



Introduction

The Franchises Expansion Set brings the excitement of building corporate conglomerates to Urban Insanity.

You start off with a lowly Storekeeper that can become powerful enough to rival the Mob Boss for control of a city block.

Place your Storekeeper on a city block and, as you build stores in that city block, your Storekeeper gains power and influence.

But don't just focus on your own areas. You can close up shop in an opponent's city block and gain valuable stock in various enterprises.

Hold onto your investments for big points or cash them in now for a sure thing. How much of a risk taker are you?

Wall Street has arrived and Urban Insanity is getting down to business!

Setup



Give each player a Storekeeper that matches their color.



Assign one player to manage the 32 Franchise Tokens and place them off to one side.

Shuffle the 4 Drug Store tiles and the 4 Toy Store tiles in with the other city tiles.



Note: There are no action cards included in the Franchises Expansion Set.

Franchise Tiles



There are 4 Toy Store tiles and 4 Drug Store tiles included in the Franchises Expansion Set.

These tiles play exactly like the store tiles in the Cities & Suburbs base game.



Completed city blocks score 1 additional point for each store icon in the city block.

No points are scored for store icons that are part of incomplete city blocks at the end of the game.

Franchise Tokens



There are 32 Franchise Tokens (4 for each store icon) included in this set.

When a city block is completed, the player completing the city block (regardless of who controls the city block) receives a Franchise Token corresponding to each store icon in the completed city block.

Franchise Token sets may be redeemed for points on any turn that a player <u>receives</u> a token. If a player chooses not to redeem a set on their turn, they must wait until they receive another token to redeem a set.

Redemption value of Franchise Token sets:

- Three different stores......15 points
- Three of the same store 25 points
- All four of the same store 50 points

Each token not redeemed is worth 2 points at the end of the game.

Storekeepers



Storekeepers may only be played on buildings. Storekeepers may not be played on roads, stadiums, or suburbs.

When competing for control of a city block, a Storekeeper counts as one Urbanite for each store symbol in the city block.

A Storekeeper may control a city block with no stores, but counts as zero Urbanites if competing for control of a city block with no store icons.



In the example above, BLUE places the tile to complete the city block. YELLOW's Storekeeper now outnumbers BLUE's Big Dude 3-2 and scores 19 points, but BLUE receives three Franchise Tokens for completing the city block.

Miscellaneous Rules

Remember that you must redeem Franchise Tokens on a turn where you receive at least one Franchise Token. You cannot redeem Franchise Tokens at any other time.

Unredeemed Franchise Tokens score one point each at the end of the game.

Aliens

Aliens cannot abduct Storekeepers.

Mobsters

Mob Cars remove opponents' Storekeepers.

Storekeepers cannot be captured with a Jail Tile.

Skyscrapers

Storekeepers cannot operate Bulldozers.

Gas & Go

Storekeepers cannot be placed using a Helicopter Card.

Get all 6 Expansion Sets!



They have arrived!
Take over your
opponents' cities
and abduct their
Urbanites!



It's all-out gang warfare, Mafia style! Wipe out your opponents! Bribe the cops and put them in jail!



Hire an arsonist to light up your opponents' city block! Call in the fire brigade to save your build-save your build-save ings! It's four-alarm insanity!



Build cities at twice the speed using your buildozer. Erect a skyscraper! Bring in a wrecker and clear out your opponents' buildings!



Air-drop your Urbanites anywhere! Double the points on roads. Gas up your vehicles! Go, Go, Go!



Become a business
tycoon! Grab up
valuable read estate
and create a
monopoly! It's Wall
Street and the
market is open!