

Games for Friends and Lovers Presents:

Machi Koro: A Two-Player Cooperative Adaptation



Dragon Phoenix Games



Game: Machi Koro

Developer: Masao Suganuma

Publisher: Year: 2012



Varaint Developer: Harvey and Carlie Cornell

Status: Released

Version: 1.0

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Overview: The players will play with the usual game objectives, but with a timing mechanism in the form of a tax assessor. They must pay the tax assessor when taxes are due or lose the game.

What You Need: You only need a copy of Machi Koro.

Setup: Standard two-player setup except that available buildings are not made into piles.

Remove the following building types as follows:

Wheat – Two cards

Ranch – One card

Bakery – Two cards

Café – One card

Convenience Store – One card

Forest – One card

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Business Center – One card

Stadium – One card

Television Station – One card

Cheese Factory – One card

Furniture Factory – One card

Mine – One card

Family Restaurant – One card

Apple Orchard – One card

Fruit and Vegetable Market – One card

Make a deck of these cards for the Tax Assessor. Place 13 coins beside the tax assessor.

Shuffle the remaining buildings (including the unused Wheat and Bakeries from the third and fourth player sets which cost 1 and 2 respectively) and place them into a deck face down. Draw four buildings and arrange them into a row.

Course of Play: Start with the player to the left of the Tax assessor and play clockwise.

On a player's turn, they may only buy from the buildings revealed. If they buy one, shift the remaining buildings to the right and reveal another building. If they do not buy one, move the rightmost building to a discard pile, then proceed the same as above.

At any time on a player's turn, they can give money to the Tax Assessor.

The cards that require one player to pay another are paid by the bank to the player owning the card.

After the second player's turn, the Tax Assessor checks for taxes. Reveal one card from his deck, if it is the lowest card in the sequence (1-12), assess a tax equal to the value of the card from the assessor's money and put it in the bank. Then reshuffle all cards except the ones which taxes have already been assessed. As taxes are assessed, an array of cards will be collected in a line that are in sequence (1, 2, 3, ...). If the card does not result in a tax assessment, put it in a discard pile for the tax assessor's cards and draw a second card and repeat the above. If the second card does not result in a tax assessment, put it in the discard pile and then the Tax Assessor's turn is over.

Note that the bakery may count as either a two or a three for the purposes of a tax assessment.

If the card drawn is equal to or lower than a previously assessed tax, then a supplemental tax is assessed. This amount is payed and the Tax Assessor's turn ends, but the card is put in the discard pile and not removed from play, nor are the cards reshuffled. For this purpose, the bakery will always be counted as a 2.

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The following is an example of how the Tax Assessor works:

Harvey and Carlie have each taken their first turns. Now, it is the tax assessor's turn. Because it is the start of the game, there are no cards in the array of assessed taxes. So, the tax assessor would take finding a "1" as the signal that it is time to assess taxes. Harvey draws a 6. Whew. No tax. He draws an 8. Still no tax, and now the assessor's turn is over.

Harvey and Carlie each take another turn. This time Carlie draws for the assessor and pulls a "4." Cool. Then she pulls a Wheat card whose value is 1. Yikes, it's tax time. One coin is paid from the assessor's pool into the bank. The Wheat card is placed in the first position of the array of assessed tax cards. The rest of the assessor's cards (discards and draw cards) are shuffled and it is Harvey's turn.

On the next turns for the assessor, he will look for a card with a value of 2. Of course, he will gleefully require payment of any 1-value cards (the Ranch) as "supplemental" taxes if they turn up before the tax rate increases (when a 2 comes out).

Photo of Co-operative game of Machi Koro being played



[Link to video of Machi Koro Co-op Game Introduction](#)

Victory Conditions: The game ends and the players lose when there is insufficient money in the Tax Assessor's stock to pay a tax or when the tax is assessed for the Fruit and Vegetable Market. Note that players may not add money to the tax assessors supply during the tax assessment. It may only be done on their turn. If a tax is assessed for the last card in the array (the 12), the players get one more turn. If they cannot complete their objectives by then, they lose the game.

The players win when they have each completed their four required "buildings under construction".

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Tips: None at this time.

Difficulty Adjustment: If the players wish to increase the level of difficulty, they can decrease the starting coins beside the tax assessor. Similarly, the players can decrease the level of difficulty by increasing the starting coins beside the tax assessor.

Acknowledgements:

Dragon Phoenix Games is based in Mansfield Texas. Dragon Phoenix Games is designing a wide variety of board and card games as well as providing free mods for popular existing games under the guise of our "Games for Friends and Lovers" label. Visit our [website](#) for more details. Sign up for our [email](#) list to get updated information about our products and schedules.