

A GAME BY QUINN BRANDER



REBUILDING SEATTLE

RULEBOOK

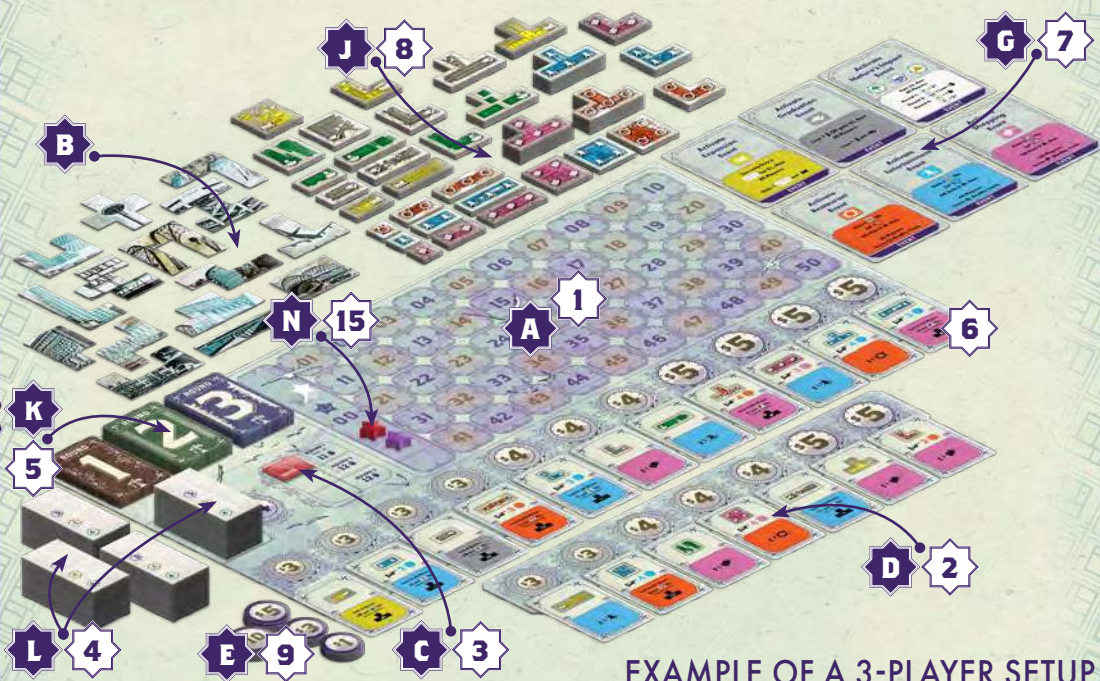
The great fire of 1889 has burned down most of downtown Seattle, and you are the city planner tasked with rebuilding it. What's more, your population keeps expanding and they expect all kinds of luxuries.

Expand your district with buildings, suburbs, and iconic Landmarks to rebuild Seattle better than ever!

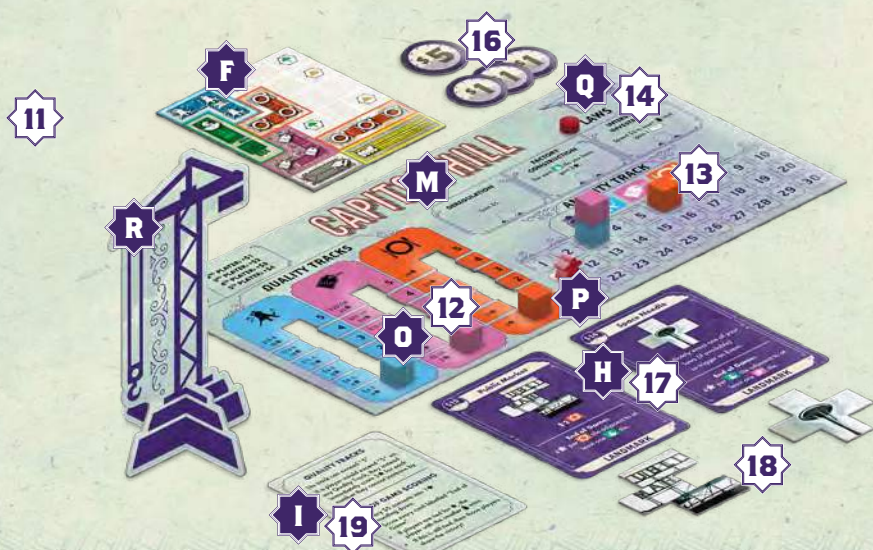
GOAL: To have the neighborhood with the highest ★ (victory points) at the end of Round 3.

COMPONENTS











- A.** 1 Central board
- B.** 15 Landmark tiles
- C.** 1 Round marker
- D.** 3 Building Market Extensions
- E.** 100 Money tokens: (\$1x40, \$3x20, \$5x15, \$10x25)
- F.** 6 Starting Neighborhoods
- G.** 6 Event cards
- H.** 15 Landmark cards
- I.** 5 Reference cards
- J.** 135 Building tiles (6 Colors)
9 1x1 Buildings
18 2x1 Buildings
21 3x1 Buildings
18 2x2 Buildings
21 L-shaped Buildings
48 T-shaped Buildings
- K.** 96 Round cards (3 decks of 32 cards)
- L.** 97 Suburb tiles
- M.** 6 District mats
- N.** 5 Score stars
- O.** 30 Quality/Amenity cubes (10 each in 3 different colors)
- P.** 5 Population meeples (1 each in 5 different colors)
- Q.** 5 Law discs (1 each in 5 different colors)
- R.** 1 Starting player standee
- S.** 17 Solo cards
- T.** 1 Rulebook



EXAMPLE OF A 3-PLAYER SETUP



SETUP

1. Place the Central board in the middle of the table.
2. If playing with 3/4/5 players, add 1/2/3 additional Building Market Extensions close to the Central board.
3. Place the Round marker on the 'Round 1' space of the Round Track.
4. Shuffle the Suburb tiles and divide them into 4 roughly equal stacks. Place one stack in the Suburb tile space on the Central Board and the others nearby.
5. Shuffle each of the 3 Round decks separately and place them facedown on their respective spaces on the Central board.
6. Deal cards from the Round 1 Building deck faceup onto each space of the Building Market (the spaces with cost icons on the bottom of the Central board), as well as on any Building Market Extensions in play.
7. Place the 6 Event cards next to the Central board.
8. Stack the different Building tiles on the table separated by color and shape.
9. Place the Money tokens next to the Central board separated by denomination.
10. The Starting Player in the first round is determined by who most recently listened to a grunge band. Alternatively, choose randomly. Give that player the Starting Player standee. It is recommended for your first game to just give each player a random District and Neighborhood. For future games, the Starting Player chooses which of the 6 Districts they want to play as and which of the 6 Starting Neighborhoods they want to use. Continue clockwise until all players have chosen a District and a Neighborhood.
11. Each player chooses a color to play and takes the Population meeples , Law disc , and Score star  in their chosen color. Each player also takes 2 cubes of each color.
12. Each player places 1 cube of the matching color on the bottom space of each of their Quality Tracks on their District mat. This represents the quality of the Entertainment, Shopping, and Restaurants available in their Neighborhoods.
13. The second set of cubes should be placed on their Amenity Track equal to how many of each of these symbols they have on their Building tiles in their Starting Neighborhood. Many Neighborhoods have 3 , 3 , 3  but some start with more! This track is used to track the number of Entertainment, Shopping, and Restaurant symbols in their Neighborhoods.
14. The Law disc  is placed on their District mat, next to the word 'Laws'.
15. The Score star  is placed on the '00' on the Victory Point Track () which is the numbered track that is on the Central board. During the game, whenever a player's score exceeds 50, place a \$5 token underneath the  token to represent 50 and continue past '00'. If you pass 50 again, replace this with a \$10 token and continue past '00' again.
16. Players each start with \$8. If they aren't the Starting Player, they receive:
 - Second player starts with an additional \$1.
 - Third player starts with an additional \$2.
 - Fourth player starts with an additional \$3.
 - Fifth player starts with an additional \$4.
17. Deal 3 Landmark cards to each player, then return any remaining Landmark cards to the box. Players must now discard one of the three Landmark cards they were dealt; and place those in the box as well.
18. Players take the Landmark tiles that match their chosen Landmark cards. These will be the only two Landmarks each player can build in this game. Place the unused Landmark tiles back in the box.
19. Finally, give each player a Reference card.

OVERVIEW OF A ROUND

1. INCREASE 


2. BUILD

3. PROFIT

4. CLEANUP

The game is played over 3 rounds. Each round consists of 4 phases, carried out in the following order:

1. INCREASE

Players increase their Population by the amount specified by  on the Round Track this round. In the first round, all players start with 11 Population.

A player's Population can never fall below 1 or exceed 30.

2. BUILD

Beginning with the Starting player and going clockwise, each player takes a turn. Players will take multiple turns within this phase.


On your turn, you must perform 1 of the following 3 actions:

- A. Buy a Suburb tile and/or Building
- B. Activate 1 Event
- C. Enact 1 Law (only once per round)

Players continue to take turns until the last Event has been activated. Give the Starting Player Standee to the player to the left of the player who activated the last Event.

A) BUY A SUBURB TILE AND/OR BUILDING

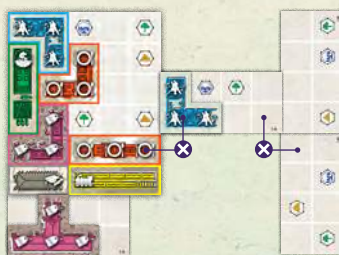
You must buy one or both of the following:

- A Suburb tile 
- A Building (Building card, pre-printed Building, or Landmark)

SUBURB TILES


You may buy the top Suburb tile from the stack on the board for \$4. Once bought, you must immediately place your Suburb tile orthogonally adjacent to your Neighborhood (it cannot overlap any existing Neighborhood space). You may rotate the Suburb tile freely. The new tile is now part of your Neighborhood. After buying a Suburb tile, if the stack on the board is empty, place the next stack of Suburb tiles on the board. If there are no more stacks available, no more Suburb tiles can be bought.

Suburb tiles, as well as Building tiles, are considered adjacent if they are orthogonally touching on any square. Corners touching (diagonals) do not count as adjacent. In the image above, there are two examples of non-adjacency, one involving the Entertainment and Restaurant tiles and the other between two Suburb tiles.







BUILDINGS

When buying a Building, you have 3 options:

- Buy a Building card 
- Buy a pre-printed Building
- Buy a Landmark

BUILDING CARD

To buy a Building card, first pay the cost listed above it (otherwise it is easy to forget to pay). Then, gain both the Building (depicted at the top of the card), and the Upgrade (depicted at the bottom of the card). These two effects are often unrelated to each other. Depending on the type of Upgrade, either place the card faceup in front of you or onto your own personal discard pile.

Then, take the corresponding Building tile depicted on the card and place it into your Neighborhood. If the Building contains , , or  symbols, move your corresponding  on your Amenity Track to reflect how many of those symbols you now have in your Neighborhood (the card reminds you of this).





EXAMPLE: When this Building card is purchased, take the blue T-shaped Building tile, place it in your Neighborhood, and increase your Entertainment 4 spaces on your Amenity Track.

Buildings must be built immediately by placing them onto your Neighborhood (which includes your Starting Neighborhood and any Suburbs). You may place a newly purchased Building on a newly purchased Suburb. After buying a Building card and/or Suburb tile, you may experiment with different layouts for your new purchases while it is still your turn in the Build phase. However, once your turn is over, they can no longer be moved.

You can place Buildings on empty spaces or spaces containing , but you can never cover up existing Buildings, nor have Buildings hang over an edge of a Neighborhood. You cannot buy a Building card if you do not have space in your Neighborhood to place the Building.

Note: the Buildings printed on the Starting Neighborhoods also count as Building tiles.



Left image shows correct tile placement. Right image shows 2 cases of incorrect tile placement. Building extended over edge of Neighborhood and overlapping buildings.

UPGRADE EFFECTS

There are three different Upgrade effects:

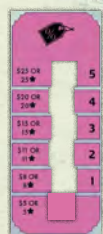
Quality Track Upgrades

immediately increase the corresponding Quality Track on their District Mat to reflect the improvement. Then, place the card in your personal discard pile.

All Quality Tracks have a maximum of '5'. If an Upgrade would cause a Track to exceed '5', immediately scores 5 for each number you cannot increase the Track by.

Profit Upgrades provide money during the Profit phase. These cards should be placed faceup in front of you and not on your discard pile. These effects are always based on the number of tiles you have, not on the number of symbols; a tile with 4 symbols on it is still just 1 tile.

End of Game Upgrades score during End of Game scoring. They are also based on the number of tiles you have, not the number of symbols. These cards should be placed faceup in front of you and not on your discard pile.



PRE-PRINTED BUILDING

There are 6 buildings printed directly on the Central



board that start covered up by a Building card.

When the card covering one of these Buildings has been removed, you may buy the depicted Building by paying the cost above it, as long as there is still a matching Building tile in the supply.

Choosing this option only provides a Building tile — there is no Upgrade. However, you still get to increase the number of newly gained symbols on your Amenity Track.

LANDMARKS

To build a Landmark, spend the listed price on an unbuilt Landmark card in your hand. Place the Landmark tile in your Neighborhood in the same way as placing a Building tile and then place the Landmark card face up in front of you and resolve its effect. Some Landmarks have an end of game scoring effect.



B) ACTIVATE 1 EVENT


You must activate any 1 of the Events that has not yet already been activated this round. To do so, take the card and resolve the effects printed on it. Each effects **must** be resolved unless it specifies “may”, in which case, it is optional.



Each Event has an effect that benefits only the player who activated the card, as well as an effect that impacts every player. The term “All Players” means that all players benefit from the Event if they qualify.


Whoever activates an Event should clearly call out to the other players that they should do something, like “Trains give Suburbs now” or “Everyone scores Restaurants now.”



EXPANSION EVENT

If you activate this Event, you may immediately buy exactly 1 Suburb for \$1. Then, starting with you and continuing clockwise, all players immediately gain as many Suburbs as  symbols they have in their Neighborhood.

If the stacks of Suburb tiles are emptied during this event, some players may not get all the Suburbs they are entitled to.

GRADUATION EVENT

If you activate this Event, immediately reduce your  by 1 or gain \$3.


Then, all players reduce their  by the number of  symbols they have in their Neighborhood.

NATURE'S IMPACT EVENT

If you activate this event, gain \$3. Then, all players gain the benefit for each uncovered terrain icon they have, based on the current round:


| | | |
|----------|---|--|
| Round 1: |  | = \$1 |
| Round 2: |  | = Lose 1  |
| Round 3: |  | = 1  |
| |  | = \$1 |




ENTERTAINMENT / SHOPPING / RESTAURANT EVENTS


If you activate one of these Events, choose to gain either 3  or a 1x1 Building tile corresponding to the Event type.

If you choose to gain the Building tile, increase the corresponding symbol on your Amenity Track by 1 space to reflect the extra symbol you gained (the Event reminds you to do this).

Then, each player compares the number of symbols they have based on the current Event to their current Population.






If you have a number of symbols equal to or greater than your , gain the reward of the corresponding Quality Track based on the position of the cube.

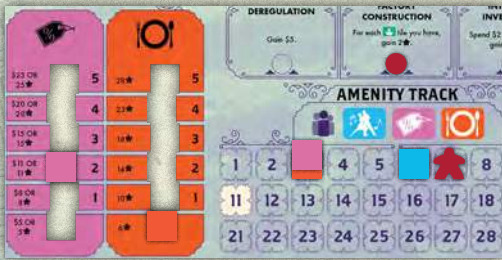
- Entertainment gives both \$ and 
- Shopping gives a choice of \$ or 
- Restaurants give 

If you have fewer symbols than your , gain 1 less of each reward for each missing symbol. You can't earn negative rewards—the worst you can get is 0.

Taking actions which reduce your population are desirable in this game, as it makes it easier to score rewards on the Quality Tracks.

SHOPPING SCORING EXAMPLE

The Shopping Event is activated. Since you have 4 fewer  than  you gain either 7\$ or 7 . If you had 4 more , you would have gained \$11 or 11 .






TIP: If you're new to the game, don't try to score points on all 3 of the Quality Tracks – Pick 1 or 2 to focus on.


C) ENACT LAW


You must choose to Enact 1 of the Laws on your District mat. To do this, place your Law disc onto the chosen Law and then resolving its effect. You may enact the same Law on subsequent rounds.


You may only Enact a Law if you meet its requirements, such as being able to spend a certain amount of money.

One Law causes the player to lose 1 . It is possible to drop below 0 ; just place your token on the "49" space to symbolize -1 .

3. PROFIT

During the Profit phase, each player earns \$5 for each  symbol they have in their Neighborhood. Additionally, any cards that mention additional \$ during the Profit phase provide \$ now.

For example, if a player has an Upgrade that says "\$2 per  tile", and they have 3 Restaurant tiles in their Neighborhood, during the Profit phase they will earn an additional \$6.



During the third Round there is still a final Profit phase, which matters because \$ turns into  at the end of the game.



4. CLEANUP

SKIP THIS PHASE IN ROUND 3.

Return all remaining unpurchased Building cards facedown back to the corresponding deck and refill each empty Building space with a Building card from the next Round deck. Players who Enacted a Law return their Law disc to its starting position. Return all Event cards. Move the Round marker to the next space of the Round Track.

END OF GAME SCORING


At the end of the game, score  for any Upgrades and built Landmarks that have an 'End of Game' effect. Unspent money is worth 1  per \$5 rounding down.

The player with the most  wins. In the event of a tie, the player with the lowest  wins. In the unlikely event that there is still a tie, the tied players share the victory.

SOLO RULES


Setup is the same as for a 2-player game, but with the addition of the Solo Player deck, which consists of 17 cards and serves to simulate the actions of a second player. In Round 1, during the Build phase, you go first. After each of your turns, draw a card from the Solo Player deck and carry out its action. If the action cannot be carried out because it's already been taken or activated, draw another card from the deck until you find a valid action. If the simulated second player activates the final Event, you go first on the next round, and vice versa. Make sure to shuffle the Solo deck before each new round starts. If your final score is equal to or higher than 120, you win!

ROUND SUMMARY

1. **INCREASE**  according to the current round.
2. **BUILD** - On your turn you must either:
 - a. Buy a Suburb tile and/or Building
 - b. Activate 1 Event
 - c. Enact 1 Law (once per round)

The BUILD phase ends when all Events have been activated.


3. PROFIT

- d. Earn \$5 for each  you have in your Neighborhood
- e. Earn \$ for Profit Phase Upgrade cards




4. CLEANUP

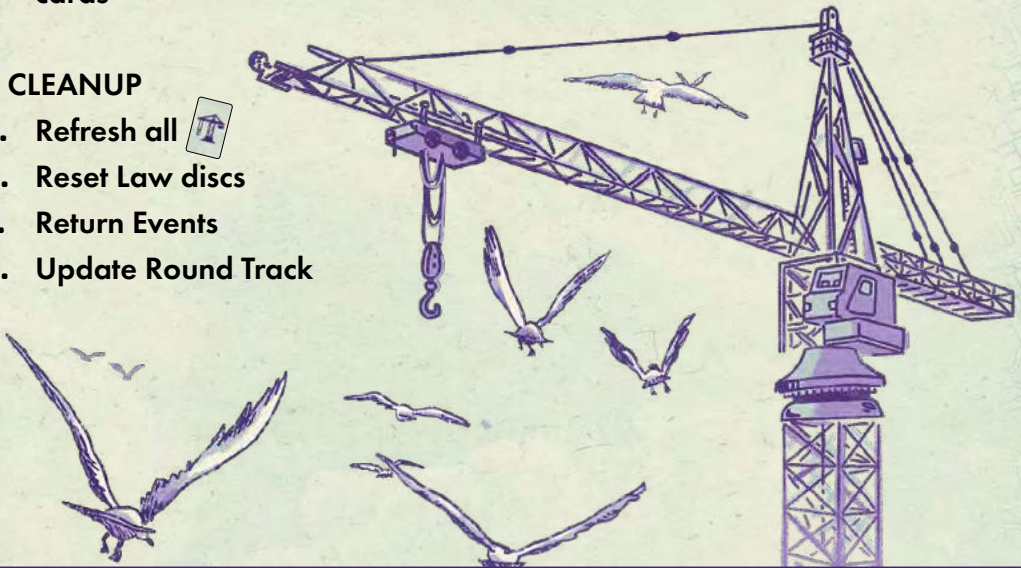
- a. Refresh all 
- b. Reset Law discs
- c. Return Events
- d. Update Round Track

QUALITY TRACKS

- No track can exceed "5".
- If you would exceed "5" on any Quality Track, instead immediately score 5  for each number they cannot increase by.

END OF GAME SCORING

- Every \$5 converts to 1  rounding down.
- Score every card labeled "End of Game".
- If players are tied for , the player with the lowest  wins.
- If this is still tied, then those players share the victory!



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