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!

GAME SETUP

Each player should place their two starting Establishments (one Wheat Field and one Bakery) face-up in front of their play area, and their four Landmark cards (Train Station, Shopping Mall, Amusement Park, Radio Tower) facedown (Under Construction). This is the starting area of each player’s city. Any excess starting cards for a game of less than four players (Establishments and Landmarks) should be returned to the box as they will not be used in the game.

Next, create a marketplace for all of the Supply cards (Establishments and Major...
EARN INCOME

- Players earn income based on the dice roll and the effects of the Establishments that they own that match the dice roll.
- There are 4 different types of Establishments that earn income in different ways:

<table>
<thead>
<tr>
<th>Activation Number</th>
<th>Income Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get income from the bank, during anyone’s turn.</td>
<td>BLUE: Primary Industry</td>
</tr>
<tr>
<td>Get income from the bank, during your turn only.</td>
<td>GREEN: Secondary Industry</td>
</tr>
<tr>
<td>Take coins from the person who rolled the dice.</td>
<td>RED: Restaurants</td>
</tr>
<tr>
<td>Get income from all other players, but during your turn only.</td>
<td>PURPLE: Major Establishment</td>
</tr>
</tbody>
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GAME FLOW

Players take turns in clockwise order. A turn consists of the following three phases:

- Roll Dice
- Earn Income
- Construction

Game End: The player to construct all four of their Landmarks first wins the game!

ROLL DICE

- To begin their turn a player rolls the dice. At the start of the game each player will roll a single die.
- Once a player has built their Train Station, they may roll one or two dice on their turn.
- When rolling two dice, the dice are always summed together.
BUILDING NEW ESTABLISHMENTS AND COMPLETING LANDMARKS

To conclude a player’s turn, he or she 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.

Once constructed, an Establishment is taken from the supply and added 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 the player chooses.

Players may not construct more than one of each type of card with the in their town. A player may construct as many unique cards as they choose, but may never construct a second of the same card.

Players may construct multiple copies of all other Establishment types as described in the Income section of these rules. Stacking the cards vertically on top of other cards in the player’s area may be a useful way to keep track of this.

ENDING THE GAME

Play continues clockwise until one player wins the game by completing all four of their Landmarks first.

(remember: landmarks can be completed in any order!)
CREDITS

**Game Design:** Masao Suganuma

**Game Development:** Nathan McNair and Molly Wardlaw

**Product Development:** Jerry Bennington and Nate Murray

**Editing:** Jerry Bennington, David Hedgecock, Nathan McNair, Nate Murray, Chris Ryall, and Scott Tipton

**Art Direction:** Robbie Robbins

**Graphic Design:** Taro Hino

**Graphic Design by IDW Games:** Sam Barlin

**Logo Design:** Sam Barlin

**Photography:** Delaney Mamer and Robbie Robbins

**Cover Illustration:** Noboru Hotta

**Card Artwork:** Noboru Hotta

**Production Management:** Shauna Monteforte

**Special Thanks To:** Ted Adams, Greg Goldstein, Chris Ryall, and Robbie Robbins

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