

MACHI KORO

5TH ANNIVERSARY EDITION

マチ
街コロ



RULEBOOK

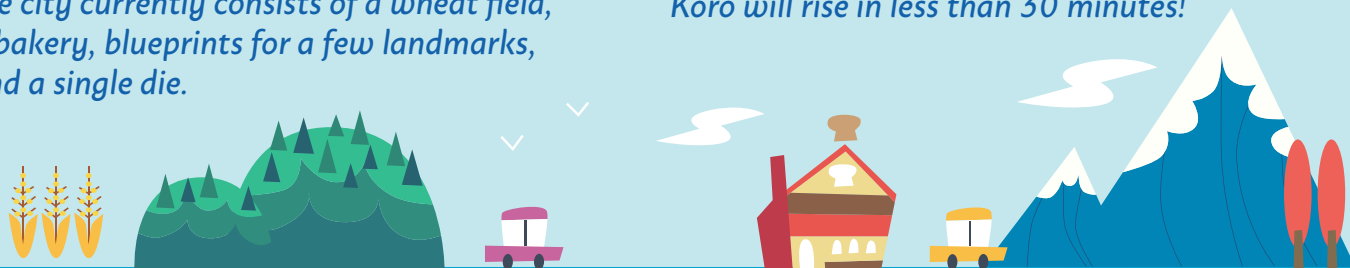
WELCOME TO THE CITY OF MACHI KORO!

Congratulations! You've just been elected Mayor. But don't get too comfortable — the citizens have some pretty big demands: jobs, a new stadium, a couple of cheese factories, maybe even an amusement park.

It's going to be a tough proposition, since the city currently consists of a wheat field, a bakery, blueprints for a few landmarks, and a single die.

Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to earn income from establishments, build landmarks, and take your neighbors' business.

They say Rome wasn't built in a day, but Machi Koro will rise in less than 30 minutes!



COMPONENTS

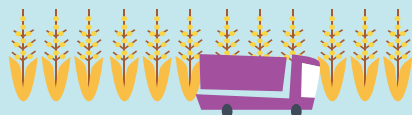
24 Starting Cards



8 Starting Establishments



16 Landmarks



84 Supply Cards



72 Establishments



12 Major Establishments

2 Dice



78 Coins



1 Coin (42)



5 Coin (24)



10 Coin (12)

GAME SETUP

- Each player should take their 2 **starting establishments** (*Bakery, Wheat Field*) and place them in their player area, face up. Return any unused starting establishments to the game box.
- Each player should take their 4 **landmarks** (*Amusement Park, Radio Tower, Shopping Mall, Train Station*) and place them in their player area, face down. Return any unused landmarks to the game box.
- Sort the **supply cards** into 15 face-up stacks by card type.
- Arrange the **supply stacks** in order by their activation numbers, from lowest to highest (i.e., *Wheat Field* first, *Farmers Market* last).
- Give each player 3 **coins**. Set the remaining coins aside as the **bank**.
- Determine a **start player**.

HOW TO WIN

The game continues until a player builds their fourth landmark. When that happens, the game ends immediately, and that player wins!



CARD ANATOMY

Establishments



Activation Number

Type and Name

Illustration

Build Cost

Effect

Landmarks



Type and Name

Illustration

Build Cost

Effect

OVERVIEW

Players take turns in clockwise order.
A turn consists of 3 phases:

1. Roll Dice
2. Earn Income
3. Build

1. ROLL DICE

In this step, you roll the dice once. At the start of the game, you will only roll a single die. Once you have built your *Train Station*, you may roll 1 or 2 dice each turn, your choice. If you roll both dice, add their rolled numbers together to get the result.



2. EARN INCOME

In this step, all players (not just you!) can earn income from their establishments, based on the result of the dice roll. Each establishment has an **activation number**. When the result of the dice roll is equal to an establishment's activation number, that establishment is activated.

There are 4 different types of establishments, which earn income in different ways:
Primary Industries, Secondary Industries, Restaurants, and Major Establishments.



Activation Number



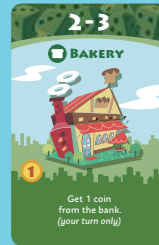
ESTABLISHMENT TYPES

BLUE: Primary Industries



Activates on anyone's turn.

GREEN: Secondary Industries



Activates on your turn only.

RED: Restaurants



Activates on opponent's turns.

PURPLE: Major Establishments



Activates on your turn only.

ACTIVATION ORDER

It is possible that multiple types of establishments are activated by the same dice roll. When this happens, establishments are activated in the following order:

1. Restaurants (red)
2. Primary & Secondary Industries (blue & green)
3. Major Establishments (purple)

Note: If you have multiple copies of a single card, each copy activates when that establishment's activation number is rolled.



1.



2.



3.

3. BUILD

In this step, you may—but are not required to—build 1 establishment or landmark, by spending coins equal to the card's **build cost**. Spent coins are returned to the bank.

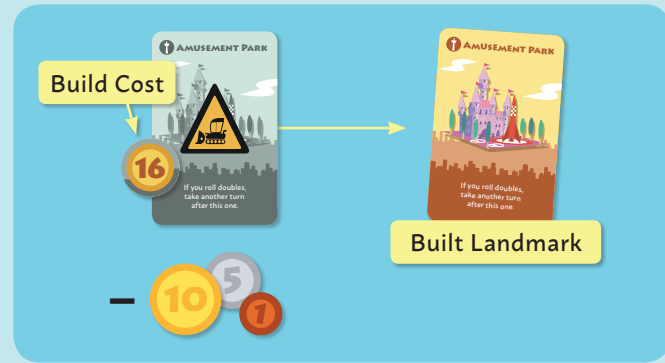
Building Establishments

To build an establishment, pay the build cost, then take that card from its stack in the supply and add it to your city, face up. If you now have multiple copies of that same card, group those cards together—splaying them in a vertical column is a useful way to do this.

You may not have more than 1 copy of each Major Establishment in your city. You may have multiple different Major Establishments in your city, but not multiple copies of the same card.

Building Landmarks

To build a landmark, pay the build cost, then flip that landmark card face up in your city. Once it has been built, the effect of the landmark is active (on future turns). There is no required order; you may build your landmarks in any order you wish.



TRANSACTIONS BETWEEN PLAYERS

If you owe coins to an opponent, but do not have enough to pay it all, pay what you can, then the remaining deficit is ignored. The player who you owed coins to does NOT receive coins from the bank to make up the difference.

Remember to follow the proper order for activating establishments! Because Restaurants activate first, if you owe coins to another player (because of their Restaurants), that payment is made before you earn income from your other establishments.

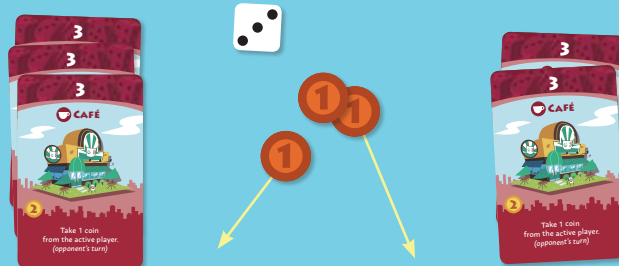


MULTIPLE TRANSACTIONS

If you owe coins to multiple opponents at the same time, those payments are made in reverse turn order (i.e., counter clockwise).

Pay each opponent what you owe them, in full, before you pay the next opponent.

1) Gabrielle, Player 1, rolls a “3.” She owes 5 coins but only has 3 coins.



3) Ezra, Player 2, has 3 Cafés and is owed 3 coins, but he only receives 1 coin.

2) Tomoko, Player 3, has 2 Cafés and is owed 2 coins. Gabrielle pays Tomoko 2 coins.

VARIABLE SUPPLY VARIANT

During setup, shuffle all of the supply cards into a single deck, face down. Draw and place cards until you have 10 unique cards. If you draw duplicates, stack them on top of their original cards. These 10 stacks form the starting supply.

During play, whenever the last card of a supply stack is built, replace it by drawing cards from the deck until you have 10 unique cards again. Like during setup, if you draw duplicates, add them to the existing stacks.



Example of 10 stacks



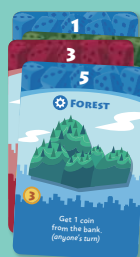
HYBRID SUPPLY VARIANT

During setup, separate all of the supply cards into 3 decks:

- **Deck A:** all establishments with activation numbers 6 and under
- **Deck B:** all establishments with activation numbers 7 and above
- **Deck C:** all Major Establishments

Shuffle all 3 decks, face down. Draw and place cards until you have 5 unique cards from the A deck, 5 unique cards from the B deck, and 2 unique cards from the C deck. If you draw duplicates, stack them on top of their original cards. These 12 stacks form the starting supply.

During play, whenever the last card of a supply stack is built, replace it by drawing cards from the matching deck until you have 12 unique cards again. Like during setup, if you draw duplicates, add them to the existing stacks.



Deck A



Deck B



Deck C

REFERENCE

Turn Structure

1. Roll Dice (*active player only*)
2. Earn Income (*all players*)
3. Build (*active player only*)

Activation Order

1. Restaurants (*red*)
2. Primary & Secondary Industries (*blue & green*)
3. Major Establishments (*purple*)

Establishment Types

Blue: Activates on anyone's turn.

Green: Activates on your turn only.

Red: Activates on opponent's turns.

Purple: Activates on your turn only.

CREDITS

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Special Thanks: Takkerube Nobuaki, Simon Lundström, and the tens of thousands of fans who have made Machi Koro a smash hit over the past five years!



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