

# Public Services



## City Hall



At the end of the game, score 1 VP for each Public Service in your city (including itself).

## City Planning



At the end of the game, score 1 VP for each district that is fully built in your city. Also score 1 extra VP if your city is fully built.

## Customs Office



At the end of the game, score 3 VPs if you have a complete line or column of Harbors in your city.

## Electric Utility



Immediately receive 2 Energy Units.

## Fire Station



At the end of the game, score 2 VPs for each adjacent Factory.



# Classic

# Public Services



## Park District



At the end of the game, score 1 VP for each Park in your city.

## Police Station



At the end of the game, score 1 VP for each floor in the highest Tower Block in your city.

## Maternity Ward



Immediately receive 2 Inhabitants.

## Reprocessing Plant



At the end of the game, score 1 VP for any two Energy Units placed on that Building.

## School



At the end of the game, score 1 VP for each Tower Block in the city, regardless of its number of floors.

## TV Station



At the end of the game, you may receive 1 Inhabitant for each Shop in your city.

# Public Services



## Capitol



At the end of the game, consider the Capitol as a Public Service AND as a Monument.

## City Hall



At the end of the game, score 1 VP for each Public Service in your city (including itself).

## City Planning



At the end of the game, score 1 VP for each district that is fully built in your city. Also score 1 extra VP if your city is fully built.

## Congress Center



At the end of the game, consider the Congress Center as a Public Service AND as an Office Tower.

## Customs Office



At the end of the game, score 5 VPs if you have a complete line or column of Harbors in your city.

## Electric Utility



Immediately receive 3 Energy Units.

*Expert*

## Public Services



### Fire Station



At the end of the game, score 3 VPs for each adjacent Factory.

### Maternity Ward



Immediately receive 3 Inhabitants.

### Park District



At the end of the game, score 1 VP for each Park in your city.

### Police Station



At the end of the game, score 1 VP for each floor in the highest Tower Block or Office Tower of your city.

### Reprocessing Plant



At the end of the game, score 1 VP for each Energy Unit placed on this Building.

### School



At the end of the game, score 1 VP for each Tower Block in your city, regardless of its number of floors.

### TV Station



At the end of the game, you may receive 1 Inhabitant for each Shop in your city.