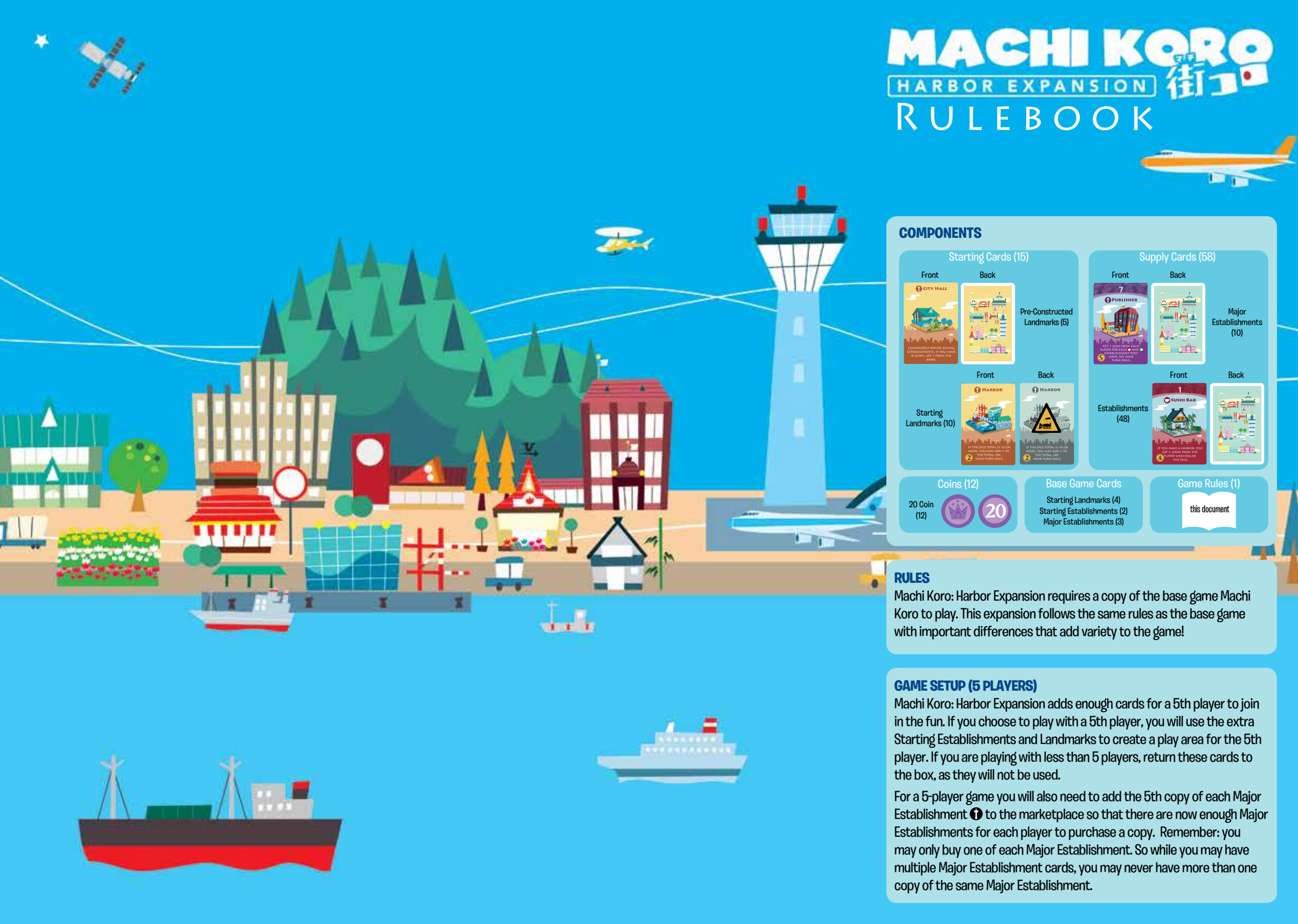


MACHI KORO

HARBOR EXPANSION

RULEBOOK



COMPONENTS

Starting Cards (15)		Supply Cards (58)	
Front CITY HALL IMMEDIATELY REMOVE ALL OTHER ESTABLISHMENTS IF YOU HAVE A CITY HALL IN YOUR HAND.	Back	Front 7 PUBLISHER LET A COIN FROM EACH PLAYER FOR EACH PUBLISHER. IF YOU HAVE A PUBLISHER, YOU MUST HAVE A CITY HALL.	Back
Pre-Constructed Landmarks (5)		Major Establishments (10)	
Starting Landmarks (10)	Front HARBOR IF THE DICE TOTAL IS 10 OR MORE, YOU MAY ADD 1 TO THE TOTAL ON YOUR TURN ONLY.	Back HARBOR IF THE DICE TOTAL IS 10 OR MORE, YOU MAY ADD 1 TO THE TOTAL ON YOUR TURN ONLY.	Front PUSHI BAR IF YOU HAVE A HARBOR, YOU GET A COIN FROM THE PLAYER WHO ROLLED THE DICE.
Coins (12) 20 Coin (12)		Base Game Cards Starting Landmarks (4) Starting Establishments (2) Major Establishments (3)	
Game Rules (1) this document			

RULES

Machi Koro: Harbor Expansion requires a copy of the base game Machi Koro to play. This expansion follows the same rules as the base game with important differences that add variety to the game!

GAME SETUP (5 PLAYERS)

Machi Koro: Harbor Expansion adds enough cards for a 5th player to join in the fun. If you choose to play with a 5th player, you will use the extra Starting Establishments and Landmarks to create a play area for the 5th player. If you are playing with less than 5 players, return these cards to the box, as they will not be used.

For a 5-player game you will also need to add the 5th copy of each Major Establishment 1 to the marketplace so that there are now enough Major Establishments for each player to purchase a copy. Remember: you may only buy one of each Major Establishment. So while you may have multiple Major Establishment cards, you may never have more than one copy of the same Major Establishment.

NEW LANDMARKS

There are 2 new Landmarks (Harbor and Airport), so to win the game you must now be the first to build 6 different Landmarks. As with Machi Koro, the Landmarks can be built in any order, and the first player to complete all 6 wins! Set these 6 Landmarks up the same way you would in the base game, with the under-construction sign face-up. Once the Landmark is completed, you will gain the Landmark's benefit for the rest of the game.

NEW PRE-CONSTRUCTED LANDMARK: CITY HALL

This is used as a Starting Landmark (to be used along with the Starting Establishments from Machi Koro: Wheat Field and Bakery). Add this card to the player's Landmark section face-up (constructed); its benefit is effective as soon as the game begins. The timing for getting 1 coin is "precisely before you build" so you can use that coin to build something the same turn but are not required to do so.

PREPARE THE MARKETPLACE

1) Shuffle all the non-Starting Establishments and Major Establishments from Machi Koro and Machi Koro: Harbor Expansion to make a single draw deck.

2) Draw cards from the deck to form a face-up line of Establishments to create the marketplace (it is suggested that you arrange these in order of die roll from smallest number on the left to largest on the right).

3) If you draw a copy of a card that is already in the marketplace, simply stack the new card on top of the old one.

4) Once you have 10 unique Establishments in the line, stop drawing cards as the marketplace is complete. The game begins with these 10 establishments.



REPLENISH THE MARKETPLACE

1) If during the game, there are less than 10 unique Establishments available in the marketplace, the marketplace is immediately replenished.

2) Draw card(s) from the deck by the same rules as during game setup until you have 10 unique Establishments.

3) If the draw deck runs out, the marketplace will no longer be refilled for the remainder of the game.




Special Note: If there are Major Establishments in the market that can no longer be purchased (because all players own a copy and therefore may not purchase them), remove any available copies from the market and replenish the market to 10 unique Establishments. When replenishing the market, if a Major Establishment that can no longer be purchased is drawn from the draw deck, discard it immediately and draw a new Establishment from the draw deck.

NOTES ON THE ESTABLISHMENTS

Harbor

If the dice total 10 or more, you have the option to add 2 to the total die roll if you choose. You cannot add just 1. This will affect the total of the die roll for all players and their Establishments, as well as your own.

You can only choose to apply the effects of the Harbor on your turn; you cannot raise the value of another player's die roll.

IF	YOU MAY
 = 10 ≥	+2

Tax Office

You get half the amount rounded down. Which means the player who gives you money retains half rounded up.

Example: A player who had 21 pays 10 and keeps 11.



Flower Shop

With the effect of the Shopping Mall, the Flower Shop causes you to get 2 coins per Flower Orchard you have.

Example: If you have a constructed Shopping Mall, 3 Flower Orchards, and 2 Flower Shops, you would receive 12 coins from the bank because your Flower Shops receive 2 coins for each Flower Orchard due to the Shopping Mall.



Tuna Boat

The dice rolled to determine income for the Tuna Boat do not affect and are not affected by any other Landmark or Establishment. The roll does not activate anything, including the Amusement Park on a roll of doubles. You only make this roll once, even if you have several Tuna Boats.

Example: You have 3 Tuna Boats. If the income roll was 8, you will gain 24 coins (8 x 3). Other players who have a finished Harbor will also get 8 coins per Tuna Boat.



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