

Adds a 5th player and 50 unique building tiles to **suburbia**™

ted alsbach

suburbia 5★



CONTENTS & SETUP CHANGES FOR SUBURBIA 5★



3 Goal tiles



15 A Star tiles



18 B Star tiles



17 C Star tiles



1 Bonus tile



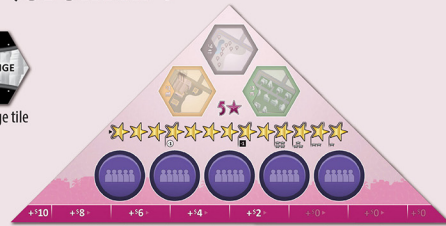
1 Challenge tile



1 double-sided ABC Stacks board (2-4 player side shown here)



6 Star borders



1 double-sided Marketplace board (5 Player side shown here)



2 Suburbs



2 Community Parks



2 Heavy Factories



5 Turn Order tiles



5 Star tokens



1 Reputation cube

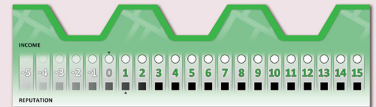
1 Population square



1 Income cylinder



3 Investment markers



1 Borough board

Double-sided Marketplace Board

If playing with 5 players, place the Marketplace board with the side that has five goals on it face up, then place 5 Heavy Factories, Community Parks, and Suburbs on their designated spots.

If playing with fewer than 5 players, place the Marketplace board with the side that has four goals on it face up, then place 4 Heavy Factories, Community Parks, and Suburbs on their designated spots.

Double-sided ABC Stacks Board

If playing with 5 players, place the ABC Stacks board with the side that has the 5 player icon only in each of the hexes. If playing with fewer than 5 players, place the ABC Stacks board with the side that has the 2, 3, and 4 player icons in each of the hexes.

1 Use the Suburbia 5★ ABC Stacks board in place of the original or Suburbia Inc ABC Stacks board.

2 Mix the indicated number of tiles for each of the stacks. The plain number on the left is Suburbia (or Suburbia Inc) tiles, while the number on the right in the star are Suburbia 5★ tiles. The tiles for each stack should be shuffled together.

3 If playing with the Suburbia Inc expansion, mix the new Bonus and Challenge tiles with the original ones and choose one at random to be placed on the B and C Stacks.

Turn Order Tiles

Randomly distribute the Turn Order tiles based on the number of people playing. For instance, in a three player game, distribute the 1st, 2nd, and 3rd Turn Order tiles.



Goals

Mix the 3 new Goal tiles in with the existing Goal tiles, and then place one out for each player.

Star Tokens

Place 1 Star token from each player on the leftmost star space, from top to bottom from the start player to the last player.

Borders

Only use the new Star borders if playing with the Suburbia Inc expansion. Use 6 random Inc borders with the 6 Star borders.



Expansion Components

Suburbia 5★ includes two different expansion components:

- 5th Player components
- Star Building tiles, tokens, borders, Bonus tile, Challenge tile, and Goal tiles

You may play with either or both of these components with the base game, as noted on the following pages. If you do not have the Suburbia Inc expansion, remove the Bonus tile, Challenge tile, and all of the borders.

5th Player

When playing with a fifth player, follow the rules as in the base game.

Use the 5 player side (that has five spaces for goals) of the 5★ Marketplace board, and place 1 goal on each of the five spaces, and place 5 copies of the Heavy Factory, Community Park, and Suburb tiles on their respective spaces. Note that there are 8 spaces for tiles on the Marketplace board instead of 7.

Use the 5 Player side of the ABC Stacks Board.

For the best gameplay experience, play with the new Star Building tiles and the Star track when playing with 5 players.

New Building Tiles

There are 50 new unique buildings in Suburbia 5★. All of these tiles are Star tiles. Refer to the included tile manifest (starting on the next page) when using these tiles.

Each of the 5★ tiles is considered a "Star" (★) tile, as noted by the black star to the right of the tile's regular symbol on the left corner of the tile. For ★ tiles that refer to ★'s, each ★ tile is considered one ★.

Stars and the Star Track

The new Star tiles introduce a new track that all players are competing on: the Star track. This track (located on the main Marketplace board) compares all players at the end of every round (a round consists of one turn for each player).

When a player plays a Star tile, he moves his Star token to the right the number of spaces indicated by the ★'s on the tile. The token that is currently being moved is always placed on the top of the stack where it lands. When a player's star crosses the ① line, he receives a one-time ① increase. When a player's star crosses the ② line, he receives a one-time ② increase. As players approach the right side of the star track, they will cross lines that have little stars below them. The number of stars next to each of those lines indicates how many star tokens may cross that line. This number decreases until the last spot, where only one star token may cross that line. If a player receives more stars than are available on the Star track, the player moves his star token as far to the right as he is able to (without violating the lines rules above).

After the last player in each round takes his turn, the star track is evaluated and the following happens:

- 1) The Player(s) with the most stars (even if they share the same space) gain 1 population.
- 2) The Player(s) with the least stars (even if they share the same space) lose 1 population.
- 3) Player order is adjusted so that the player with the most stars goes first, and the player with the 2nd most stars goes 2nd, and so on (ties are broken by top to bottom on any one spot). Players should be given the appropriate Turn Order tiles.

At the end of the game, the position on the star track breaks ties for goals: Players who are higher on the Star track break ties with players who are lower on the star track. Players who are on the same Star Track space are still tied.

New Goals

The new goals are mixed in with the existing goals prior to shuffling them. The Hermit and Tourist goals refer to the number of Star tiles (tiles with a black star on the left most corner of the tile).

Bonus and Challenge

If you are playing with the Suburbia Inc. expansion, add the new Bonus and Challenge tiles to their respective stacks before shuffling and selecting one of each. These tiles refer to the number of Star tiles a player has in his borough, not the location of the player's star token on the Star track.

Dale the Bot 3.0 rules

When playing Suburbia 5★ with Dale the Bot, he has a few new rules (in addition to the ones from the base game):

Dale always chooses Star tiles over non-star tiles unless he is ahead on the star track by at least 3 stars (at which time he chooses tiles based on the original criteria).

Special Thanks

To all the gamers out there who have played Suburbia...thank you for your support!

To Hans im Glück for oh-so-graciously allowing the use of the Carcassonne-style meple.

To Dale Yu for whining just as excessively as expected during the development of this expansion.

To Hanno Girke and Klemens Franz at Lookout.

To all the Suburbia 5★ playtesters, especially Dakota Alspach, Gage Alspach, Toni Alspach, Alon Altman, Mark Beal, Sergej Butkovic, Ken Chaney, David Clunie, Audrey Cueto, Randy Farmer, Evelyn Fong, Shelley Ganschow, Doug Garrett, Mike Heller, Bruce Keeney, Dean Lizardo, Jim McQuillan, Karen Miller, John Palagyi, Steve Samson, Kim Seelye, Sir Shuffles-a-lot, Jim Stith, Craig Vollmar, Ray Wisneski, Karen Woodmansee, Chris Yu, Ryan Yu.

Artwork & Graphic Design by Klemens Franz

Klemens Franz - born 1979 - attended an art college in Graz. After his studies he worked as an assistant for new media. Since 2006 he's been illustrating board and card games for various publishers. He's married, has four children (with the most recent delivered in a McDonald's parking lot in the middle of Suburbia development), three cats, and lives in the Styrian volcanic region in the south-east of Austria close to the Hungarian and Slovenian border.

Building Tile Artwork by Ollin Timm

Originally from Portland, Oregon, Ollin Timm works as a freelance artist in addition to his work as an architectural designer. He has long been interested in gaming and graphical presentation—Ollin was also the building artist behind the original *Suburbia* and the *Suburbia Inc* buildings, and has illustrated the covers of *Castles of Mad King Ludwig*, *Castles of Mad King Ludwig Secrets*, and *Favor of the Pharaoh*.

Game Development & Bot Rules by Dale Yu

Dale has been involved with game development since 2001. Previous projects include being part of the development team for *Castles of Mad King Ludwig*, *Suburbia*, and *Dominion* as well as refining the solo game for *Agricola*. He also has helped design two expansions for *Agricola*: the X-deck and the Legend Dairy Forest Deck. Since 2010, he has served as the editor-in-chief for the *Opinionated Gamers*. Dale has also co-designed a few games including *Flizz&Miez*, nominated for the 2014 *Kinderspiel des Jahres*.

Game Design by Ted Alspach

Ted is the designer of more than 40 games and game expansions, including *Castles of Mad King Ludwig*, *Suburbia*, *Ultimate Werewolf*, *One Night Ultimate Werewolf* and many more. Ted lives in the sprawling *Burg von Alspach*, which is a 5 star attraction found on several celebrity maps, with his wife, son, daughter, dog, and two cats.

béziergames



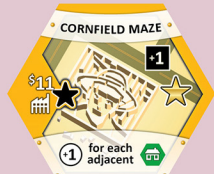
A tiles (15)



★ and 1 when the tile is placed.



★ and 1 when the tile is placed, and also 2 for each adjacent.



★ and 1 when the tile is placed, and also 1 for each adjacent.



★ and 1 when the tile is placed, and also \$5 for each adjacent.



★ and 1 when the tile is placed, and also 1 for each of your.



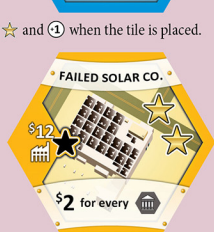
★ when the tile is placed.



★ and 1 when the tile is placed.



★ and 1 when the tile is placed, and also 1 for each adjacent.



★ ★ when the tile is placed, and also \$2 for every in all boroughs.



★ and 1 when the tile is placed, and also 1 for each adjacent.



★ and 1 when the tile is placed, and also 1 for each adjacent.



★ and 1 when the tile is placed, and also 1 for each adjacent.



★ when the tile is placed, and also \$2 for each of your ★ tiles including *Starry Sidewalk*.



★ and 1 when the tile is placed.



★ when the tile is placed, and also 1 for each of your ★ tiles.

B tiles (18)



★ and 1 when the tile is placed, and also 1 for each adjacent.



★ when the tile is placed, and also 1 for every.



★ and 2 when the tile is placed.



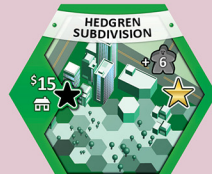
★ and \$1 equal to your Population when the tile is placed. When an Investment Marker is placed on the *Dollar Arcade*, receive ★ and \$1 equal to your Population when the Investment Marker is placed.



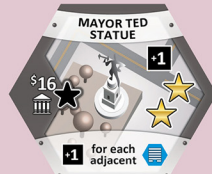
★ and 3 when the tile is placed, and also 2 for each adjacent.



★ ★ ★ and 1 when the tile is placed, and also 3 for each adjacent.



★ and 6 when the tile is placed.



★ ★ and 1 when the tile is placed, and also 1 for each adjacent.



★ ★ ★ and 2 when the tile is placed, and also 2 for each adjacent.



★ and 2 when the tile is placed, and also 1 for each adjacent 1.



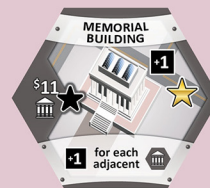
★ and 2 when the tile is placed, and also 1 for each adjacent 1.



★ ★ ★ ★ when the tile is placed, and also 1 when you pass a red line on the Scoreboard. When passing a red line due to moving from a higher number to a lower number on the Scoreboard, this tile has no effect.



★ and 2 when the tile is placed.



★ and 1 when the tile is placed, and also 1 for each adjacent 1.



★ and 1 when the tile is placed, and also 2 for each adjacent 1.



★ when the tile is placed, and also 1 for each adjacent 1.



★ ★ and 2 when the tile is placed, and also 2 for each adjacent 1.



★ ★ and 3 when the tile is placed, and also 3 for each adjacent 1.



★ ★ and 1 when the tile is placed, and also 1 for each adjacent 1.



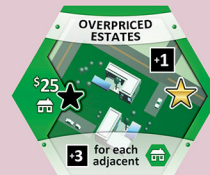
★ ★ when the tile is placed, and also 1 for each adjacent 1 and 1.



★ and 1 when the tile is placed, and also 1 for each of your 1.



★ and 1 when the tile is placed, and also 1 for each adjacent 1.



★ and 1 when the tile is placed, and also 3 for each adjacent 1.



★ when the tile is placed, and also 1 for every 1.



★ ★ and 2 when the tile is placed, and also 1 for each adjacent 1.



★ and 2 when the tile is placed, and also 2 for each adjacent 1.



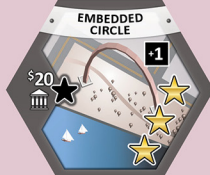
★ ★ ★ ★ and 4 when the tile is placed.



★ ★ ★ when the tile is placed, and also 1 for each adjacent 1.



★ and 5 when the tile is placed, and also 2 for each adjacent 1, 1, and 1.



★ ★ ★ and 1 when the tile is placed.



★ ★ and 3 when the tile is placed, and also 3 for each adjacent 1, 1, and 1.



★ and 3 when the tile is placed, and also 2 for each adjacent 1.



★ ★ and ⚙ when the tile is placed, and also 1 for each adjacent ⚙.



★ and 1 when the tile is placed, and also 1 for every // in all boroughs.



★ and 2 when the tile is placed, and also 1 for each adjacent ⚙.

Law Office in 5★



When playing with *Suburbia Inc's* Law Office tile, the "Score a tied Goal" conditional effect only works when a goal is tied with another player who is in the same position on the Star track.

Bonus tiles (1)



If a player has at least ★ ★ ★ when a tile is needed from the B stack, that player receives 3.

Challenge tiles (1)



If a player has at least ★ ★ ★ ★ ★ when a tile is needed from the B stack, that player receives 3.

Goals (5)



The *Hermit* and *Tourist* goals count the number of ★ a player has in his borough (the number of ★ is always equal to the number of ★ tiles and borders).

Border tiles (6)



★ and 1 when the Border tile is placed, and also 1 for each adjacent ⚙.



★ and 3 when the Border tile is placed, and also 1 for each adjacent ⚙, ⚙, and ⚙.



★ ★ and 2 when the Border tile is placed, and also 1 for each adjacent ⚙.



★ and 1 when the Border tile is placed, and also 2 for each adjacent ⚙.



★ and 2 when the Border tile is placed, and also ★ for each adjacent ★.



★ and 7 when the Border tile is placed, and also 1 for each adjacent ⚙, ⚙, ⚙, and ⚙.