

SYMBOL KEY



any tile claimed by you



any unclaimed resource tile (discard the built upon resource)



any tile claimed by an opponent



tile location requirement

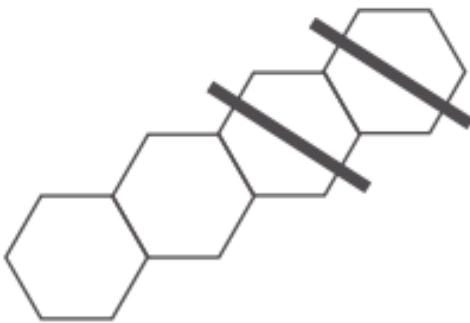


adjacent tile requirement

2

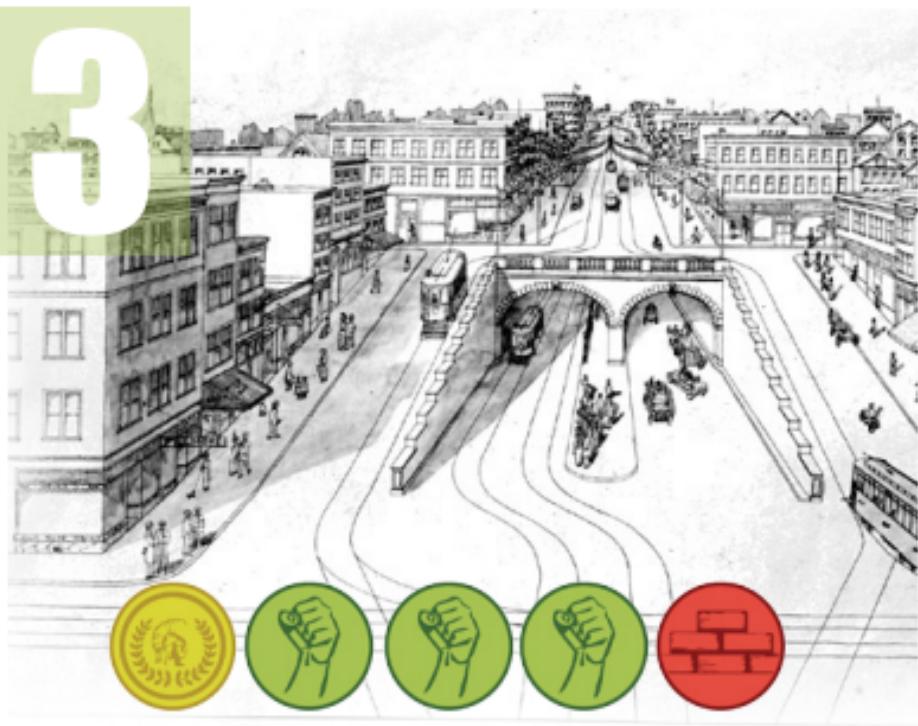


BOULEVARD

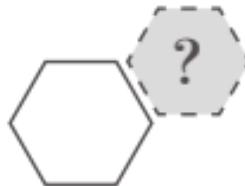


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autemolorem Cab im fugiaerspel ium doluptat-
ur mos ea voluptatem debit rere*

3



TUNNEL



Must be built adjacent to exactly one enemy structure. Place a marker on an unclaimed (non-water) hex adjacent to that structure (don not collect that resource).

3



PRISON



*Remove up to one friendly or enemy marker
that is adjacent to this structure*

2



TRAMWAY



Move an adjacent friendly or enemy marker to an unclaimed non-water tile adjacent to this structure

4



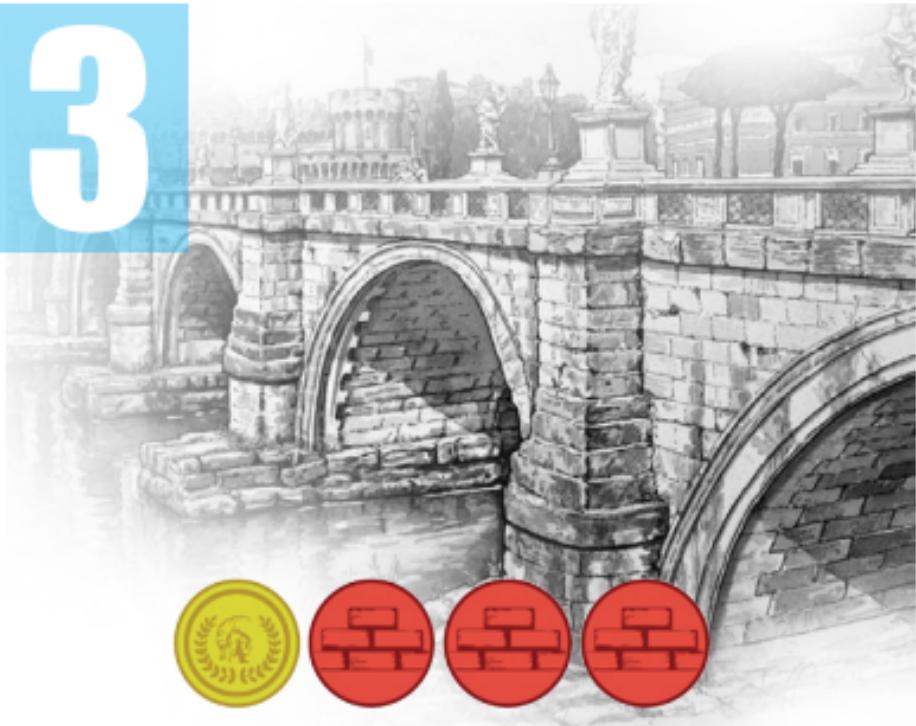
PLAZA



Take an extra turn after building this structure

AQUATIC

3



BRIDGE



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autem loorem Cab im fugia erspel ium doluptat-
ur mos ea voluptatem debit rere*

3



HARBOR

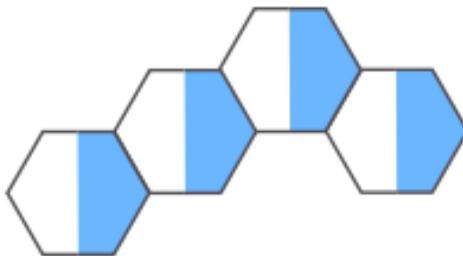


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ur mos ea voluptatem debit rere*

4

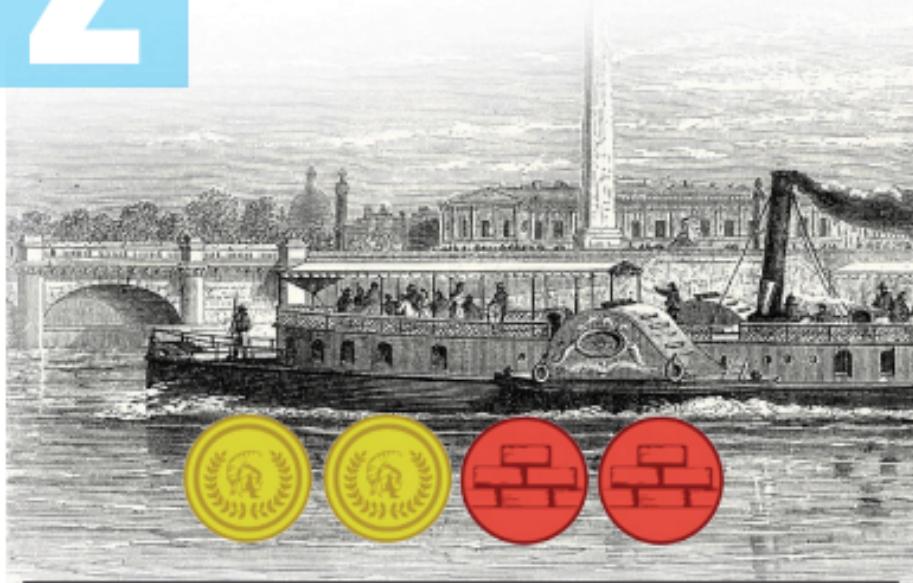


CANAL



Must be built over exactly two water tiles

2

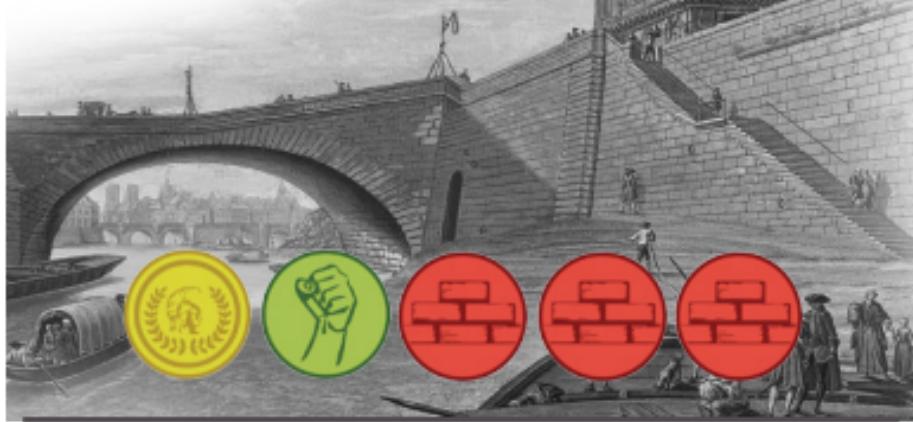


LOCK

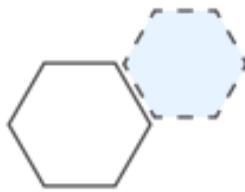


*You can place markers adjacent to water tiles
that are adjacent to this*

3



FERRY



Must be placed next to a body of water. Place a marker adjacent to that body of water

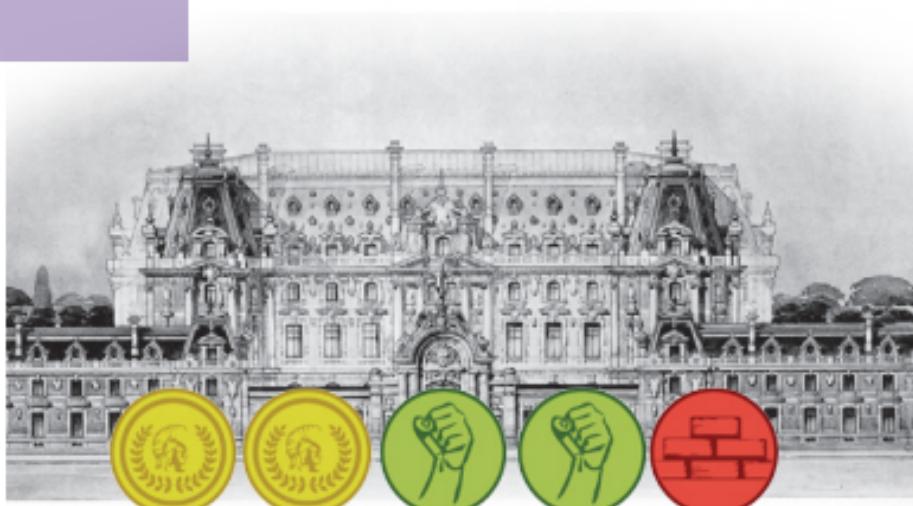
CULTURAL



DOCKS



Worth 2VPs for each adjacent water tile after the first. (Worth nothing if adjacent to 1 or 0 water hexes. Worth 6 if adjacent to 4).



EMBASSY



Worth 1 VP for each adjacent friendly or enemy non-embassy structure

5



CATHEDRAL



Cannot be built adjacent to friendly structures

3



CITY HALL



Must be built over one Material tile, one Coin tile, and one Labor tile

6



MARINA



All three hexes must be adjacent to the same water tile. Cannot be built adjacent to another Marina

3



TENEMENT



Costs one less to build for each Tenement structure you already control

3

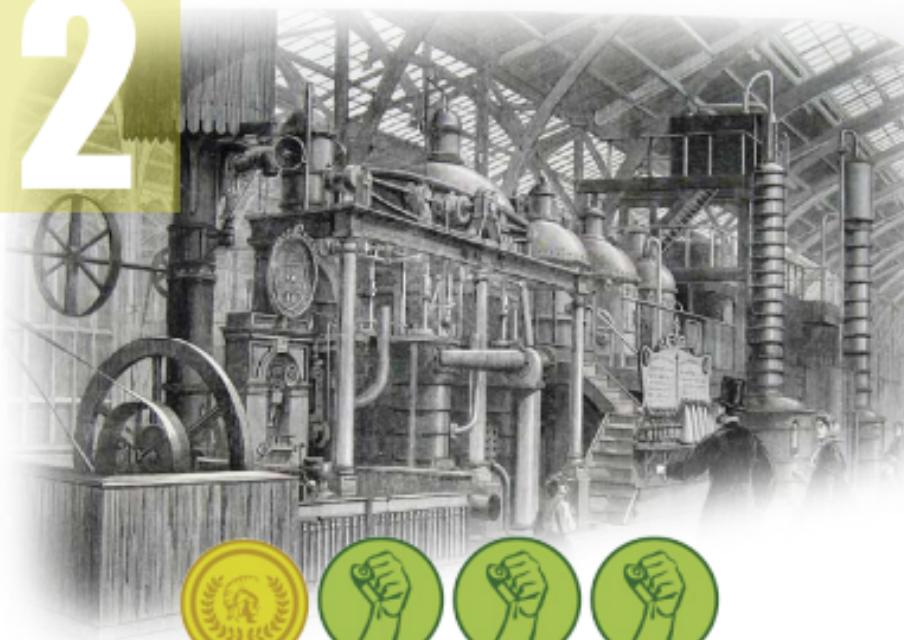


BAZAAR



Costs one less per adjacent building. Cost cannot be less than zero.

2

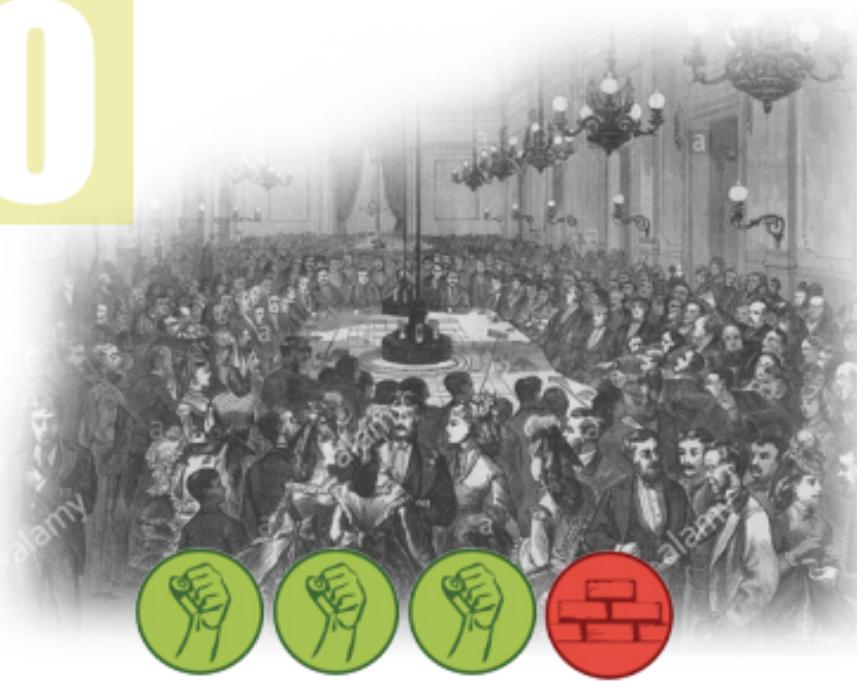


REFINERY



*For each tile that this structure is built over,
gain a resource of the type*

0



CASINO



Steal up to two resources of your choice from an adjacent enemy

3



WATCHTOWER



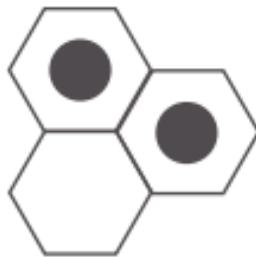
Enemies may not build buildings or place markers adjacent to this structure

CIVIC

2



TREASURY



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ur mos ea voluptatem debit rere*

2



CEMETERY

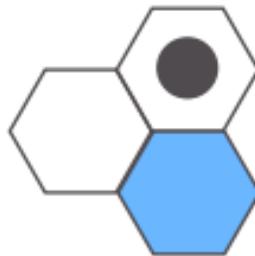


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4



SHIPYARD

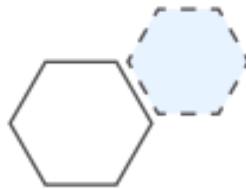


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ur mos ea voluptatem debit rere*

2



LIGHTHOUSE



Must be built adjacent to a water hex. You can place markers within 2 hexes of this structure, as if they were adjacent.

2



SEWERS



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autem loorem Cab im fugia erspel ium doluptat-
ur mos ea voluptatem debit rere*