

neighborhoods



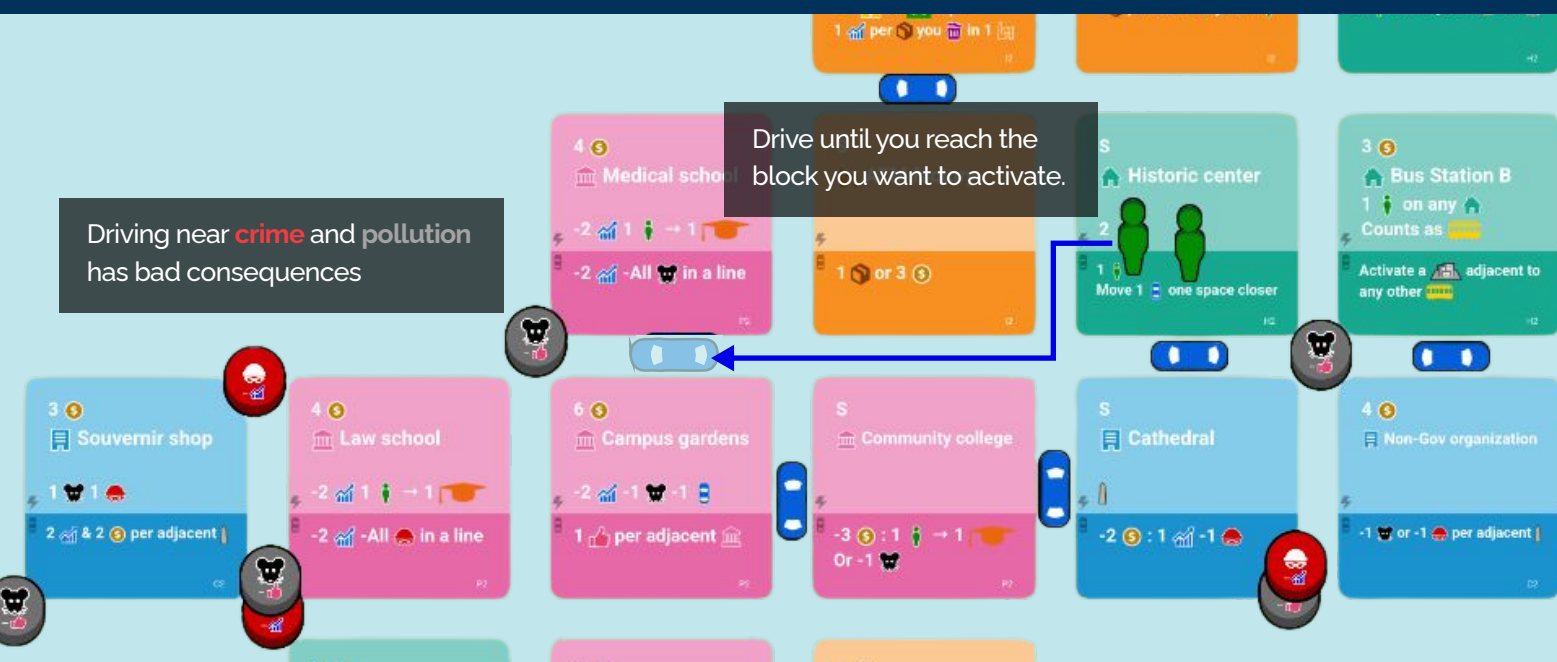
1-6



60'



12+



1A. Move

Flip a into a . Move it through streets without crossing other . Activate blocks next to where it parks.

1B. Build

Pay to build a new block from your hand and gain its instant effect.

2. Crisis

Generate pollution and crime in the neighborhood

Overview

Neighborhoods is a city-building cooperative campaign game.

Each game, you will build a new neighborhood in a city. When you finish it, draw its borders on a map, and the next will be built in its vicinities, growing your city game by game.

On the 1st game, you'll already deal with crime, traffic, pollution, population and cashflow.

Each new game adds new challenges: tourism, education, commuting, and so on.

Game highlights

- **Twist on worker placement:** Cars navigate streets to reach the blocks you want to activate, and block the way from then on.
- **Living city:** population, traffic, pollution and crime are not tracks: they are actual components in the neighborhood.
- **Memory:** previous neighborhoods are preserved in the city map and impact future games.

Components

- 120 cards
- 6 player aids
- 50 population pieces
- 24 crisis tokens
- 61 cardboard tokens
- 1 small board
- 50 coins
- 2 custom dice



3 min video