



Sunnyvale, CA

Rulebook

Introduction

You are a resident of idyllic Sunnyvale, California. You care deeply about the housing crisis currently afflicting the state, and strongly support the construction of more affordable housing. You just have some very reasonable concerns about these *specific* affordable housing projects, at this *particular* time, in *your* neighborhood. Luckily, there's plenty of space in all those other neighborhoods to get these projects built!

Solve a satisfying space-packing puzzle as you learn about the tactics housing opponents use in this 3-player board game!

Your Objective

Your goal is to have the highest property value at the end of the game. Your property value begins at \$2 million dollars. It is reduced by \$20k for each affordable housing unit built in Open Space, reduced by \$40k for each affordable housing unit built in Downtown, and reduced by \$80k for each affordable unit built in Suburbia. If no affordable housing is built, well, your kid's school teacher might be homeless, but you'll be sitting on some fat stacks of cash, so who cares?

In the event of a tie, the player who has contributed the most to preserving the historic character of their community (that is, has the most Concern tokens on their board) wins.

Game End

The game ends after the tenth and final "Housing Crisis" card is drawn and resolved.

Game Setup

1. Deal each player a random neighborhood map.
2. Place the 'Housing Crisis' tracker and the deck of cards in reach of all players.
3. Give each player three concern tokens. They may place them in any three spaces on their map (*It is generally a good idea to spread out these tokens across the map, and place them in Suburbia or near the Transit Line*).
4. Deal each player a starting hand of five cards. Then, shuffle the ten 'Housing Crisis' cards into the deck.
5. The player with the neighborhood map labeled 'first player' takes the first turn.

On your turn

On each of your turns, do the following steps:

1. Play two cards from your hand.
2. Draw two cards. If you draw any "Housing Crisis" cards, immediately reveal them to the table, resolve their effects, and then draw a card to replace the 'Housing Crisis' card.

Game Elements

Affordable Housing

When you play an Affordable Housing card, you give it to one of your opponents. Affordable Housing cards do nothing until they have the required number of Permitting tokens on them (the required number is shown next to the crane symbol). When an Affordable Housing card has the required number of Permitting tokens on it, the player it is in front of must attempt to construct it.

To construct Affordable Housing, place Affordable Housing tokens in your neighborhood in the shape depicted on the card. The housing can be rotated. Affordable Housing can never be placed on top of concern tokens. If it is impossible to place a particular Affordable Housing card in a neighborhood, it is discarded. Have one of your opponents check and make sure it is impossible to place that Affordable Housing before you discard it.

Whenever Affordable Housing is successfully placed, reduce the level of the Housing Crisis by one.

Housing Crisis Cards

Whenever a 'Housing Crisis' card is revealed, add a Permitting token to each affordable housing card in play. This may force some players to attempt to construct Affordable Housing.

After all players have finished adding progress tokens and attempting to construct Affordable Housing, increase the level of the Housing Crisis by one. Keep revealed Housing Crisis cards in the center of the table to track how many have been drawn.

Finally, each player looks at the board of the player to their right. They may choose and remove a number of 'Concern' tokens from that player's board equal to the number indicated on the Housing Crisis tracker.

Terrain Types and the Transit Line

Your neighborhood is made up of three zoning regions: Downtown (Grey), Suburbia (Blue), and Open Space (Green). If Concern or Housing tokens must be placed 'in' a zone, all tokens placed by that card must be in the specified zone(s). If the tokens must be placed 'touching' a zone, at least one token placed by that card must be in the specified zone(s).

The transit line is blue. If a card must be placed 'touching' the transit line, the transit line must border or cross a space where at least one token was placed by the card.

Concerns

Concerns are placed on the map to block Affordable Housing. When placing concern tokens, you may rotate the shape shown on the Concern card to any orientation. You are encouraged to read your reason for blocking that area aloud. After playing a Concern card, discard it.

Activism

Activism cards represent other tactics, not specific to any particular building site, used by housing opponents. When you play them, follow their instructions, then discard them.

