

MACHI KORO

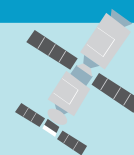
ANNIVERSARY PLUS

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RULEBOOK

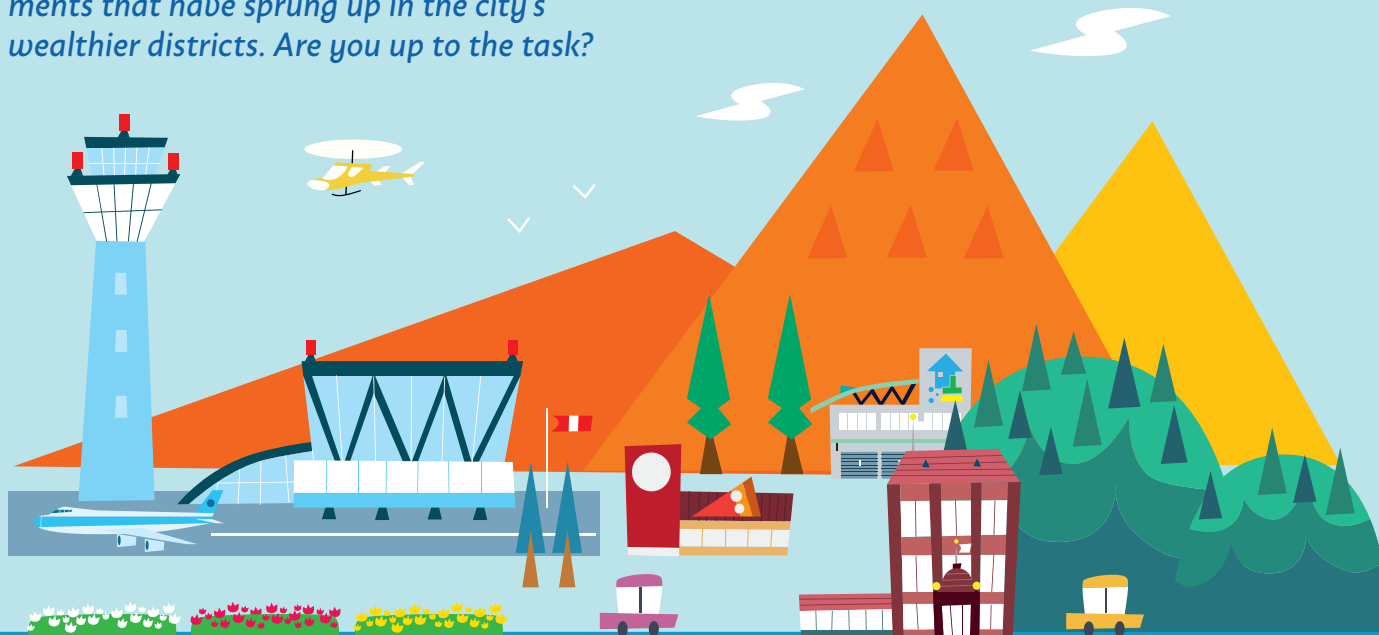
WELCOME BACK TO MACHI KORO!




The bustling city of Machi Koro continues to thrive, thanks to your efforts, but your duties as mayor have gotten more complicated!


You are now in charge of overseeing the commerce in and around the adjoining harbor, and you must also look after the new developments that have sprung up in the city's wealthier districts. Are you up to the task?


*This box contains Machi Koro's first two expansions, **Harbor** and **Millionaire's Row**. A copy of the base game is required to play. You can add the expansions to your plays of the base game one at a time — or both together, if you're feeling particularly adventurous!*



SORTING TIPS

Cards from the *Machi Koro* base game display the  icon in the lower-right corner.

Cards from the *Harbor* expansion display the  icon in the lower-right corner.

Cards from the *Millionaire's Row* expansion display the  icon in the lower-right corner.

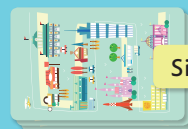
VARIABLE SUPPLY SETUP

It is recommended that you use the **variable supply variant** when playing with these expansions. Follow the normal setup rules, with these changes:

- Shuffle all of the supply card types, both from the base game and from the expansion (or expansions), 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.

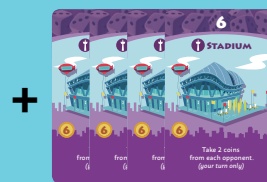
Note: During setup, only include as many copies of each Major Establishment as there are players in the game. Return excess copies to the game box before shuffling the deck.



Single Deck



Example of 10 stacks



4-player game example

Return to the game box





HARBOR

COMPONENTS

15 Starting Cards



8 Bonus Cards



16 Landmarks

58 Supply Cards



48 Establishments



10 Major Establishments

12 Coins



USING THE NEW LANDMARKS

With this expansion, each player is given 2 new **landmarks** (*Airport*, *Harbor*) during setup. This means you now have 6 landmarks, and you still must build all of them in order to win!

Remember: You are allowed to build your landmarks in any order.



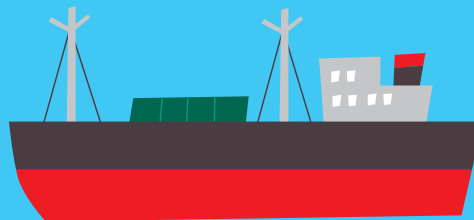
Build in any order

USING THE BONUS CARDS

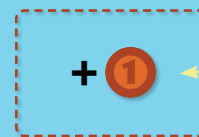
With this expansion, each player is given a **bonus card** (*City Hall*) during setup. Its benefit is active from the beginning of the game onward and can never be lost.

On your turn, after you roll the dice and earn income, if you have zero coins, the City Hall allows you to get 1 coin from the bank. You may immediately spend the 1 coin to build an establishment (or save it for later).

Note: *The City Hall does not count as either an establishment or a landmark.*

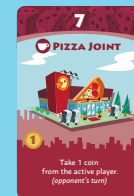


1) Nathan has an unlucky roll and activates none of his establishments, so he earns no income.



2) Because he has no coins, the City Hall gets him 1 coin from the bank.

3) He decides to spend the 1 coin to build a Pizza Joint!



\$ MILLIONAIRE'S ROW

COMPONENTS

80 Supply Cards



60 Establishments



20 Major Establishments

15 Renovation Tokens



USING RENOVATION TOKENS

During setup, place the renovation tokens in a supply next to the coins.

When an establishment is **closed for renovation** (due to a card effect), take a renovation token from the supply and place it on that card.

When an establishment that is currently closed for renovation would be activated, remove the renovation token and return it to the supply, but do not activate the establishment.

Note: If the renovation tokens ever run out during play, you can instead rotate establishment cards sideways to indicate that they are closed for renovation.



- 1) Molly rolls a "9," activating her Winery, so she gets 12 coins from the bank.



- 2) Next, she places a renovation token on her Winery card to indicate that it is closed for renovation.

- 3) The next time she rolls a "9," on her own turn, Molly will remove the renovation token from her Winery, but get 0 coins.



FIVE-PLAYER GAMES

ADDITIONAL COMPONENTS

6 Starting Cards



2 Starting Establishments

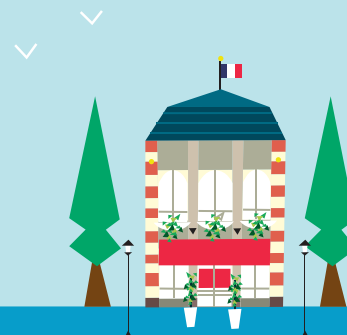


4 Landmarks

3 Supply Cards



3 Major Establishments



ADDING A FIFTH PLAYER

This expansion adds extra cards for a fifth player to join in the fun, no matter whether you are playing with the expansions or not.

When playing with 5 players, you will use the extra starting cards: 2 starting establishments (*Bakery, Wheat Field*) and 4 landmarks (*Amusement Park, Radio Tower, Shopping Mall, Train Station*). When playing with less than 5 players, return these cards to the box.

When playing with 5 players, you will also need to add to the supply a fifth copy of each Major Establishment from the base game (*Business Center, Stadium, TV Station*), so that there are enough for each player to build a copy.

Remember: Each player may not have more than 1 copy of each Major Establishment in their city!



CARD INVENTORY

Harbor

- 5x Airport
- 5x Harbor
- 5x City Hall
- 6x Flower Garden
- 6x Mackerel Boat
- 6x Tuna Boat
- 6x Flower Shop
- 6x Food Warehouse
- 6x Hamburger Stand
- 6x Pizza Joint
- 6x Sushi Bar
- 5x Publisher
- 5x Tax Office

Millionaire's Row

- 6x Corn Field
- 6x Vineyard
- 6x Demolition Company
- 6x General Store
- 6x Loan Office
- 6x Moving Company
- 6x Soda Bottling Plant
- 6x Winery
- 6x French Restaurant
- 6x Private Club
- 5x Exhibit Hall
- 5x Park
- 5x Renovation Company
- 5x Tech Startup

Base Game (5th Player)

- 1x Amusement Park
- 1x Radio Tower
- 1x Shopping Mall
- 1x Train Station
- 1x Bakery
- 1x Wheat Field
- 1x Business Center
- 1x Stadium
- 1x TV Station

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

Game Design: Masao Suganuma

Development: Nathan McNair and Molly Wardlaw

Illustration: Noboru Hotta

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Editing: Dustin Schwartz

Special Thanks: Nobuaki Takerube, 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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