

# STREETS

## KICKSTARTER PROMO PACK

### Contents:



10 Promo Buildings



1 Realtor Consultant



1 Franchisor Consultant



4 Big People



2 Dividers

## PROMO BUILDINGS SETUP

When setting up the Stack in step 2 of the game Setup, remove 2 extra random buildings of each type/colour (10 total), then add the 10 promo pack tiles. Do this before removing or adding buildings according to player count.

For convenience, you might want to permanently keep the Promo Buildings mixed in with the other Buildings, so that you won't have to do this extra step every time you play. If you want to do this we recommend removing the following Buildings instead of choosing them randomly:

**1 Starter Home, 1 Trendy Lofts, 1 High End Tailor, 1 Chillax Spa, 1 Upvoted Hotel, 1 Concept Store, 1 Art Gallery, 1 Bicycle Repair Bar, 1 Parking Lot and 1 Realtors Office.** You can use the Promo Pack Divider to keep these separated from the other Buildings.

PP

The Promo Buildings are identified with "PP" (Promo Pack) in their bottom right corner.

## PROMO BUILDING VALUATIONS

\$4

### Fixed Value

These Buildings score the depicted amount of \$. The Grooming Salon, for example, scores \$4 for its Valuation.

\$3 x



### Sets of People

These score for each complete set of the pictured People. The Fast Cars Building for example scores \$3 for every 2 blue Shopper People in the Street, so if there are 5 Shoppers in the Street that would be two sets and score \$6 (just one Shopper shy of scoring \$9).

\$1 x



### Any People

This scores for People of any colour/type in the Street. If there are 2 Hipsters, 1 Shopper and 1 Tourist in the Street for example it will score \$4.

SCORE!

### Score!

This Valuation does not provide any Money in itself, though the Building will score for People placed on it as normal. When this Building is placed, the Street the Building is placed in will be scored as if it was Enclosed. People in the Street will act as if the Street was Enclosed, and will have to move to other unenclosed Streets or get FOMO as per the normal scoring procedure.

After the Street has been scored, players can keep adding Buildings to the Street until it is either Enclosed or reaches the maximum length of 5 Buildings.

If a player uses the Score! Building to Enclose any Streets, the player can choose which order the Streets are scored in, in the same way as you would when Enclosing several Streets with one Building. This means you could potentially make People in the Street you Enclosed move to the Building with the Score! Valuation before it is scored. The key rule here is that People can only move to buildings in Unenclosed Streets, so you couldn't use it to move People into an Enclosed Street.

SWAP

### Swap!

You do not Build and claim this Building as normal, instead you swap it for an unowned Building in the City. Pick up the unowned Building of your choice, keeping any people with it, and place the Swap Building in its place. Immediately Build this Building and claim it with an Ownership Sign, as per the normal rules, but do not place any more People on it.

- Any People on swapped buildings are moved to the new location along with the swapped Building. These People lose their FOMO status and are placed lying down.
- You cannot Swap with the Central Station.
- If there are two or more Buildings occupying the same space (for example, if a Building was placed on top of another by the Renovator Consultant), you can only Swap the top-most Building.



### Buildings that score for their own People

Several Promo Buildings score for people of the same colour/type as the people on the Building itself. This means that the People on the building will in practice score twice, once for the Valuation and once for the People themselves. The Ball Playground, for example, will by default be worth at least \$6 when placed, \$3 for its Valuation scoring 1\$ for each Parent in the Street, and \$3 more for the People that are placed on it.



### Buildings with 2 different Symbols

For each Symbol on these Buildings when built, place a Person on the Building matching the colour of the Building's Symbol.

## USING THE BIG PEOPLE



The Big People can be used just like other People in Streets, except that each Big Person counts as 5 small People. You can swap a Big Person with 5 Small People and vice versa at any time. Using the Big People will ensure that you'll never run out of People when using the Promo Buildings.

## USING THE TWO NEW CONSULTANTS

These can be used by simply adding them to the stack of Consultants before dealing a Consultant to each Player. **The Franchisor can only be used if the Business Expansion is also being used.**



### Realtor

The Realtor allows you to place one Ownership Sign on another Player's Building. This means you will both score that Building when it Scores. You must do this at the same time as building one of your own Buildings in the same Street, which means you need at least 2 Ownership Signs in your Supply when using the Realtor's ability. You do not benefit from the Consultant scoring bonus of another Player, for example, the Investor's doubled Valuation.

You're only allowed to have one such shared Building at any time, so the shared Building needs to be scored before you can use the power on another Building.

If any one of the players sharing a Building abandons it, they will remove their Ownership sign and take a Business Token if playing with the Business Expansion. However, the People on the Building will not move until either both players have abandoned the Building or it gets scored.



### Franchisor

When you score a Building, you get \$2 for each Business Token in your supply matching the Business Icon on the Building being scored. On Buildings with a Wild Business Icon the Franchisor must score the same Business token as was acquired when scoring the Street. Remember that Business Tokens are acquired *before* scoring.

The Franchisor scoring bonus does not apply for the Buildings scored at half value after the end of the game.

## THE PROMO PACK IN SOLO MODE

The **Squatter Commune** and the **Construction Site** are not used in Solo Mode. Use regular buildings of the same colours/types instead. All the other Buildings and Consultants can be used.

## GENERAL ADVICE

The Buildings and Consultants in the Promo Pack spice up the game by adding extra variety and twists to the game rules.

Many of the Promo Buildings will need extra strategic play to maximize their scoring, sometimes holding on to them for a few turns while setting up for the right moment to play them.

We recommend playing a couple of games without the Promo Pack content before adding it to the game, to get familiar with the basic concepts and strategies of the game.