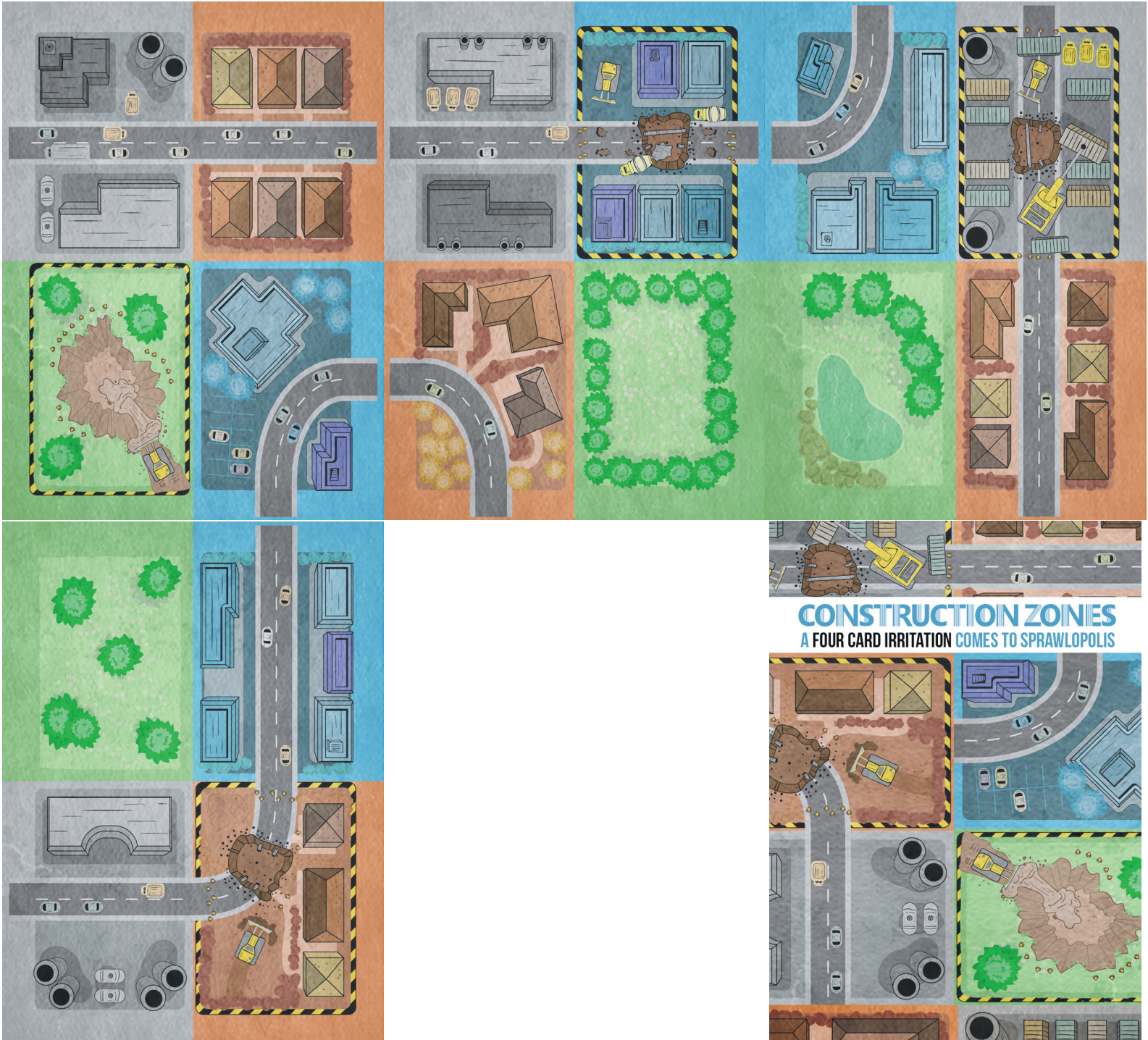






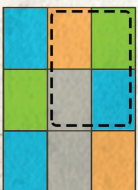
BULLDOZED

JOB DETAILS

Must place Construction card on top of 4 existing blocks.

IF NOT COMPLETED

-1pt / each row and column with a Construction block.



-1pt



-1pt

-1pt



SUDDEN DEMOLITION

JOB DETAILS

Must place Construction block on your turn if it's in your hand.

IF NOT COMPLETED

-2pts / Construction block.



-2pts

-2pts



BUSINESS IS CLOSED

JOB DETAILS

Must place Construction block so that no roads on it connect with existing roads.

IF NOT COMPLETED

Lose points based on your largest Commercial group.



-4pts

# BLOCKS	1	2	3+
POINTS	-2	-3	-4



NOISY NEIGHBORS

JOB DETAILS

Must place Construction block on an outer edge of the city.

IF NOT COMPLETED

-2pts / Residential block adjacent and/or diagonally adjacent to a Construction block.



-2pts

-2pts

-2pts

Construction has started and is adding an unwelcome wrinkle to your city planning!

SETUP

Choose a random Construction Zone to add to your 3 scoring conditions and shuffle the others into the deck with the blocks side face-up.

HOW TO PLAY

The scoring condition Construction Zone features both Job Details and the scoring penalty if not completed. A Construction Zone is completed when another block is placed on top of the zone, eliminating it from the city.

The Job Details determine how you must place each Construction Zone card that you draw.

END OF THE GAME

After normal scoring, check for points lost due to Construction Zones that were not completed, as determined on the scoring card.

Design: Jason Tagmire
Art: Danny Devine