

# MACHI KORO

DELUXE EDITION

RULEBOOK

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## MACHI KORO DELUXE!

Hi! You now own Machi Koro Deluxe! Well Done! You have the Base game, Machi Koro, the first two expansions and a bunch of exclusive goodies (like extra cards, dice, and a fancy storage bag). You've got a lot in front of you, but if you haven't experienced Machi Koro before, we suggest you start by playing just the Base game without any expansions. Maybe even play it a few times before adding Harbor or Millionaire's Row.

## WELCOME TO THE CITY OF MACHI KORO, THE JAPANESE CARD GAME THAT IS SWEEPING THE WORLD.

You've just been elected Mayor. Congratulations! Unfortunately, the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories, and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery, 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 collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the same to you!

Machi Koro is a fast-paced, lighthearted game for you and up to 3 friends. Once you've had a taste of Machi Koro, this infectiously fun game may have you wondering if the dinner table ever served another purpose other than gaming.

They say you can't build Rome in a day, but Machi Koro will be built in less than 30 minutes!



## COMPONENTS

Total Cards for Deluxe Game (276)

### Starting Cards (45)

Starting Establishments (10)

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Starting Landmarks (35)

Front



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### Supply Cards (220)

Major Establishments (40)

Front



Back



Establishments (180)

Front



Back



### Deluxe Exclusives (11)

Diamines (6)



The Diamine is an exclusive version of the Mine card from the base game for owners of the Deluxe version. To use it remove all the Mine cards from the game and replace them with Diamine cards (6).

Convention Center (5)



The Convention Center is another card exclusively for the tasteful connoisseur of the Deluxe edition. This card can be used with the base games and both expansions.

Bag (1)



Dice (2)



(FOR A COMPLETE CARD LIST SEE PAGE 14)

### Coins (90)

1 Coin (42) 5 Coin (24) 10 Coin (12) 20 Coin (12)



### Renovation Tokens (28)



### Game Rules (1)

this document

## CARD EXPLANATION

### Establishments



Die roll needed to activate effect

Type and Name

Picture

Effect

Construction cost

### Landmarks



Type and Name

Picture

Effect

Completion cost

## SETTING UP THE BASE GAME!

Each player should get one of each type of starting Establishment (Wheat Field and Bakery) from the Starting Establishment cards, and place them face up in front of their play area. Next, each player should gather one of each of the four Landmark cards (Train Station, Shopping Mall, Amusement Park, Radio Tower) and place them in their play area with the Under Construction logo (yellow triangle) face up. Any unused Landmarks and Establishments are returned to the box.

Next, create the Marketplace for all the BLUE backed Supply cards. Each type of card should have its own stack (e.g. all Wheat Fields in one stack, all Mines in another, etc.). Place these stacks face up in 2 or 3 rows where they can be reached by all players. Arrange the stacks based on the NUMBER at the top of each card, from lowest to highest (e.g. Wheat Field first and Fruit and Vegetable Market last). Finally form a bank by putting all the coin tokens together near the Marketplace and distribute 3 coins from the bank to each player.

The player who most recently visited a foreign city goes first.



## EACH TURN

Each turn the current player performs these steps:

- *Roll Dice*
- *Earn Income*
- *Construction*

Play then passes to the next player, going clockwise.

## ROLL DICE

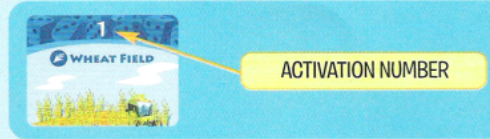
At the beginning of each player's turn, they roll a single die to determine which Establishments in the play area are activated and earn income.

NOTE: If a player has built their Train Station Landmark, they MAY choose to roll 2 dice instead of 1. The result of these dice is always summed together.

If a card text allows dice to be rerolled, a player that rolled 2 dice MUST reroll BOTH dice.

## EARN INCOME

- Players earn income based on the result of their die roll. Take the result and check to see if it matches the Activation Number at the top of the Establishment Cards owned by each player.
- There are 4 different types of Establishments that earn income in different ways:



### BLUE: Primary Industry



Get income from the bank, during anyone's turn.

### GREEN: Secondary Industry



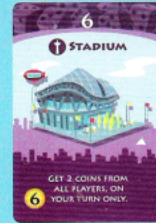
Get income from the bank, during your turn only.

### RED: Restaurants



Get income from the person who rolled the dice.

### PURPLE: Major Establishment



Get income from all other players, but during your turn only.

- It is possible that multiple types of Establishments are activated by the same die roll, in this case the Establishments are activated in the following order:



- 1) Restaurants (Red)
- 2) Primary Industry (Blue) and Secondary Industry (Green)
- 3) Major Establishments (Purple)

## EARN INCOME (CONTINUED)

- If a player owns multiple copies of a single Establishment, the effects are multiplied by the number of Establishments of that type owned.
- Note: The “Shopping Mall” Landmark affects each card. Example: a player owning multiple copies of the “Bakery” would see each copy of that card earn +1 income.



## COIN TRANSACTIONS *or* HOW TO PAY PEOPLE

When a player owes another player money and cannot afford to pay it, they pay what they can afford and the rest is ignored (a player’s coin total can never go below zero). The receiving player is not compensated for the lost income.

Player A rolls a “3”. Player B owns a Cafe, so Player A would have to pay one coin. However, Player A has no coins, so they don’t have to pay anything. Afterwards, Player A receives two coins from the bank for the two Bakeries in their town.

1) Player A rolls a “3”

2) Player B’s Cafe activates

3) Player A has no coins to take, Player B gets no coins

4) Player A’s Bakeries activate, Player A gets 2 coins from the bank

As a reminder, if multiple Establishments are activated on the same die roll, Restaurant (RED) Establishments are activated first, followed by Primary/Secondary Industry (BLUE/GREEN) and finally Major Establishments (PURPLE). This will obviously affect which players are paid first. If payment is owed to multiple players at the same time, payment is paid out to players going COUNTER CLOCKWISE from the player who OWES the money.

Player A rolls a “3”. Player B owns 3 Cafes, and Player C owns 2 Cafes. Player B charges 3 coins and Player C charges 2 coins, but Player A only has 3 coins. Payment is processed in counter-clockwise order. Player A first pays Player C two coins. They have one coin left, which they pay Player B. The remaining two coins Player A owes Player B are ignored.

1) Player A rolls a “3”

2) Player C’s 2 Cafes activate, they get the full 2 coins owed.




3) Player B’s 3 Cafes activate, they get the 1 coin leftover.

## CONSTRUCTION

To conclude a player's turn, they may pay to construct one single Establishment OR pay to finish construction on a single Landmark by paying the cost shown on the lower left-hand corner of the card. Each player may only build one Establishment or Landmark per turn.

Once constructed, an Establishment is taken from the Marketplace and added face up to the player's play area. When constructing a Landmark, the Landmark card is turned right-side up (full-color side) and the Landmark's effects are now active.

Landmarks may be constructed in any order.

Players may construct more than one of each TYPE of card in their town (e.g. a player may construct 2 or more Cheese Factories) with the exception of any card with a . A player may construct as many unique  cards as they choose. But they may not construct a second of the same  card.



## BUILDING THE BEST TOWN (WINNING!)

Once a player has built all four of their landmarks (Train Station, Shopping Mall, Amusement Park, Radio Tower), they win!



# HARBOR EXPANSION

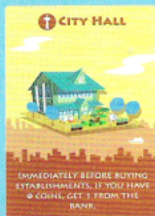


Ok! Think you're ready for the Harbor expansion? Harbor makes Machi Koro different every time. You're setting up the Marketplace in a brand new way, you're building more Landmarks and you're even able to add a fifth person to the table...

## COMPONENTS

### Starting Cards (15)

Front

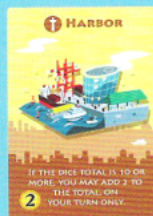


Back



Pre-Constructed Landmarks (5)

Front



Back



Starting Landmarks (10)

### Supply Cards (58)

Front



Back

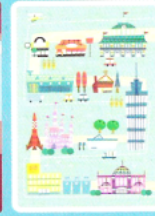


Major Establishments (10)

Front



Back



Establishments (48)







## SETTING UP HARBOR EXPANSION!

Each player should have one of each type of starting Establishment (Wheat Field and Bakery) as before, however when placing starting Landmarks, there are additions. Place one of each of the four Landmark cards (Train Station, Shopping Mall, Amusement Park, Radio Tower) the same as in the base game, then ADD for each player a Harbor and Airport, both with the Under Construction triangle face-up. Finally add a City Hall for each player face-up (City Hall cards have YELLOW backs even though they are Landmarks, since they are never Under Construction).

## SETTING UP HARBOR MARKETPLACE!

Go through all of the BLUE backed Supply cards from the Base game and Harbor and make sure there is only ONE type of PURPLE Major Establishment card for each player (e.g. if there are 3 players, there should be 3 Tax Offices, 3 Stadiums, 3 Business Centers, etc.). Put the extra Major Establishment cards in the box, they will not be used. Once this is done, shuffle ALL the BLUE backed Supply cards from the Base game and Harbor together to create the Supply deck.

You will now create the Marketplace for your game:

- Draw cards from the Supply deck to form a face-up line of Establishments (the Marketplace). It's suggested that you arrange these in order of the die roll number on the top of each card from smallest to largest.
- If you draw a card that is the same as an Establishment that is already face-up in the Marketplace, put the new card on top of the old one, forming a stack.
- Once you have 10 unique Establishments in the Marketplace, stop drawing cards, the Marketplace is complete. Only these 10 Establishments are available (although if there is a stack, there may be multiple copies of one type available).



## REPLENISH THE MARKETPLACE

If during the game there are less than 10 unique Establishments available in the Marketplace, the Marketplace is immediately replenished by drawing cards and following the rules for setting up the Marketplace above until there are 10 unique Establishments once again. If the Supply deck runs out of cards, the Marketplace will no longer be refilled for the remainder of the game.



**NOTE:** If there are Major Establishments (PURPLE) in the Marketplace and no one can purchase them because all players already have a copy of that Establishment, then discard these to the box and replenish the Marketplace as above.

## WINNING WITH THE HARBOR EXPANSION:

Since you now have 6 Landmarks Under Construction, you must build all 6 of them to win the game.



(REMEMBER: Landmarks can be completed in any order!)



# MILLIONAIRE'S ROW



Millionaire's Row can be used with just the Base game or with the Base game AND the Harbor expansion. When you visit Millionaire's Row you're going to add a slew of new establishments and a whole new set of Renovation tokens and rules!

## COMPONENTS

Cards for Millionaire's Row Expansion (75)

### Major Establishments (15)

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Back



### Establishments (60)

Front

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### Renovation Tokens (28)



## SETTING UP MILLIONAIRE'S ROW MARKETPLACE!

Use the same rules as setting up the Marketplace for Harbor Expansion, also use the rules for Replenishing the Marketplace, above.

### RENOVATION (TOKENS)

Some cards in Machi Koro: Millionaire's Row refer to cards being "renovated". When one of your cards is under renovation, place a Renovation token on the card to show that it is not active, but is being renovated. Should you run out of Renovation tokens in a game, turn any additional cards sidwise to note they are being renovated.



### RENOVATION (MECHANICS)

When one of your cards is closed for renovation, place a Renovation token on that Establishment. The next time a roll would activate this Establishment and earn income, remove the token instead, while not earning any coins. Card color rules still apply, so Renovation tokens may only be removed from Green and Purple Establishments on your own roll, tokens on Red Establishments may only be removed on other players' rolls, and tokens on Blue Establishments may be removed on any player's roll.

## NOTES ON EXPANSION ESTABLISHMENTS:

### FLOWER SHOP:

With the effect of the Shopping Mall, the Flower Shop allows 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.



### 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 can't raise the value of another player's die roll.



### TUNA BOAT:

The dice rolled to determine income are rolled only once by the current player and applied to all Tuna Boat income for all players who have Harbors. This roll does not activate any cards, including the Amusement Park if the roll is doubles. Example: You have 3 Tuna Boats and a constructed Harbor. The current player rolls a 12 to activate Tuna Boats and then rolls again for 8 income. You will gain 24 coins (8x3). Other players with a Constructed harbor will also get 8 coins per Tuna Boat.



### TAX OFFICE:

You get half the amount rounded down. Example: A player who had 21 pays 10 and keeps 11.



### MOVING COMPANY:

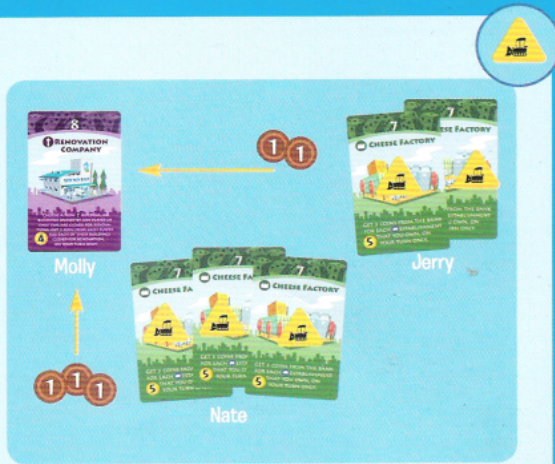
When the Moving Company activates, you have to give another player one of your Establishments, but it can't be a Major Establishment (PURPLE). Which Establishment you choose to give and to whom is up to you. So, why not load your best friend up with your Loan Office?



Note: The Moving Company can also be given to other players.

### RENOVATION COMPANY:

When the Renovation Company is activated you must choose one building type (e.g. Vineyard, Cheese Factory, etc) to close for renovation. All copies of ALL players' Establishments of that building will be closed for renovation (See Renovation Mechanics). You may not choose to renovate Major establishments (PURPLE) or Landmarks. Example: Molly has activated her Renovation Company and chosen to close Cheese Factories for renovation. Molly doesn't have any Cheese Factories, but Nate had 3 copies, and Jerry has 2. Molly receives 3 coins from Nate and 2 coins from Jerry, and all of their Cheese Factories are closed for renovation.



### TECH STARTUP:

Once you've constructed Tech Startup you may place 1 coin on it from your supply at the end of each of your turns. It does not need to be activated for you to place this coin. When this card is activated, all players must pay you coins equal to the number of coins on Tech Startup. Note: You can never retrieve money that has been placed on Tech Startup, it can't be used to buy Establishments or pay other players if you owe them money.



### WINERY:

Once the Winery is activated, it is immediately closed for renovation. It takes time to make wine after all!



### PARK:

When the Park is activated, take all of the coins that every player has in their supply, pool them, and then divide them evenly among all players. If there are an uneven number of coins, take coins from the bank and add them to this pool so each player gets the same number of coins.



## MIX AND MACHI!

Don't feel like you have to play with all the cards from the Base game and both expansions just because you got the Deluxe Edition! As you gain more experience, add and remove cards as you like. The best games use only the components you want to add. Want a shorter game? Play with less Landmarks! Does the Renovation mechanic make you grumpy? Don't use those cards! It's your game and now that you have the Deluxe Edition, you can play it how you like, and build the city YOU want to build!



## DELUXE GAME

(11 Cards)

Establishments (6)

Diamines



Major Establishments (5)

Convention Centers



## BASE GAME

(108 Cards)

Landmarks (4)

Train Stations  
Shopping Malls  
Amusement Parks  
Radio Towers



Starting Establishments (4)

Wheat Fields  
Bakeries



Establishments (6)

Wheat Fields  
Ranches  
Bakeries  
Cafes  
Convenience Stores  
Forests  
Cheese Factories  
Furniture Factories  
Mines  
Family Restaurants  
Apple Orchards  
Fruit and Vegetable Markets



Major Establishments (4)

Stadiums  
TV Stations  
Business Centers



## HARBOR EXPANSION

(82 CARDS)

### 5th Player Cards (1)

- Starting Wheat Fields
- Starting Bakeries
- Train Stations
- Shopping Malls
- Radio Towers
- Amusement Parks
- Stadiums
- TV Stations
- Business Centers



### Major Establishments and Landmarks (5)

- City Halls, Harbors, Airports, Publishers, Tax Offices



### Establishments (6)

- Sushi Bars
- Flower Orchards
- Flower Shops
- Pizza Joints
- Hamburger Stands
- Mackerel Boats
- Food Warehouses
- Tuna Boats



## MILLIONAIRE'S ROW EXPANSION

(75 CARDS)

### Establishments (6)

- General Stores
- Corn Fields
- Demolition Companies
- French Restaurants
- Loan Offices
- Vineyards
- Wineries
- Moving Companies
- Soda Bottling Plants
- Member's Only Clubs



### Major Establishments (5)

- Renovation Companies, Tech Startups, Parks



# CREDITS

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