A game by Toshiki & Airu Sato illustrated by Makoto Takami

HAPPY CITY

30' 10+ 2-5

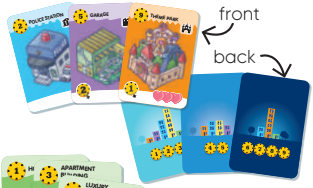
FAMILY VERSION

Contents:

- 30 coins (20 x 1 and 10 x 5)
- 140 cards:
  - 1 **Prem's**



  - 66 **Buildings** (3 different backs),



  - 5 **Happy Market** cards



  - 12 **Dwellings**



  - 56 **Special Buildings** (18 for the Family version and 38 for the Expert version)



- Set of rules

Aim of the game:

Get the most (happy) points by building the happiest city! The happiness of a city is calculated by multiplying the number of inhabitants by the number of hearts on your cards.



Set-up:

1 The happiest player takes the **Prem's** card. They will be the 1st player for the whole game.

2 Collect all the coins to form the bank.

3 Create the central area.
Shuffle the 3 different **Buildings** decks separately and put them face down in the centre of the table. The value of the cards in each deck is indicated on the back (e.g. from 1 to 3 coins for the 1st deck).

4 Sort the **Dwellings** cards by type and put them in 3 identical piles. Each pile should have **1 card fewer than the number of players** (e.g. 2 of each for 3 players).

CENTRAL AREA

DISCARD PILES

CONDITIONS

5 Randomly place the **Special Buildings** cards, conditions side up, from the **Family** pack on the table. Use as many as the **number of players plus 2** (e.g. 5 cards for 3 players). Place the remaining **Special Buildings** in the box.

6 Each player takes:
- 2 coins
- A **Happy Market** card white side up, it is the 1st card in their city. Return any remaining **Happy Market** cards to the box.

REMINDER:
- **Dwellings**: 1 card less than the number of players in each deck.
- **Special Buildings**: 2 cards more than the number of players.

The game:

A. Income phase:

All the players simultaneously receive money from the bank: they take the sum of the income symbols shown at the bottom of the cards in their city (e.g. for the 1st round - 1 coin each, thanks to the **Happy Market**).

B. Action phase:

The players play this phase clockwise beginning with the 1st player. When it is their turn, a player carries out these actions in order:

1. They CAN discard ONE of the **Buildings** cards visible in the central area if they so wish (for the 1st round no cards are visible). The 3 discard piles are face down and the players are not permitted to look at them.

2. They MUST ensure there are 3 visible cards in the central area. To do this, they draw and put cards on the table, one-by-one, from the 3 **Buildings** decks. They can draw from whichever deck they like.

   NB: If there are no cards left in one of the decks, shuffle the relevant discard pile and create a new deck.



1. *Sarah discarded a card.*
2. *Then she draws one from the 1st deck and one from the 2nd deck.*



3. They MUST choose one of the following 3 options:
   - → purchase one of the 3 visible cards in the central area.
   - → purchase a **Dwellings** card.
   - → purchase nothing and take a coin from the bank.

   To purchase a card, the player pays the bank the amount indicated at the top of the card. They then put the card in their city to make a line of 5 cards from left to right and then a 2nd line underneath.

   Note: a player cannot own 2 cards with the same name.

4. They CAN also, if their cards meet the conditions of an available **Special Buildings** card, take it and put it in their city, name side up.
   - The *conditions* are shown at the top of the **Special Buildings** card: a player must have the cards of the number and colours shown in their city. These *conditions* could have been met in this round or in a previous round.
   - A player can only take one single **Special Buildings** card throughout the game.
   - The income shown counts for all the income phases. The inhabitants and/or hearts will be counted at the end.



3. *Sarah purchases the **MUSEUM** for 4 coins.*
4. *She therefore meets the conditions to get the **FILM STUDIOS** if she desires.*

End of the game:

As soon as a player puts down their 10th city card (including a **Special Building**), the round continues until the last player's turn and then the game ends. You can never play the 11th card, even if it is a **Special Building**.

Each player calculates how happy their city is: count the number of inhabitants and the number of hearts (remember to subtract 1 per crossed out inhabitant or heart) then multiply the 2 numbers. The player who has the most points wins. In the case of a tie, the player with the most coins left wins - money doesn't always buy happiness, but it certainly helps sometimes!



5 X (9-1) = 40 points.

Helpful hints:

- Use the game summary on the back of the rules.
- Remember to accumulate income, especially at the start of the game, so it does not slow you down...
- The division of the different colours in the 3 decks is on the back of the **Buildings** cards: 2 cards per floor.
- Favour the green cards to get inhabitants, and the orange cards to get hearts.

HAPPY CITY

EXPERT VERSION

Experienced players can make the following 2 adjustments during preparation:

5. Use the **Special Buildings Expert version** cards (red) instead of the **Special Buildings Family version** cards (pink).
6. Play with the **coloured sides** of the **Happy Market** cards: after the **Special Buildings** cards have been drawn, the 5 **Happy Market** cards are placed in the centre of the table, coloured side up. Then the final player (to the right of the 1st player) first chooses their **Happy Market** card, then each player selects one, anti-clockwise, ending with the 1st player (who then begins the round as usual).



These Happy Market cards have a colour which is part of the conditions to obtain the Special Buildings.



Special Buildings Expert version.

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QUICK PLAY GUIDE

Set-up:

- **Dwellings**: 1 card less than the number of players in each pack.
- **Special Buildings**: 2 cards more than the number of players.
- For each player: 1 **Happy Market** and 2 coins

Recap:

A: Income phase

The players <u>simultaneously</u> take the sum of their

B: Action phase

On your turn, do the following:

1. (optional) **discard 1 card from the central area**
2. **add cards to the central area so there are 3 cards**
3. • either purchase **1 Building from the central area**
   • either purchase **1 Dwelling**
   • either do not purchase anything and win 1 coin
4. (optional) **take 1 Special Building** (max 1 per player)

End of the game:

As soon as a player has 10 cards in their city, the round ends.

HAPPINESS = X

Reminder: a city can never have 2 cards with the same name.