

the expansion to the award-winning strategy game *Suburbia*

ted alspach

suburbia inc



THE EXPANSION

Your borough has decided that it's time to incorporate! What does that mean for you, as the city planner? Well, a lot more paperwork, that's for sure, but it also gives you great new possibilities for your little town: Define borders that are unique and provide you with all new benefits. Build more than a dozen new, powerful buildings to optimize your income and reputation. Take advantage of new Bonuses (to increase your income) and Challenges (to boost your reputation) by achieving mid-game goals.

CONTENTS

1 new Stacks board, 10 A tiles, 10 B tiles, 6 C tiles, 10 Bonus tiles, 10 Challenge tiles, 12 Border tiles, 5 Goal tiles, 1 rulebook (including a tile manifest).

CONTENTS



5 Goal tiles



1 Stacks Board



10 A tiles



10 B tiles



6 C tiles



10 Bonuses



10 Challenges



12 Borders

Expansion Components

Suburbia Inc includes four different expansion components:

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

You may play with any combination of these components with the base game, as noted on the following pages. However, if you decide not to play with the Border Tiles, you'll need to remove the Border Bonus, Border Challenge, Checkpoint Building Tile and the European and Guard Goals, as all of these are Border-specific (and all of them have a Border icon on them, to make them easy to find).

SET-UP CHANGES FOR SUBURBIA INC

Bonuses/Challenges

1
When playing with the Bonuses/Challenges, use the Suburbia Inc ABC Stacks Board.

2
Mix the indicated number of tiles for each of the stacks. Note that these numbers are different from the numbers in the base game.

3
Place a Bonus tile face up on the B stack and a Challenge tile face up on the C stack.



New Building Tiles

Mix the new Building tiles into their respective stacks.



Goals

Mix the new Goals in with the ones from the base set before placing them.

Borders

Shuffle the borders and place 3 face up in place of the money board from the base game, with the stack above it face down. Place the supply of money in any other available location on the table.

+\$10 ▶

+\$8 ▶

+\$6 ▶

+\$4 ▶

+\$2 ▶

+\$0 ▶

+\$0 ▶

Borders

Borders are special tiles that define a borough's edge. When a Border tile is placed, the next Border tile on the stack is flipped over. There are always three face-up Borders available to choose from (though it is possible for them to run out before the end of the game, at which time 2, 1 or even 0 Border tiles would be available).

On a player's turn, he may choose to purchase a Border tile instead of a hex tile. When taking a Border tile from the supply, the player pays the cost printed in the upper left of the tile. The player must place the notched edge (with four indentations) of the Border tile adjacent to at least one of his hex tiles. When he does so, the player must make any adjustments as noted on the tile description of the Border tile as well as any other impacted tiles.

A Border tile is treated mostly like any other tile in Suburbia: on a following turn, the player may place a hex tile next to a Border instead of or in addition to placing it next to any other hex tile. Border tiles may not be placed so that they are only adjacent to other Border tiles (on any side). Border tiles may not overlap any other tile (or your borough board) when placed. Borders may touch each other, but each border must still touch at least one hex tile.

Borders are NOT a colored tile (blue, green, yellow, or gray) and so you do not get \$2 when one is placed next to a lake.

Borders are treated like Basic Tiles or Investment Markers—if you build a Border on your turn, you must discard a tile from the Real Estate Market at the end of that turn (paying only the cost above the discarded tile on the Real Estate Market, not the price on the tile you're discarding).

Investment Markers may be placed on Border tiles in the same way they are placed on other tiles: the cost of the Border tile is paid again, and any effects on that Border tile are doubled. Hex building tiles are considered adjacent to Border tiles only in the four angled slots along the top edge of the border.

A player may take one of the available face up Border tiles and place it face down in his borough to make a Lake Border tile, with the same restrictions of a hex lake tile. Waterfront Realty increases the value of Lake Border tiles in the same way as hex lake tiles. Lake Border tiles are considered a Lake tile for all goals. A Lake Border may not be placed directly adjacent to another Lake Border or directly adjacent to any Border tile. Lake Borders are not considered Borders for purposes of the Checkpoint building tile, the Border Bonus/Challenge and the Guard and European goals.

The following image shows acceptable uses of Borders:



New Building Tiles

There are 12 new unique buildings in Suburbia Inc. You may use all or some of these tiles mixed into your A, B, and C stacks. Refer to the tile manifest when using these tiles.

New Goals

The new goals are mixed in with the existing goals prior to shuffling them. The Guard and European goals refer to the most and fewest face-up Border tiles in a player's borough, respectively. The Milton Goal is for the player with the most Office tiles (which have a briefcase in the rightmost corner of the hex). The Settler and Nomad Goals are for the player with the most and fewest total of all the Yellow, Gray, Green, and Blue face up tiles in your borough.

Bonuses and Challenges

Bonuses and Challenges offer mid-game enhancements if you 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 are Income enhancements that occur when stack A is depleted. Challenges are Reputation enhancements that occur when stack B is depleted.

There are 10 unique Bonuses and 10 unique Challenges. Only one of each is randomly chosen to be placed face up on top of the B and C stacks, respectively.

As soon as a tile is needed from the B stack to fill in the Real Estate Market, the Bonus tile on the top of the B stack is evaluated, and players who meet or exceed the criteria on the tile are awarded the Income enhancement shown on the tile. Then the Bonus tile is placed back in the box and the topmost tile from the B stack is turned over and placed in the empty spot at the left of the Real Estate Market.

As soon as a tile is needed from the C stack to fill in the Real Estate Market, the Challenge tile on the top of the C stack is evaluated, and players who meet or exceed the criteria on the tile are awarded the Reputation enhancement shown on the tile. Then the Challenge tile is placed back in the box and the topmost tile from the C stack is turned over and placed in the empty spot at the left of the Real Estate Market.

Dale the Bot 2.0 rules

When playing Suburbia Inc with Dale the Bot, he has a few new rules (in addition to the ones from the base game):

Dale never buys a Border tile or the Redevelopment Planner tile.

Dale *always* receives the Bonus and Challenge benefits whether he achieves them or not.

Special Thanks

To all the gamers out there who have played Suburbia...thank you for your support!

To Ke\$ha for inspirational tunes during game design, and for being such a positive role model.

To Hans im Glück for oh-so-graciously allowing the use of the Carcassonne-style meeple.

To Dale Yu for whining no more than expected during the development of this expansion.

To Hanno Girke and Klemens Franz at Lookout.

To all the Suburbia Inc playtesters, many of which are listed below:

Gage Alspach, Toni Alspach, Scott Bailey, Ami Begin, Denis Begin, Chris Bender, Kent Bunn, Scott Caputo, David Clunie, Todd Diep, Brandon File, Jonathan Franklin, Jennifer Geske, Lucas Hedgren, Andrew Heim, Jeremy Higdon, Mark Jackson, Dan Luxenberg, Ted Marshall, Karen Miller, Jesse Mundis, John Palagyi, Mary Prasad, Ravindra Prasad, Barbara Shepard, Adam Smiles, Dean Sundin, Nick Tannin, Josh Utter-Leyton, Candy Weber, Kathryn Weir, Weslye Weir, Ray Wisneski, Reggie Young.

Artwork & Graphic Design by Klemens Franz

Klemens Franz - born 1979 - attended an art college in Graz. After his studies he worked as an assistant for new media. Since 2006 he's been illustrating board and card games for various publishers. He's married, has four children (with the most recent delivered in a McDonald's parking lot in the middle of Suburbia development), three cats, and lives in the Styrian volcanic region in the south-east of Austria close to the Hungarian and Slovenian border.

Building Tile Artwork by Ollin Timm

Originally from Portland, Oregon, Ollin Timm works as a freelance artist while pursuing a degree in architecture at the University of Oregon. He has long been interested in gaming and graphical presentation—Ollin was also the building artist behind the original *Suburbia* buildings.

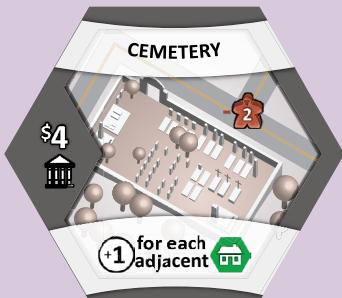
Game Development & Bot Rules by Dale Yu

Dale has been involved with game development since 2001. Previous projects include being part of the development team for *Suburbia* and *Dominion* as well as refining the solo game for *Agricola*. He also has helped design two expansions for *Agricola*: the X-deck and the Legen*Dairy Forest Deck. Since 2010, he has served as the editor-in-chief for the *Opinionated Gamers*.

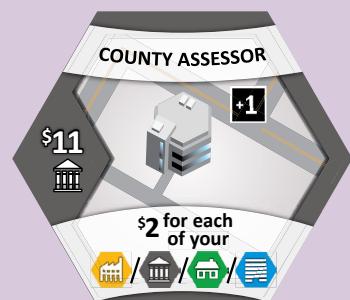
Game Design by Ted Alspach

Ted is the designer of more than 40 games and game expansions, including the award-winning *Suburbia*, *You Suck*, *Kniffel das Kartenspiel*, *Mutant Meeples*, *Ultimate Werewolf*, *TieBreaker*, *Ticked Off*, *Perpetual-Motion Machine*, *Beer & Pretzels*, *Start Player* and many more. He's also the author of more than 35 books, including the award winning *Board 2 Pieces: Of Dice & Meeples* and *Board 2 Pieces: Something Smells Gamey*. Ted lives in the sprawling *Burg von Alspach* near the San Jose, California border with his wife, son, daughter, dog, and two cats.

A tiles (10)



•2 when the tile is placed, and also •1 for every adjacent . If the player does not have enough population to place the Cemetery , he may not place that tile. (2)



•1 when the tile is placed, and also take \$2 for each of your existing , , , and when the tile is placed, including this County Assessor. In addition, take \$2 when a new , , , or is placed in your borough. You do *not* receive \$2 for placing a Lake or Border tile. (2)



•2 when the tile is placed. In addition, at the end of the game when goals are being scored, the player with a Law Office scores points if he is tied with another player for achieving one goal (public or his own private goal, which he picks from any of his tied goals) as if he had won it. If two players have the Law Office, they may each score the same tied goal. Placing an investment Marker on the Law Office results in an additional •2 and also allows a second goal that is tied to be scored. This tile counts as an Office for the Business Supply Store. (2)

When replacing the *Redevelopment Planner* with another tile that has placement restrictions, such as the *Checkpoint* or *Lake House*, the tile you are placing needs to obey the restrictions printed on the tile or it cannot be placed.



•1 when the tile is placed, and also •1 for each adjacent . (2)

B tiles (10)



•4 when the tile is placed and also take \$2 for each existing in all boroughs. Whenever anyone places a in the future, take \$2. You must build the *Checkpoint* adjacent to a . (2)



•1 and •1 for each adjacent or . (2)



•2 for each adjacent , , and . (3)



•7 when the tile is placed and also pay \$2 to the supply for every in all boroughs, including this tile. You may not place this tile unless you have enough \$ for both the tile as well as the \$2 for every . Whenever anyone (including you) places a in the future, you must pay \$2 to the supply (if you don't have enough \$, you pay the difference in population). (3)

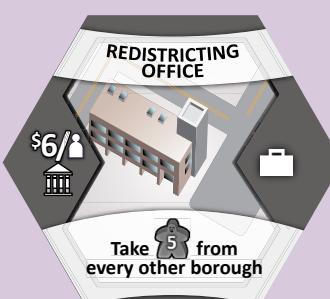
C tiles (6)



•3 when the tile is placed, and also •2 for each of your that is in play, including this *Lake House* . You must build the *Lake House* adjacent to a Lake . (2)



•2 when this tile is placed, and also •1 for each of your , including this *Indoor Mall*. (2)



The cost of the *Redistricting Office* is \$6 for every player in the game (\$12 in a 2 player game, \$18 in a 3 player game, and \$24 in a 4 player game). When you place the *Redistricting Office* , increase your population by 5 for each of your opponents (i.e. if you have 3 opponents, increase your population by 15). Each of your opponents must also reduce their population by 5 (increasing Income and Reputation for each line they cross backwards). If your opponents do not have enough population available, reduce their population to zero (but you still get 5 population for their borough). This tile counts as an Office for the *Business Supply Store*. (2)

Customizing your stacks

Adding all of the new expansion tiles will create a highly-varied game experience, but at the cost of decreasing the value of some of the interactive tiles such as restaurants, airports and schools.

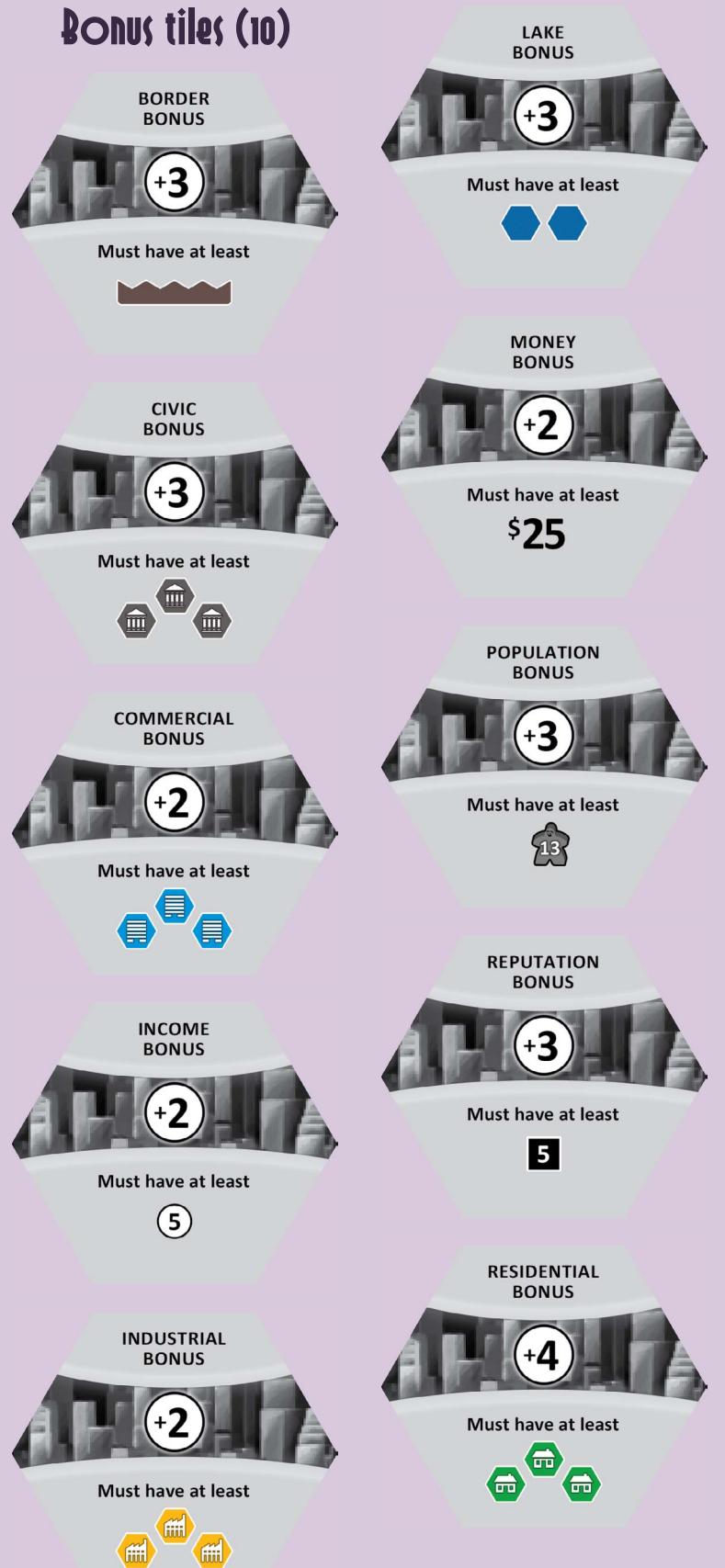
If you want to maintain the interactivity of the original base game tiles, remove a base game tile for each expansion tile you include. If possible, you should match the stack and color of the tile you are adding.

You can also “stack” the stacks in order to try out the new expansion tiles sooner by not shuffling them in until you’ve counted out base game tiles needed for the rest of the stacks. For instance, in a four player game, if you count out 12 “A” tiles from the base game, you can add the 10 expansion tiles to them and then shuffle. You’ll be guaranteed to see all of the expansion tiles (and each copy of them).

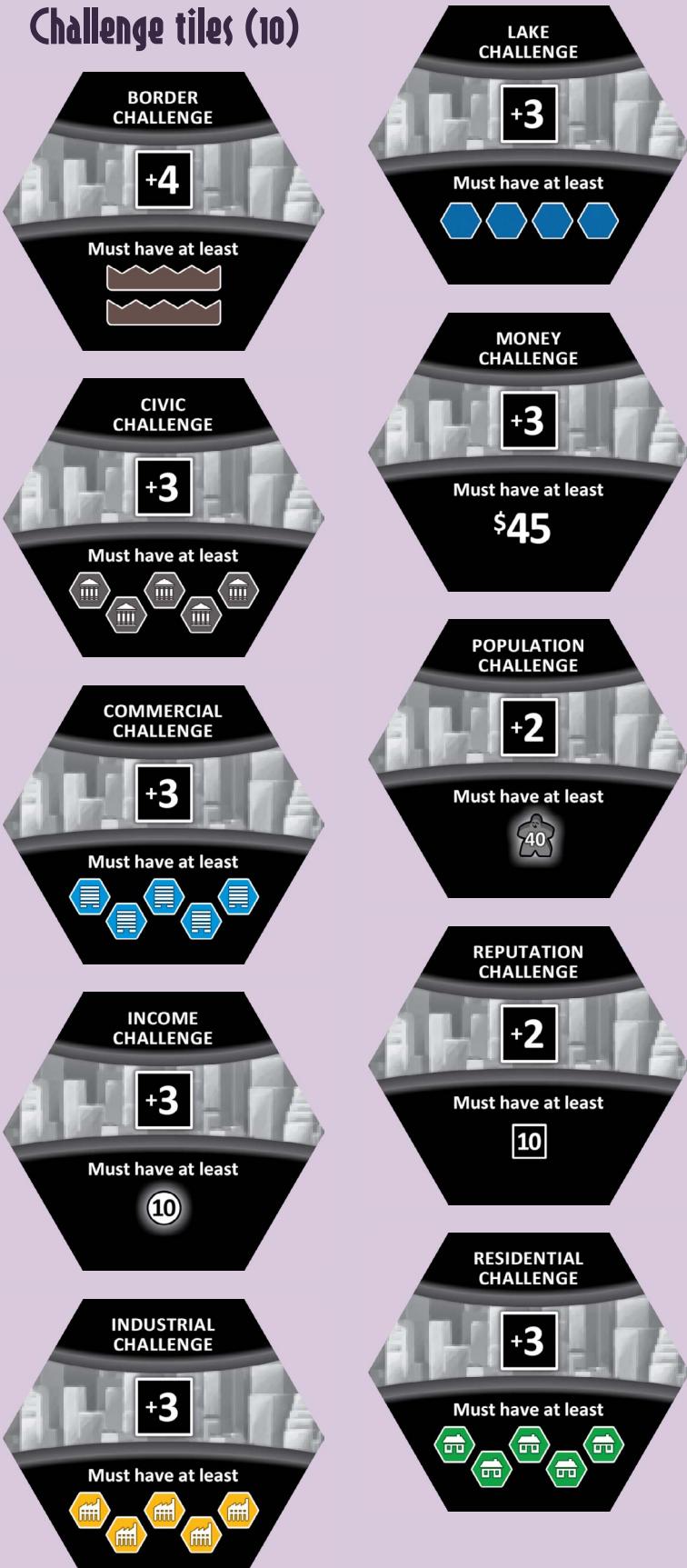
You can also fully customize your stacks by including your favorite tiles before shuffling. However, knowing exactly what tiles are in each stack takes away some of the excitement of the game.

Some players prefer to remove some of the tiles they are less enamored with. Then they tend to get more of the tiles they really like, but it’s still not guaranteed that any particular tile or set of tiles will be in the mix.

Bonus tiles (10)



Challenge tiles (10)



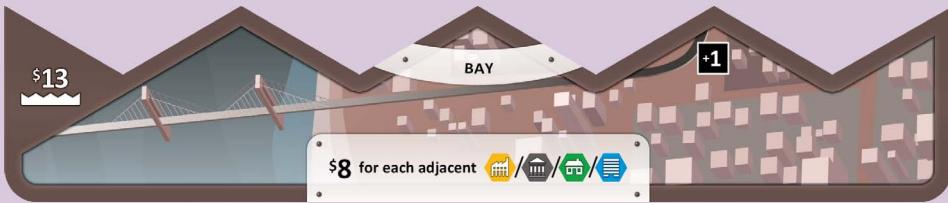
Goals (5)



Border tiles (12)



•2 when the Border tile is placed, and also •2 for each adjacent 🎪 and 🏠.



•1 when the Border tile is placed, and also \$8 for each adjacent 🏨, 🏮, 🏠, and 🚤.



•3 when the Border tile is placed, and also +3 for each adjacent 🏠 and 🚤.



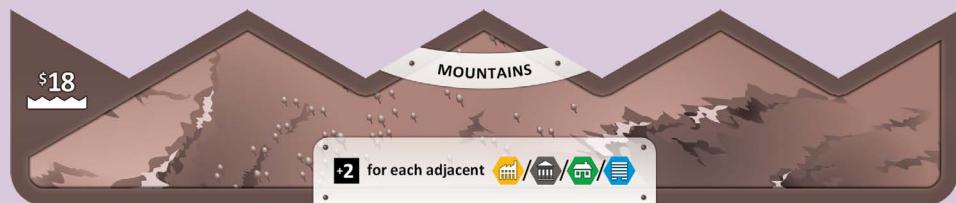
•5 when the Border tile is placed, and also pay \$10 to the supply for each adjacent 🏨, 🏮, 🏠, and 🚤. The player must be able to pay when placing this Border, and also when placing a 🏨, 🏮, 🏠, or 🚤 tile next to this Border.



•1 for each adjacent 🏮, 🏠, and 🚤.



•1 when the Border tile is placed, and also +5 for each adjacent 🏮.



•2 for each adjacent 🏨, 🏮, 🏠, and 🚤.



•2 when the tile is placed, and also •1 for each adjacent 🏨, 🏮, 🏠, 🚤, and Hexagon.



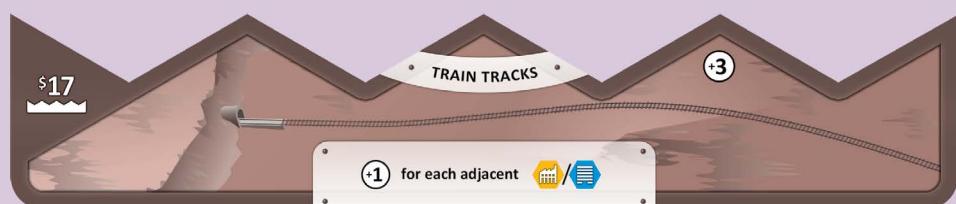
•1 when the tile is placed, and also •1 for each adjacent 🏨, 🏮, and 🚤.



•5 when the tile is placed, and also -7 for each adjacent 🏨, 🏮, 🏠, 🚤, and Hexagon. The player must have the population (7 per adjacent tile) available to be removed when placing this border and when placing a tile adjacent to it.



•3 when the tile is placed, and also •1 for each adjacent 🏮 and 🏠.



•3 when the tile is placed, and also •1 for each adjacent 🏨 and 🚤.