



**Unless noted otherwise, the standard rules for Town Center apply.**

### **Essen**

There are 16 suburb building spots.

At the end of the game, each Residential unit must, in addition to being powered, be adjacent to a parking lot to score VP.

### **SPIEL**

There are no suburb building spaces, and no suburb height limitation exists.

All yellow Utilities cubes must be built in the Galleria, the yellow-colored hall at the top.

Green cubes represent components of exhibitor booths. A booth unit may stretch across many halls.

During scoring, any Booth unit that has at least one cube in Hall 3 will receive a bonus of 5 points, and any Booth unit that has at least one cube in Hall 1 will receive a bonus of 1 point. No bonus points are awarded to any Booth unit that has cubes in Hall 2.