

Monster City Planners



Overview and Objective

Monster City Planners (MCP) is a strategic game of urban planning, and monster destruction. Players draft dual-use cards that either change the city plan, or score points at the end of a round. The player with the most points at the end of two rounds wins.

Components

5 White Factories	5 Black Roads
5 Blue Companies	2 City Cards
5 Orange Stations	50 MCP Cards

Game Setup

Start by placing one of the two city cards in the middle of the table. Then shuffle and deal from the 50 card MCP deck:

2 Players – 9 Cards Each

3 Players – 6 Cards Each

4 Players – 5 Cards Each

Players draft their starting hands by choosing to keep one of the cards dealt to them, and pass the rest to the player on their left. Repeat this process of keeping one and passing the rest, until all of the cards dealt have been kept. The player who keeps the most cards with the green cement truck icon in their upper-left corner goes first, and play then proceeds to their left.

On Your Turn

On a player's turn, they may either play one card or pass. When a card is played, its player may take the action described on the top of that card. The most common of these actions include construction: adding wooden pieces to the city card, and demolition: moving or removing pieces on the city card.

When a player passes, they simply do not play a card on their turn. The round ends as soon as all of the players have passed at least once.

End of Round Scoring

At the end of each round, points are awarded based on the unplayed

cards remaining in each player's hand. Read the scoring criteria at the bottom of each card to determine whether it's worth any points and if so, how many. Cards that do not yield points in this way can be traded in: 2 cards for 1 point.

After the first round of scoring, leave all buildings and roads on the board in place for the second round. Aside from these starting pieces, both rounds will play the same. The winner is the player with the most total points after two rounds of play.

Credits

Designed by Gary Dahl
for TGC's Micro Game Challenge.
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