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MEGACITY™
OCEANIA

Welcome to the future of city building!

GOLD COAST, AUSTRALIA, 2100. Construction of the first oceanic MegaCity begins. Tackling overpopulation and rising sea levels has become the planet's number one priority.

Advances in technology enable the building of towering superstructures on immense floating *Platforms*. You are the next generation of architects, called upon to build these marvels of structural engineering.

Objective

To become the most renowned architect in the new MegaCity by physically constructing buildings, completing *Contracts*, and scoring the most prestige points.

Description of Gameplay

Players build a single MegaCity. You compete for prestige points by collecting *Contracts*, *Platforms*, and sustainable *Building Pieces*, then constructing the required buildings in between your turns. Your buildings are added to the city to complete *Contracts*. Prestige points are scored for each completed *Contract*. You can also gain bonus prestige points by creating tallest buildings, using a single building material, and placing monuments in *Parks*. At the end of the game, *Awards* are handed out which contribute to final scores, but leftover *Building Pieces* will lose you points. Whoever has the most prestige points is declared the winner.

Components

1 Rulebook

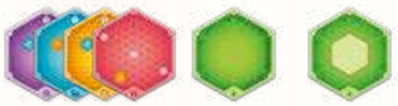
1 Bag

150 Building Pieces, in three colours:



GLASS **CONCRETE** **STEEL**

29 double-sided hexagonal tiles:



24 Platforms **4 Parks** **1 Central Park**

36 Contracts

32 Standard Contracts



4 Landmark Contracts



Awards Bar



4 Specialisation Awards



4 Diversity Awards



1 Tallest Building Award





2 Rulers



1 Tallest Building Marker



32 Player Cubes, in four player colours



60 Prestige Tokens

Building in MegaCity

Between your turns, you will use the *Building Pieces* you collect to build on hexagonal *Platforms*, actually constructing the buildings that will meet the requirements shown on your *Contract Cards*.



BUILDING TYPES

There are four building types in MegaCity.



The building type on the *Platform* must match that on the *Contract Card*. Match the colours and icons to ensure you are using the correct ones.



Prestige is Everything!

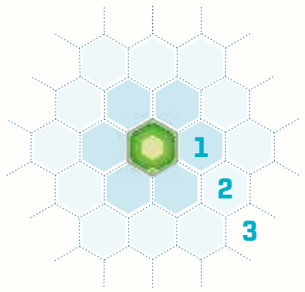
The player with the most prestige at the end of the game is declared the winner.

Prestige points are scored for completing *Contracts* and winning *Awards*. Bonuses are also available. **Prestige Tokens and icons on cards and Awards are each worth 1 point** at the end of the game.



Play Area

You will build in your own play area and then carefully slide finished buildings on *Platforms* into the growing MegaCity. The first *Platform* must be connected to *Central Park*. All buildings must be within 3 *Platforms* of *Central Park*.



Setting Up

Find a large, flat surface to play on. Set up the supply area as follows:



1. Shuffle the *Platforms* and place in a stack. Flip over 3 *Platforms* beside the stack to form a supply.

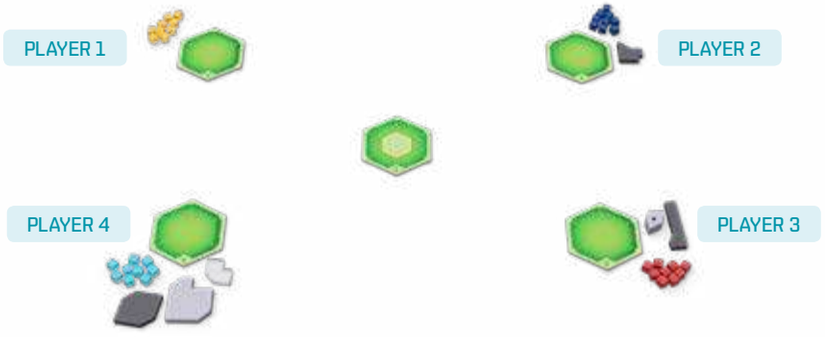
2. Separate out the 4 *Landmark Contract Cards* (with the white backs) and set them aside for now. They will come into play later.

3. Shuffle the 32 *Standard Contract Cards*, then deal out a number of them face up: 12 for a 2 player game, 14 for 3 players, 16 for 4 players. Ensure there are at least 2 cards of each of the four building types; if not, reshuffle and deal again. Separate these cards into their 4 different building types, putting them into face-up columns so players can see how many are available. Return the remaining *Standard Contract Cards* to the box. They will not be used.

4. Place the *Awards Bar* on the table (✱ side up), then put the *Awards* on their marked spaces, alongside the *Tallest Building Marker* and *Rulers*.

5. Place the *Prestige Tokens* nearby to form a supply.

6. Put all the *Building Pieces* in the *Bag*.



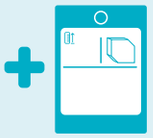
Place the *Central Park* tile where all players can reach. This is the first *Platform* of the MegaCity. Determine a starting player. Give each player 1 *Park* and a set of 8 *Player Cubes* in a single colour. The starting player begins the game with no *Building Pieces*. Going clockwise, the second player draws 1 random *Building Piece* from the *Bag*. The third player draws 2 pieces and the fourth player draws 3 pieces. These will be used to construct your buildings. Give the *Bag* back to the first player.

You are now ready to play!

Playing the Game

Players will take turns in clockwise order. Between turns, you will construct your buildings. Each turn, you get to take up to 2 **STANDARD ACTIONS** (3 in a 2 player game) from the list below OR choose the special **DELIVER** action. You may choose to take the same STANDARD ACTION more than once on a turn, but may only DELIVER once per turn. Then pass the *Bag* to the next player to complete your turn.

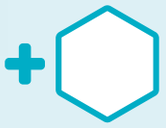
Standard Actions



TAKE A BUILDING CONTRACT

Take the top *Contract Card* from one of the four columns and place it face up in your play area.

You may have a maximum of 2 *Contract Cards* in your play area (3 in a 2 player game).



TAKE A PLATFORM

Take 1 of the 3 available *Platforms* from the supply. Refill the empty space by flipping over a new tile from the stack.

The *Platform* colour and the icon on the border denotes the type of building that can be constructed on the tile.

You may have a maximum of 2 *Platforms* in your play area (3 in a 2 player game).

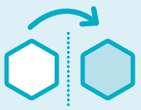


TAKE BUILDING PIECES

Take 3 *Building Pieces* from the *Bag*, at random.

Alternatively, you may take 1 *Building Piece* of the material of your choice. You must announce the material required (Black Steel, Grey Concrete or Clear Glass) and search the *Bag* for a piece of that type. If none remain, take 3 pieces at random.

A maximum of 15 *Building Pieces* may be kept in your play area. At the end of your turn, you must select and return any excess pieces to the *Bag*.



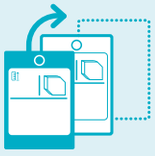
REZONE A PLATFORM

Flip a *Platform* in your play area to its reverse side, changing the permitted building type. The hexagonal *Vent* shows the colour on the opposite side of the *Platform*.



REFRESH PLATFORMS

Place all 3 *Platform* tiles in the supply on the bottom of the stack. Then, flip over 3 new *Platforms* from the top of the stack to refresh the supply.

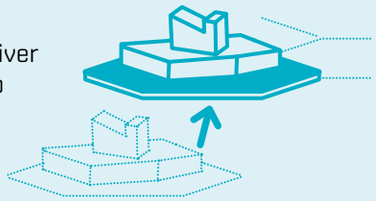


REORGANISE BUILDING CONTRACTS

Take the top *Contract Card* from any 1 of the 4 building types and place it at the back of the column, revealing a new *Contract Card.*

Special Action

DELIVER



You should announce you intend to deliver a building. All other players should stop building immediately.

Use a *Ruler* to demonstrate that the building is tall enough. Show that it has the correct number of *Building Pieces*, and that it meets any architectural requirements. Other players may confirm this by comparing the building to the *Contract Card*.

To deliver, you carefully slide the *Platform* with its building into position, physically moving it across the table to connect it to the MegaCity.

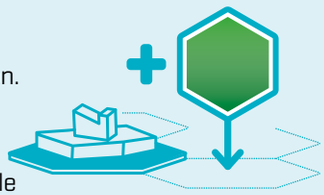
If a building falls during the DELIVER action, you take back all your *Building Pieces* and your *Platform*. You forfeit your turn and should attempt to rebuild and deliver on a future turn.

The first *Platform* must touch *Central Park*. Each subsequent *Platform* added to the city must touch at least one other tile. All *Platforms* must be within three tiles of *Central Park*.

When successfully delivered, flip the corresponding *Contract Card* face down to show you have completed it and score the prestige shown.

You then have the option to either **PLACE A PARK, PLACE A MONUMENT**, **PLACE A CENTRAL PARK MONUMENT** or **end your turn**.

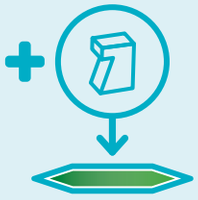
+ PLACE A PARK



You begin each game with a *Park*, which you may add to the city following a DELIVER action. Join it to the *Platform* tile you just added.

Note: A *Park* may NOT be placed next to another *Park* tile. The starting *Central Park* tile DOES count as a *Park*, and so another *Park* cannot be placed next to it.

+ PLACE A MONUMENT



If you deliver a building next to an empty *Park* (not *Central Park*), you may add to the cultural value of the MegaCity by adding a sculptural monument. You take a single *Building Piece* from your play area and place it in the adjacent *Park*.

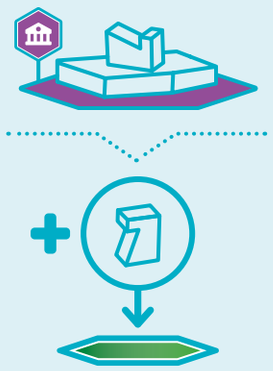
At the end of the game, every building surrounding this cultural *Park* will score a *Prestige Token*. Each *Park* may only contain one monument.

+PLACE A CENTRAL PARK MONUMENT

Public buildings have a special status in the MegaCity.

If you deliver the first Public building to the city you may use a *Building Piece* from your play area as a monument in *Central Park*.

You then immediately take a *Prestige Token*.



In addition, at the end of the game, every building surrounding *Central Park* will score a *Prestige Token*, if it contains a monument.

Everytime a new Public building is delivered to the city, the player who built the new building may return the current monument to the *Bag*, then replace it with a new monument from their own play area. They immediately score a bonus *Prestige Token*.

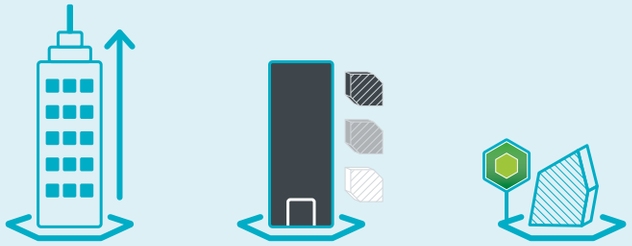
If you have no spare *Building Pieces* (or you choose not to replace the monument), you do not claim the bonus *Prestige Token*. Leave the current monument in place.

The Public building does not need to be placed adjacent to *Central Park* in order to place a monument there.

Remember: A monument may only be added to *Central Park* following the delivery of a Public building.

BONUS PRESTIGE TOKENS

When using the DELIVER action to add a building to the city, you can earn bonus *Prestige Tokens* in 3 different ways.



NEW TALLEST BUILDING

SINGLE MATERIAL

CENTRAL PARK MONUMENT

- If the building is the **new tallest building** in the city. Use the *Ruler* to confirm. Place the *Tallest Building Marker* on the tile and take 1 *Prestige Token*. The first building added is automatically the tallest.
- If the building is **made entirely of a single material** (Black Steel, Grey Concrete or Clear Glass), take 1 *Prestige Token*.
- If you **add a monument to Central Park**, take 1 *Prestige Token*. (See +PLACE A CENTRAL PARK MONUMENT).

Note: Multiple *Prestige Tokens* can be gained from a single building. For example, a new tallest building entirely made of steel pieces would earn the player 2 bonus *Prestige Tokens*.

Building in MegaCity

Between their turns, players should build on the *Platforms*, constructing buildings that will meet the requirements of their *Contract Cards*. Build on the *Platform* that corresponds to the colour of the *Contract Card*.

CONTRACT CARDS

Players may look at *Contract Cards* in the supply area at any time, but must return them in the same order. Most *Contract Cards* state an EXACT amount of pieces that must be used, though some with a ✚ symbol allow the player to use more than the stated number of pieces. All *Contract Cards* show a MINIMUM height that must be reached. Use the *Rulers* provided to measure buildings. Measure from the base of the building. You are building huge megastructures. Each millimeter represents a single floor. The height measurement refers to the minimum number of floors required by your building.

Contract Cards also have special architectural requirements which must be met before the building can be delivered to the MegaCity. See the **REFERENCE GUIDE** on the back page for details. If a building does not meet all requirements, it may not be delivered.

PLATFORMS

All buildings in your MegaCity need power, water and waste disposal. These are provided by the three circular *Utility Ports* on each tile. You MUST build on these *Utility Ports*. Pieces do not need to cover the circles entirely, but all 3 *Utility Ports* must have at least 1 piece touching.

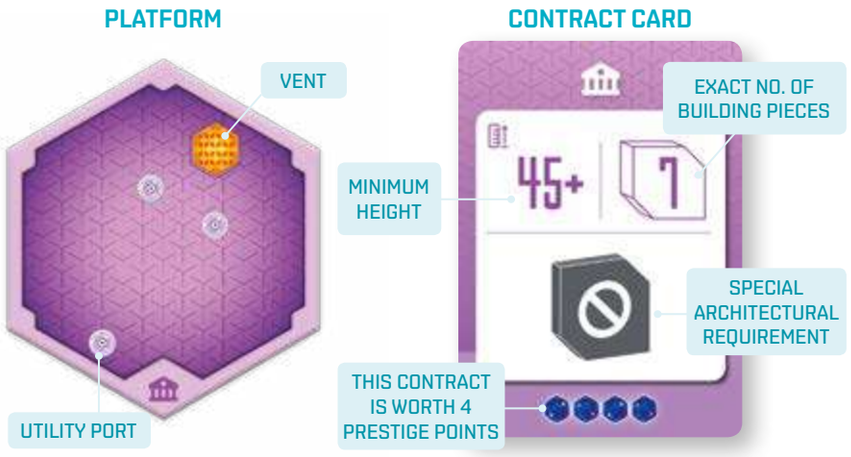
No *Building Piece* can be placed directly onto the hexagonal *Vent* unless otherwise instructed by an architectural requirement. However, it is allowed to have a *Building Piece* above the *Vent*, suspended using other pieces. The colour of the *Vent* also shows what type of building can be constructed on the reverse side.

BUILDING PIECES

Building Pieces may be used horizontally or vertically, or even leaned against other pieces. There is no penalty if a building falls during construction.

All *Building Pieces* used in a building must touch at least 1 other piece. The building must be contained within the edges of the entire *Platform*.

When a building is complete, before delivering, the player incorporates 1 of their *Player Cubes* somewhere on the building to indicate who built it. The *Player Cube* does not count towards the number of *Building Pieces* but it can add to the height of the building.



BUILDING EXAMPLES



BONUS PRESTIGE TOKEN
for building in a single building material.

BONUS PRESTIGE TOKEN
for tallest building.

Notes from the Designers

Remember you can't beat physics! If you are trying to build huge skyscrapers that keep falling down, consider why that is happening. Build with good supporting structures, resting pieces against each other. Think stability; 1 piece standing up on its own is much more likely to fall than 2 or 3 together.

Don't aim too high, especially when starting out! Remember you must deliver the *Platform* into the growing MegaCity to score points.

Think of the environmental conditions; if you are playing on an unsteady table you should build a lower cityscape.

Good building takes time - MegaCity is not a game to be rushed! Give all players plenty of time to create their buildings. Of course, players should be building when it's not their turn, but if someone requires a few moments to put the finishing touches to their creation, let them take those extra seconds, especially in the final rounds of the game. Enjoy playing and creating your unique MegaCity!

End of the Game

When the last remaining *Standard Contract Card* has been taken by a player, place the 4 *Landmark Contract Cards* in the supply area, face up. They are now available to take, but ONLY if you have no *Standard Contracts* in your play area. You may only work on 1 *Landmark Contract* at a time.

When the final *Standard Contract* has been COMPLETED, each player takes 1 more full turn as normal. Once all players are done, you must make a final decision to either **RECYCLE** your pieces or **DELIVER** a final building.

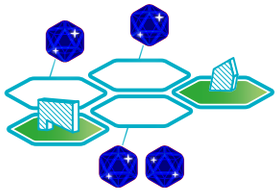
To **RECYCLE**, you return all the spare *Building Pieces* in your player area back to the *Bag*. You take a single *Prestige Token* for recycling, regardless of how many pieces were returned.

To **DELIVER**, you must be able to complete a *Landmark Contract.* You have 1 chance to construct and deliver your final building. If the building collapses while being built or added to the city, you forfeit your turn and must take all your pieces back, losing you points during final scoring.

Once all players have chosen to either RECYCLE or DELIVER, the game is over.

Parks, Awards and Final Scoring

Check each *Park* (including *Central Park*) for monuments. Players claim 1 *Prestige Token* for each of their buildings adjacent to each *Park* containing a monument. Buildings adjacent to multiple *Parks* can score more than once.



Awards are then handed out.



A SPECIALISATION AWARD

is given to the player with the highest prestige value of each of the 4 individual building types. Total the prestige point icons on the back on your completed *Contract Cards* to determine the winner. The *Awards* are worth 2 prestige points each. No *Award* is given if there is a tie.



A DIVERSITY AWARD

is given to any player who built at least 1 building of each of the 4 types. The *Award* is worth 3 prestige points.



THE TALLEST BUILDING AWARD

is given to the player with the tallest building in the city at the end of the game. It is worth 3 prestige points.

Players work out their final scores by:

- Adding the total prestige points from all completed *Contracts* (determined by counting the prestige point icons on the back of the *Contract Cards*).
- Adding 1 point for each *Prestige Token* they have.
- Adding any bonus prestige points received from *Awards.*
- Subtracting 1 prestige point for every 3 *Building Pieces* remaining in their player area (round the pieces up to the next 3).

The player with the highest number of prestige points is the winner. In the case of a tie, the tied player with the tallest building is the winner.

Fallen Buildings

If a building falls during a **DELIVER** action, the active player takes back all pieces and their *Platform* tile. They forfeit their turn and should attempt to rebuild and deliver on a future turn.

If a building falls after it has been added to the city, play should stop immediately. Any *Building Pieces* that are directly touching the table are removed and returned to the box (as they have fallen into the ocean). Any *Building Pieces* that remain on *Platforms* should be carefully removed by the players and returned to the *Bag*. If players feel that removing a piece could potentially cause further damage, it can be left in the city. Any completed *Contract Cards* remain completed.

If the tallest building falls, the *Tallest Building Marker* is moved to the tile of the new tallest building. However, a *Prestige Token* is not earned by the building's owner.

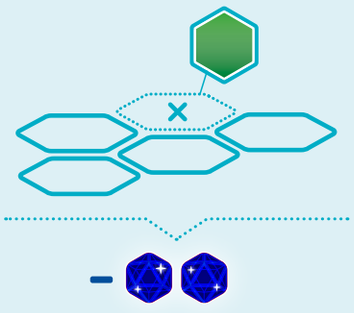
Running out of Building Pieces

Building Pieces will rarely run out, but it can happen. If there are no more pieces remaining when a player chooses to take some from the *Bag*, the game immediately moves into its final turns. Players take 1 more turn each (ending with the player who was unable to take a *Building Piece*). Of course, players cannot take *Building Pieces* during these final phases, but can take *Contract Cards* and *Platforms* as usual. Once done, each player chooses to either **RECYCLE** or **DELIVER**. Score as normal.

MegaCity: Simplified Rules

Some players may prefer to try MegaCity with simplified rules. We suggest making the following changes to make your game even more accessible.

- Use the side of the *Awards Bar* marked **.
- Do not use *Prestige Tokens* or the *Landmark Contract Cards.*
- Do not place any monuments.
- The game immediately ends when the final *Standard Contract* is built or there are no *Building Pieces* in the *Bag*.
- During FINAL SCORING, subtract two prestige points from each player who did not add their *Park* to the MegaCity.



Credits

Game Design: Michael Fox & Jordan Draper | **Game Development:** Michael Fox & Anita Murphy
Art Direction: Anita Murphy | **Cover Illustration:** Mike Best (Imagine CGI) | **Graphic Design:** Winnie Shek | **Design Intern:** Kendal Patterson | **Project Management:** Emma Goudie
Special Thanks: To all our playtesters and rule checkers.

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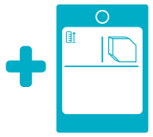
REFERENCE GUIDE

Building Types:



2 STANDARD ACTIONS OR special **DELIVER** action
(3 STANDARD ACTIONS in a 2 player game)

Standard Actions (x2)



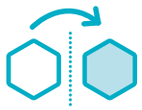
TAKE BUILDING CONTRACT



TAKE A PLATFORM



TAKE BUILDING PIECES



REZONE A PLATFORM



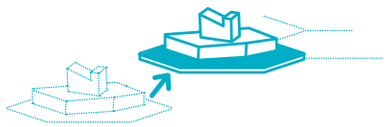
REFRESH PLATFORMS



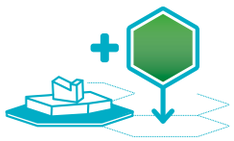
REORGANISE BUILDING CONTRACTS

Deliver Action (x1)

Add a building to the growing MegaCity



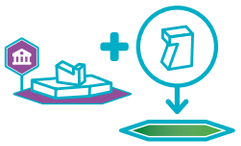
(Choose 1, only following a DELIVER action)



+PLACE A PARK



+PLACE A MONUMENT



+PLACE A CENTRAL PARK MONUMENT

Check for BONUS PRESTIGE TOKENS

NEW TALLEST BUILDING



SINGLE MATERIAL

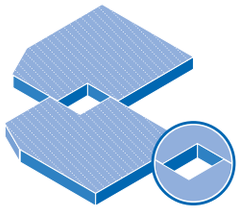


CENTRAL PARK MONUMENT

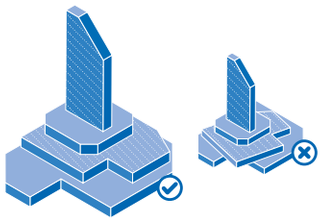


Architectural Requirements

Each *Standard Contract* comes with an architectural requirement that must be met before the building can be added to the city. *Landmark Contracts* have 2 architectural requirements. You do NOT have to use the specific *Building Pieces* shown on the card to complete the requirement.



COURTYARD
The building must have an enclosed area on the ground level. This area must be at least partially visible.



NO OVERHANG
No *Building Piece* may hang over the edge of another piece.

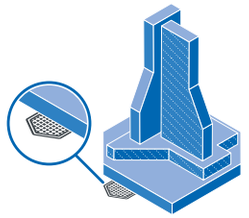


NO GLASS clear pieces

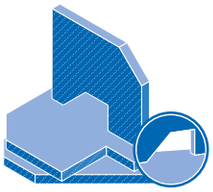
NO CONCRETE grey pieces

NO STEEL black pieces

The building may not contain any pieces of the specified material.



BUILD ON VENT
At least 1 *Building Piece* of the building must partially touch the tile's hexagonal *Vent*. The *Utility Ports* must be built on as normal.



UPPER ARCHWAY
The building must have a visible archway on any upper level. Pieces with holes may be used as upper archways.



LOWER ARCHWAY
The building must have a visible archway at the *Platform* level.

NO RESTRICTIONS
The building is free from any additional limitations. The other requirements remain (*Platform* type, number of *Building Pieces* and minimum height).

Final Score:



= 14