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PREM'S

Reminder: income phase

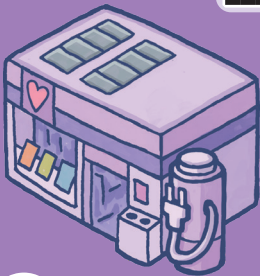
Happy Market



Happy Market

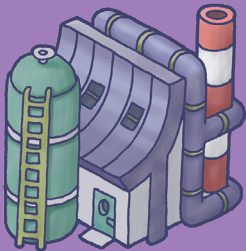


Happy Market



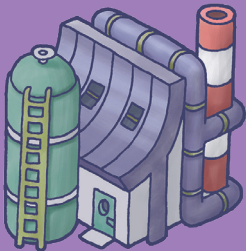


FACTORY



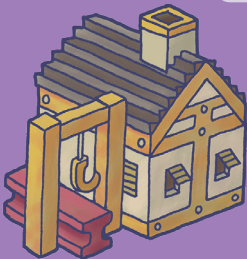


FACTORY



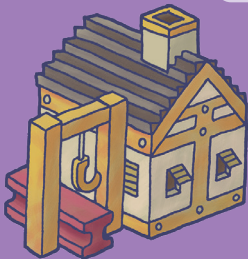


STEELWORKS





STEELWORKS





HAUNTED HOUSE





HAUNTED HOUSE





POLICE STATION





POLICE STATION





SCHOOL



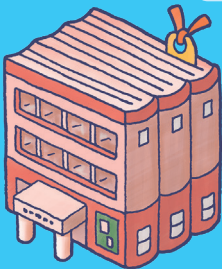


SCHOOL



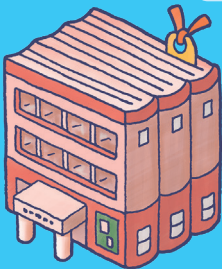


LIBRARY





LIBRARY





VILLAGE SQUARE





VILLAGE SQUARE



2

GROCERY SHOP



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2

GROCERY SHOP



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SHOE SHOP





SHOE SHOP





FLORIST





FLORIST





CAKE SHOP



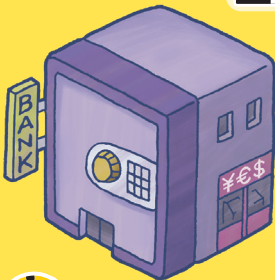


CAKE SHOP



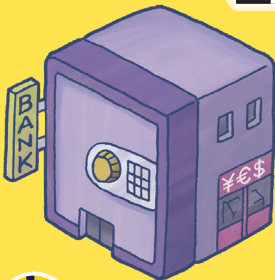


BANK





BANK





LIBRARY





LIBRARY





IGLOO





IGLOO



4

PERFUME SHOP



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4

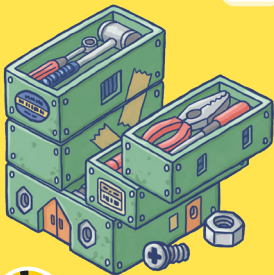
PERFUME SHOP



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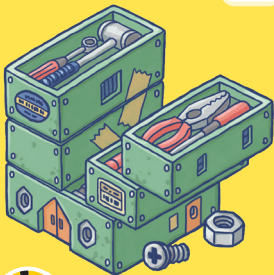
DIY STORE



2

4

DIY STORE



2



SHOPPING CENTRE





SHOPPING CENTRE





MUSEUM





MUSEUM





HOSPITAL





HOSPITAL





OBSERVATORY





OBSERVATORY





OFFICES





OFFICES





GARAGE





GARAGE





HOTEL





HOTEL





RESTAURANT





RESTAURANT





LABORATORY





LABORATORY





UNIVERSITY





UNIVERSITY





CASINO





CASINO





SPA





SPA





ZOO





ZOO





SKI RESORT





SKI RESORT





STADIUM





STADIUM





THEME PARK





THEME PARK





TREEHOUSE





TREEHOUSE



Happy Market



Happy Market





HOUSE





HOUSE





HOUSE





HOUSE





APARTMENT BUILDINGS





APARTMENT BUILDINGS





APARTMENT BUILDINGS





APARTMENT BUILDINGS





LUXURY APARTMENTS





LUXURY APARTMENTS





LUXURY APARTMENTS





LUXURY APARTMENTS





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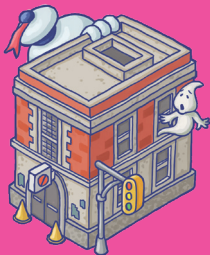




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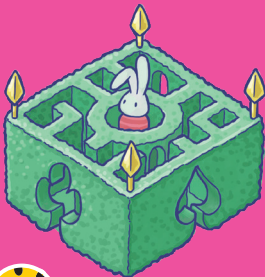
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2



if you have the most
GREEN cards at the table.



in all other cases.



♥♥♥ if you have the most
BLUE cards at the table.

♥♥ in case of a tie.

♥ in all other cases.



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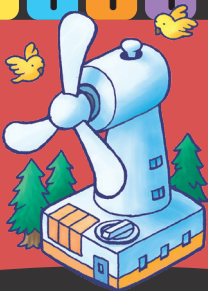
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♥ for each **GREEN** card
in your city.



3



, but discard the last card in your city **immediately** and replace it with this one.



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for each [ + ] combo
in your city. E.g.  and 



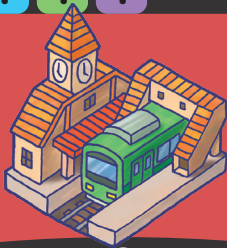
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Reduction of  to purchase **ORANGE** cards. *If the cost is negative, do not take any coins.*



Reduction of  to purchase **GREEN** cards. *If the cost is negative, do not take any coins.*



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Reduction of  to purchase **BLUE** cards. *If the cost is negative, do not take any coins.*



3



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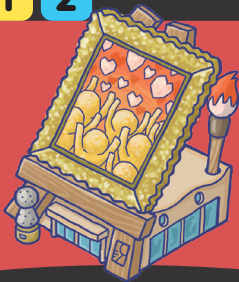
♥ for one of your
neighbour's **YELLOW** cards.



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Duplicate the impact of your previous card. *Colour not duplicated.*



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for one of your
neighbour's **BLUE** cards.



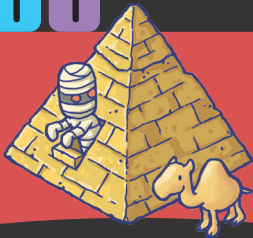
 for your lefthand
neighbour's **ORANGE** cards.



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At the end of the game, duplicate the impact of a neighbour's card (excluding special building) in the SAME position as this one.
Colour not duplicated.



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AFTER each income phase,
STEAL  from the
opponent with the most 
(from all in case of a tie).



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Each time one of your
neighbours spends  or
more, take  from the bank.



♥👤 if 2 cards adjacent to this special building (left, right, above or below) are the same colour.

♥♥👤 if there are 3 cards.



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BEFORE each income phase,
win  if you still have
money left.



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♥♥♥ if you have a lower income than your neighbours. ♥ in all other cases.



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and each player (you

too) immediately receive





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At the end of the game, 
if you have a city with exactly
9 cards.  if you have
even fewer cards.



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♥♥♥ if the next 2 cards in
your city are the same colour.

♥ in all other cases.



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As of now, if you do not purchase a card on your turn, take  (instead of 1).



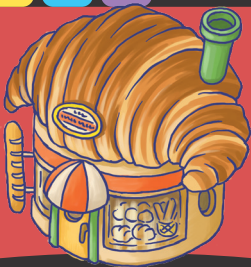
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2 for each **GREEN** card
in your city.



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per card **BLUE** in
your city.



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3 for each **BLUE** card in
your city.



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For the next 2 income phases, win as much  as an opponent of your choice (as well as your own income).



2



Win  per card in your city (including this one) immediately.



2



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for each different
colour in your city, PRIOR
to this card.



2



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The next card you take will
be FREE.



As of now, the cards in the central area cost the lowest price of the deck:

1, 4 or 6.



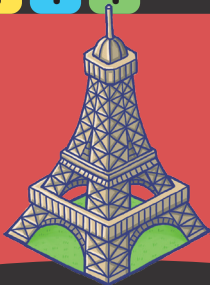
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3 immediately for each
BLUE card in your city.



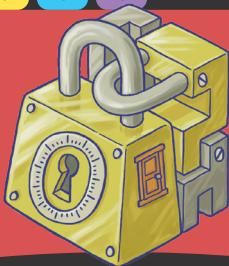
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if you have fewer (or the same number of) **YELLOW** cards as the other players.



2



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if you have a lower
income than your opponents.



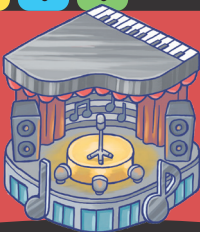
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Take twice your  **immediately.**
But at the end of the game,
LOSE as many POINTS as your
total .



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2



At the end of the game:
duplicate the impact of an
opponent's Special Building.
If you refuse, you must
duplicate a Special Building
randomly taken in the box.



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if you have no **ORANGE** cards.



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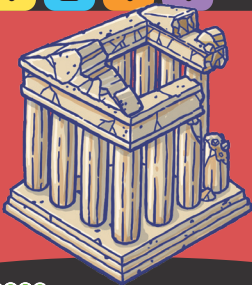
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if you have no **GREEN** cards.



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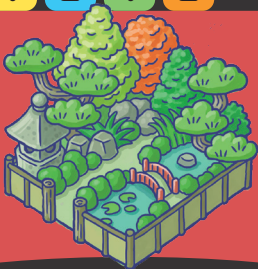
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At the end of the game, double
your POINTS if you have fewer
than 30 POINTS.