

NOT ON MY BLOCK!

👤 2 or 4 Adult Players | ⌚ 30 Minute Play Time

Story

Your neighborhood has been home to a vibrant, diverse community for decades. There's the local bodega with the fat cat, the yearly Fourth of July block party, and the waves and smiles of neighbors as they pass by. That's what makes the neighborhood what it is.

However, a new Developer is in town, and they have other plans for this neighborhood... plans that threaten the community that makes this neighborhood so unique.

In this game, players will take on the roles of Residents and a Developer to determine the fate of this little neighborhood, and whether or not gentrification will change the lives of its people.

Guide for Rule Reading

Before reading the rules, we highly recommend that **all players** read both the Resident Rules and Developer Rules. It is **crucial to understand** how the two key mechanisms interact in the game: Pushing (Developer) vs. Protecting (Residents) Apartments.



Set Up

4 players

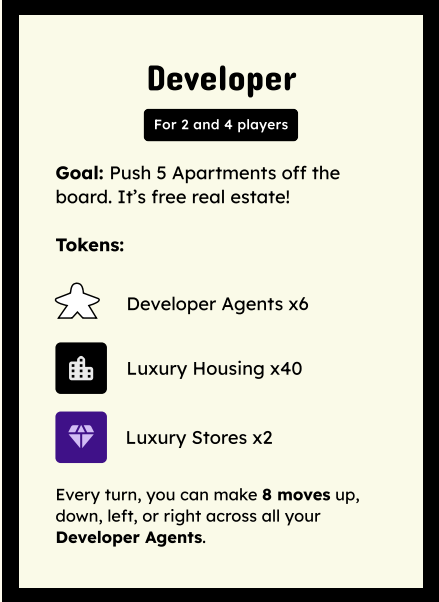
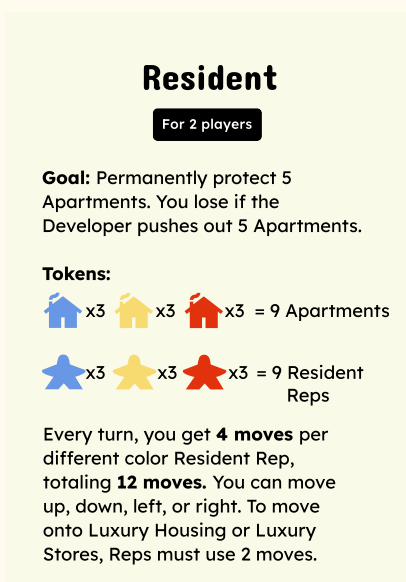
- 1
- To start, shuffle the Identity Cards and hand them out to the players. There should be 3 Resident cards and 1 Developer card. Players should reveal their identities.



Identity Cards for 4-player version

2 players

To start, shuffle the Identity Cards and hand them out to the players. There should be 1 Resident card and 1 Developer card. Players should reveal their identities.

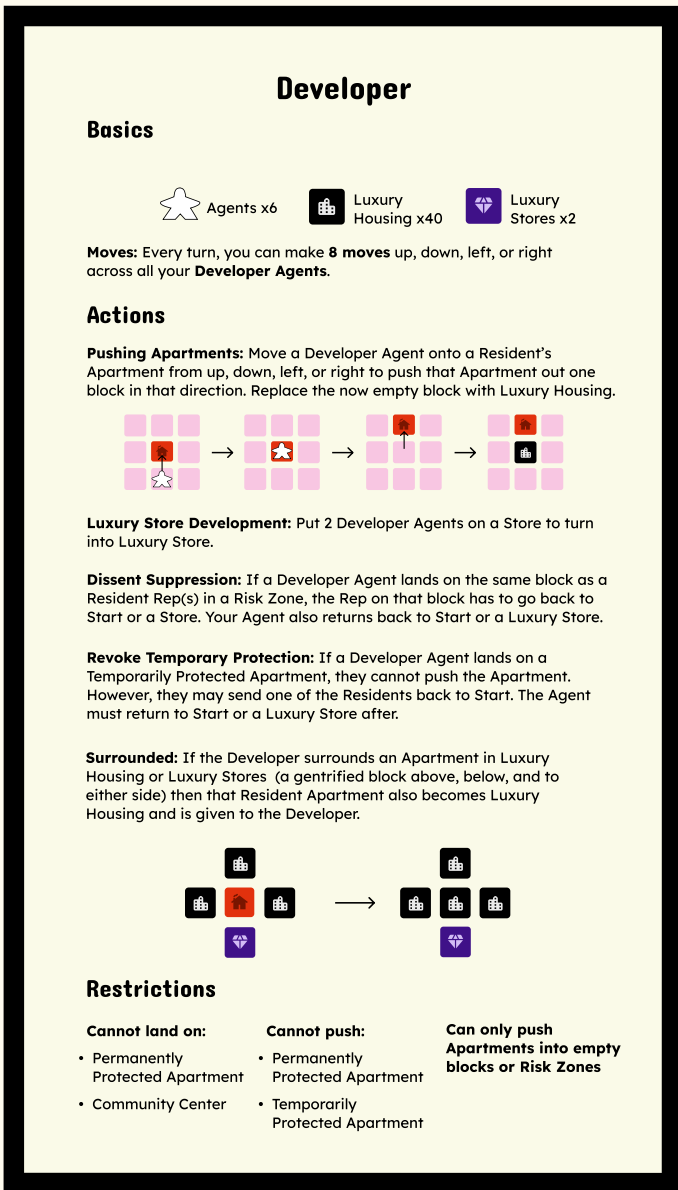
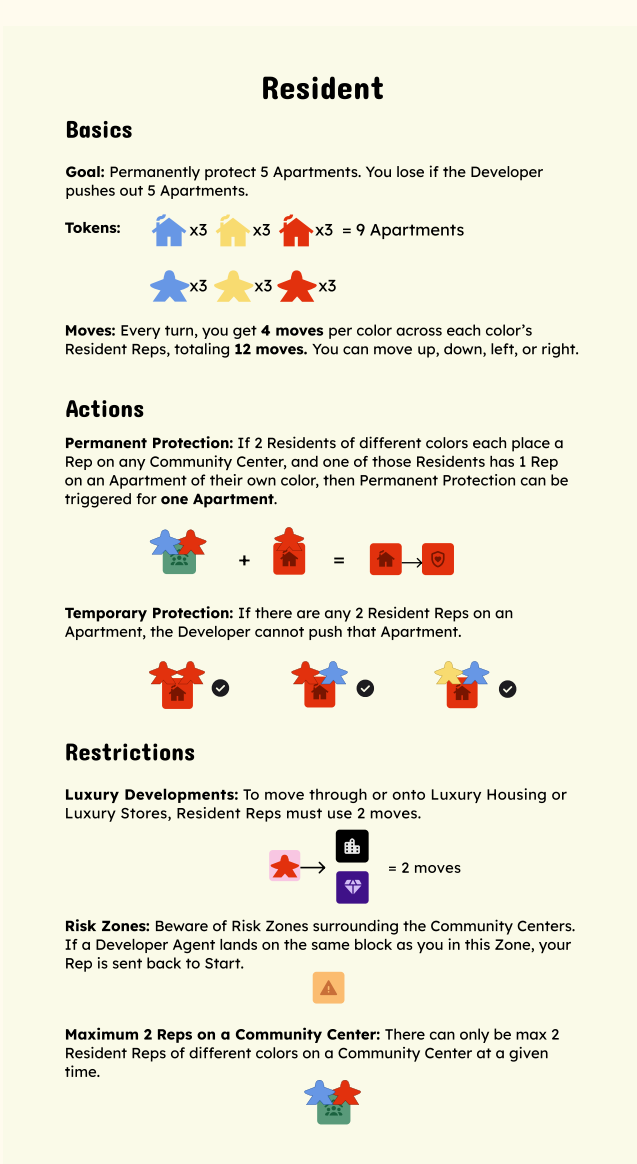


Identity Cards for 2-player version

Then give each player the corresponding Individual Rule Cards. These are mini cheat sheets to help remind players of basic rules.

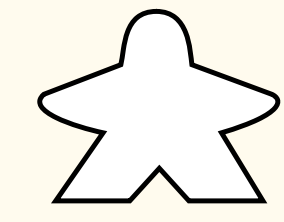


Individual Rule Cards for 4-player version

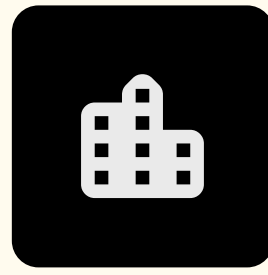


Individual Rule Cards for 2-player version

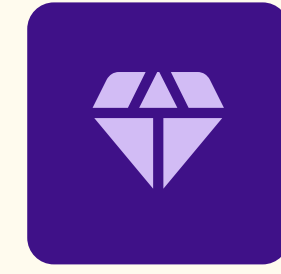
- 2 Hand the developer their 6 Developer Agents, 40 Luxury Housing, and 2 Luxury Stores.



Agents x6



Luxury Housing x40



Luxury Stores x2

4 players

2 players

- 3 Hand each Resident the 3 Resident Reps, 3 Apartments, and 3 Permanently Protected Tiles that match the color of their Identity Card.

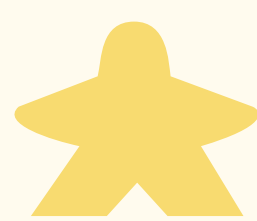
Hand the Resident player all 9 of the Resident Reps, Apartments and Protected Tiles (3 of each color).



Reps x3



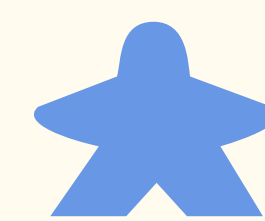
Permanently Protected Tiles x3



Reps x3



Permanently Protected Tiles x3



Reps x3



Permanently Protected Tiles x3

- 4 The Developer will play first, and the rest of the play goes counterclockwise.
- 5 All Reps and Agents begin on Start, but players may keep their Reps and Agents until deploying them outside of Start.



4 players

2 players

- 6 Residents place each of their 3 Apartments on any empty block (light pink blocks or orange Risk Zone blocks). Only one Apartment can fit into one block.

The Resident places all 9 Apartments on empty blocks (light pink blocks or orange Risk Zone blocks). Only one Apartment can fit into one block.



x3



x3



x3

Apartments

Place on empty blocks
(Risk Zones allowed)



Empty block



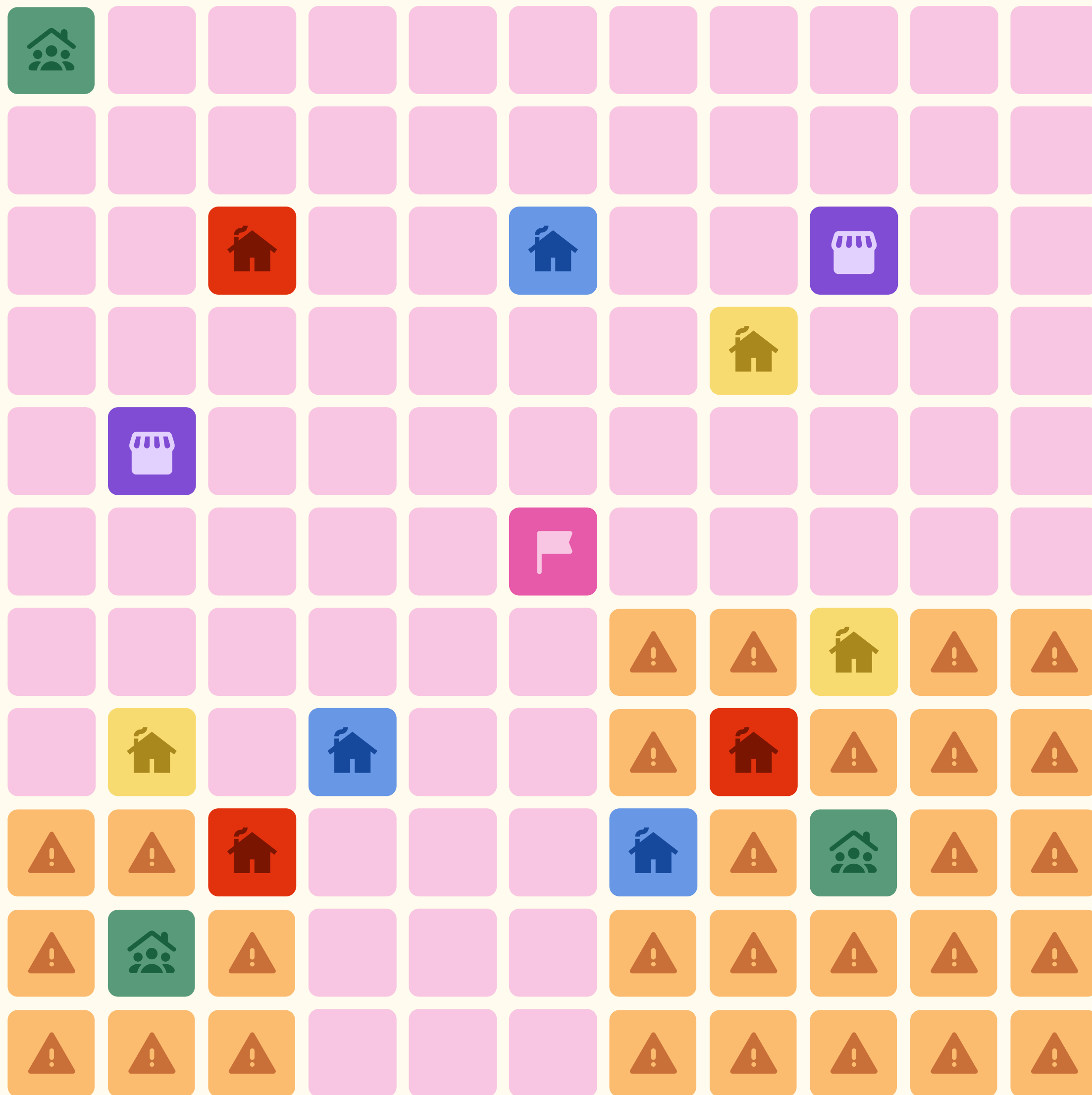
Risk Zone



2 Apartments on block



- 7 **Strategic Apartment placement is crucial** for a balanced and engaging game. We recommend reading all the rules before placing Apartments. For first-time players, we **highly recommend** using this example board set-up as guidance:



Start

This is where all Developer Agents and Resident Reps start and return if required.



Store

The Developer need 2 Agents on a Store to gentrify a local Store into a Luxury Store.



Community Center

Max 2 Reps (each from a different Resident) must be on this Center, as well as one of the Reps on an Apartment of the same color to trigger Permanent Protection on that Apartment.



Luxury Store

The Developer can return to Luxury Stores instead of Start when required to go back.



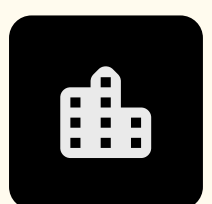
Risk Zone

Residents in the Risk Zone can be caught by Developers for scheming near the Community Center. If caught, they will be sent back to Start.



Protected Apartment

Developers cannot push Permanently Protected Apartments.



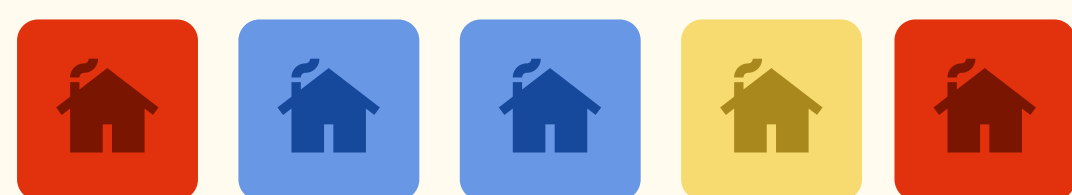
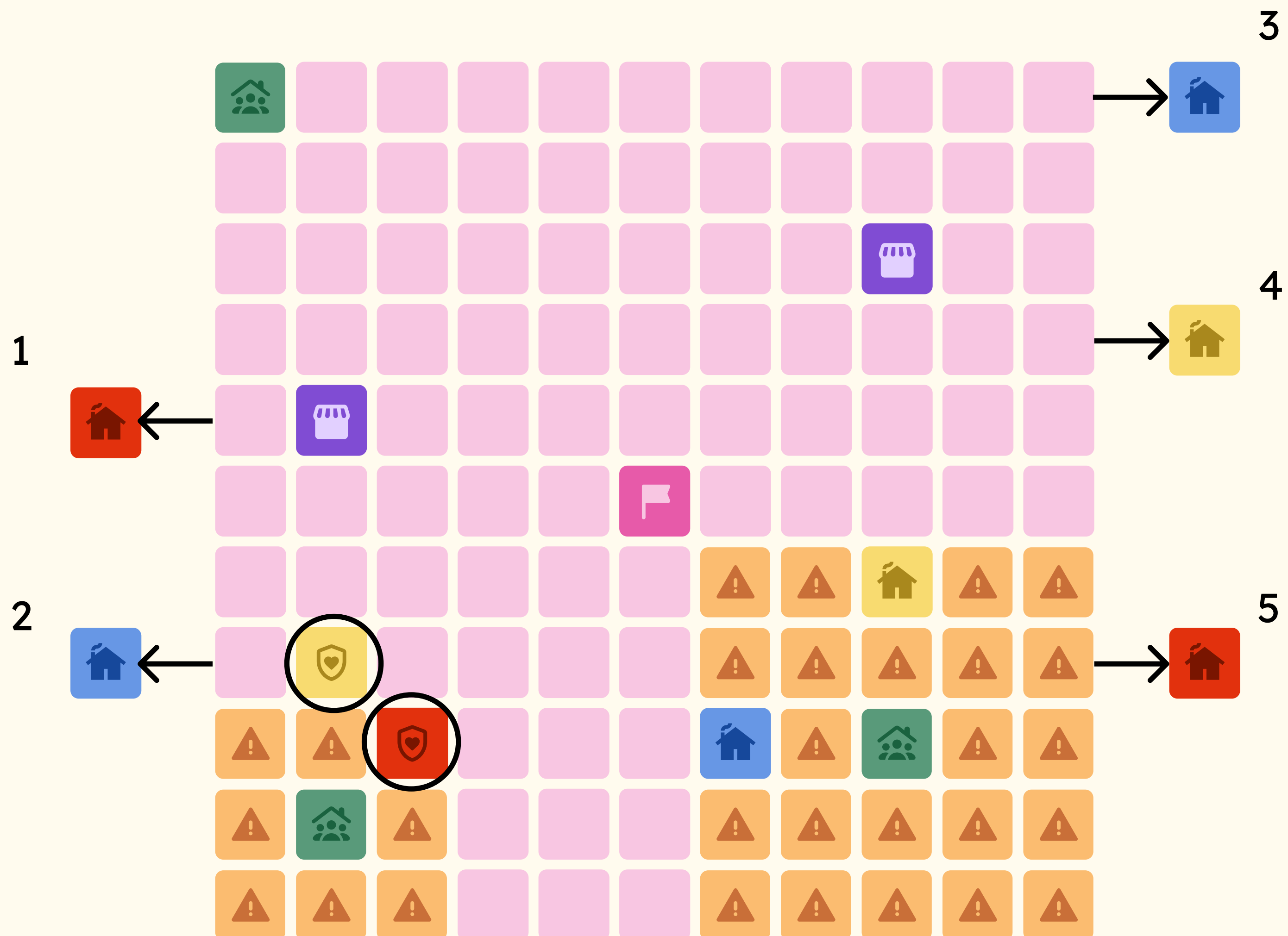
Luxury Housing

If the Developer pushes an Apartment, that block is gentrified into Luxury Housing. Residents need 2 moves to pass through Luxury Housing.

Goals and Win Condition

Developer Win Condition

The goal of the Developer is to **push 5 out of 9 Apartments** off the board. If this condition is met, the Developer wins.



5 out of 9 Apartments
pushed out by Developer



Only 2 out of 9 Apartments
Permanently Protected by
Residents



Since the Developer meets the win
condition, **the Developer wins**

Residents Win Condition

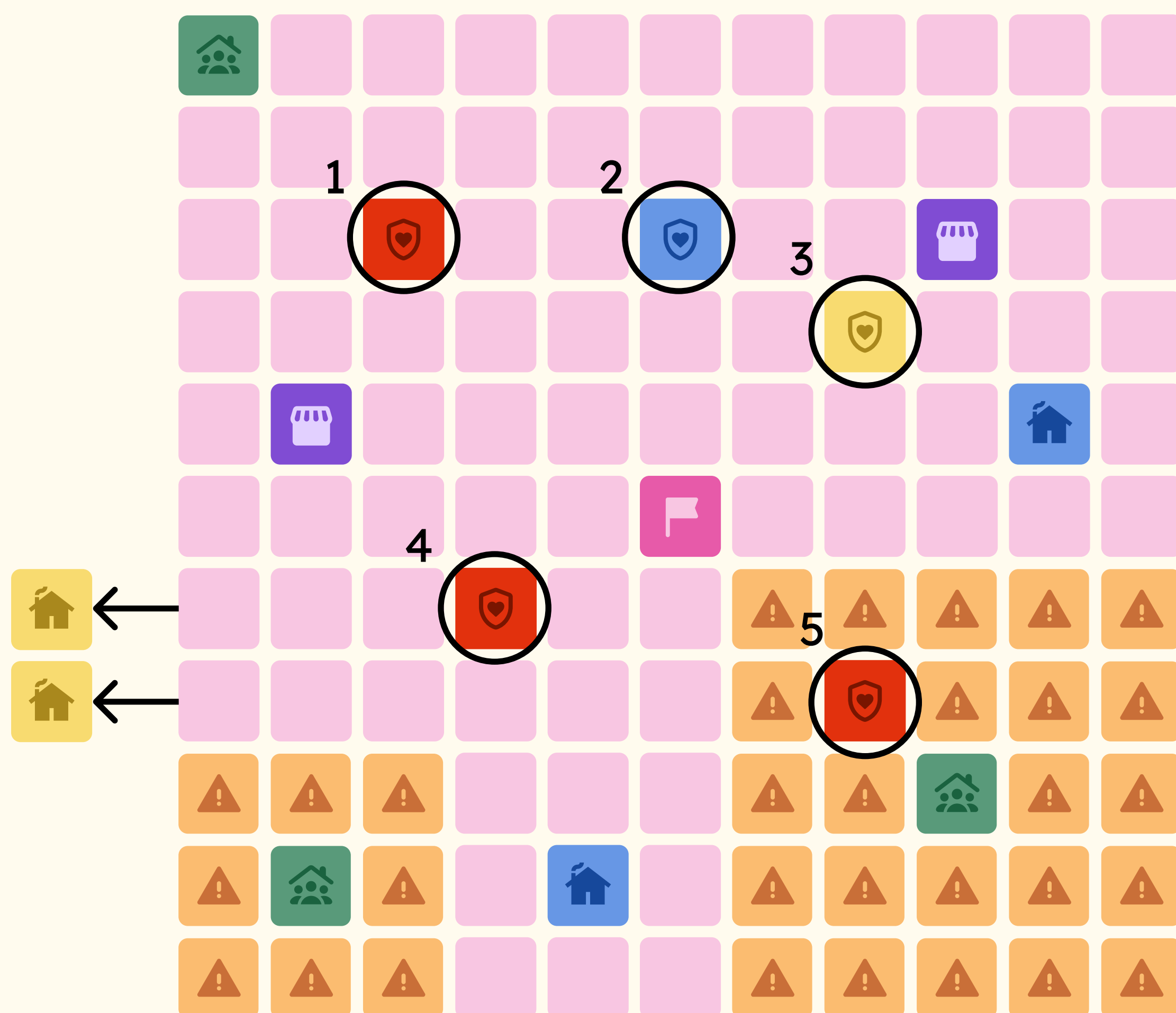
The goal of the Residents is to **collectively Permanently Protect 5 out of 9 Apartments** (of any color). If this condition is met, the Residents win.

4 players

If Residents win, the winner of the three Residents is decided by who has **the most Apartments still on the board**. The tiebreaker is whoever has the most Apartments Permanently Protected.

2 players

If the Resident meets the win condition, they immediately win.



Only 2 out of 9 Apartments pushed out by Developer



5 out of 9 Apartments Permanently Protected by Residents



Resident(s) defeat the Developer. For the 4 player version, the Red Resident is the winner because they have the least Apartments pushed out (tied with Blue but has more Permanently Protected Apartments)

Resident Rules

Goal

The Resident(s) win if 5 Apartments are **Permanently Protected**.

Moves

4 players

Every turn, each Resident makes 4 moves per color (red, blue, yellow) across all their Reps of that color.

For example, in one turn, you may make the following moves for the blue Resident Reps:

- Use one Rep for 4 moves

Alternatively, you can:

- Use one Rep for 2 moves
- Use a second Rep for 1 move
- Use a third Rep for 1 move

The Resident can optionally use a D6 dice to track how many moves they have made.

2 players

Every turn, the Resident can make **up to 4 moves per color, totaling 12 moves**. Reps can move up, down, left or right. They may not move diagonally. The Resident can optionally use a D6 dice to track how many moves they have made.

For example, in one turn you may make the following moves:

Move Red Reps:

- Use one Red Rep for 4 moves

Move Blue Reps:

- Use one Blue Rep for 2 moves
- Use a second Blue Rep for 1 move
- Use a third Blue Rep for 1 move

Move Yellow Reps:

- Use one Yellow Rep for 3 moves
- Use a second Yellow Rep for 1 move



4 moves across 3
Resident Reps (Red)



4 moves across 3
Resident Reps (Yellow)



4 moves across 3
Resident Reps (Blue)

Note: Players may make moves **and** choose an action (such as pushing out / Permanently Protecting an Apartment) in one turn. This means that an action does not cost any moves.

How to Permanently Protect Apartments

Permanently Protecting Apartments is the key action that drives Resident(s) to winning.

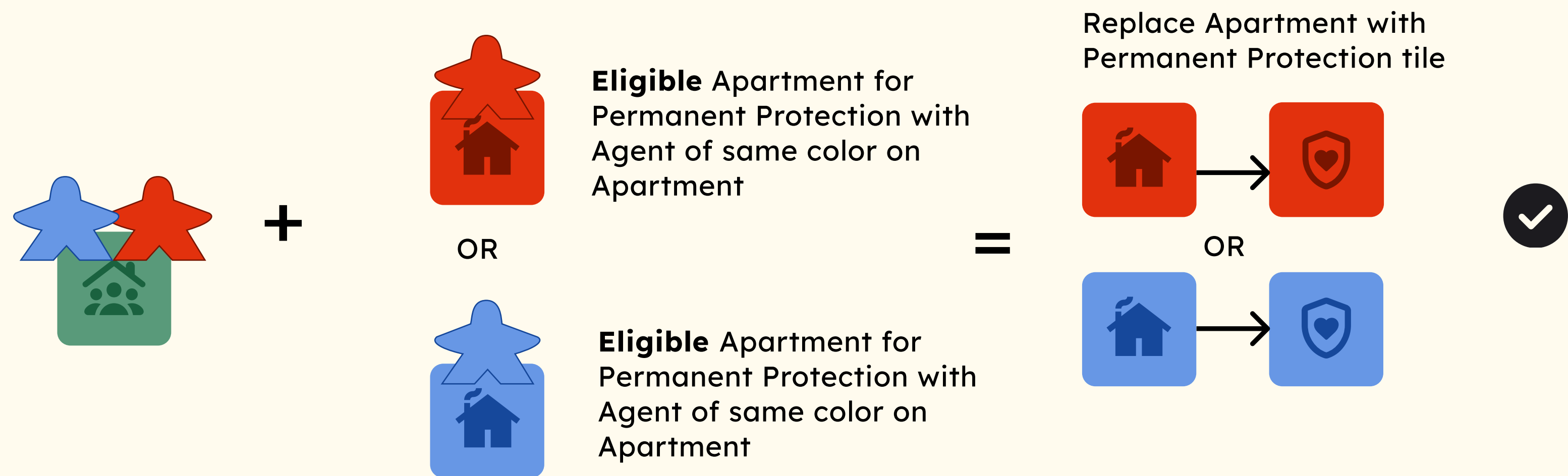
If 2 Residents of different colors each place a Rep on any Community Center, and one of those Residents has 1 Rep on an Apartment of their own color, then **Permanent Protection** can be triggered for **one Apartment**.

When an Apartment is Permanently Protected, the Resident places that Apartment in front of them. Replace the Apartment block with a Permanently Protected tile. Both Resident Reps on the Community Center must return to the Start after taking this action.

4 players

For 4-player version: Whoever completes the final requirement for Permanent Protection gets to choose any eligible Apartment (with one Rep on it) to Permanently Protect.

Eligible Permanent Protection



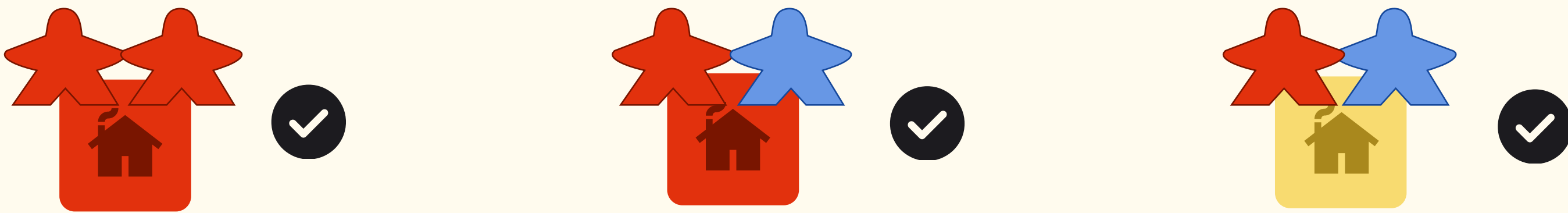
Ineligible Permanent Protection



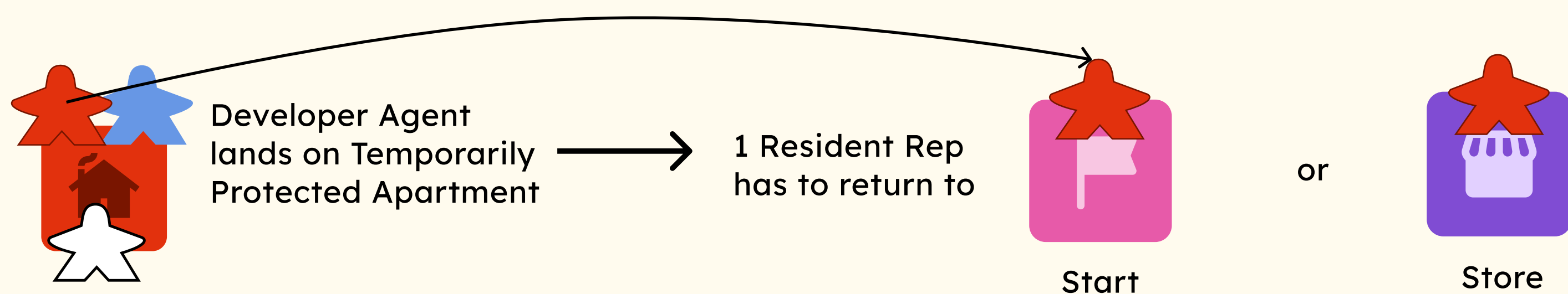
Additional Actions

Temporary Protection

If there are **any** 2 Resident Reps on an Apartment, the Developer cannot push that Apartment.



While a Developer cannot push a Temporarily Protected Apartment, they may still land on it to **revoke Temporary Protection**. This means that the Developer can choose to send one of the Resident Reps back to Start or a Store. Afterwards, the Developer Agent also returns to Start or a Luxury Store.



Collusion

4 players

A Resident may initiate a location swap between any of their Resident Reps and any of the Developer's Agents. If the Developer agrees, they may swap locations. This does not count as a move but must occur during the Resident's turn.

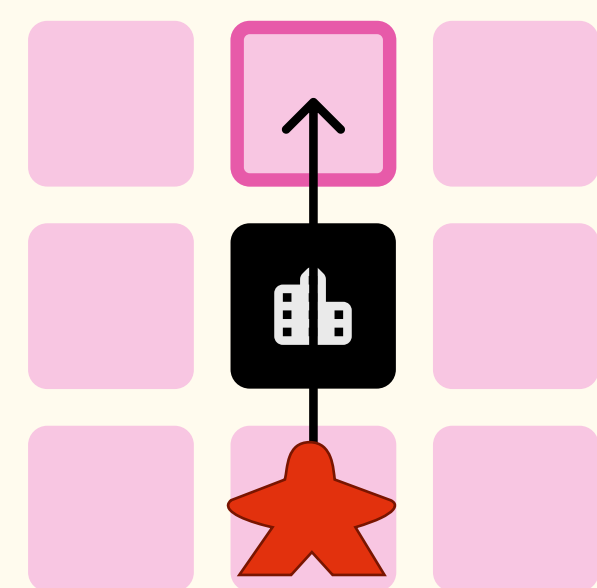
2 players

For 2 players, this action does not exist.

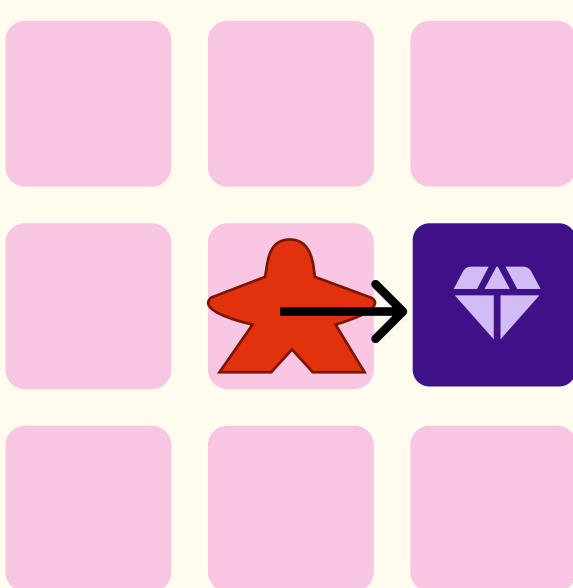
Restrictions

Moving through or landing on Luxury Developments

To move through or onto Luxury Housing or Luxury Stores, Resident Reps must use 2 moves. However, leaving a Luxury Housing or Luxury Store does not cost any moves.



If the Resident Rep wants to reach the top block, they have to **move through** the **Luxury Housing (or Luxury Store)** which costs 2 moves. Therefore, the total number of moves is 3.



If the Resident Rep wants to **land on** the **Luxury Store (or Luxury Housing)** , this costs 2 moves. Therefore, the total number of moves is 2.

Risk Zones

There are Risk Zones surrounding Community Centers, which Residents are incentivized to reach for Permanent Apartment Protection. Inside the Risk Zones, the Developer can do Dissent Suppression—catch a Resident Rep for scheming near the Community Center.

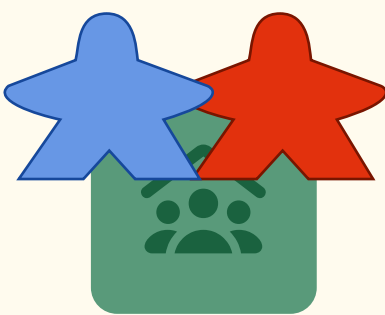
If the Developer Agent lands on the same block as a Resident Rep(s), the Resident Rep on that block has to go back to Start or a Store. That Developer Agent also returns back to Start or a Luxury Store.



Risk zone block

Maximum 2 Reps on a Community Center

There can only be max 2 Resident Reps of different colors on any Community Center at a given time.



Max 2 Reps on a Community Center

Developer Rules

Goal

The Developer wins if they push out **5** Resident Apartments off the board.

Moves

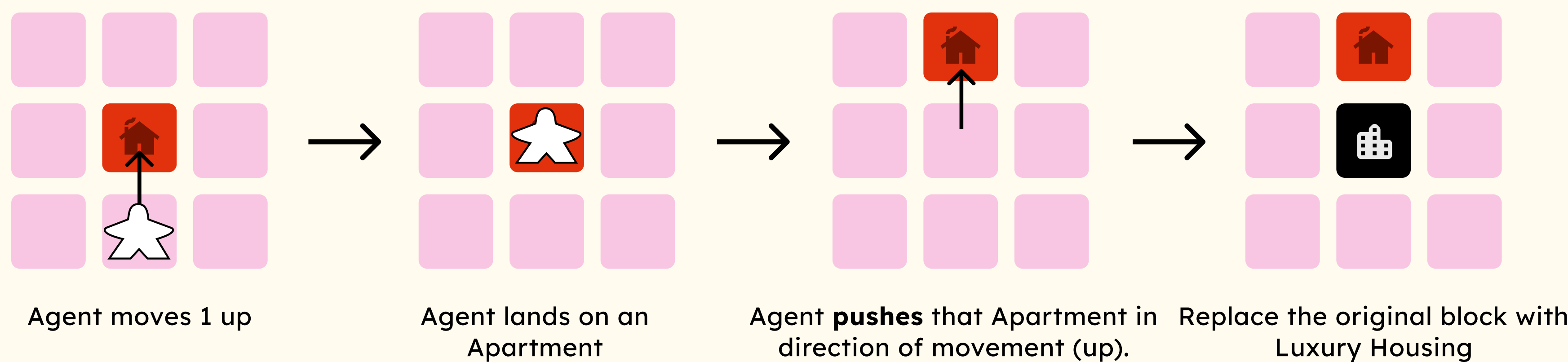
Every turn, the Developer can make **8 moves across all of their Developer Agents**. They can move up, down, left, or right. They may not move diagonally. The Developer can optionally use 2 D6 or 1 D12 dice to track how many moves they have made.

Note: Players may make moves **and** choose an action in one turn. This means that an action does not cost any moves.

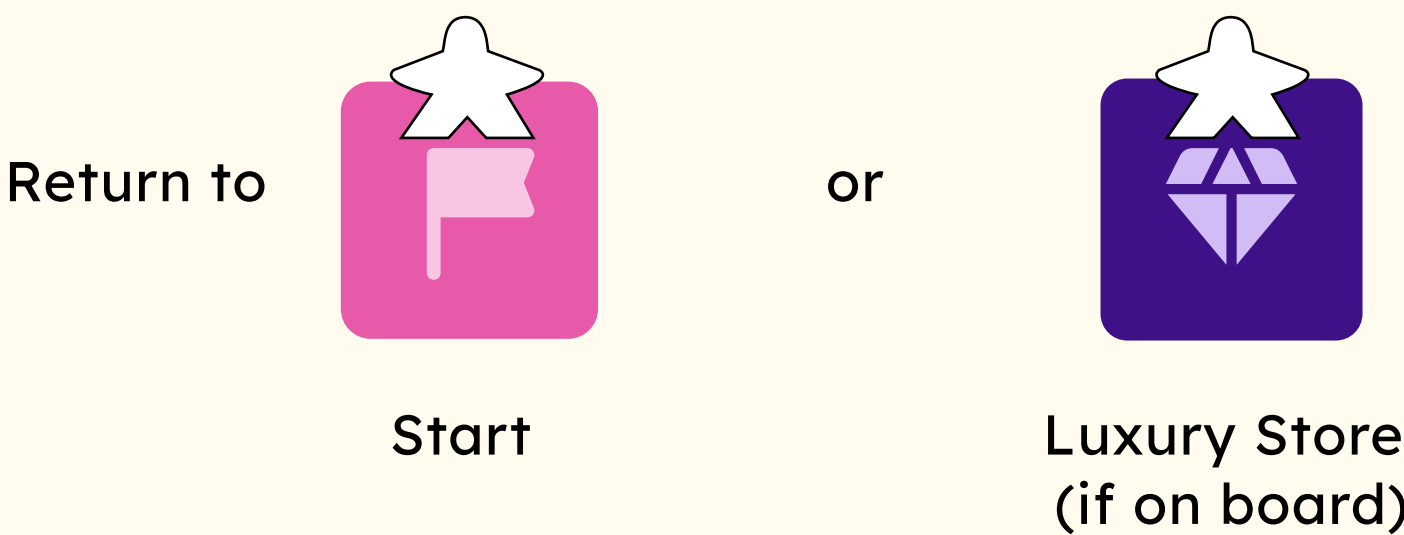
How to Push Apartments

Pushing Apartments is the key action that drives the Developer to winning.

When a Developer Agent moves onto a Resident's Apartment from up, down, left, or right, they push that Apartment and any neighboring Apartments (but not Reps or Agents) in a chain out one block in that direction. Replace the now empty block with Luxury Housing.



After pushing, return that Developer Agent to the Start or to a Luxury Store.

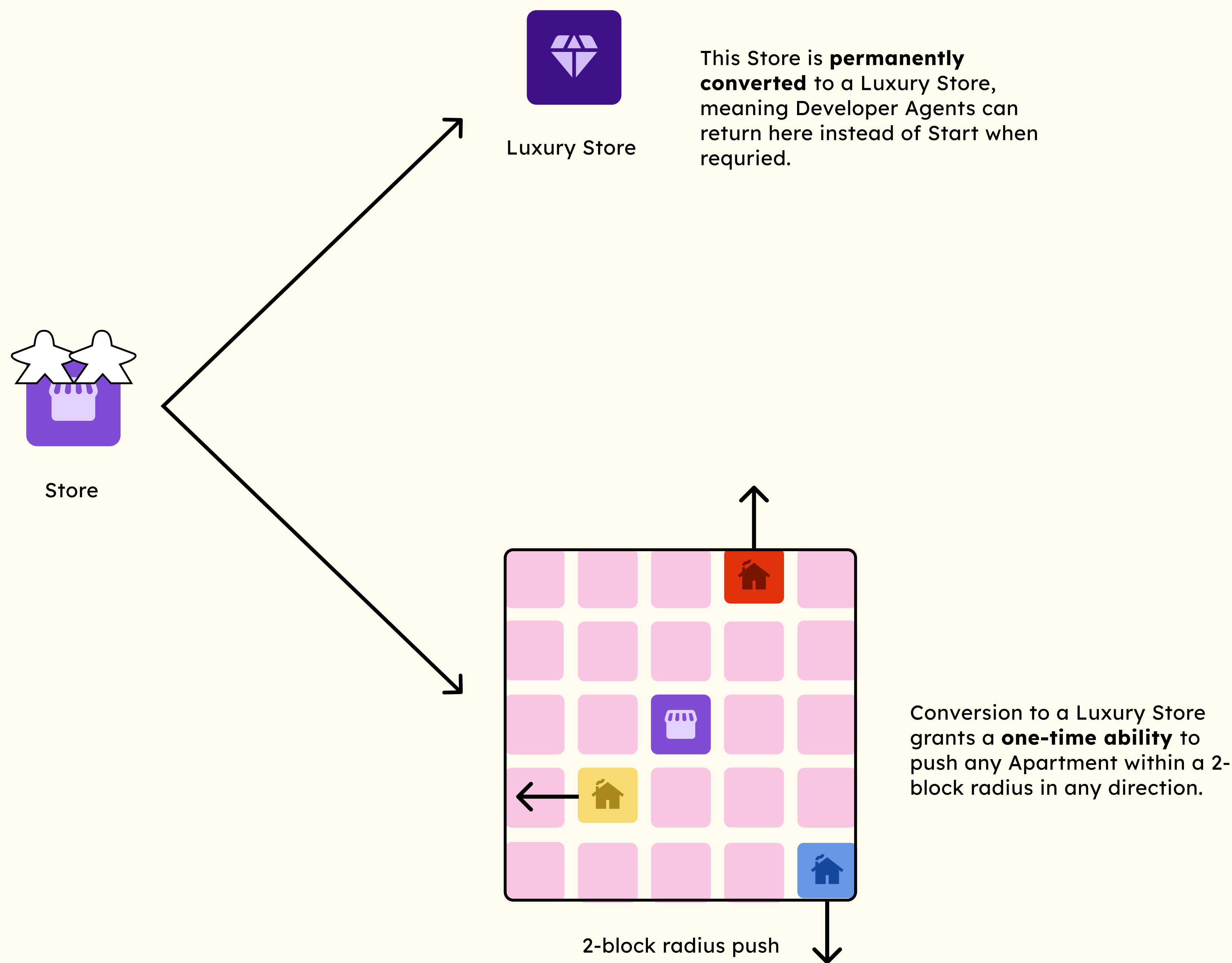


The goal is to keep pushing an Apartment, one block at a time, until it is off the board.

Additional Actions

Luxury Store Development

There are Stores spread across the board. If the Developer puts 2 Developer Agents on a Store, they can build a Luxury Store over it, which grants them the one-time ability to push any Apartment within a 2-block radius in any direction they choose. Once a Luxury Store(s) is established, it is permanently on the board. **Developers can return to their Luxury Stores instead of Start when required.**



Dissent Suppression

There are Risk Zones surrounding Community Centers, which Residents are incentivized to reach for Permanent Apartment Protection. Inside the Risk Zones, the Developer can Dissent Suppression—catch a Resident Rep for scheming towards the Community Center.

If the Developer Agent lands on the same block as a Resident Rep(s), the Resident Rep on that block has to go back to Start or a Store. That Developer Agent also returns back to Start or a Luxury Store.



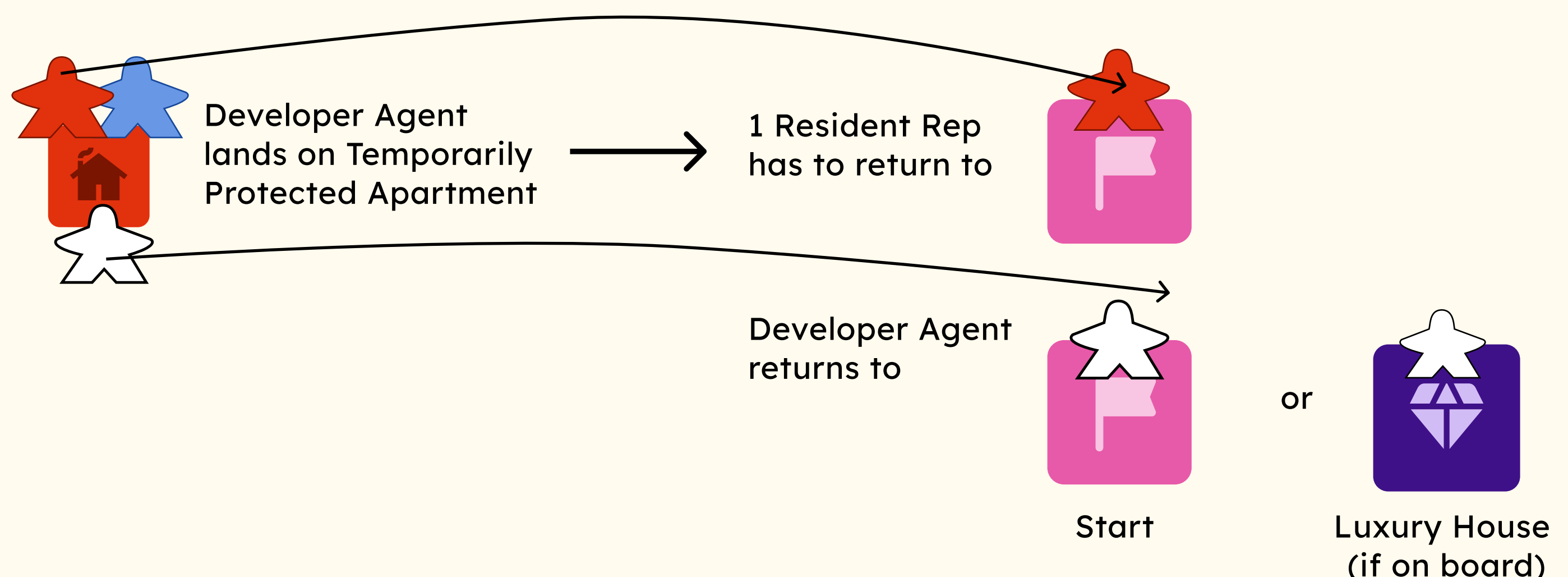
Risk zone block

Edge Cases

1. If a Developer Agent lands on a Risk Zone block with a Temporarily Protected Apartment, treat that block as if it is just a Temporarily Protected Apartment on a normal block. This means that the Agent can only send one Resident Rep back to Start or a Store.
2. If an Apartment with one Resident Rep on it is on a Risk Zone, the Developer Agent may push that Apartment **or** dissent suppression (send Rep back to Start) but cannot do both in one turn. As a rule of thumb, if the Developer is pushing Apartment(s), they can only do that action in that turn.

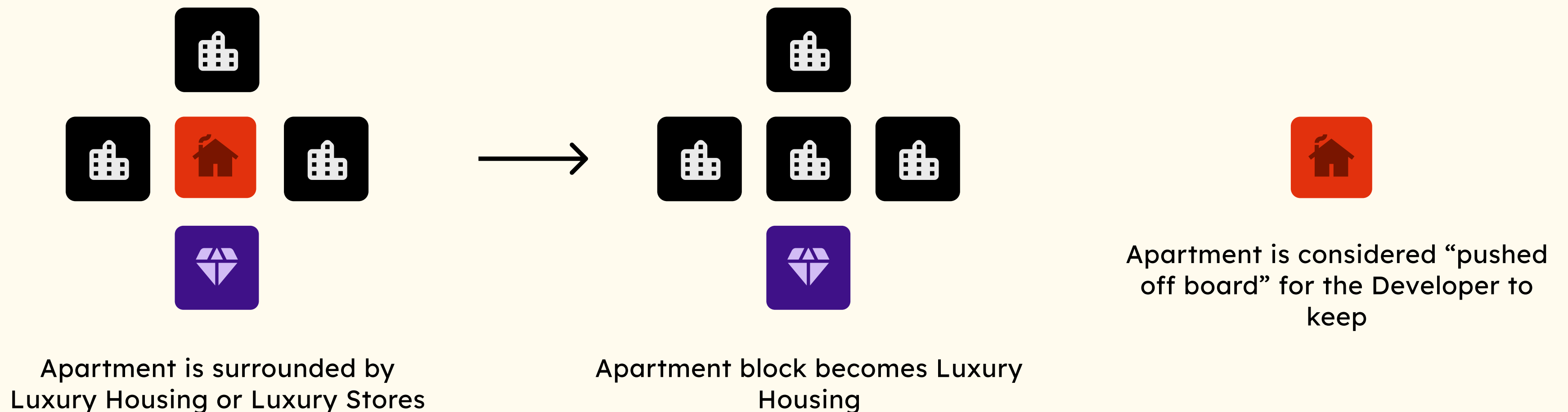
Revoke Temporary Protection

If a Developer Agent lands on a Temporarily Protected Apartment, they cannot push the Apartment. However, they may send one of the Residents back to Start. The Agent must return to Start or a Luxury Store after.



Surrounded

If the Developer surrounds an Apartment in Luxury Housing or Luxury Stores (a gentrified block above, below, and to either side) then that Resident Apartment also becomes Luxury Housing and is given to the Developer.



Collusion

4 players

The Developer may initiate a location swap between any of their Developer Agents and any Resident Rep. If that Resident agrees, they may swap locations. This does not count as a move but must occur during the Developer’s turn.

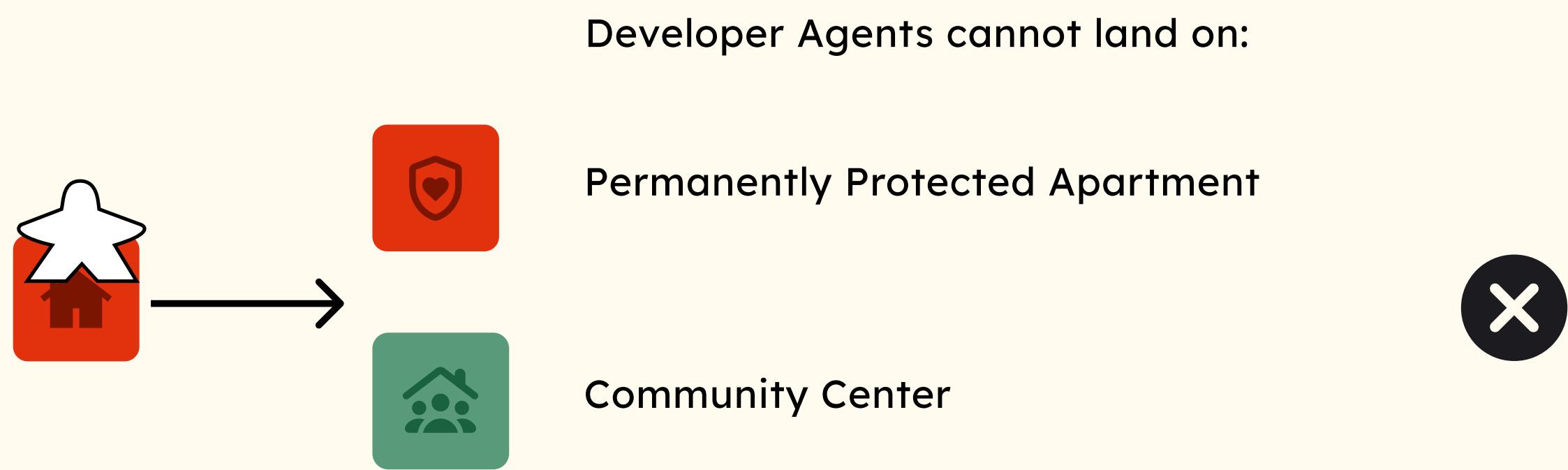
2 players

For 2 players, this action does not exist. Players cannot betray the neighborhood since there is only one Resident player.

Restrictions

Cannot land on...

Developer Agents **cannot land on** Permanently Protected Apartments or Community Centers.

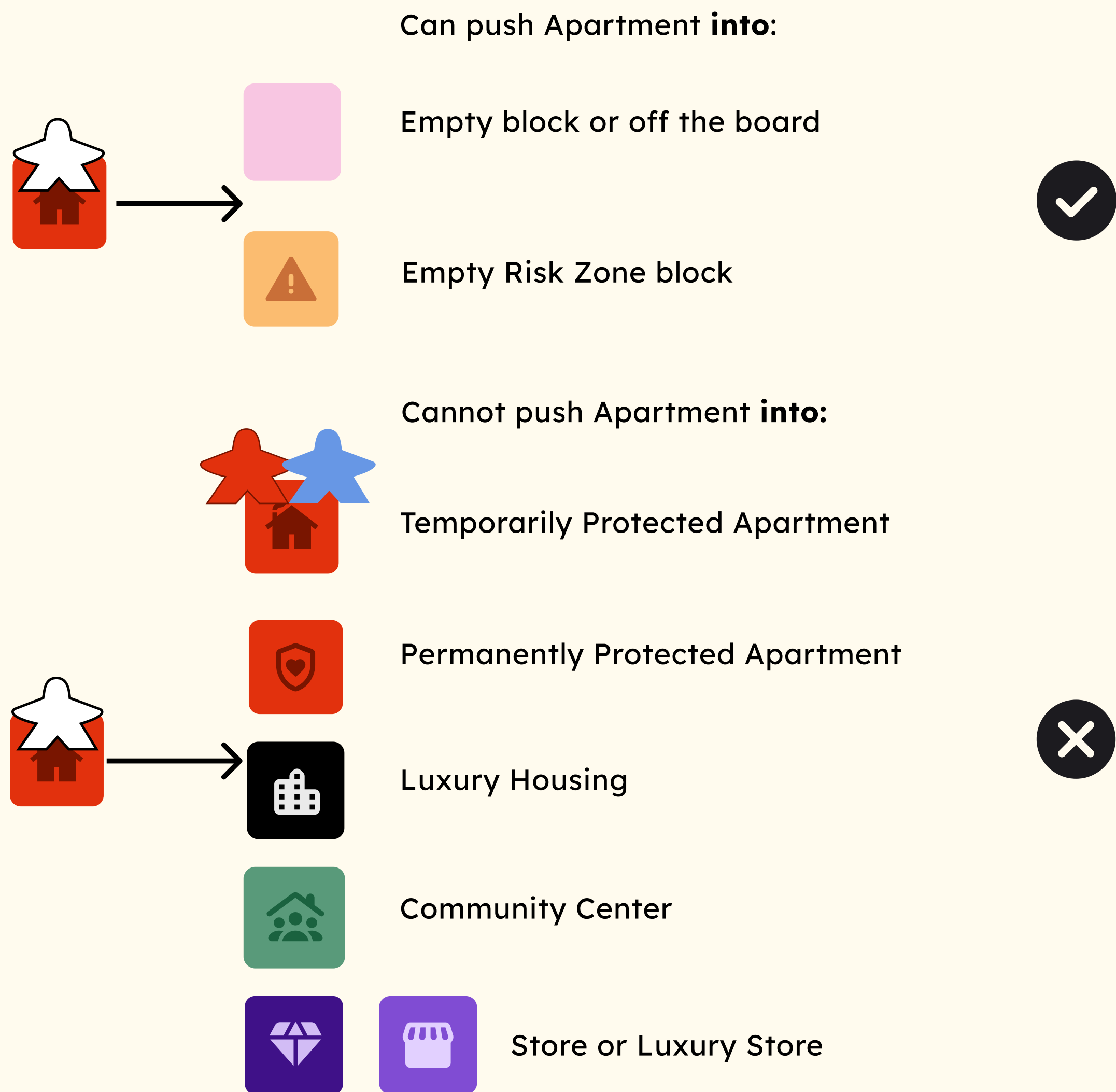


Cannot push...

Developer Agents cannot push any Protected Apartments (both Temporarily Protected Apartments or Permanently Protected Apartments).

Cannot push Apartment into...

Developers can only push Apartments (or chains of apartments) into empty blocks or off the board. This means, they **cannot push Apartments into** Protected Apartments, Luxury Housing, Community Centers, Stores, and Luxury Stores.



FAQ

For Resident(s)

1. Can you place Apartments on a Risk Zone block?

Yes, you can place Apartments on any empty block (pink blocks) or Risk Zones (orange blocks). However, note that if you have one Resident Rep on an Apartment in a Risk Zone, a Developer could Dissent Suppression (catch you on that block and send your Rep back to Start).

2. Once an Apartment is Permanently Protected, which Resident Reps have to go back to Start or a Store?

Only the 2 Resident Reps on the Community Center need to go back to Start or a Store. The Resident Rep on the Apartment that became Permanently Protected may remain in place.

3. Can I Permanently Protect my Apartment if I have 1 Resident Rep on a Community Center and 1 Resident Rep on a different Community Center?

No. To trigger Permanent Protection, there needs to be 2 Resident Reps on the **same** Community Center.

4. What happens if a block my Resident Rep is on turns into a Luxury Housing block?

Nothing happens. Your Resident Rep remains in place.

5. What happens if an Apartment that my Resident Rep is on gets pushed?

Nothing happens. Your Resident Rep remains in place.

For Developer

1. As a Developer, can I push more than one Apartment at a time?

Yes, via “chaining.” If there is more than one Apartment side-by-side, you may push in the direction of these Apartments to push more than one at a time.

2. If I upgrade a Store to Luxury Store and trigger the 2-block radius push, does chaining Apartments apply?

Yes, chaining Apartments to push is always possible.

3. When I dissent suppression, can I send all Resident Reps on that Risk Zone block to Start or Store?

Yes, you may send **all Resident Reps** back to Start or Store. The **only exception** is if that Risk Zone block contains a Temporarily Protected Apartment (Apartment with 2 Resident Reps on it). In that case, you may only send 1 Rep to Start or Store.

4. If an Apartment with one Resident Rep is on it is on a Risk Zone, can I push that Apartment and dissent suppression (send that Rep to Start)?

No, you can only choose one. As a rule of thumb, if you’re pushing Apartment(s), you can only do that action in that turn.

