

Machi Koro - Rules Summary (v2) *[cut to fit the box]*

Setup:

1. Each player takes their two starting cards (**Bakery** and **Wheat Field** - take the ones without the build cost coin on the card).
 - Place them face up on the table in front of you (your player area).
2. Each player takes 1 of each of the 4 types of landmark cards and places them in their player area face down.
 - **Train Station** (cost of 4 coins)
 - **Shopping Mall** (cost of 10 coins)
 - **Amusement Park** (cost of 16 coins)
 - **Radio Tower** (cost of 22 coins)
3. Each player gets 3 coins (the rest of the coins are the "bank").
4. Set out all the Building Cards in stacks by their activation number and the **purple** cards by their name.
 - 15 stacks of cards from 1 through 11-12
5. Choose a start player.

Goal: to build all four landmarks (each flipped over to face up)

Gameplay (clockwise, beginning with the start player, each player takes 3 actions):

1. Roll Die / Dice

- Roll one die, or **if you built your train station** you can choose to roll two dice (you can just roll 1 die if you wish).

2. Earn Income (Activate buildings with the number rolled - can be more than one card with each die/dice roll)

- All players (not just the current player) can earn income.
- **Activate** buildings whose activation number (center top of the card) matches the die / dice roll.
- **Activate** in this order:
 - **Red** (restaurants) - activates for opponents.
 - 3, 9, 10 rolled.
 - You pay your opponents first (before earning income this turn).
 - If more than one opponent has a **red** card that was activated, pay your opponents in counter-clockwise order (ie, pay the player to your right first).
 - If you cannot pay the full amount, only pay with what coins you have at the start of your turn. Some opponents may not get paid if you run out of coins!
 - Do not pay opponents with income you receive this turn!

- **Blue** (primary industries) - activates for **all** players.
 - 1, 2, 5, 9, 10 rolled.
- **Green** (secondary industries) - activates for **current** player.
 - 2, 3, 4 rolled.
 - 7, 8, 11, 12 rolled activates for each specific **Blue** card that also is owned (can be more than one).
- **Purple** (major establishments) - activates for **current** player.
 - 6 rolled has an interaction with other players.

3. Optional: Construct one building or landmark (pay its price to the bank).

- After step 2 is completed (paying opponents with **activated red** cards, collecting income for your **blue** and **green** cards, and **activating** your **purple** cards (if applicable) you have an option to buy a building card **or** flip one of your four **Landmark cards**. You may do one **or** the other (not both).
- You may build one building **or** one landmark (not both).
 - Pay the cost for a **Landmark** and flip it over (face up).
 - Its criteria is now available for each die/dice roll.
 - Flip over the 4th **Landmark card** and you win.
 - Pay the cost shown on a building card, then place the card in front of you.
 - You may own more than one of each **red**, **blue** or **green** building cards.
 - You may build only one of each type of **purple** building card:
 - Stadium (cost of 6 coins)
 - TV Station (cost of 7 coins)
 - Business Center (cost of 8 coins)

End Game Conditions:

Game ends immediately when a player flips their 4th **Landmark card**. You may flip them in any order (1 per turn).

Tips:

- **2's** and **7's** work together
- **5's&9's** and **8's** work together
- **1's&10's** and **11-12's** work together
- **6 Business Center** allows you to swap a cheap card (such as a **Bakery**) for any **red**, **blue**, or **green** card (the cards listed above would be nice)
- **Landmark Shopping Mall** works with **2-3**, **3**, **4**, **9-10**