3 Buildings from the top of the Stack to form their starting hands.

The person who has the most "hipster cred" is the First Player!

That's it, the game is ready to be played!

RULES

Beginning with the First Player, players take turns to build Buildings and earn Money by enclosing Streets. Play proceeds clockwise around the table, and the end of the game is triggered when the Stack of Buildings is empty. The winner is the player with the most Money at the end of the game. The player currently taking their turn is referred to as the **current player**.

THE TURN SEQUENCE

1. Build a Building
2. Score Streets
3. Pick up a new Building

1: Build a Building

The current player must choose a Building from their hand and place it next to another Building in the City, ensuring that the placement rules are obeyed (see next page).

For each Symbol on the Building just played, place a Person on the Building matching the colour of the Building's Symbol. People must be placed **lying down**. No People are placed for Wild Symbols.
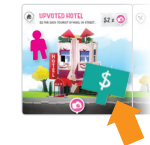
The current player must place one of their unused Ownership Signs onto the Building they just placed to show that they own it. If they don't have any unused Ownership Signs available, they must abandon one of their Buildings (pg. 11).

2: Score Streets
If any Streets have become Enclosed (pg. 8) , they will now be Scored (pg. 9). This means players will get Money for selling their Buildings, and the people in the Street will attempt to move to other Streets.

3: Pick Up a New Building
At the end of their Turn, the current player must take the top Building from the Stack and add it to their hand. Then play passes to the next player clockwise around the table.

If the Stack is empty, skip this phase and continue play until all players' hands are empty, then begin End Game Scoring (pg. 12).

> Build, put People and an Ownership Sign on it, then draw a new Building. Got it!

PLACEMENT RULES

When a Building is built, its Road must be connected to the Road on another Building in the City.

There are two legal ways of placing a Building:

Place the Building oriented the same way as the Building next to it so that their Roads connect.

Place the Building oriented perpendicular to the Building next to it, so that the Building you placed forms a new Street.

Buildings will sometimes do both these things at the same time, this is allowed.

You cannot place Buildings so that the long sides of their Roads connect, making a wider Street.

You cannot place Buildings that are not connected to any Roads on other Buildings.

A building can touch the roadless sides of other Buildings, as long as it's connected to the Road of at least one other Building.

STREETS

A Street of 5 Buildings, the maximum size.

A row of one or more Buildings with Roads that connect and run in the same direction is called a Street. **A Street can never consist of more than five Buildings.**

ENCLOSING A STREET

When a Street has Buildings oriented in a different direction at both ends, the Street is **Enclosed**. Take a look at the picture below to see an example of this. When a Street becomes Enclosed it is immediately scored (see next page). All players who own Buildings in the Street will sell their Buildings and get Money for them.

This Street is Enclosed!

Additional Rules About Enclosing a Street

- The two Buildings that enclose a Street at each end are called **Enclosing Buildings**.

- A Building can become instantly Enclosed on the turn it is played, if it's placed in a gap between two Enclosing Buildings.

- Several Streets can sometimes become Enclosed at the same time. When this happens, score the Streets one at a time, in an order chosen by the current player.

- Usually players will have to place the Enclosing Buildings so that the Road side of the Building is oriented towards the Enclosed Street. But sometimes because of the way other Streets flow, the Enclosing Buildings may be rotated another way so that the top of the Building is pointing towards the Street instead, or it might be placed upside down relative to the Street it Encloses. This does not matter, the Building is still Enclosing the Street.

An alternate way of Enclosing a Street.

This Street is Enclosed!

SCORING A STREET

If any Streets have been Enclosed, the Buildings in them must be scored.

When scoring a Street, players will receive Money for their Buildings in that Street, and remove their Ownership Signs. Then the current player attempts to move any People from the Street that was scored to other non-Enclosed Streets.

Score one Building at a time, using the procedure below:

Scoring a Building

1. Calculate the Money earned by the Valuation of the Building (see below).

2. Add $1 extra for each Person placed on the Building.

3. The player who owns the Building takes Money from the supply equal to the sum of steps 1 and 2.

4. The player who owns the Building removes their Ownership Sign.

Starting with the current player and going clockwise around the table, each player scores all their Buildings in any order they like.

Valuations

All Buildings have a Valuation, describing how much Money the Building can score. Most Valuations involve looking at what Symbols and People are present in the Street the Building is placed in.

There are some universal rules concerning what Symbols and People to include when scoring:

If the Valuation involves People, only include the People in the same Street as the Building being scored.

If the Valuation involves Symbols, include the Symbols in the same Street as the Building you are scoring, plus any other Symbols pointing into the Street (see next page).

The rules for each Valuation are printed on the Building Tiles and described in more detail on page 23.

Symbols Pointing Into the Street

The Symbols have tiny arrows pointing downwards. If any of the two Enclosing Buildings outside the Street have Symbols whose arrows point towards the Street, include those Symbols when scoring the Street. See the image below to see how this works. The Yellow Hipster Symbol on the left is Pointing Into the Street.

The Yellow Hipster Symbol on the left will be included when scoring the Trendy Lofts, in addition to the Yellow Hipster Symbol on the Micro Brewery in the same Street.

Both Buildings in the same Street and those in the Street going downwards directly below it will include the Symbols on the Central Station in their scoring.

Moving People

When all Buildings in the Enclosed Street have been scored, the current player must move the People in the Street to Buildings in other, non-Enclosed Streets if possible.

- People must move to Buildings with matching Symbol colours. For example, green Parents must move to Buildings with green Parent Symbols at the bottom of the tile.

- If there are no Buildings with matching Symbol colours available in non-Enclosed Streets, People of those colours will not move. These People stay in place and get **FOMO** (Fear Of Missing Out, explained on the next page). To show this, place these People standing up (all People should be placed lying down when they enter play).

- People cannot move to Buildings in Enclosed Streets.

- People cannot move to Buildings with Wild Symbols.

- People can move to Abandoned Buildings (see next page).

PEOPLE WITH FOMO

People with FOMO are placed standing up and want to move to new Buildings as soon as possible.

The next time a Building of matching colour is built, immediately move all People with FOMO of that colour to that Building.

Once People with FOMO have moved, they lose their FOMO and are placed lying down.

The two Parents have FOMO. A new Building of the same colour is Built.

The two Parents immediately move to the new Building and lie down, losing their FOMO status.

ABANDONING BUILDINGS

If the current player does not have any unused Ownership Signs at the beginning of their turn, they must Abandon a Building **before** they Build a new Building.

Remove the Ownership Sign from the Abandoned Building, and move any People on this Building, following the rules for Moving People on the previous page. Note that in this case the People can end up moving to another Building in the same Street, as the Street is not Enclosed yet.

People on abandoned Buildings can end up staying in place with FOMO if they have nowhere to go. Abandoning a Building happens **before** a new Building is built, so People on the abandoned Building can potentially get FOMO and move onto the new Building that is built on that turn.

THE END OF THE GAME

When the Stack is empty, continue play until all players' hands are empty. When the last player finishes their turn, End Game Scoring begins.

END GAME SCORING

At the end of the game score all Buildings in the City with Ownership Signs (see Scoring a Building, page 9). Buildings scored during End Game Scoring only score half what they normally would, rounding up. If you have a Building that scores $4 from its Valuation and $3 from the People on it for example, it would normally score $7, but at the end of the game it only scores $4. People are not moved or given FOMO during End Game Scoring. Because of this, it does not matter which player is scored first, but if in doubt, start scoring with the player who laid the last tile and move clockwise around the table.

Determining the Winner
The player with the most Money is the winner of the game. If two or more players are tied, they can play another game of Streets to determine the winner.

GAMEPLAY EXAMPLE

This can be read before or after reading the rules to get a general idea of how the game plays.

1. It's Haakon's turn. He builds a Student House.

He adds 1 yellow Hipster figure for the Hipster Symbol on it, then places his ownership sign on the Building.

2. The *Student House* Encloses the Street to its right. As the Street is now Enclosed on both sides, it will score.

Ⓐ First Dave scores his *Starter Home*. It scores him $2 for each Parent symbol, so that gives him $6 as there are 2 Parent Symbols and one Wild Symbol in the Street (from the Enclosing Building on the right). He adds $1 for the Parent figure placed on it, for a total of $7.

Ⓑ Next his *Flea Market* scores him $10 for the two sets of Hipster and Parent Symbols, plus $1 for the Parent placed on it, for a total of $11. Dave takes a total of $18 from the Supply.

Ⓒ Next Haakon scores his Art Gallery. It gives him $6 for its Valuation, plus $3 for the Hipsters placed on it. Haakon takes $9 from the Supply.

3. After scoring is completed, the people in the Street will move.


Haakon gets to choose where they go, as the scoring is happening on his turn. He moves the 3 Hipsters to his own Student House. There are no green Parent buildings on unenclosed Streets anywhere in the City, so the green parents get FOMO and are placed standing up. Haakon finishes his turn by drawing a new Building from the Stack.

4. It's now Dave's turn. He builds Trendy Lofts next to Haakon's Student House. He adds 2 green Parent figures for the Parent Symbols on it, then places his Ownership Sign on the Building.

5. As Dave built a green Parent building, the green Parents with FOMO will move to it immediately.
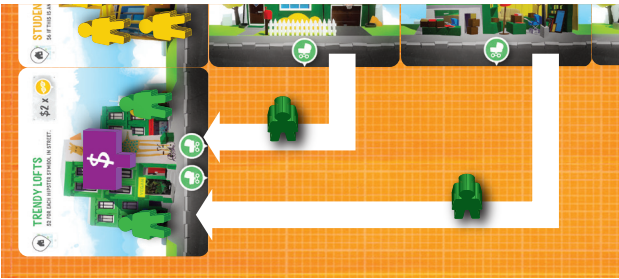
The 2 Parents that moved lose their FOMO status and are placed lying down. There are now 4 Parent figures on the Building. Dave ends his turn by drawing a new Building from the stack.

SOLO MODE

There is a new mysterious player on the scene called The Grifter. The Grifter has never been seen in person, leading to rumors that he's not even a real person. Some believe he's an AI or even a data driven app designed to replace investors like yourself. Can you outsmart The Grifter?

You can play Streets with only 1 player, using these modified rules. It is played much like a 2-player game where you play for both yourself and an opponent called the Grifter. You win by having more money than the Grifter at the end of the game.

Setup
Set the game up as a 2-player game, but make the following changes to the setup:

(1) The Grifter has a hand of 3 Buildings like the Player, these are placed in a pile face-down next to the Stack. These are the Buildings the Grifter will play in their final 3 turns, and are called the Grifter Endgame Stack.

(2) You pick 5 Ownership Signs of the same colour as normal, the Grifter gets all the others as they have unlimited Ownership Signs.

(3) Depending on the difficulty level you want, give the Grifter some money at the beginning of the game. Easy: $0. Normal: $20. Hard: $50.

(4) After setting everything else up, turn the Stack upside down, so that it's face-up. Until the final 3 turns of the game, the Grifter will play Buildings directly from the Stack.

(5) Keep the Solo Mode Player Aid nearby. It will be very useful the first few times you try the solo mode.

SOLO MODE RULES

Think of the Grifter as another Player. All the rules that apply to a Player also apply to the Grifter.

Solo Mode Turn sequence:

1. Build a Building. This works exactly like in the multiplayer game.

2. Score Streets. This works exactly like in the multiplayer game.

3. Build a Building for the Grifter. Rules for this can be found below.

4. Score Streets Enclosed by the Grifter. Rules for this can be found on the next page.

5. Draw a Building from the Stack. This works exactly like in the multiplayer game.

Building a Building for the Grifter
This step is done after placing your own Building (and possibly scoring one or more Streets as a result), before drawing a new Building from The Stack.

Pick up the top Building of the Stack and place it in the City following the normal rules for Placing a Building. Place People on it as normal if required, and place one of the Ownership Signs belonging to the Grifter on it. The Grifter has infinite Ownership Signs, so you can use Tokens of any colour the Player is not using.

Where to place the Grifter's Buildings
When placing the Grifter's Buildings, you must place it wherever its Valuation will become worth the most at the moment. Do not take into account how it will affect the scores of other Buildings when determining this, only the Valuation of the current Building matters. Buildings with the Copy valuation for example will have to be placed in the same Street as the Building that is currently scoring the most from its Valuation.

The only exception is the Buildings with Enclosement Valuations, these must be placed so that they become Enclosing Buildings, Enclosing a Street to trigger scoring if possible. If there are several such placements available, they must be put in the place that will cause the most People to be moved to the Grifter's Buildings.

When there are several equal options
If several possible placements are tied for giving the best score for the Building's Valuation, the Player gets to choose where the Building is placed. Similarly in the case of Buildings with Enclosement Valuations, if there are several placements that are tied for moving the most People to the Grifter's Buildings, the Player gets to choose which placement is used.

You are allowed to take advantage of this by picking whichever of the tied placements that you think will favour yourself the most.

Scoring Streets Enclosed by the Grifter

When a Street becomes Enclosed when placing an Grifter Building, do the Scoring a Street procedure as normal, giving $ to the Grifter for their Buildings. After scoring the People in the Street must move or get FOMO as normal. If possible the People must move to Buildings owned by the Grifter, as it was the Grifter who Enclosed the Street. If there are several Grifter Buildings of the same colour available, the Player may split them up between them as they see fit.

About the face-up Stack

As the Stack is Face-up in the Solo game, you as a player always know what Building the Grifter will play next. While placing the Grifter's Building, you'll also be able to see what Building you will be drawing next, and so you can also take advantage of that information. Note that you're not allowed to lift up the top Building to look at this Building beneath while placing your own Building. You don't get to look at your next draw until you start placing the Grifter's Building.

When the Stack is emptied

When the stack is emptied, you will play your final 3 Buildings without drawing new ones as per the normal rules. As the Stack is gone the Grifter needs to play the tiles from the Grifter Endgame Stack instead during these final 3 turns. Immediately after drawing the final Building in the Stack to your hand, shuffle the Grifter Endgame Stack and turn it face-up. Use it to replace the Stack when Building a Building for the Grifter in the final 3 turns.

End of game Scoring

The Grifter scores just like a Player during the End of Game scoring.

Using the Business Expansion

The Business expansion can be used in Solo mode. The Grifter earns Business Tokens and scores them at the end of the game just like a Player. When given a choice of what token to take, the Grifter will pick the token type they have the least of. If several token types are tied for this, the Player gets to choose which one they take.

Using the Consultants Expansion

The Consultants expansion can be used in Solo mode. You can use any Consultant, except the Contractor and Renovator who are not suitable for Solo Mode. Do not give the Grifter a Consultant. Instead give them an extra $40 at the start of the game. So the Grifter gets $40 in easy mode, 60$ in normal and $90 at hard difficulty.

To challenge yourself, try winning the Solo Mode with every Consultant.

BUSINESS EXPANSION

These optional rules and components let you specialise in different types of Businesses, increasing your profit at the end of the game.

Business Tokens utilise the Business Icons printed on the top left of the Building Tiles, and reward players with matching Business Tokens. They add another layer of strategy and decision making to the game, which can be daunting for new players. We recommend playing your first game without them.

Business Icons and Business Tokens
The Buildings in the game all have a Business Icon in their top left corner. There are 4 different Business Icons, plus a Wild Business Icon:

| Restaurant | Residental | Leisure | Retail | Wild |
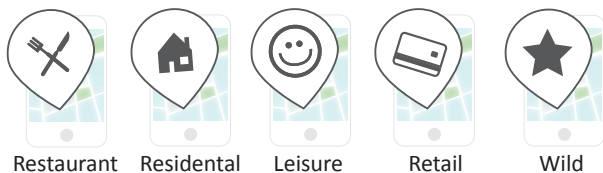
Setup
Put the Business Tokens into the Supply, next to the People and Money.

RULES

Acquiring Business Tokens when Scoring Streets
When playing with the Business Expansion, an extra step is added at the beginning of the Scoring a Street sequence. **Before** any Buildings are scored, each player must select **one** of their Buildings in the Street, and take the Business Token (or Tokens) matching the Icon (or Icons) on that Building.

For example, if a player has a Building with a Residental Symbol and another with a Retail Symbol both in a Street that is being scored, they may either take a Residental Token or a Retail Token. As only one of each players' buildings can be selected per Street, it can pay off to spread Buildings out among several Streets.

Player Order
If several players have several options for what Business Token to take, the players must pick the tokens in clockwise order, starting with the player after the current player. This makes sure the current player (who Enclosed the Street) gets to pick last, which is advantageous.

Wild Icons
If a player has a Building with a Wild Business Icon, they can take any type of Business Token they want.

Double Icons
Some buildings have two icons depicted. These Buildings let a player take the two Business Tokens depicted instead of just one.

Abandoning Buildings
When they Abandon a Building, a player must take a Business Token from it as if the Building was scored. If it is a Double Icon Building the player gets both Tokens.

Buildings scored at the end of the game
Business Tokens are not claimed from Buildings scored in End Game Scoring.

Running out of a Token
If the supply has run out of a Business Token type, players can no longer claim tokens of that type. If the tokens matching the Icon on a Building have run out, the Icon is treated as a Wild Icon. If this happens with a Double Icon, players may select any 2 tokens, which can be of different types.

END OF GAME SCORING BONUS

At the end of the game after all Buildings are scored, players get extra $ for their Business Tokens:
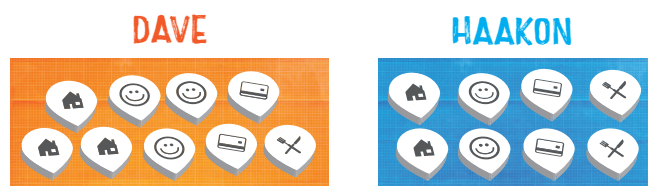
Majority Bonus
For each Business type, the player with the most tokens is awarded $10. If two or more players are tied for the majority, they all earn $5 instead. (See example below)

Set Bonus
For each complete set of all four different Business Tokens they have, a player is awarded $10. (See example below)

SCORING EXAMPLE

At the end of an exciting game, Dave and Haakon have collected the Business Tokens shown in the image below.

-Dave has the most Residental and Leisure tokens and is tied with Haakon for Retail. Dave scores a $25 Majority Bonus.

-Haakon has the most Restaurants and is tied with Dave for Retail. Haakon scores a $15 Majority Bonus.

-Dave has one set of all four tokens, giving him a $10 Set Bonus.

-Haakon has two sets of all four tokens, giving him a Set Bonus of $20.

-Dave and Haakon get a total bonus of $35 each.

CONSULTANTS EXPANSION

The Consultants are characters that give the game an asymmetric feel, where each player has their own unique ability.

We recommend not using the Consultants with new players, as the way they bend the rules can be confusing if you're not familiar with the main game. Once players have had one game they should be able to easily handle the Consultants in their next game.

Setup
Before setting up the rest of the game, give each Player one random Consultant card. The Players will keep their Consultant card face-up in front of them throughout the entire game. Some cards affect the game setup, like the Contractor for example.

Some Consultant cards can only be used at certain Player counts, these have a number in their upper right corner describing what Player counts they can be used in. The Contractor for example can only be used with 2, 3 or 4 players, while the Renovator can only be used with 3, 4 or 5 players.

Using The Consultants together with The Business Expansion
If you use both these expansions together, remove the Contractor and Renovator before dealing Consultant cards, as these are not suited for the Business Expansion.

RULES

Each Consultant has an ongoing ability that changes the rules of the game for the Player who owns it. These abilities are described on the Consultant cards. The rules printed on the Consultant cards override the rules in the rulebook for the owning Player. For example if you have the Contractor card you will Build two Buildings on your turn, while all other players will Build one Building as described in the rulebook.

Symbols on Consultants
Some Consultants have a Symbol printed on the card. These are treated by the owning Player as if they were in the Street being scored. For example, the Hacker Consultant card has a Wild Symbol. Whenever the Player who owns the Hacker scores a Building with a Valuation that scores Symbols, they can include the Hacker's Symbol as if it was in the same Street.

The Copy Valuation and Consultants
- You can not use the abilities of Consultants belonging to other Players through the Copy Valuation. If the Player with the Investor has doubled a Valuation, you don't get to benefit from the doubling by Copying, for example.

- You can use your own abilities on your Building with a Copy Valuation. A Hacker for example can use the Buildings in his hand to increase his score from a Copy Valuation Building.

CONSULTANT CLARIFICATIONS

Contractor
- In the setup when using the Contractor, you set the stack up as if there was one more player. In a two player game for example, you would set up the game for three players and therefore remove just 4 Buildings instead of 10. Similarly if playing with four players, you would add the 5-Player tiles to the stack. Also, remember to remove 3 random extra Buildings from the stack at any Player count.

- You cannot choose to Build just one Building. This means you may have to abandon a Building or even two Buildings sometimes to make it possible to Build both Buildings.

- You must Build both your two Buildings before drawing new Buildings from the Stack.

- If you trigger the scoring of any Streets with the first Building you Build on your turn, resolve the whole scoring procedure of those Streets, including moving people, before Building your second Building. If doing this frees up any of your Ownership Signs, you may use one of them for your second Building. This could save you from having to abandon a Building.

- You can not use the Contractor's power in the final 3 turns. Make good use of him while you can!

Hacker
- You will have one less Building in your hand to exploit if your Buildings are scored on your turn, this is intentional.

Entrepreneur
- The Entrepreneur's ability can only be used once per Street, even if you have several Buildings in a Street.

- If you are playing with Business Tokens, the Entrepreneur does not give you Business Tokens for the Buildings you score from hand.

Investor
- The Investor Ability only doubles the Valuation, not the score from People placed on the Building.

- If you abandon a Building with 2 Ownership Signs on it, you take both Ownership Signs back to your Supply.

- You may double a Building with a Copy Valuation. This doubles whatever score you get from the Copy Valuation.

- If you use the Copy Valuation to copy a Building that you have doubled, the score from the Copy Valuation does not become doubled as well.

- You may not retroactively double a Building, both Ownership Signs must be placed at the same time.

- If using the Business expansion, doubling a Building does not give you double Business Tokens.

Hipster Legend
- Though Hipster icons count as Wild for you, yellow People can still only move to your Buildings with Hipster Icons.

Renovator
- You do place people on Buildings built in Enclosed Streets by the Renovator, and these Buildings can also get people with FOMO moved onto them. As the Building is scored immediately, the people on it will move or possibly get FOMO immediately after scoring.

- You cannot Build on top of the Central Station.

- If there are people with FOMO on the Building you wish to Build on top of, and they can't move to your new Building, move them to the Central Station, making sure they stay standing to show they still have FOMO.

- The Buildings built in Enclosed Streets must have the same orientation as the Buildings they are Built on top of.

Location Scout
- Often when scoring a Street you'll own a Building that is Enclosing the Street that is being scored. When this happens you do get to score the Symbol(s) on that Enclosing Building twice. Once because of the normal rules for Symbols Pointing Into the Street (pg. 10), and one more time because of the rules for the Location Scout.

- In cases where several Streets are scored in the same turn, the order the Streets are scored in can affect how much you score from the Location Scout's power, as the Ownership Signs for each Street are removed as they are scored.

VALUATIONS EXPLAINED

People
You score $2 for each Person of the depicted colour in that Street.

Symbols
You score $2 for each of the depicted Symbols in the same Street or Pointing Into The Street. Wild Symbols count as any Symbol when scoring these.

Symbol Sets
You score $X for each complete set of the depicted Symbols in the same Street or Pointing Into The Street. Wild Symbols count as any Symbol when scoring these.

Wild Symbols
You score $4 for each Wild Symbol in the same Street or Pointing Into The Street.

Ownership Signs
You score $3 for each of *your* ownership signs in the Street when scoring begins. This applies both when scoring an Enclosed Street, and in End Game Scoring. Pay extra attention when scoring these, making sure to count the Ownership signs in the Street before removing them. We recommend scoring these before any other Buildings.

Street Size
You score $2 for each Building in the Street. This means it can score for up to five Buildings.

Adjacency
You score $2 for each Building adjacent to this Building, irrespective of what Streets they are in. Both diagonally and orthogonally adjacent Buildings are included. This means it can score for up to 8 adjacent Buildings.

Enclosure
These award you a fixed amount of $6 if this Building is an Enclosing Building (see Enclosing a Street, page 8).

Copy
This allows you to copy the Valuation of another Building in the same Street. It only copies the score from the Valuation, not the score from People placed on the other Building. People on the copying Building will be added to the copying Building's score.

The position of the copying Building is not taken into account when copying Buildings such as those with Enclosing and Adjacency Valuations, as the score is generated by the other Building.

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For rules questions please use the BGG forum:
boardgamegeek.com/boardgame/279720/streets/forums/66

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