

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.