

Rules:

Object: Be the first player to completely develop a **Neighborhood** by building its necessary **Components**. If it stays complete until your next turn, you win.

Cost: All cards require a certain amount of resources to put them in play. The Cost to play each card is printed on it.

Resource: Resources allow you to bring cards into play. When you play a card that gives resources, they become available for you to spend on your next turn.

To start the game: Shuffle the cards. Decide who goes first. This player places their “**William Penn’s Charter**” **Landmark** card in the center of the table, facing them. Everyone else removes their “William Penn’s Charter” card from play. Then, all players place their decks face down on the table and draw 7 cards from their pile. Starting with the first player, everyone takes turns in clockwise order.

If during play your draw pile runs out, shuffle the discard pile and it becomes your new draw pile.

The action on a card only happens when that card is brought from your hand into play. It only happens once. Plan wisely, you may not take back an action or a card once you have played it.

Types of Cards:

A famous place in the city is called a **Landmark**. This is placed in the center of the table, facing the person who played it. Unlike all other cards, the landmark's resources are available to everyone and count towards each player's resource total. There can only be one landmark in play at a time. Whenever a landmark is replaced, it goes to its owner's discard pile.

Philadelphia **Neighborhoods** are where we find buildings, services, and schools. These places are called **Components**. A component may be played on any neighborhood – even if the neighborhood does not require that component in order to become complete.

Dancers, artists, public servants, and musicians are important **Citizens** of Philadelphia. These cards, along with historical **Events**, help you develop your neighborhoods.

This deck contains **53 cards**:

5 Landmarks, **12 Neighborhoods**, **18 Components**,
10 Citizens, and **8 Events**

Any rule printed on a game card overrides all other game rules.

Take Every Turn in this Exact Order:

Remember, in order to play any card, you must have enough resources to cover its cost. Unless otherwise noted, the action on the card happens immediately upon play.

- 1 Draw a card. (Do this on your first turn too.)
- 2 Add up the resources of your cards on the table including the Landmark in play. This is how much you have to spend this turn. Announce the total. Paper & Pencil may come in handy. *
- 3 If you want, replace the Landmark. Only 1 can be on the table at a time. The new Landmark will take effect on the next player's turn.
- 4 You may now build Neighborhoods and/or Components. Components must be played on a Neighborhood and they cannot be moved once they have been built.
- 5 The last cards you can play are Citizens and/or Events. Once played, Events are discarded; Citizens are placed on the table in front of you.
- 6 You may end your turn at any time. Say, "I'm Done." Any leftover resources expire.

* At this point you may discard your entire hand before playing any cards and draw half as many from your draw pile (round up if necessary). Your turn is immediately over.

Sample game for 2 players:

Discard Pile



Player 1



Draw Pile



Draw Pile



Player 2



Discard Pile