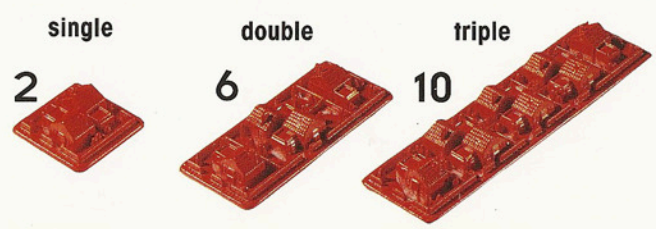
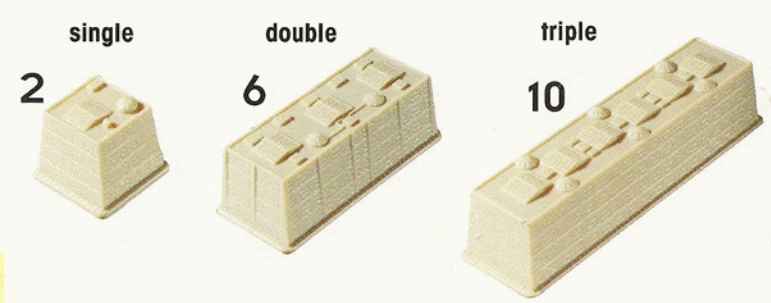


# Overview Big City

## Residences:



## Businesses:



**Location:** City center+1  
**Adjacent:**  
 Park: +1  
 factory: -2  
 streetcar: x2  
 city hall: x2  
 streetcar + city hall: x3

**Location:** outskirts: +1  
**Adjacent:**  
 Park: +1  
 Factory: -2  
 Streetcar: x2

## Special buildings

### City hall



**!** City center location  
**→** Influences the value of adjacent buildings: businesses, cinema, bank and post office. Allow new neighborhoods to be added, special buildings and streetcars can be built.

**!** = a prerequisite  
**→** = effect  
**2** = Basic value

## only if city hall has been built can these buildings be placed:

### church



**!** Can be built only as last building in a neighborhood on a property with "double" number.

### shopping center



**!** 1 adjacent residence  
 1 adjacent business  
 1 adjacent special building  
 1 adjacent streetcar

### Streetcar



**!** doubles the value of adjacent buildings: residences, businesses, cinemas, banks and post offices.

### Bank



**!** 2 adjacent businesses

### Cinema



**!** 2 adjacent residences

### Post office



**!** 1 adjacent residence  
 1 adjacent business

**Adjacent:** Streetcar: x2, city hall: x2 streetcar + city hall: x3  
 (applies only to bank, cinema, post office)

## play special cards

### Factory



**!** At least two properties on outskirts of the city.  
**→** Reduces value of adjacent buildings by 2.

### Park



**!** At the most one property on outskirts of the city  
**→** Increases value of residences and businesses by 1.