



Relocate high-income housing property

You consider relocating high-income housing to become high-rise buildings.

If enacted, do the following:

Move 1 👜 high-income home stack (including a stack of one) to **any** vacant space.

If there are no vacant spaces, take any 2 high-income homes on the board and stack them on another high-income home.

A stack cannot have more than 3 high-income homes.

Land Swap

You consider approving a policy to permit the relocation of assets.

If enacted, do the following:

Swap the location of any 2 tiles on the board.

A is low-income home cannot be swapped such that it is adjacent to a corporation.

Land Trust

You consider approving land trusts for local citizens.

If enacted, do the following:

Select 3 low-income homes. Place protection markers on them.

They cannot be affected by board updates or events until this player's next turn.

You can reprotect a house before it has lost its marker.

If a low-income home loses a marker and should be displaced, **only** do so during the update board phase.

Fund Homeless Shelter

You consider approving a policy to fund the local homeless shelter.

If enacted, do the following:

If there are no displaced resident markers, this policy does nothing.

Remove 2 displaced resident markers from the **Displaced People** area.

