

# CITY ROOTS

**Plan. Build. Develop.**

## Overview

*You are the city council of a low-income town. The town has been economically stable for generations. As a result, the low-income residents and local businesses have been here for generations. After years of stagnation, you decide it's time to give your residents a better life with more opportunity. It'll be your city council's job to balance displacement with development in **City Roots**.*

**City Roots** is a cooperative game [everyone wins or loses together] for 3-5 players.

Your goal is to give your residents more opportunity by raising city revenue. The players lose if :

- You displace too many people at once.
- You displace too many people over a long period of time.

## Contents

- 14 low-income homes
- 36 high-income homes
- 36 local business/corporation tiles



- 8 policy cards
- 4 Reference cards
- 28 event cards
- 10 protection markers
- 48 resident markers
- 1 City Stats board
- 1 game board
- 1 city revenue marker



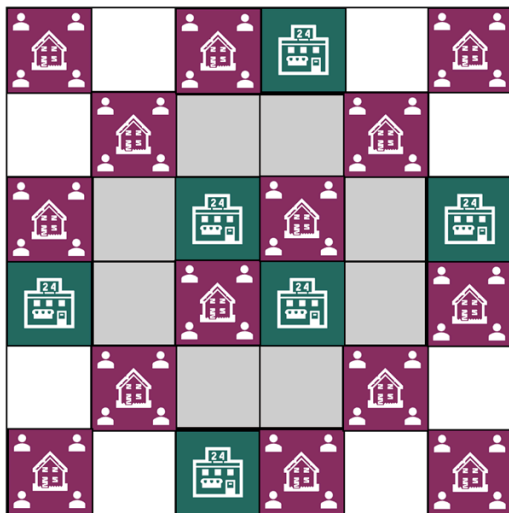
# Set-up

## 1. Arrange board

Set up the boards as follows:

City Board:

# CITY ROOTS



Event  
Cards

Policy  
Cards

City Stats:

### City Stats

City Revenue (Update after Event)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Displaced Houses

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Displaced People

400	800	1200	1600	2000	2400	2800	3200	3600	4000	4400	4800
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CITY ROOTS

Notice the sections on the City Stats board for Displaced Houses and Displaced People.

## 2. Gather Active Policies

Look through the blue policy deck and find the two cards with  on them [titled **Cut Corporate Taxes** and **Relocate low-income houses**]. Note that the  is solely to help you find the cards at the start of the game and does not affect the cards. Place them somewhere everyone can see them. These are the council's active policies.

## 3. Shuffle Decks

Shuffle the blue policy deck and red event deck and place them into two separate piles next to the board. *Distribute a **Reference Card** to each player.*

## 4. Establish mayor

The oldest player begins as the mayor. They will go first.

# Gameplay

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## Order of play

On every turn, the mayor does the following things in order:

1. **Policy Phase**
2. **Update the board**
3. **Draw an event card**
4. **Update the board again**
5. **Update city revenue**

You've reached the end of a turn. The player to the left is the new mayor.

## Policy Phase

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The mayor can take one of two actions during this phase:

1. **Enact**
2. **Lobby**

### Enact

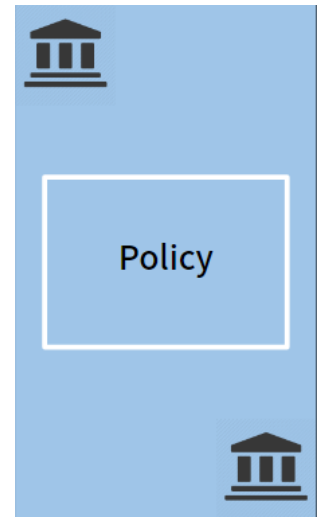
Take the action detailed in one of the active policy cards.

### Lobby

Draw three policies from the policy deck.

Select 1 of the drawn policies to replace one of your active policies.

Reshuffle the replaced policy and all discarded policy cards into the policy deck.



# Update the board

If you didn't add or move a corporation, proceed with your turn as normal.

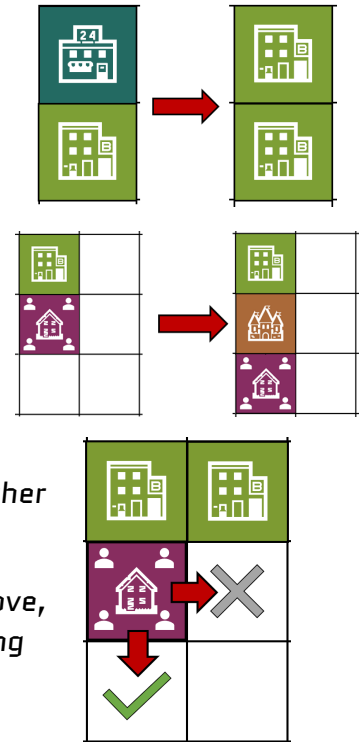
## 1. Adding a corporation

If you added a corporation on your turn, do the following:

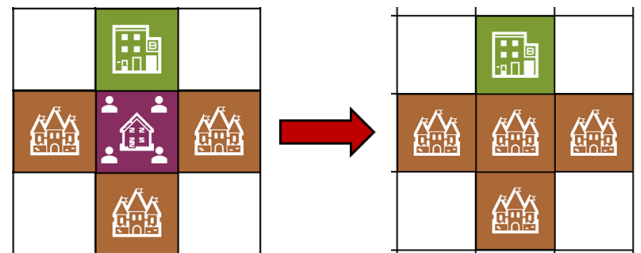
First, flip any local businesses neighboring a corporation into a corporation **(this effect can ripple)**.

Second, move any neighboring low-income housing tiles to an adjacent **(not diagonal)** vacant space away from corporations, placing a high-income housing tile on the space where the low-income housing tile used to be.

- You cannot move a low-income housing property next to another corporation.
- If there is a low-income housing property that is unable to move, it is **displaced**. Once it is displaced, add a high-income housing property in the vacant square.



If a low-income housing property is now surrounded by high-income housing or corporations on all 4 sides, it is **displaced**. Add a high-income housing property in the vacant square.



## Displaced

When a low-income housing tile is **displaced**, move it from the board to the **displaced houses** section.

Add 4 **resident pieces** to the **displaced people** section (representing 400 people), filling up the sections from lowest to highest. **Each section can hold 4 resident pieces max.**

### NOTE\*

Displaced residents do not affect the main game board, only the City Stats.

When you bring back and place displaced homes, DO NOT remove displaced people.

## Draw an event card

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The mayor will draw an event card from the red event deck and immediately do whatever it says.

Afterwards, discard the card to the event discard pile.

### NOTE\*

The number of high-income homes can affect how good or bad an event is.



## Update city revenue

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Every 2 local businesses are worth 1 revenue (Round down).  
Each corporation is worth 2 city revenue.

Example:  
You have 4 local businesses and 2 corporations.  $4 \times 0.5 + 2 \times 2 = 6$  points.



x1 = 2 Points



x2 = 1 Point

Move the gold dot to your total number of city revenue.

## Game End

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### Winning the Game

If you have 20 city revenue at the end of a turn [after the event card has affected the board], look upon your newly developed city. You have won.

### Losing the game

There are 2 possible ways to lose:

1. **Rapid Displacement:** If there are 6 or more displaced low-income housing tiles in the displaced houses section at any given time.
2. **Displaced Masses:** If all 6 sections of displaced people are filled at any given time [48 resident pieces total].

# Appendix

## All Policies

Familiarizing yourself with all of the policies will help you think ahead and strategize.

<p><b>Government-subsidized housing</b></p> <p>You consider approving a policy to subsidize low-income housing.</p> <p><b>If enacted, do the following:</b></p> <p>Bring back and place 1 displaced low-income home (but not next to a corporation).</p> <p>If there are no vacant spaces, you must replace a local business or a corporation.</p>	<p><b>Cut corporate taxes</b> </p> <p>You consider approving a policy to cut corporate taxes.</p> <p><b>If enacted, do the following:</b></p> <p>Build 1 corporation in the city center.</p> <p>If there are no vacant spaces on the board, displace a low-income home and build a corporation where it was.</p> <p><small>*See rules/reference card for explanation of displaced</small></p>	<p><b>Government-subsidized local businesses</b></p> <p>You consider approving a policy to subsidize local businesses.</p> <p><b>If enacted, do the following:</b></p> <p>If there are no vacant spaces on the board, this policy does nothing.</p> <p>Otherwise, build 1 local business on any vacant space. If you want, you can bring back and place any displaced low-income homes on vacant spaces adjacent to the local business but not adjacent to corporations.</p>	<p><b>Relocate low-income housing property</b> </p> <p>You consider relocating a low-income housing complex.</p> <p><b>If enacted, do the following:</b></p> <p>Move 1 low-income home to any vacant space.</p> <p>You cannot move a low-income home adjacent to a corporation.</p>
<p><b>Relocate high-income housing property</b></p> <p>You consider relocating high-income housing to become high-rise buildings.</p> <p><b>If enacted, do the following:</b></p> <p>Move 1 high-income home stack (including a stack of one) to any vacant space.</p> <p>If there are no vacant spaces, take any 2 high-income homes on the board and stack them on another high-income home.</p> <p>A stack cannot have more than 3 high-income homes.</p>	<p><b>Land Swap</b></p> <p>You consider approving a policy to permit the relocation of assets.</p> <p><b>If enacted, do the following:</b></p> <p>Swap the location of any 2 tiles on the board.</p> <p>A low-income home cannot be swapped such that it is adjacent to a corporation.</p>	<p><b>Land Trust</b></p> <p>You consider approving land trusts for local citizens.</p> <p><b>If enacted, do the following:</b></p> <p>Select 4 low-income homes. Place protection markers on them.</p> <p>They cannot be affected by board updates or events until this player's next turn.</p>	<p><b>Fund Homeless Shelter</b></p> <p>You consider approving a policy to fund the local homeless shelter.</p> <p><b>If enacted, do the following:</b></p> <p>If there are no displaced resident markers, this policy does nothing.</p> <p>Remove 2 displaced resident markers from the Displaced People area.</p>

## Tips for Print-at-Home-Version

If you'd like to print this out to play City Roots, we recommend using small tokens for the resident marker pieces, such as pennies or eraser heads. In place of protection markers, paper clips or some other distinct token work well.