

## Game Contents:

### 120 Cards

- 97 Playing Cards (actions, tenants, expansions – apartments on back)
- 23 Special Cards (roofs, jails, and monsters)

### 60 Money Counters

- 30 blue \$1
- 10 yellow \$5
- 15 orange \$10
- 5 green \$50

## Effects of Tenant Cards

**Family (3x)** – They tell the Police on their Landlord's crimes (Murder or Bomb) ONLY IF the crime is not repelled by the Lunatic and ONLY IF they are not the target of the crime

**Group House (3x)** – Immune to Murder

**Hacker (5x)** – Each additional Hacker pays \$1 more for living in the same building as other Hackers. ( Example: 1<sup>st</sup> pays \$2, 2<sup>nd</sup> pays \$3, 3<sup>rd</sup> pays \$4, 4<sup>th</sup> pays \$5, and 5<sup>th</sup> pays \$6.)

**Man With Dog (3x)** – MUST live in either ground floor OR Basement Expansion.

**Monster (4x)** – Created by the Scientist in Phase 1 of the Scientist's Landlord's turn. Can move into any suitable apartment. If there is no suitable apartment, the Monster is not created. When killed by Bomb or Murder, return to Monster Deck.

**Mother With Children (4x)** – You may take her back in your hand during Phase 2 of your turn if she is one of your tenants

**Mover (1x)** – Landlord of Mover gets \$2 every time opponent plays a Move card (but NOT other tenant movements). If Mover is moved, current owner is paid one last time.

**Musicians (3x)** – When they move into a Musicians-free building, all other tenants IMMEDIATELY move to suitable apartments. If Musicians are already in a building, others can move in and stay.

**Nobles (2x)** – pay the highest rent, but have strict demands (1 floor max, but needs an expansion of some kind)

**Odd Ones (3x)** – Only move into empty buildings or buildings with other Odd Ones. Nobody (even Squatters) moves into a building with Odd Ones.

**Rental Nomad (2x)** – Pays no rent, his Landlord may pay \$2 in Phase 1 to relocate him to another apartment

**Scientist (1x)** – Only moves into an Attic Apartment or Roof Expansion. In Phase 1 of his Landlord's turn he creates a Monster.

**Squatters (4x)** – Move into any empty apartment. Affected player can defend with Police, causing both cards to go to the discard pile, or throw them out in player's own Phase 2 (place on discard). In Phase 1, Squatters force highest paying tenant in building to move. No tenants (except other Squatters) move into a building with Squatters, and if a building has Squatters in Phase 3, the entire building does not pay rent.

**Tavern (x1)** – Requires ground floor or Basement Expansion. Only tenants with printed value of \$2 or less will live in the same building and ALL other tenants in ALL of that player's buildings must pay \$3 or less. Any tenant that does not meet the \$2 or \$3 rule will move to suitable apartments or be discarded if there are none.

## Effects of Building Cards

**Attic Apartment (3x)** – Finishes a building instead of buying a roof. It is counted as an apartment, but not a floor.

**Basement Expansion (4x)** – Can be placed under the ground floor after a building is completed. It is counted as an apartment, but not as a floor.

**Flat Roof (2x)** – Finishes a building instead of buying a roof. Cannot be expanded.

**Roof (18x)** – Finishes a building, costs the current amount of completed buildings the landowner has.

**Roof Expansion (4x)** – Can only be placed on top of a building after finishing a building with a normal roof. This is laid on top of the normal roof. Is considered an apartment, but not a floor.

## Effects of Action Cards

**Alibi (5x)** – When being investigated by the Police, you may defend out of turn with this card. It will cause the Police to investigate the player to your left.

**Bomb (4x)** – Can be played on any building. The building is destroyed and all tenants and building cards are shuffled and placed face down at the bottom of their original stacks (discard pile if the draw pile has been depleted). The Lunatic is the only way to prevent the Bomb, but the Police may be played by the affected player after the fact to investigate.

**Broker (3x)** – You may play Broker out of turn when one of your tenants is affected by Move. You receive the tenant's rental fee IMMEDIATELY, and the player receiving the tenant does NOT get the rental payment this turn.

**Court (4x)** – Can be played to get out of Jail in Phase 2 or as an Alibi.

**Demolition (2x)** – Can be played on any building, but only if all tenants can move to suitable apartments. The owner of the building decides where the tenants move, and also returns all demolished building cards to his hand.

**Eviction (2x)** – Can be played on any building. The owner of the building must take all tenants back into his hand. This card does NOT make Squatters leave.

**Jail (1x)** – Take when the Police throw you in jail. You can play cards as usual, but only receive the minimum \$2 rental income. Can bail out by paying \$5 in Phase 1 or playing Court in Phase 2. While in Jail, you have an automatic Alibi. If someone else is investigated and does NOT have an Alibi, you get out of Jail and they go in Jail.

**Move (12x)** – You may move any tenant to any suitable apartment. If there are none, discard tenant.

**Murder (5x)** – Can be played on any tenant. Tenant is then placed face down at the bottom of the draw pile (discard pile if the draw pile has been depleted). Can only be prevented by playing Lunatic, but can have Police investigate after the Murder occurs.

**Police (6x)** – Can be played out of sequence if affected by Squatters, Murder, or Bomb. Against Squatters, the Squatters do not move in and Police and Squatters both go to discard. Against Bomb or Murder, they investigate after the Bomb or Murder happens. Police investigate the player who played Bomb or Murder first, then continue clockwise until a player does not have an Alibi.

**Politics (2x)** – Can be played as either Demolition or Eviction.

**Rent Withheld (3x)** – Can be played on any tenant to prevent that tenant from paying rent the next time. If the tenant moves before paying rent, discard Rent Withheld immediately.

**Lunatic (1x)** – Can be played out of sequence to prevent Bomb or Murder. The Police cannot be played against the Lunatic.

## Landlord Player Aid

### Three Phases of Turn Order

- Check Buildings for Squatters, Rental Nomads, and Scientists and/or Bail Out of Jail
- Play Cards(Construct/Expand Buildings, Move/play tenants, use actions) Can be done in any order as often as possible
- Receive Rental Income and Buy Cards

### General Rules

- Each player begins with 5 cards and \$3
- To build a building, play any number of cards from your hand tenant side down and buy/play a roof on top
- Minimum income per turn is \$2
- If a tenant is made to move without the Move card, the owner of that tenant chooses where (their building or an opponent's) to
- No one will move into a building with Squatters
- Wide card (landscape orientation) tenants require 1 apartment, tall card (portrait orientation) tenants require 2 apartments directly on top of one another.
- Only building rent earned on that turn may be used to buy new cards
- When buying cards, the first 5 are \$1 each, after that each card is \$2
- No hand minimum or maximum
- A building must be started and finished in a single turn
- A building may have 1-5 floors, but Basement/Roof Expansions and Attic Apartments do not count towards the floor count.
- To purchase a roof costs the amount of completed buildings currently owned by the player. The first roof is free. (Example: player owns two complete buildings, the roof to complete a third costs \$2)
- Only the player affected by a Bomb or Murder can play Police.
- Cash symbol on tenant cards is the rent they pay. Empty apartments pay \$1.
- Building symbol on tenant cards is the maximum floors of a building they will move into.
- Black/white picture of building on tenant card shows specific locations tenant will only live in. (Not all cards have this)
- Game end is triggered when the draw pile is depleted. Each player (including the one who depleted the stack) gets another turn before the game is over
- Once the draw pile is depleted, no cards may replenish it.
- Whoever has the most money at the end wins!
- No official tie breaker – Ideas could be most/fewest buildings or most/fewest tenants, or highest single value tenant.