

MILTON KEYNES

An  .COM Production

INTRODUCTION

Welcome to Milton Keynes, the site of the latest new town! It's all fields at the moment, but you, along with your fellow property developers, will shortly mutate this mass of marsh, meadow and moorland into a modern metropolis. You will compete with your rival tycoons to see who can build the most profitable buildings by the time Milton Keynes becomes a proper city.

Bung the biggest bribe to bent bureaucrats in order to get first refusal on the plots of land most valuable to you and pay off your peers to get the plum permits. Swap shrewdly and deal deftly to get yourself the most propitious permutation of plot-deeds and permits, then with them commission for construction compounds to convert your languishing land into profitable property.

Bigger buildings and those placed in proximity to your peers provide principal profit potential (though a river-view helps). However, make sure your neighbourhoods are notably nice - develop downwind of a dump or close to the commons and you risk reducing revenue rather ruinously. You have the possibility of calling in a favour if you pass up a development opportunity: will you demolish that problem-neighbour, redevelop your own buildings or perhaps just reconsider that last bribe?

Milton Keynes is the topological strategy boardgame filled with bidding, bribing, bluffing and back-stabbing. In the land of roundabouts.

GAME RULES

You have several resources to learn how to play Milton Keynes. Firstly there is this rules booklet to give you the full, unadulterated rules. Secondly, the FAQ paper answers your most likely queries. Thirdly, the Flowchart gives you a good overview of the flow of the game.

GAME COMPONENTS

- 1 game board portraying the *map* of Milton Keynes
- 32 building permit cards (*permits*) make the *permit deck*:
 - 16 simple permits
 - 16 other permits
- 5 *building submission pouches* (the brown envelopes)
- 80 plot deed cards (*deeds*) make the *deed deck*
- 220 *income blocks* (44 in each of 5 colours)
- 70 *building blocks*:
 - 56 plain
 - 2 red COMMONS
 - 6 green ALLOTMENTS
 - 6 brown DUMPS
- 10 circular *river tiles*
- 2 square *marsh tiles*
- 70 cash tokens:
 - 40 *stuffed envelopes* of value "1"
 - 30 *heavy briefcases* of value "5"
- 1 rules booklet
- 1 supplementary FAQ and Flowchart



Deeds

Permits



River tiles



Income blocks



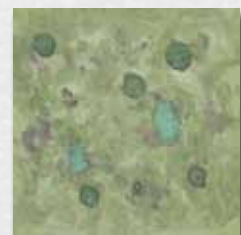
Building blocks



Stuffed envelopes



Heavy briefcases



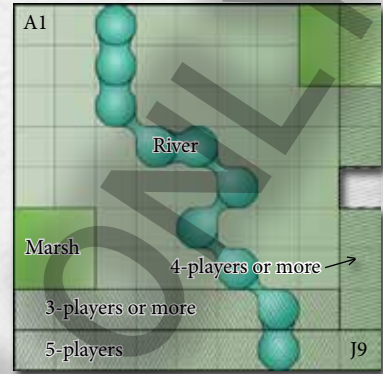
Marsh tile

Note: the stuffed envelope cash tokens are unrelated to building submission pouches.

GAME PREPARATION

SET UP THE BOARD

You will notice that the map of Milton Keynes is made up of many squares of land (*plots*). All but one have a label; the one that doesn't is mid-way down the map on the right side. It would be called 'E9', but since it is a rocky outcrop and impossible to build on, the square is not in the game. In addition to this "feature", our fledgling city has a river running through it as well as two marsh areas on which you cannot build. The map to the right shows you where these are located on the map, so:



Place the river and marsh tiles on the map accordingly.

ASSEMBLE THE DEEDS

Each plot of land you can develop on has a particular label given by a letter (the row) followed by a number (the column). Each (labelled) plot on the map has a corresponding deed in the deed deck. If fewer than five people are playing, then the game takes place on a smaller map. In particular, if four or fewer people are playing then only rows A through to H are used in the game. For three or fewer people column 9 is removed as well, so only 1 through to 8 are available. In the case of only two players, row H is removed also, so only rows A through to G and 1 through to 8 are in the game. All plots on which a marsh or the river lies must always be removed, too.

Players	2	3	4	5
Deeds in Deck				

Remove all deeds that are not going to be in the game.

To make this easier, the deeds are marked according to whether they should be included in the deed deck for a game with a given amount of players. The table to the right shows which combinations of dots are in the deed deck depending on the number of players. e.g. for a four player game keep only the deeds with no, one or two filled circles in the corner, removing all deeds with three or four filled circles. Note that deeds with four filled circles are not used in the normal rules (they are used in the advanced rules, mentioned later).



The corners of three deeds illustrate the dots that let you know whether the deed is in your game. The first, G9, has two filled dots indicating it is in the deed deck of games of four or more players.

The second, G8, has no filled dots meaning it is always in the deck. Finally G6 has four dots meaning it is not normally in the deck.

We will need to draw cards at random from the deed deck; each player starts with three deeds in their hand. Your hand is secret and you should take care not to let any other players see it!

Shuffle the deed deck and deal three deeds to each player.

CHOOSE CHARACTERS AND PERMITS

You all must now choose which property developer you are going to play. There are six to choose from and each has his own personality. Though they do not affect anything once play begins, they will decide which permits you get in your starting hand. You will have an opportunity to trade and buy permits later on in the game so don't worry too much about making a bad choice!

Choose a character and take into your hand the corresponding starting permits (right) then select the colour of income blocks most befitting of your character. Shuffle the permit deck (i.e. the rest of the permits).

Character	Starting Permits
Scarlet	3x INQUIRY, LOBBY
Mr. Orange	2x DEMOLISH, COMMONS, REDEVELOP
Cllr. Gray	DUMP, LOBBY, EXTENSION, REDEVELOP
Lord Yellow	NATURE RESERVE, 2x LOBBY, REDEVELOP
Cpt. Blue	AIR BASE, SEWAGE REPROCESSOR, DEMOLISH
Dr. Green	LOBBY, ALLOTMENTS, NATURE RESERVE, REDEVELOP

PLACE INCOME MARKERS

You will each collect cash periodically throughout the game. Beneath the map of Milton Keynes, on the game board, you will see the *income rail*; a set of positions labelled from '10' to '50'. The amount of cash you collect is marked by a single income block of your colour, placed on the income rail. Each player automatically starts at the lowest point on the income rail.

Place an income block of your colour over the space marked '10' on the income rail.



The first few points on the income rail. Your income marker starts in the box marked 10. You never move your income marker below a roundabout (at 10, 15, &c.) once you have passed it.

PLAYING THE GAME

The game takes place over a number of game *years*, each year involving five distinct phases. Years are repeated until Milton Keynes gains city status, at which point a winner is announced. In order, the phases in the year are Cash Collection, Spring Sale, Autumn Sale, Trading and finally Building. Generally, players do not take turns - all players play each phase at the same time.

CASH COLLECTION (NEW YEAR!)

In this, the first phase of the year, you each collect the cash owed to you from your rent. You collect an amount of cash according to where your income marker is on the income rail. In the first year you get a special extra "government grant" of 20 stuffed envelopes, so you'll collect 30 stuffed envelopes in total. In all following years, you collect exactly the amount shown on the income rail as marked by your income marker. Keep the amount of cash you have secret!

If it is the first year, collect 30 stuffed envelopes. In all other years, collect an amount of stuffed envelopes equal to where your income marker appears on the incomes rail.

Prior to collecting cash, you may choose to play one or more INQUIRY cards (which move your income marker forward); if you do, be sure to collect the newer, bigger amount!

SPRING AND AUTUMN SALES

Following cash collection, it is time for you all to buy some plots of land on which you can build property! In a sale, a number of different lots (i.e. patches of land) are up for purchase. The number of lots for sale is equal to the number of players in the game, so each of you will get a chance at buying a lot.

Deal from the deeds deck as many deeds as there are players.

In the first year, the lots are always just one deed, so the each of the deeds dealt out are up for sale individually. In future years however, any neighbouring deeds are sold as a single lot. It is still important for each player to have the chance to buy a lot, so deeds are dealt until none of the lots are neighbours, drawing new deeds to keep the number of lots equal to the number of players.

If it's not the first year combine any adjacent deeds and deal more deeds until you have enough lots.

To decide who will have first pick of the lots up for grabs you must fight to get the most influence over the politicians. So, you may all attempt to bribe your politician to get you first refusal. You may tender a bribe to a politician by placing an amount of your cash in your fist above the board (normally between one and five stuffed envelopes, but you can use whatever you want). When you all are ready, everyone uncovers and discards their bribe into the bank. You each then take turns to purchase a single lot (if you want to!) in order from the player who bribed the most to the player who bribed the least.

Place a bribe in your hand and uncover them all together.

If some players are tied, then the player of them with the fewest cards in their hand gets first choice; if there is still no clear winner, players play rock/scissors/paper until a winner emerges. The price of a lot is one heavy briefcase for each deed in it. If there are any lots still for sale after all players have had a chance at buying one, it continues around again, restarting with the player who made with the highest bribe, until all players pass. If any still remain, they are placed on the bottom of the deeds deck.

Take your turn to purchase a remaining lot for sale, not forgetting to pay for it!

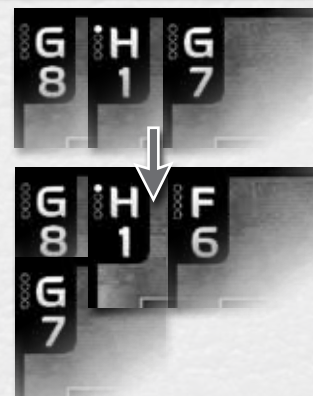
This process is repeated twice each year - one for the Spring sale and one for the Autumn sale - so you will get a chance to buy at least two lots each year. Other than the name, the two sale seasons are identical.

TRADING

Throughout the trade phase, you may each trade cards and cash with each other in a liberal manner. Trades must be one-off exchanges of cash and/or deeds/permits in hand, and cannot include buildings that have al-



If you are unable to collect the amount owed to you because there is no more cash left, a **Credit Crunch** occurs and all players must put back a heavy briefcase (or reduce what they are owed by a heavy briefcase) until there is enough for all players to collect what they are owed.



In the example above, a three-player game, three deeds are dealt. If this were the first year, they would be left alone as the three lots. However, this is the second year, so the two lots that would be adjacent to each other (G8 & G7) are combined into a single lot (of price two heavy briefcases) and a replacement deed is dealt (F6). F6 isn't adjacent to any other lots so no further combining is done. We are left with three lots: G7 & G8, H1 and F6.

ready been built or obligations restricting the later play of either of you.

You each also get the chance to buy up to two new permits. You each will have a permit between you and the player to your left for you two to share. You will have another to share between you and the player to your right. Either you or the player to your left will take the permit on your left, and similarly for the right side. The player that doesn't take the permit will gain some cash from the player that does take it.

To decide who gets the permit, the players on either side make a sealed bid by putting some cash in their fist above it. The player who bids the most pays their bid to the other player and takes the permit - the player bidding the least for the permit keeps both bids.

To make it fair, all permits are bid over at the same time. You each must therefore tender two bids, one in either fist, each fist above the permit its bid is for.

Make two sealed bids for the two permits to either side of you.

When you're all ready and the bids are uncovered, the transactions can be completed. In the case of a tie between players' offerings, you may repeat the process between you, providing you never offer less than the original offer and you do not use cash that is used for or gained from the permit on the other side. If neither of you offer more (and you cannot come to some other amicable agreement), the permit is replaced at the bottom of the permit deck and you both keep your bids.

When you win a bid, pay it to the other player and take the permit.

You are free to offer as much as you want to the other player when you make your bid, but permits are usually worth bidding between three and ten stuffed envelopes for, depending on how much you want the permit and how much cash you have to spare. Make sure you kept your cash secret or the other players will know how much you can possibly spend and compensate appropriately!

BUILDING

Following from the Trade phase, you can each commission some buildings. You can build up to two distinct buildings each year. Each building must occupy no more than six plots, and the plots must form a single joined-up area. To build a building, you must have ready (in your hand) one permit and one or more deeds. The permit determines what type of building it will be, whereas the deeds specify which plots the building will occupy on the map.

Everyone commissions their buildings at the same time. To keep things fair, you will place in your building commission pouches (i.e. the big brown envelopes) your permit(s) and deed(s) for the building(s) you wish to build. There are five pouches so each player can have their own.

If you want to build any buildings or extensions place the corresponding permit and deed(s) into your building commission pouch.

You are free to build a building wherever you want on the map (providing you have the corresponding deeds), however if you build a building that borders yourself, the new building will count as a separate building to the old one and as such probably not generate a lot of income (you'll see why in the scoring rules). However, in addition to building new buildings, a special type of permit exists that allows you to extend an already existing building. This doesn't count toward your limit of two buildings though the resulting building must still be six or fewer plots in size.

Once everyone is ready, you can almost get to the building. There are however two permits that need an additional step - the AIR BASE and the SEWAGE REPROCESSOR (both explained later) require you to nominate a free plot that you wish to requisition. If you are building either of these, you will need to tell everyone which plots you intend to take.

When all are ready, nominate any requisitions.

Finally, you can place your new buildings and extensions on the map; see the section labelled Scoring to see how to score the new buildings.

Uncover any permit(s) and deed(s), update the board and income rail, then place any permits on the bottom of the permit deck and any deeds face up in front of you.

Once the buildings are built and scored, you'll need to update the income rail to your new incomes. Count the total number of income blocks you have on the map. Add ten to this number and move your income marker to this point on the income rail. If, perhaps as a result of playing an INQUIRY, you now have a lower income than in the previous year, worry not, you need never move your income marker back below one of the roundabouts marked on the scoring rail - simply leave it at the most recent roundabout that you passed on the way up. If you happen to be on a roundabout already then you need never move your income marker any lower.

Furthermore, if you pass a roundabout while moving up the income rail at this point, you may collect a free heavy briefcase!

GAME END AND THE WINNER

The game finishes once the deed deck is empty at the end of the build phase. Milton Keynes has achieved city status and the winner can be announced: this is the developer with the greatest number of income blocks on the map. If there is a tie, then the tied player with the greatest amount of cash in their hand wins.

BUILDING AND SCORING

Once you have all shown each other the contents of your building commission pouch, you're going to want to update the map with your new buildings! You should place a building block (one of the coloured ones for the ALLOTMENTS, DUMP or COMMONS, a plain one otherwise) over the plots of each deed in the building. Most (though not all) buildings will score you one or more income blocks when they are built. These income blocks are placed on the map and left alone until either the game ends or the neighbourhood changes.

Scoring buildings is simple; each building gets income blocks on it for two reasons: *internal walls* and *neighbouring walls*. Income blocks *always* go on walls - i.e. the sides of the building blocks. You will notice that when two building blocks are on plots next to each other, then the notches in the blocks allow either one income block to lie flat between them or two income blocks to stand up.

NEIGHBOURING WALLS

A neighbouring wall is where your building is next to either the river or another player's building on the map. If your building is roughly the same size as the other player's - i.e. the number of plots they occupy differs by no more than one - then you get a single income block on that side. If your building is at least two plots bigger, then you get two. If your building is at least two plots smaller, then you get nothing. These income blocks are placed on their small side standing up in the notches of the building blocks on the side that they share.

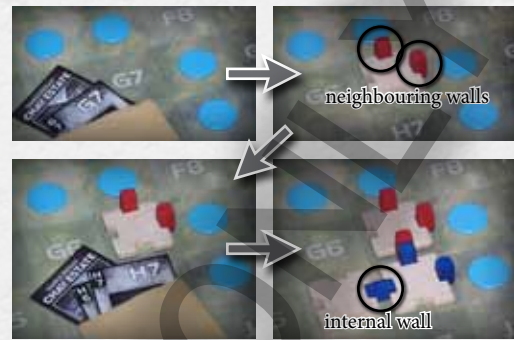
If your building borders the river, then it is considered a neighbouring wall and gets a building block (stood up) in any notch that is next to the river. By getting income blocks on neighbouring walls, it makes sense to neighbour the river and as many other players' buildings as possible, as long as your building isn't much smaller. Be careful though - if your opponents build extensions to their buildings later on then you might find yourself denied the extra points!

INTERNAL WALLS

Internal walls happen when you have a building that occupies more than one plot. An internal wall is wherever one of your building blocks is directly next to another of your building blocks *from the same building*. If you have two separate buildings (i.e. commissioned with different permits, perhaps in different years) then they do *not* have internal walls between them.



Above you can see the diagrammatic version of the situation described to the right.



In this small example we can see Scarlett (the red player) place a CHAV ESTATE (the simplest building in the game as it has no special rules) at the corner of this river (plot G7). The two sides of the estate with nice river views bring her an income block each (circled in the top right). Since they are considered neighbouring walls, the income blocks are stood up and placed in the building block's notch. Some time later, Cpt. Blue (the blue player) commissions a slightly bigger CHAV ESTATE, using two deeds H6 & H7, next to Scarlett's. Since Scarlett's CHAV ESTATE now has a neighbour of roughly the same size, it gets another income block on the newly neighbouring wall.

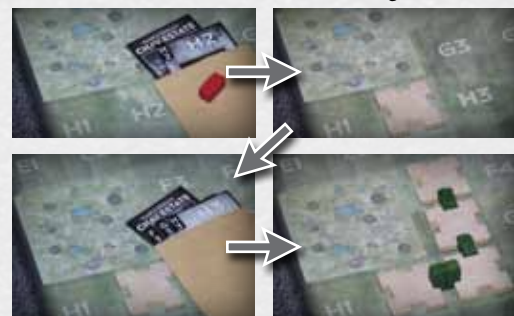
Cpt. Blue's building has two walls with neighbours (one of which is Scarlett's building, the other is the river). Since it occupies two plots, it also has a single internal wall (circled in the lower right picture).

The income block for the internal wall, as with all internal walls, is laid flat.



Above, you can see the diagram of the previous situation. Though the plots are not labelled, you can see the relative position of the river and buildings remains unchanged.

Note that the intention to build is shown by a hollow coloured square over the plots to be occupied, and that neighbouring wall income blocks are shown as filled coloured squares, whereas internal wall income blocks are filled coloured rectangles.



In the above example, the marsh is in the top left of the area. Scarlett places a rather useless CHAV ESTATE in H2, which generates nothing (the marsh has no value as a neighbour). Dr. Green then takes advantage of Scarlett's small building by commissioning a much larger CHAV ESTATE next door, generating two income blocks from its internal walls (the blocks laid flat) and a further two from the neighbouring wall by the much smaller building.

BUILDING NEXT TO YOUR OWN BUILDING

It is important to remember that under normal circumstances (i.e. with the exception of the ALLOTMENTS permit, following), building next to yourself generates you no extra income blocks. It is something you generally don't want to do in the game.

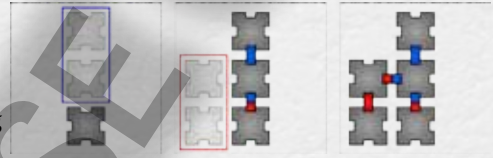
This is because income blocks are rewarded only between adjacent blocks within the same building, or adjacent blocks between buildings owned by different players. You are still allowed to build next to one of your own buildings, but they will be two different buildings. If you wish to extend your already existing building, you may wish to use the special EXTENSION permit.



Above is an example of what *not* to do. Scarlett already has a CHAV ESTATE taking up a plot when Cpt. Blue takes the opportunity to build next to it with his CHAV ESTATE, generating him two income blocks. Scarlett then builds a second CHAV ESTATE which, despite having two neighbours and an internal wall, generates only two income blocks. This is due to one of her neighbouring walls (circled) being between her own buildings.

PERMITS

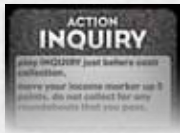
Milton Keynes has several different buildings that can be built. CHAV ESTATES are most common, but several others exist; four of them have different rules attached for the scoring, either generating you more income blocks (the COMMONS and the NATURE RESERVE), reducing your neighbours' income blocks (the DUMP) or distributing income blocks to all neighbours, even the owner (the ALLOTMENTS). Two of the others (the AIR BASE and the SEWAGE REPROCESSOR) allow you to choose and take (for free!) an unused deed of your choice as long as it's going to be used within the building.



THE SIMPLE PERMIT: CHAV ESTATE

The CHAV ESTATE is known as the simple permit, since it has no special rules attached to the scoring of the building regarding the income blocks. As such they can generally be considered worse than the various other building permits.

They do have one saving grace though - rather than being used as a permit, they can be used to take a one-off action in the game. You will notice that turning a CHAV ESTATE permit upside-down will reveal an action card. Played correctly, you can use this action to do something to outwit your opponents and gain an advantage. Once you use a CHAV ESTATE for its action, you must immediately discard it to the bottom of the permit deck. There are four different actions on the various CHAV ESTATES:



ACTION: INQUIRY

Make some extra cash! With INQUIRY you can push your income marker up by five whole points! The movement is only temporary, so after the following build phase, you'll have to put it back to normal, however if you are clever, you will play it so that you pass a roundabout:

once past a roundabout, your income will never go below it!

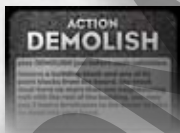
If you choose to play your INQUIRY, play it just before you collect your cash at the start of the year. Push your income marker up by five points and collect the new, bigger, amount.



ACTION: LOBBY

Change your mind! Perhaps in response to somebody else's change of mind! With LOBBY you can alter your bribe (in the deed sales) or bid (in the Trade phase) after you've seen what the other players have in their hands.

If you choose to play LOBBY, do so directly after you all have revealed your bribes/bids. You get to change what you put in your hand and therefore how much you pay and whether you win the first choice/card.



ACTION: DEMOLISH

Take the smile off your opponent's face and the shine off their new building! With DEMOLISH, you can remove one block from any building on the map, making it that much smaller.

If it's only one block big to start with, then it is removed entirely! You even get the option to purchase the deed of the demolished block from the owning player!

DEMOLISH can only be played on a block that is on the edge of a building, i.e. a block that has at most one internal wall. If playing demolish on a block would mean that the building it belongs to splits in two, then you

Devised, developed, (graphic) designed and dictated by Gavin Wood.

Fabricated, illustrated, painted and whittled by Aeron Buchanan.

Additionally fabricated by Kristine Morgan. Gratitude to Castle Printing of Lancaster for their excellent service.

Thanks to the many playtesters including Al, Rob, Dow, Marta & Sara, Serena & Jacopo and Tim & Sarah.

Without you the game wouldn't be nearly as fun (or unambiguous) as it is now.

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definitely can't play it! If you want to play DEMOLISH, you must do so directly before you collect cash at the start of the year. You have the option of paying two heavy briefcases to the owner of the building for the right to take the demolished plot's deed into your hand. If you don't then they get to keep it in their hand. After playing DEMOLISH, update all the income blocks on the map, but don't alter the income markers until the end of the next build phase: you all still receive the cash you were expecting this year.

Note that you can't take a river deed into your hand; if the demolished block happened to be a part of the river, then the deed goes back out of the game and the river tile goes back on that square.



ACTION: REDEVELOP

Reclaim the land you already built on for new, bigger, better developments! REDEVELOP allows you to remove the whole of a building you already built (along with any income blocks it was generating).

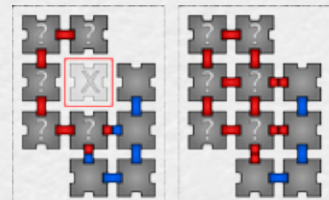
If you choose to play REDEVELOP, do so directly after you collect cash at the start of the year. Pick up one of your (already built) building's deeds which should be face up in front of you and put them back into your hand. Then clear away the building from the map, updating the income blocks on it accordingly. Don't alter the income markers until the end of the next build phase though: you all still receive the cash you were expecting this year. As with DEMOLISH, you can't take a river deed into your hand; if the building happened to have one in the river just replace the river tile back on that square.



THE SPECIAL PERMIT: EXTENSION

Generate some extra income from your neighbours by making a small building bigger! With the EXTENSION and some deeds that neighbour your already-built building you can make it that much bigger, perhaps generating some extra income from your now-smaller neighbours. It doesn't need any other permit to be used and it doesn't count towards your two-building per year limit either!

To use it, simply place it in your building commission pouch (along with anything else to build) in the build phase. When everyone is ready, discard the EXTENSION to the bottom of the permit deck (along with the other permits) and put the building blocks on the corresponding plots. When you score them for the income blocks, consider them as being part of the original building, taking after the permit you originally played for it.



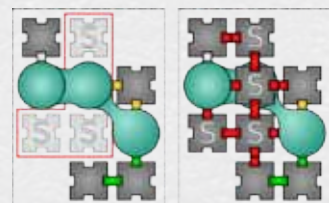
Above is a simple example of the EXTENSION in use. Scarlett uses it to 'fill in' her five-block building of some type (which we don't know, hence the '?'s), changing it into a six-block building, and allowing it to generate a rich amount of income from the neighbouring building of Cpt. Blue. He isn't best pleased.



THE SEWAGE REPROCESSOR

Grab a plot for free! And here's the thing: the free plot must be on the river! The SEWAGE REPROCESSOR gives you the opportunity to have a building that occupies an extra plot, in addition to the deeds you already submitted. You still have to use at least one deed when you build it, and the free (river) plot must form part of the final building. You're allowed to use it to bridge up two plots on either side of the river though.

To remind you of its function, it has "take one river" written on it, and a little note telling you it must be next to the river. If you're building the SEWAGE REPROCESSOR, then after everyone is ready with their building commission pouches, tell everyone which river plot you want. If someone else is building another SEWAGE REPROCESSOR and you cannot agree to use different plots. You both must put the permit and the corresponding deed(s) back in your hand.



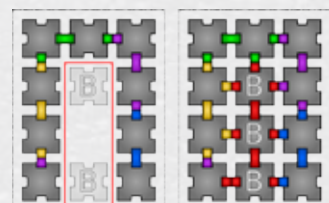
The SEWAGE REPROCESSOR was used in the above example by Scarlett. Though her original three deeds did not form a single building, she requisitioned the missing (river) plot to join them up and make a complete building occupying four plots, scoring a great income from the smaller neighbours.



THE AIR BASE

Grab a plot for free! The AIR BASE lets you requisition any unused plot on the map! You have to use the plot in the AIR BASE building, and you must still use at least one deed to build it. You are allowed to join up otherwise disparate deeds though.

To remind you of this, the permit has the text "take one empty plot". If you're building the AIR BASE, then tell everyone which plot you want to requisition once all the cards are in the building commission pouches. If another player is building on it this turn, then you must put the AIR BASE and any corresponding deeds back in your hand. Do likewise if another player builds the AIR BASE and you two cannot agree to take different plots.



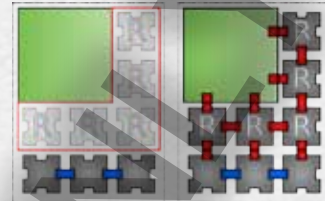
The AIR BASE was used, as shown above, by Scarlett. Her original two deeds did not form a single building, so she requisitioned the missing plot to join them up and make a complete three-plot building.



THE NATURE RESERVE

Exploit the wild marshlands to generate some extra income! Normally the marsh generates no income for its neighbours. For a NATURE RESERVE however, the marsh is a gem!

Any side of the NATURE RESERVE that borders the marsh gets two bonus income blocks! You can put them stood up in the notch as you would when bordering a much smaller building.



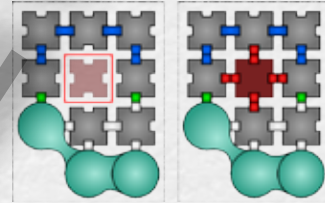
Above, Scarlett demonstrates an optimal use of the NATURE RESERVE by neighbouring the marsh with four sides, generating eight extra income blocks for her! Being two blocks bigger than Cpt. Blue's adjacent building, it also generates a further six neighbouring wall income blocks!



THE COMMONS

The dreaded COMMONS; it can only ever be one plot big, but it's a nasty plot for any neighbours! Here's the thing: any neighbours (that aren't the DUMP or COMMONS - see next), generate two income blocks for you. Their size (even if they're bigger) doesn't matter! Don't extend the COMMONS: you're not allowed. It has a couple of helpful notes on the permit about the income scoring and size restriction. Note that any walls bordering the river score normally.

Use the red-coloured building blocks for the COMMONS.



Above, Scarlett commissioned her COMMONS right in the middle of everything! None of the other players are pleased. She scores an optimal eight income blocks from it, and gives the other players a healthy target for a DEMOLISH action!

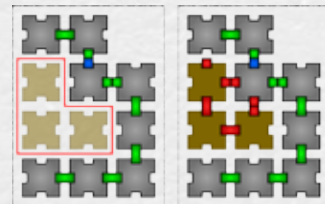


THE DUMP

A DUMP. As in rubbish, not as in "what a...". The DUMP can only occupy a maximum of three plots on the map (even if it has been extended), restricting how many income blocks it can generate from its neighbours.

But here's the thing: nobody wants to live next to the DUMP - the neighbours (even the COMMONS!) generate no income blocks from neighbouring walls with the DUMP. It still generates one or two income blocks for you in the normal way though.

Use the brown-coloured blocks for the DUMP.



In this small example, Scarlett commissioned her DUMP to take advantage of neighbouring the small buildings of Dr. Green and Cpt. Blue without generating Dr. Green any income for his large building below.

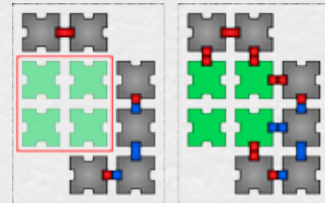


THE ALLOTMENTS

Be kind! Be selfless! Build an ALLOTMENTS in Milton Keynes! ALLOTMENTS will generate two neighbouring wall income blocks for *all* neighbouring buildings. The size and even the owner of the neighbouring building is irrelevant! It won't generate any internal wall income blocks for you though, nor anything for being next to the river, so be sure you build your buildings next door

to reap the benefits!

Use the green-coloured blocks for the ALLOTMENTS.



In this final example, Scarlett builds a huge ALLOTMENTS for the residents of Milton Keynes. Although its internal walls generate no income for her, she built it so it neighbours her other buildings on four walls, generating eight income blocks for her. She unfortunately generates for Cpt. Blue two extra income blocks. Not such a great price to pay though!

ADVANCED RULES

Once you've become used to playing the basic game rules, you should try the advanced rules; they're no more difficult but they will open up new strategies and possibilities. In the advanced rules, you set the game up differently, but actually playing the game is unchanged.

To start, take the deeds from the deed deck according to the number of players in the game as normal. However, do not use the prescribed river and marsh positions: the player with the most recent birthday should place a river tile on one of the edges. Clockwise around the table, you each should place a river tile. It should connect with the last tile either on an edge or diagonally, however no corners are allowed and it should take the river no closer to its starting edge(s). It stops when it reaches an edge on which it didn't start. At this point, continue around, placing the two marshes. Each must border an edge of the board. Finally, remove the river and marsh deeds from the deed deck.

Shuffle the deed and permit deck, dealing three deeds to each player as normal, but do not choose a character, instead deal out four permits in addition to the deeds. The game continues from here as normal.