

Evangelist

Choose one of the opposing team's meeples to convert to your team. Remove it from the tile, return it to that team's player with the lowest number of meeples, and place one of your own on a tile.

ACTION

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Choose one of the opposing team's meeples to convert to your team. Remove it from the tile, return it to that team's player with the lowest number of meeples, and place one of your own on a tile.

ACTION

Population boom

Place 2 meeples, then discard this card. This action can only be played if you have enough empty tiles. This counts as your action for this turn.

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Population boom

Place 2 meeples, then discard this card. This action can only be played if you have enough empty tiles. This counts as your action for this turn.

ACTION

High turnover

Play this card to remove one of your own team's tiles and place a different one. This counts as your action for this turn.

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High turnover

Play this card to remove one of your own team's tiles and place a different one. This counts as your action for this turn.

ACTION

Economic boom

Place a tile and a meeple, then discard this card. This counts as your action for this turn.

ACTION

Eviction notice

Choose one meeple of the opposing team to evict from a tile. If one of their points cards no longer applies, they must discard it.

ACTION

Real estate tycoon

Pick up two tiles per turn for the rest of the game

ACTION

Something in the water

When played by bogan team, allows player to place two meeples per turn for rest of game. When played by hipster team, allows player to place two meeples for one turn only, then discard card.

ACTION

Corruption

Play this card to take one of the opposing team's played points or action cards and put in your hand

ACTION

Squeezed out

If your team has tiles on 3 sides of one of the other team's tiles, play this card to convert their tile by flipping it over. If their tile was populated, return it to the player with the least meeples.

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If your team has tiles on 3 sides of one of the other team's tiles, play this card to convert their tile by flipping it over. If their tile was populated, return it to the player with the least meeples.

ACTION

Yarn-bombed

Must be played when drawn. If played by hipster, choose an unpopulated bogan tile to yarn bomb. Flip it over. If played by a bogan, you may choose your own tile to be yarn-bombed. Flip it over.

ACTION

Yarn-bombed

Must be played when drawn. If played by hipster, choose an unpopulated bogan tile to yarn bomb. Flip it over. If played by a bogan, you may choose your own tile to be yarn-bombed. Flip it over.

ACTION

Tagged

Must be played when drawn. If played by a bogan, choose an unpopulated hipster tile to tag. Flip it over. If played by a hipster, you can choose a tile to be tagged. Flip it over.

ACTION

Working together

When played, both teams are allowed to place one tile each. This does not count as an action.

ACTION

Land of opportunity

Discard all the tiles in your hand, and draw four new tiles.

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Land of opportunity

Discard all the tiles in your hand, and draw four new tiles.

ACTION

High street

x3 retail tiles in a row

7 POINTS

Jack of all trades

x1 retail, x1 service and x1 restaurant tile touching each other

4 POINTS

Jack of all trades

x1 retail, x1 service and x1 restaurant tile touching each other

4 POINTS

Over-educated

x2 school tiles for your team

6 POINTS

Over-educated

x2 school tiles for your team

6 POINTS

A flurry of foodies

x4 restaurant tiles touching each other

10 POINTS

A flurry of foodies

x4 restaurant tiles touching each other

10 POINTS

x1 retail, x1 service and x1 restaurant in a row

8 POINTS

x1 retail, x1 service and x1 restaurant in a row

8 POINTS

Your team has built and populated x2 transport-related real estate tiles

6 POINTS

x2 restaurant tiles in a row

6 POINTS

Party town

x2 bars/clubs in a row

4 POINTS

Party town

x2 bars/clubs in a row

4 POINTS

x3 services in a row

5 POINTS

x3 services in a row

5 POINTS

Friendly neighbourhood

x2 residences next to each other

3 POINTS

Bread and circuses

x1 service next to x1 bar/club

3 POINTS

Bread and circuses

x1 service next to x1 bar/club

3 POINTS

High-density living

x4 residences next to each other

6 POINTS