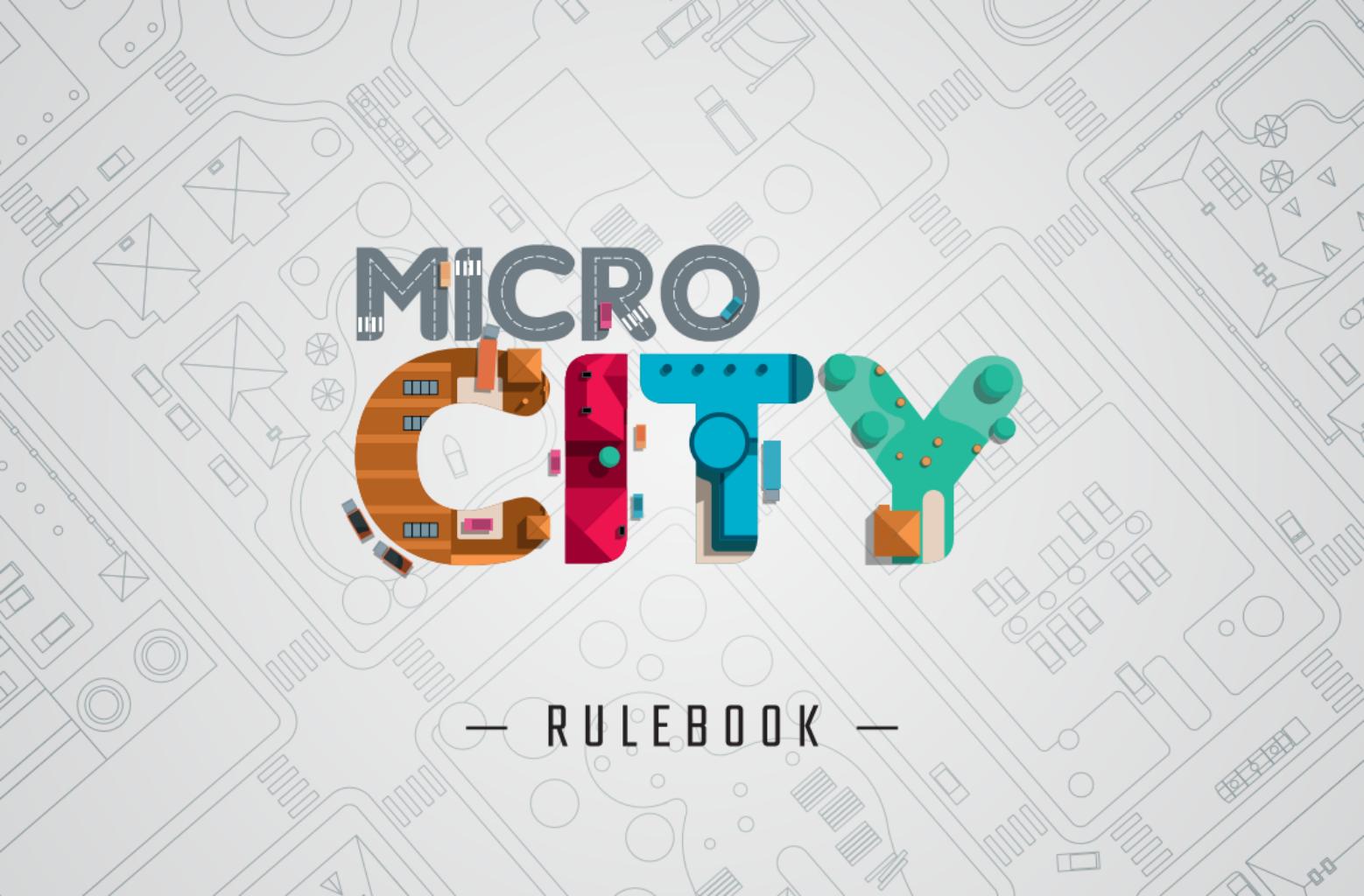


MICRO CITY

The logo for Micro City is centered on a light gray background that features a faint, abstract circuit board pattern. The word "MICRO" is in a dark gray, sans-serif font, with each letter having a small, colorful geometric shape (orange, pink, blue, green) attached to its right side. Below it, the word "CITY" is written in a stylized, blocky font where each letter is composed of different colored geometric shapes: brown, red, blue, and green. The letters are interconnected by thin lines, creating a 3D effect. Small details like windows, doors, and a road are visible within the letters.

— RULEBOOK —

INTRODUCTION

Micro City is a compact game in which you take the role of an Engineer whose task it is to build a metropolis. Plan your actions and build your city wherever you like: at home, on the train, on the plane. Several game modes, various challenges and random distribution of districts will make each game different!

OBJECT OF THE GAME

Your end goal will vary depending on the selected game mode but it will generally involve completing all stages of a building in a given time frame. Plan your actions carefully and try not to cross your investment threshold.

COMPONENTS

- 13 Project cards (6 per player + 1 for cooperative mode)
- 5 District cards
- 3 additional District cards (Logistics expansion)

- 2 Seaport cards (Seaport expansion)
- 1 Garden card (Garden expansion)
- 8 Goal cards (used in the competitive 2 player mode)
- 10 Advantage cards (used in the competitive 2 player mode)
- 2 large Company cards
- 2 Company cards
- 1 double-sided Building card used in the base game
- 6 double-sided Building cards used in the challenge mode
- 1 round tracker card
- 1 victory point card (used in the 2 player competitive mode)
- 2 symbol aids
- 1 large player aid
- 2 Engineer figures
- 16 Investment markers (8 red, 8 blue)
- 8 Resource markers (2 black, 2 brown, 2 gray, 2 yellow)
- 2 Score markers (1 red, 1 blue)
- 1 Time marker (white)
- 4 six-sided dice

DISTRICT CARDS



logistics expansion



Each District card consists of 4 Quarters. Each Quarter benefits the player in various ways depending on the type. There are 4 types of Quarters in the game:

A INDUSTRIAL

provides Materials (coal ⚙, steel ⚡ or wood ⚪) depicted in the upper part of the Quarter.

B COMMERCIAL

allows exchanging and/or selling Materials

C RESIDENTIAL

used for constructing Buildings and gaining money

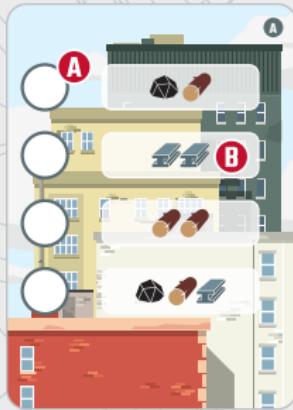
D LOGISTICS

(only in the Logistics expansion) allows retrieving Investment markers and/or buying Materials.

The bottom part of a Quarter contains at least one dice symbol (of the same color as the Quarter) and a die roll value required in order to use the **Quarter's advanced action**.

District upgrade. District cards are double-sided and marked with an **A** and **B** side. The **A** side shows the basic District where every Quarter has 1 or 2 dice. The **B** side shows the upgraded District where every Quarter has 2 or 3 dice (one more than on the basic side) increasing the chances of using that advanced action. Upgrading a District takes place after playing the appropriate Project card.

BUILDING CARDS



Base game Building card



Challenge mode
Building cards

The double-sided Building cards show various Buildings which have to be constructed in a given period of time in order to win the game. Buildings differ in the number of Building stages **A** that have to be constructed (in any or specific order) and the Resources **B** needed to complete each stage.

All challenge mode Building cards also contain information about:

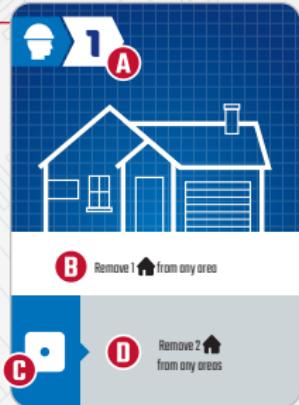
C time we are given to construct a given Building depending on the chosen difficulty level. Colored numbers indicate **easy**, **medium** and **hard** levels in the challenge mode. The difficulty levels for the basic and extended modes are explained on page 14.

D order in which the Building stages need to be constructed;

E bonus - an additional action that can be performed immediately after completing this Building stage.

PROJECT CARDS

The term “any area” used on Project cards refers to any Quarter on a District card, any Building stage or Goal card area (used in the 2-player competitive mode).



ENGINEER

A figure that players use to move through Quarters. Each round your Engineer is going to move to a different Quarter and perform the action associated with that Quarter's specialisation. Each step of an Engineer is always orthogonal (never diagonal) and when moving two spaces he cannot come back to the Quarter he began his round on.

INVESTMENTS

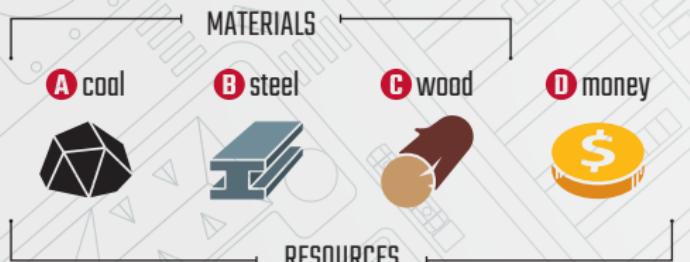
Investment markers are placed on Quarters (where the Engineer finished his movement) as well as on Building cards (on spots indicating the completion of a Building stage).

The setup of each game mode indicates how many Investment markers need to be placed in the **available Investments pool**. A lack of Investment markers in the pool is usually an indicator that you are about to lose the game.

COMPANY CARDS



The Company card is used for marking the number of available Resources (coal, steel, wood and money) on their corresponding tracks:



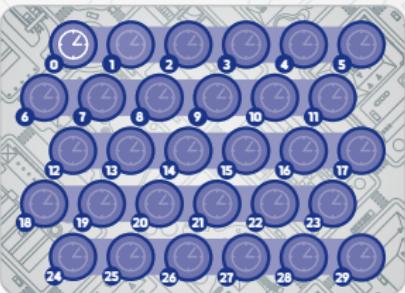
The starting values of your Company are 0 , 0 , 0 , and 2 . Each time you need to spend Resources, move the appropriate marker that many spaces to the left. Each time you gain Resources move the appropriate marker that many spaces to the right.

You can never have less than 0 Resources. You cannot perform an action if you are unable to cover its cost even if that action would have given you the necessary Resources (e.g. using a bonus for completing a Building stage). You can never have more than 5 of any Resource. If you were to obtain more Resources than you have free spots to the right of the current position of the marker simply move the marker to the last available spot and the excess is lost.



This icon symbolises ANY Material chosen by the player. If any effect indicates 2 , the player decides what Materials they are and they don't have to be of the same type.

ROUND TRACK



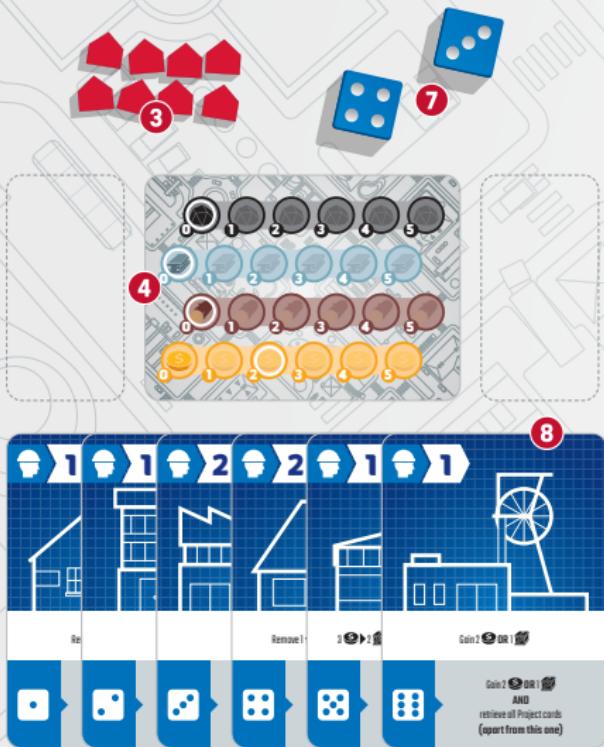
The goal of the game is the construction of a Building (or Buildings) in a given timeframe (varying depending on the game mode and difficulty level). Time is being measured by moving the Time marker to lower values with each round. When the marker reaches "0" the game automatically ends with the player losing.

DICE

The game uses dice which (based on their values) can be used to perform advanced actions of Project cards or advanced actions of the Quarter the Engineer ends his move on. In the preparation phase of each round the player rolls 2 dice and without changing their values, places them in **the dice pool** (on the left of the Company card) - these dice are available for that round.

Using a die means taking it from the dice pool and putting it on the right side of the Company card - these dice cannot be used for the remainder of the round. Using dice isn't mandatory and the player who leaves both dice in his dice pool gains 1 in the final phase.

SINGLE PLAYER VARIANT



This section describes the setup and rules for the basic level single-player mode.

It's a good idea to play your first games in this mode in order to familiarise yourself with the flow of the game. Once you feel up to the challenge, try out different modes explained in the next parts of this rulebook.

SETTING UP THE GAME

1. Pick 4 District cards and place them randomly on the table to form a 2x2 city board. All cards should be placed with the **A side face up** (showing the basic District side) in a way that cards in one row are aligned with their longer sides touching. For your first game you can setup the city board as shown in the picture.
2. Place the Engineer on a Quarter of your choice.
3. Place 8 red Investment markers close to you - they will form the available Investments pool.

4. Place the Company card in front of you and place a Resource marker on every track. The starting values of your Company are 0 , 0 , 0 , and 2 .
5. Pick a Building card that you want to construct and place it next to the city board with the desired side up. For your first game we recommend to use the A side of the basic mode Building.
6. Place the round tracker next to the city board and place a white Time marker on the spot corresponding to the chosen difficulty level. You can check the difficulty level on page 14 of this rulebook. For your first game we suggest choosing Easy which means placing the Time marker on spot number 10 of the round tracker card.
7. Take 2 dice of one color and place them next to the Building card.
8. Take 6 Project cards into your hand. You will also need some space on the table for the discard pile.

You are now ready to begin the game!

GAMEPLAY

The game takes place over a series of rounds. Their number is determined by the chosen Building and the difficulty level. Each round consists of 4 consecutive phases.

Preparation phase

- Roll 2 dice and without changing their values place them in your dice pool (on the left of your Company card).
- You may change the value of a die by +1/-1 (you can change a 6 to a 1 and vice versa) by paying 1 Material or 2 . This action can be performed multiple times on both dice.
- You may pay 1 Material or 2  to remove 1 Investment marker from any Quarter. Move the appropriate Resource marker on your Company card by that number of spots and remove the chosen Investment marker from the city board placing it back in the Investments pool. This action can be performed multiple times.
- You may sell 1 Material for 1 , marking this on the appropriate tracks of the Company card. This action can be performed multiple times.

Project phase

In the project phase you must decide if you want to:

1. **Play a Project card.** Move your Engineer a number of Quarters indicated on the Project card and perform one of two actions:
 - perform the basic action of the Project card following its description,
 - perform the advanced action of the Project card by using a die from the dice pool, the value of which corresponds to the value shown on the Project card.

After performing the selected action put the Project card onto the discard pile.

OR

2. **Retrieve Project cards.** Move your Engineer 1 Quarter and retrieve all Project cards from the discard pile.

Investment phase

Skip this step if your Engineer is standing on a Quarter where an Investment marker is already present.

If there is no Investment marker present you **may** perform an action (basic or advanced) corresponding to that Quarter.

If you have a die in your dice pool that corresponds to the value depicted on the Quarter you can use it to perform a Quarter's **advanced action**.

If you don't have the necessary die you will only be able to perform that Quarter's **basic action**.

Commercial

📦 ➤ **Basic:** Exchange **1 Material for 1 Material** of a different type (money is not a Material). You also **gain 1 \$**.

or

📦 ➤ **Advanced:** Use a die with a value that matches the Quarter and exchange **1 Material for 2 Materials** of a different type (they don't have to be the same). You also **gain 1 \$**.

Residential

\$ ➤ **Basic:** Gain **2 \$**.

or

↗ ➤ **Advanced:** Use a die with a value that matches the Quarter and **complete a Building stage**. Spend the necessary Resources, take 1 available Investment marker from your Investments pool and place it on the Building stage you have just completed. If you have placed an Investment marker on the last Building stage the game ends with you winning!

Note: This action cannot be performed if there are no Investment markers available.

Industrial

📦 / 📜 / 💡 **Basic:** Gain **1 Material** depicted on the Quarter.

or

📦 / 📜 / 💡 **Advanced:** Use a die with a value that matches the Quarter and **gain 2 Materials** depicted on the Quarter.

Final phase

Perform these steps in the following order:

1. If there is no Investment marker on the Quarter your Engineer is standing on, take 1 marker from the Investments pool and place it on that Quarter. You cannot use markers present on the city board or on the Building card. If you have no markers available in the Investments pool the game automatically ends with a loss.
2. Move the Time marker one space on the round track to a spot of a lower value. If you moved the marker to the "0" spot the game automatically ends with a loss.
3. If you have 2 dice in the dice pool, gain 1 .

If you haven't lost the game after performing the above steps the round is over and you start a new round with the preparation phase.

Game end

The game ends with a loss immediately when:

1. The Time marker on the round track reaches the "0" spot.
2. You have to place an Investment marker on the city board and there are no available markers in the Investments pool.

You are **victorious** immediately when the final stage of a Building is completed.



BASIC MODE

The setup and gameplay presented till now explained the basic mode of Micro City. To play in this mode choose from either the A or B side of the basic Building card. Also select one of the difficulty levels presented below, setting the number of rounds needed to construct the Building according to the difficulty chart below.

Building card side	Difficulty level	Number of rounds
A	⌚ easy	10
A	⌚ medium	8
B	⌚ medium	15
B	⌚ hard	12

EXTENDED MODE

If the basic mode proves to be too short for your taste, you can always extend the gameplay by incorporating a few modifications. Setup and gameplay are the same as in the basic mode but when choosing the Building you always have to start with the A side up.

After completing the final stage of the A side of the Building card, remove all Investment markers and put them back to the Investments pool. Then flip the Building card to the B side.

Your goal is to complete both sides of the Building card before time runs out (according to the chart below).

Building card side	Difficulty level	Number of rounds
A+B	⌚ easy	25
A+B	⌚ medium	22
A+B	⌚ hard	18

CHALLENGE MODE

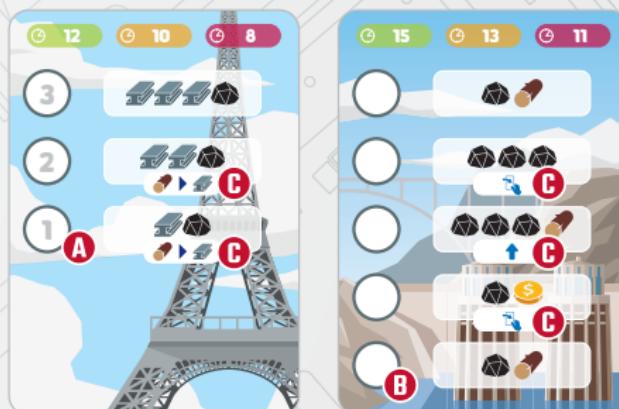
Gameplay in this mode is similar to that of the basic mode but instead of choosing the standard Building card you choose a Building card from the challenge mode deck. These can be easily identified as their illustrations resemble the world's most famous landmarks.

Your reputation provides you with the opportunity to finally stop constructing nameless structures and leave a timeless mark on the history of architecture!

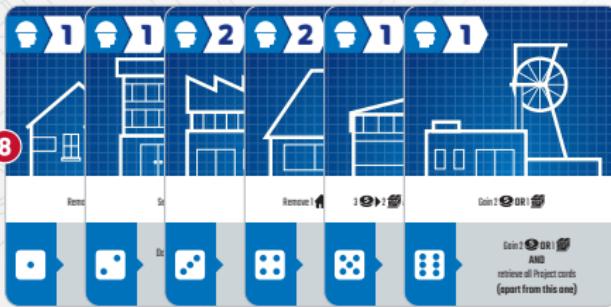
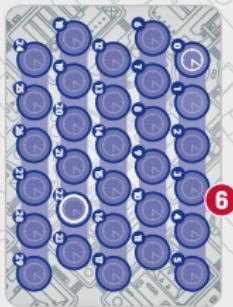
Similarly to the basic gameplay mode, each challenge can be tackled on three levels of difficulty: **easy**, **medium**, **hard**. After selecting the challenge mode Building card, place a marker on the round track on the spot corresponding to the chosen difficulty.

Some challenges require you to complete Building stages in a given order defined on the Building card. Starting with stage 1, then 2 etc. **A**. If Building stages don't have numbers on them that means they can be completed in any order **B**.

Take note that some Building stages give you a special bonus **C** (an additional free action) that can be performed right after completing the given stage. Carefully planning your actions and using that bonus at just the right time can bring you closer to victory!



2 PLAYER COOPERATIVE VARIANT

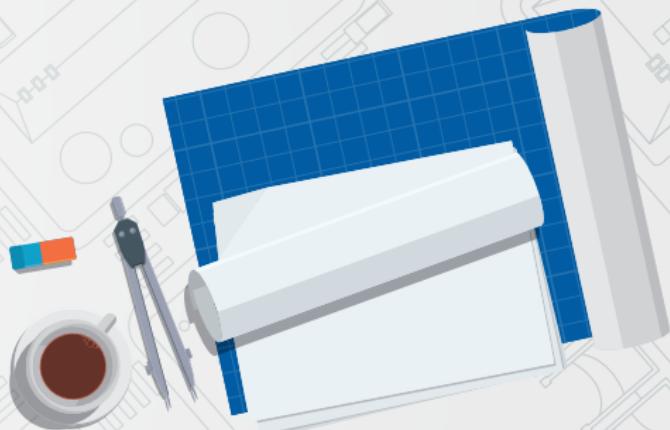


The goal of this variant is to construct a Building in a given timeframe together (the timeframe differs depending on the chosen game mode and difficulty level).

The rules of this variant can be used in the basic, extended and challenge modes by incorporating the changes listed below.

1. Pick 4 District cards and place them randomly on the table to form a 2x2 city board. All cards should be placed with their A side up.
2. Each player receives their own Engineer figure and places it on a Quarter of their choice (it can be the same Quarter).
3. Take 8 red Investment markers and place them in easy reach of both players. These now form the Investments pool.
4. Both players receive their own Company card and mark their starting Resources: 0 , 0 , 0 and 2 .
5. Both players decide on the Building card they would like to construct and place it next to the city board.

6. Place the round tracker card next to the city board and place a Time marker on the spot corresponding to the chosen game mode and difficulty. See page 14 for details.
7. Take 4 dice and place them next to the Investments pool.
8. Pick a first player. That player takes 6 Project cards on his hand.



You are now ready to begin the game!

GAMEPLAY

- Players share the 8 Investment markers and 6 Project cards together. Each player has their own pool of 2 dice.
- Each round has a slightly modified phase order.
- The players carry out the preparation phase together. One of the players rolls all 4 dice and they collectively decide which pool each die goes to (each player takes exactly 2 dice to his pool).
- The first player then executes his round following the base rules and executing all phases in order (project phase → investment phase → final phase). Unused Project cards are then passed to the second player.
- In the same way, the second player executes his round following the base rules (project phase → investment phase → final phase). Unused Project cards are then passed to the first player.
- After both players have played their rounds, they move on to the next preparation phase.

- End game and win/loss conditions are the same as in the basic single player mode.

Note 1: If at any point of the game a player was to change a die value (e.g by paying Resources in the preparation phase or playing a Project card) he may do so on any die (either his own or the other player's).

Note 2: Players may not exchange or give each other any Resources.



In order to make the 2 player game easier, players can add an additional Project card marked **X** - during the game setup add it to the Project card deck. This card's actions provide the only possibility for players to exchange Materials between each other.

2 PLAYER COMPETITIVE MODE

This mode differs from the others significantly as the goal of the game is gaining the most victory points. These are gained by completing Goals and fulfilling Advantage card requirements. The player with the most victory points after 20 rounds (10 per player) is considered the winner.

GOAL CARDS



Each Goal card has 3 Goal areas **A**. Each area shows which Resources have to be spent in order to complete the Goal. A Goal can be completed by using an advanced action of a residential Quarter (completing a Goal replaces completing a Building stage from the basic mode). A player who wishes to complete a Goal has to have his Engineer present on a residential Quarter in the investment phase. That Quarter cannot have any Investment markers on it. After using a die with a value matching the one depicted on the Quarter and spending the appropriate Resources, the player marks the completed Goal with an Investment marker from his Investments pool. Then he gains victory points equal to the number marked on the left of the completed Goal **B**.

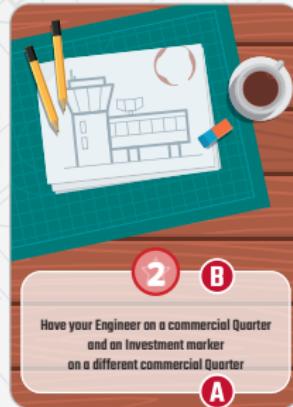
There can be only one Investment marker present on one Goal area. Whenever a player's Investment marker is present on a Goal it prevents that Goal from being completed again until that marker is removed. (Unlike in the case of Building cards, Investment marker on Goal cards can be placed and removed repeatedly).

Retrieving Investment markers

Every time a game effect allows a player to remove an Investment marker from an area, that player may remove his own or his opponent's marker (e.g. to unlock a spot on a Goal card). The removed marker is returned to its owner's Investments pool.

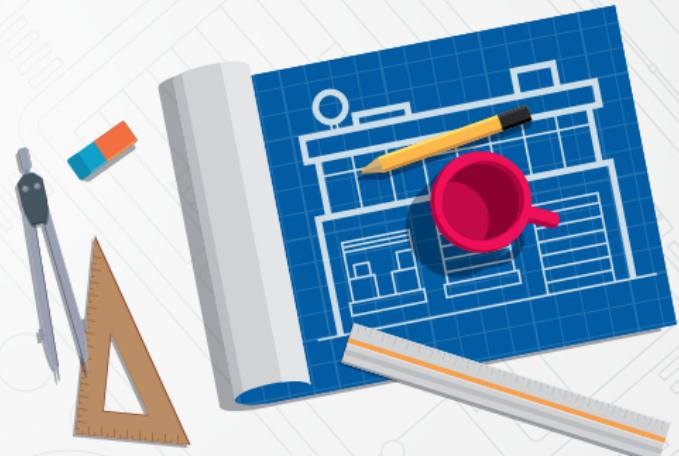
If a player was to place an Investment marker but has no Investment markers in the pool he loses 1 victory point and retrieves an Investment marker from any area. He can immediately use that marker to perform an action that required it. If the player decides he doesn't want to use that marker immediately, that marker is placed in his Investments pool.

ADVANTAGE CARDS

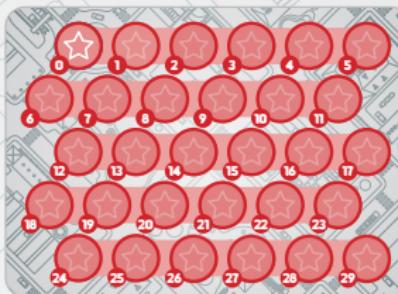


An Advantage card shows a condition **A** that needs to be met for a player to gain additional victory points. At any time on his round the player that meets the conditions of the Advantage card **may** take that card and gain its victory points **B**. A player can gain victory points only from one Advantage card in his round. If at any point he meets the conditions of both Advantage cards on the table he has to choose one of them.

When taking an Advantage card a player places it in front of himself and marks its victory points on the victory point track. Place a new Advantage card on the table so that there are always 2 available (if there are any left).



VICTORY POINT CARD



The goal of a 2 player competitive mode is to gain more victory points than your opponent. Victory points are marked on the victory point card using the player's markers. When gaining points the player moves his marker higher on the victory point track by the number of victory points gained. When losing points the player moves his marker lower on the points track by the number of victory points lost.

1. Pick 4 District cards and place them randomly on the table to form a 2x2 **city board**. All cards should be placed with their A side up.
2. Both players pick their colors and receive 5 Investment markers and place them nearby forming their own Investments pool.
3. Pick the first player.
4. Each player receives an Engineer of their color. The player who goes second is the first to choose a Quarter and place his Engineer on it. The first player does the same and must choose a different Quarter.
5. Both players receive their Company cards and mark their starting Resources:
 - the first player starts with: 0 , 0 , 0  and 2 .
 - the second player starts with: 0 , 0 , 0 .
6. Shuffle the Goal card deck, draw 3 cards and place them face-up on the table for both players to see. Put the rest of the cards away. They will not be used for the rest of the game.
7. Shuffle the Advantage card deck and place 2 cards face-up next to the Goal cards. Place the deck next to the face-up Advantage cards.
8. Place the round tracker card next to the city board and place a Time marker on the number "20" spot.
9. Place the victory point card beside the city board for both players to reach. Place Score markers in both colors on the "0" spot.
10. Each player receives 2 dice in chosen color.
11. Both players receive an identical set of 6 Project cards (marked with dice icons with values 1-6) and take them on their hands. You will also need some room for discarded cards.

You are now ready to begin the game!

GAMEPLAY

The game plays similarly to the basic single player mode with a few changes listed below.

Starting with the first player, players carry out their rounds one at a time marking their turns on the round tracker card. Each player performs all 4 phases of a round in the normal order (preparation phase → project phase → investment phase → final phase).

Project phase - playing a Project card

After playing a Project card players put it away onto their own discard pile in a way that the top card is always visible and values of the previously played cards are visible too.

Note: Players cannot play a Project card that is identical to the card on top of their opponents discard pile (meaning that they cannot play the same card their opponent played in their last round).

Additionally, when performing an advanced action of the Project card with a die value of 2, the player has to choose the second option. Treat the description of the advanced action as saying 1  AND 1 .

Investment phase

A player cannot end the movement of his Engineer on a Quarter with the opponent's Engineer on it.

A player can use a Quarter's action only when there are **no other Investment markers present on it** (belonging to whichever player).

Residential

 **Basic:** Gain 2 .

OR

 **Advanced:** Use a die with a value that matches the Quarter and **complete a Goal**. Spend the required Resources, take 1 Investment marker from your pool and place it on that Goal area. Mark the gained victory points on the victory point track.

Note: If you don't have any available Investment markers in your pool you can voluntarily lose 1 victory point and retrieve 1 Investment marker from any area and immediately use it to complete a Goal.

Final phase

When a player's turn is over they mark it as they would normally on their mutual round track. Each player is going to play 10 rounds.

GAME END

The game ends when the Time marker reaches "0". The player with the most victory points (their point marker is higher on the victory point track) is the winner. In the case of a tie the player with the most Advantage cards is the winner. If this still leads to a tie, the winner is the player with the higher number of Resources.



LOGISTICS EXPANSION



SETTING UP THE GAME

Cards from the Logistics expansion (marked on their A side as 5A, 6A and 7A) can be used in any game mode. During setup remove one random basic District card and replace it with one random District from the Logistics expansion. Lay them out as you would normally so that they form a 2x2 city board. Remember to place all cards with their A side face up.

GAMEPLAY

The goal and gameplay remain the same as in the chosen game mode but players can now use additional actions of the logistics Quarter.

Logistics

Basic: Retrieve 2 Investment tokens.

or

Basic: Exchange 1 for 2 Materials.

The logistics Quarter has 2 basic actions but requires using a die of ANY value. Retrieved Investment markers are placed in the player's Investments pool. When exchanging 1 for 2 Materials the player may choose 2 different Materials of his choice.

SEAPORT EXPANSION

SETTING UP THE GAME

The Seaport expansion can be added as an additional goal to any game mode. Place both Seaport cards along the left side of the city board with their A sides up. When playing in the solo or cooperative mode, place 4 additional Investment markers of the color you are not using and add 10 rounds to the time track (added to the number of rounds set for the **primary goal**).



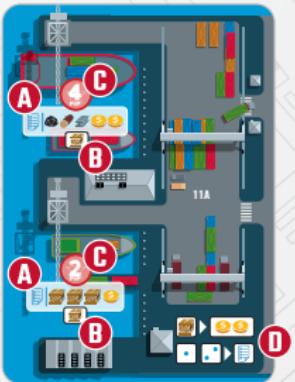
Contract

A - Cost in Resources.

B - Bonus.

C - Victory Points when playing in the Competitive mode.

D - Basic and Advanced actions.



GAMEPLAY

A Seaport card is considered a single Quarter. An Engineer can enter it from any of the 2 neighbouring Quarters. An Engineer cannot move directly from one Seaport Quarter to the other.

As any other Quarter, the Seaport provides a basic and an advanced action, but the effect of the basic action depends on the side of the Seaport card (on the B side it is slightly better).

SEAPORT

► **Basic (side A):** Exchange 1 Material for 2 Ⓛ.

► **Basic (side B):** Exchange 1 Material for 3 Ⓛ and retrieve 1 Project card.

or

► **Advanced:** Use a die with a value that matches the Quarter and complete a Contract.

CONTRACTS

In the solo and cooperative modes Contracts are an additional goal and all 4 have to be completed in order to win the game.

In the competitive game they serve as an extra goal giving a player points when completed.

Contracts work similarly to any other goal in the game. A player needs to perform an advanced action on the Seaport Quarter (or a build action from a Project card) and pay its cost. In the solo and cooperative modes place one of the 4 additional Investment markers on the completed Contract. In the competitive mode place one of your own Investment markers as you would normally when completing a goal and gain victory points equal to the value shown on the Contract.

The Seaport can be upgraded like any other District in the game with one difference. In the solo and cooperative modes the Investment markers used for marking completed goals stay on the card. In the competitive mode all markers are removed and placed back in their owners investment pool (after upgrading, place them back on the same Contract spot).

GARDEN EXPANSION

SETTING UP THE GAME

The Garden mini-expansion card (marked on its A side as 9A) can be used in any game mode. During setup remove one random basic District card and replace it with the Garden card. Place the card so that the Garden is surrounded by other quarters on all 4 sides.



GAMEPLAY

The goal and gameplay remain the same as in the chosen game mode.

A player's Engineer cannot move through or stop on the Garden quarter. Unlike other quarters the Garden isn't used in the Investment phase.

If a player has 2 or more investment markers on quarters surrounding it orthogonally in the Final phase he gains 1 .



GAME ROUND SUMMARY

Preparation phase

- Roll 2 dice and place them in your dice pool (without changing their values).
- May change the value of a die by +1/-1 (you can change a 6 to a 1 and vice versa) by paying 1 Material or 2 .
- May pay 1 Material or 2  to remove 1 Investment marker from any Quarter.
- May sell 1 Material for 1 .

Project phase

1. Play a Project card. Move your Engineer a number of Quarters indicated on the Project card and perform one of two actions:
 - Basic action
 - Advanced action if a die in dice pool = die value on the Project Card

OR

2. Retrieve all Project Cards and move your Engineer 1 Quarter

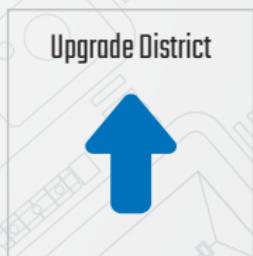
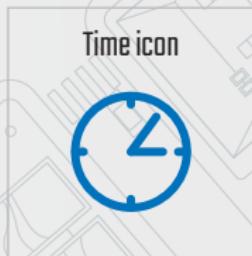
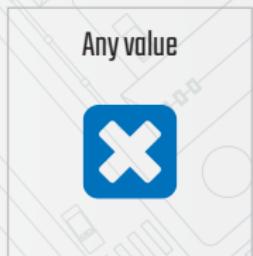
Investment phase

Skip if an Engineer is standing on a Quarter with an Investment marker on it. If no Investment marker present you may perform one of two actions corresponding to that Quarter:

- Basic action
- Advanced action if a die in dice pool = die value on the Quarter

Final phase

- Place Investment marker if Quarter with Engineer doesn't have one.
- If there are no available Investment markers - LOSE (Competitive mode -1 point and retrieve 1 Investment marker).
- Move Time marker 1 spot.
- Gain 1  if both dice are available in your dice pool.



THIS TROY GAMES

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