MACHI KORO 2

街コロ通（マチコロツー）2

RULEBOOK



Welcome to Machi Koro 2!

Your favorite lovably quirky city is back at it again! Welcome to Machi Koro 2, where new adventures await, but the bakeries and business centers still abound. In Machi Koro 2, veteran players will notice some big changes.

Under the new zoning laws, players receive a limited budget to choose their own starting establishments. The available cards are pulled from three decks and arranged for all to see. It's a race to grab the coolest new establishments and landmarks in the land!

The cards in this set have exciting, never-before-seen effects. But choose what you build wisely, as your landmarks might also benefit your opponents! With more variety than ever before, no two games will be the same. Machi Koro 2 will have fans visiting again and again!

Note: *Machi Koro 2 is a standalone game, which presents a new variation on the gameplay introduced in the original Machi Koro. This new game cannot be combined with the original Machi Koro game or its expansions.*



Components

106 Game Cards



86 Establishments

20 Landmarks

5 Reference Cards



2 Dice



80 Coins



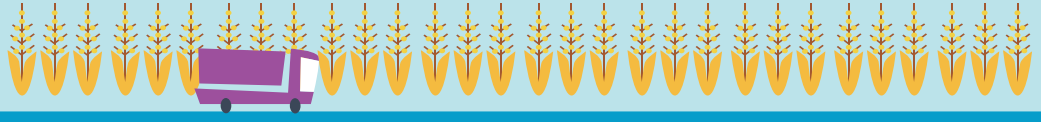
1 Coin (60)



5 Coin (10)



10 Coin (10)



Game Setup

1. Sort the cards into three decks by their backs: establishments (1–6), establishments (7–12), and landmarks. Shuffle each deck separately. Place the face-down decks in the center of the table.
2. Reveal cards from each deck, one at a time, and place them in a face-up row next to the matching deck. If duplicate cards are revealed, stack them together. Continue until there are five unique cards in each row.
3. Give each player five coins. Set the remaining coins aside as the bank.
4. Determine a start player by a method of your choice.
5. Carry out three initial building rounds.





Initial Building Rounds

During the three initial building rounds, the players spend their coins to build available establishments from the supply. In each round, the players take turns in clockwise order, beginning with the start player.

- When a player builds an establishment, they must spend coins equal to the build cost of the establishment. The spent coins are returned to the bank, and the card is then added to their city, face up.
- After a player builds an establishment, check to see if the matching row still has five unique cards. If not, reveal cards from the matching deck, one at a time, until the row has five unique cards again.
- Each player may only build one establishment per round (i.e., up to three total). They must pass if they cannot afford any of the available establishments, but they may choose to pass at any time.

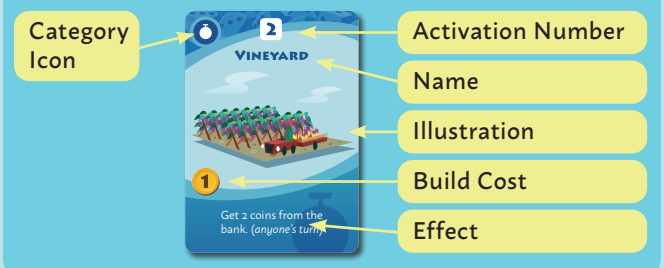
During the initial building rounds, Tomoko built three establishments: a Café (1 coin), a Flower Garden (2 coins), and a Flower Shop (1 coin).



Since they had 5 coins initially, they have 1 coin left when the game begins.

Card Anatomy

Establishments



Landmarks



Overview

Players take turns in clockwise order.
A turn consists of three steps:

1. **Roll Dice** – The active player rolls the dice.
2. **Earn Income** – All players activate establishments that match the result.
3. **Build** – The active player may build one establishment or landmark.

The game continues until a player builds their third landmark. When that happens, the game ends immediately and that player wins!

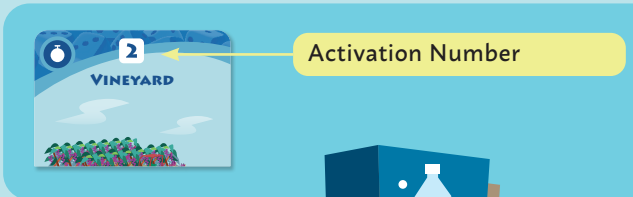
1. Roll Dice

In this step, you roll the dice once. You may choose to roll one or two dice. If you choose to roll both dice, add their rolled numbers together to get the result.



2. Earn Income

In this step, all players (not just you!) can earn income from their establishments, based on the result of the dice roll. Each establishment has an **activation number**. When the result of the dice roll is equal to its activation number, an establishment is activated.





Establishment Types

There are four different types of establishments, which earn income in different ways:

BLUE: Primary Industries



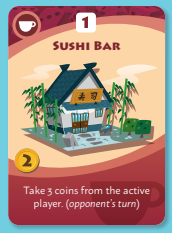
Activates on anyone's turn.

GREEN: Secondary Industries



Activates on your turn only.

RED: Restaurants



Activates on opponents' turns.

PURPLE: Major Establishments



Activates on your turn only.

Activation Order

It is possible that multiple types of establishments are activated by the same dice roll. When this happens, establishments and landmarks are activated in the following order:

1. Restaurants (*red*)
2. Primary & Secondary Industries (*blue & green*)
3. Major Establishments (*purple*)
4. Landmarks (*orange*)

Note: *If you have multiple copies of a single card, each copy activates when that establishment's activation number is rolled.*



3. Build

If you have no coins when this step begins, you first receive one coin from the bank.

In this step, you may build one establishment or landmark by spending coins equal to the card's **build cost**. This is optional.

Building Establishments

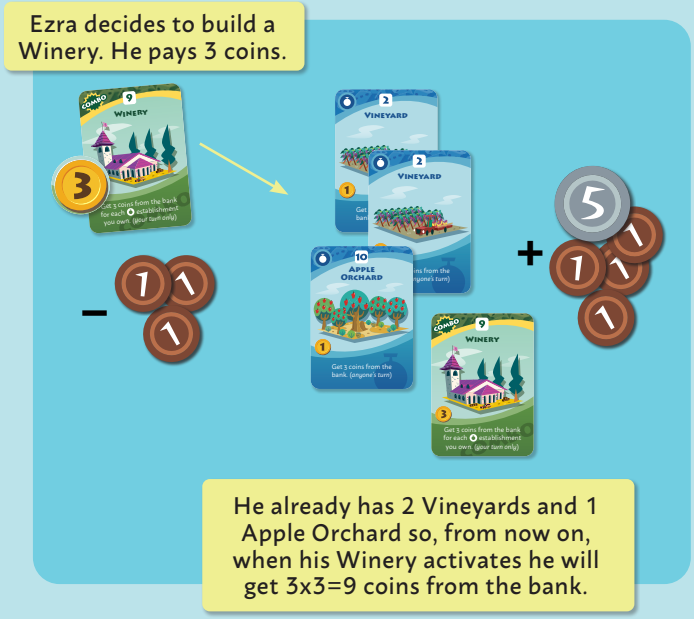
To build an establishment, pay the build cost by spending coins to the bank, then take that card from the supply and add it to your city, face up.

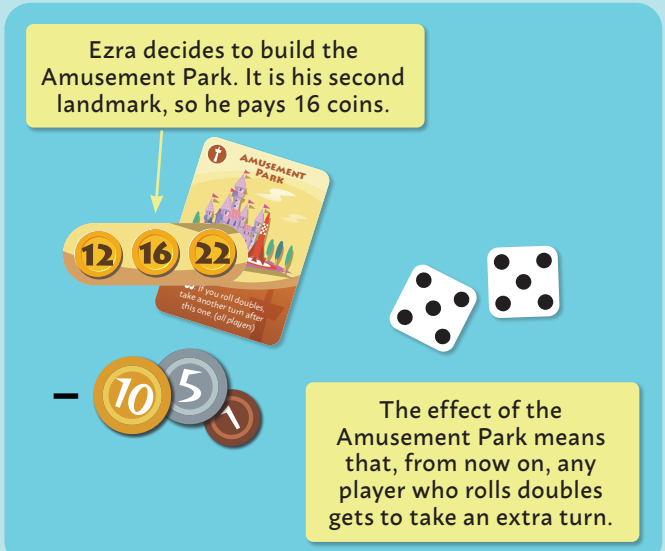
- Organize the establishments in your city in order of their activation numbers (i.e., Sushi Bar at the far left, Mine at the far right).
- If you have multiple copies of the same card, stack them together, as long as it remains clear how many you have.

Building Landmarks

To build a landmark, pay the build cost by spending coins to the bank, then take that card from the supply and add it to your city, face up.

- Each landmark shows three different build costs. Pay the first cost if it is your first landmark, the second cost if it is your second, or the third cost if it is your third.
- Some landmarks have immediate effects ( ) that occur once when the landmark is first built, while others have ongoing effects ( ) that remain active for the rest of the game.
- Some landmarks have effects that apply to the builder only, while others have effects that apply to all players.





Refilling the Supply

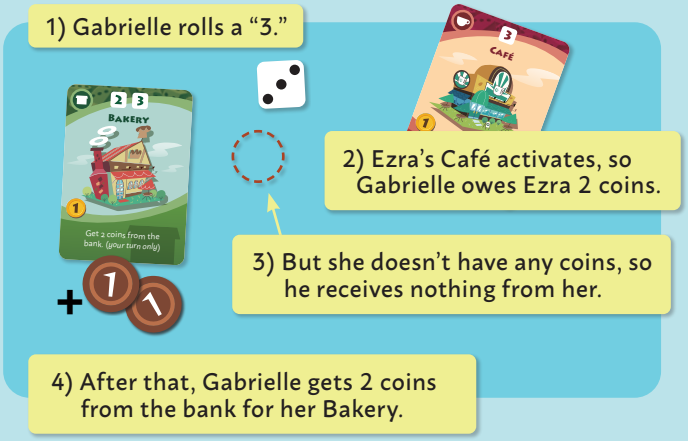
After you build an establishment or landmark, check to see if the matching row still has five unique cards. If not, reveal cards from the matching deck, one at a time, until the row has five unique cards again.

Note: *In the rare case that the matching deck is empty, then that row will not be refilled any more, but the game will continue.*

Transactions Between Players

If you owe coins to an opponent, but do not have enough to pay it all, pay what you can, then the remaining deficit is ignored. The player who you owed coins to does NOT receive coins from the bank to make up the difference.

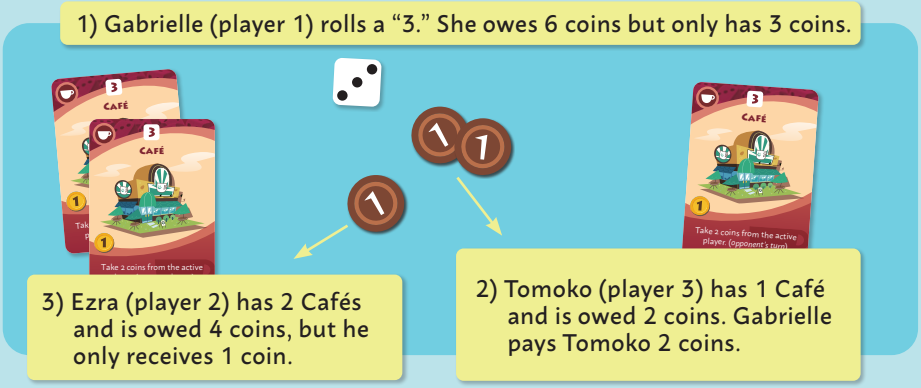
Remember to follow the proper order for activating establishments! Because Restaurants activate first, if you owe coins to another player (because of their Restaurants), that payment is made before you earn income from your other establishments.



Multiple Transactions

If you owe coins to multiple opponents at the same time, those payments are made in reverse turn order (i.e., counter clockwise).

Pay each opponent what you owe them, in full, before you pay the next opponent.



Clarifications

Amusement Park
Once the Amusement Park has been built, if you trigger its effect and build the Radio Tower on the same turn, you only get one extra turn (not two).

Business Center
The effect of the Business Center is optional. When it resolves, you may choose the Business Center itself as the establishment that you exchange.

Charterhouse
The effect of the Charterhouse only triggers if you receive no coins from any source after your roll, including landmarks with ongoing effects (e.g., Tech Startup or Temple).

Farmers Market / Forge / Shopping Mall / Soda Bottling Plant
Landmarks that provide +1 income increases apply to every copy of the affected establishments. For example, once the Farmers Market has been built, two Corn Fields would earn 4x2=8 coins, instead of the usual 3x2=6 coins.

Moving Company
The effect of the Moving Company is mandatory. When it triggers, do not give the establishment to the player on your right until after all activation effects for the turn have resolved.

Quick 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)*
4. Landmarks (*orange*)

Establishment Types

Blue: Activates on anyone's turn.

Green: Activates on your turn only.

Red: Activates on opponents' turns.

Purple: Activates on your turn only.

Landmark Types

: Immediate effect that occurs once.

: Ongoing effect that remains active.

Magenta/Pink/Teal: Applies to the builder only.

Orange: Applies to all players.

Credits

Game Design: Masao Suganuma

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Editing: Dustin Schwartz

Special Thanks: Nobuaki Takerube, Simon Lundström, and the millions of fans who have made Machi Koro a smash hit over the years!

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