

MONSTER CITY



2008
BEST FAMILY
CARD GAME
Games Magazine,
USA

2007
BEST
CARD GAME
nomination
Golden Geek USA

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COMPONENTS

103 CARDS

30 Monster Cards



40 Building Cards



10 Starting Cards – 2 for each player
(marked with different flying objects on their back)



14 Event Cards



5 "STOP" Cards



4 Scoring Cards



10 BANKNOTES

(we included the author's portrait on them)



NOTEPAD & PENCIL



To make the game suitable for colorblind gamers, the building colors presented in the game are marked with following symbols:



RED



GREEN



YELLOW



GOAL OF THE GAME

The players try to build the most magnificent cities. However, this task isn't easy because different monsters "visit" the cities and destroy the structures. **Players receive compensation for the damage, which will help them with further development of their cities.**




You should construct your city in a very well-thought way. **Four times during the game players get points for their cities. Each time points are awarded for something different:**

- For the smallest buildings
- For the tallest buildings
- For all buildings in one chosen color
- For all the buildings in their city.

The player with **the most points** is the winner.

GAME SETUP

- 1 Depending on the number of players, each of you takes **2 Starting Cards** marked with the same flying object on their back. Place these cards in front of yourselves with the building side up. **These are first 2 buildings in your cities.**

3 players				x	x
4 players					x
5 players					

- 2 Shuffle the **Building Cards** and divide them into **4 piles of 10 cards** (face down). Then, place a **Scoring Card** on the bottom of each pile **A**. Next, stack the piles on top of each other **B**. This way you create the **Building Deck**.



Next, draw **5 Building Cards** from this deck and place them in a row face up on the table. This row is called the **Building Row**.

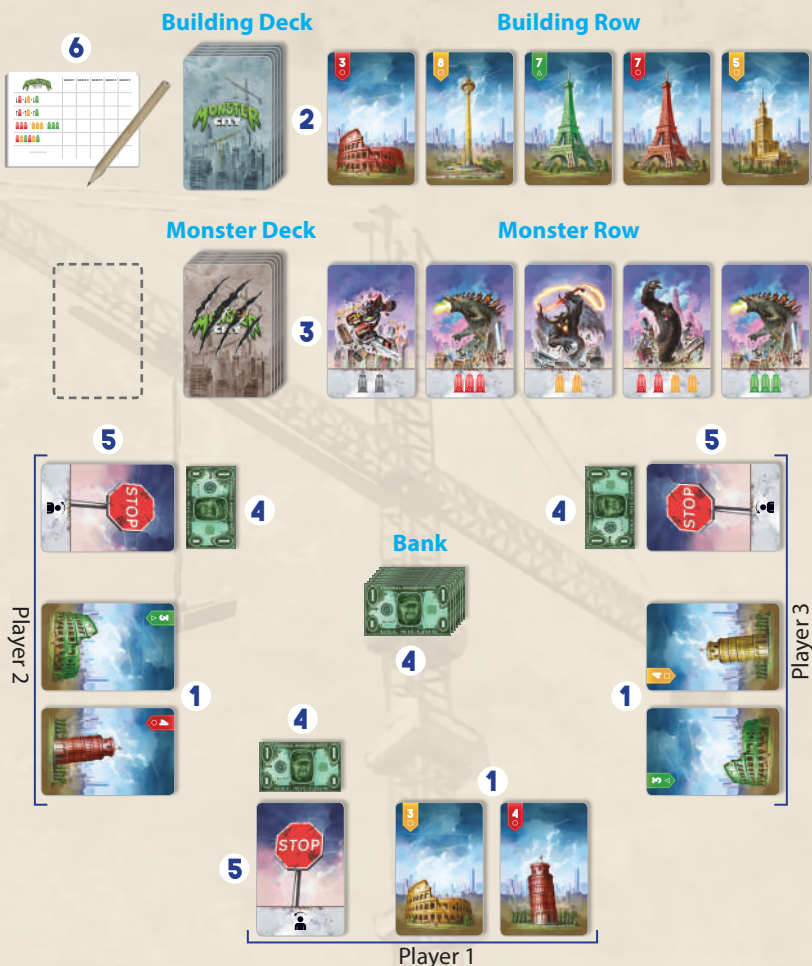
- 3 Shuffle the **Monster Cards** and place them on the table in a pile face down. This is the **Monster Deck**. Next, draw **5 Monster Cards** from this deck and place them in a row face up on the table. This row is called the **Monster Row**. You should leave some space next to it for the monsters used during the game.
- 4 Each player takes **1 Banknote**. Put the remaining banknotes in the middle of the table, where they create the **bank**.

5 Each player **takes 1 "STOP" Card**. Put the remaining "STOP" Cards in the box.

6 Write down your names in the **notepad**.

Put the **Event Cards back** to the box. These are used in the variant described at the end of the rulebook.

Setup for 3-player game:



GAMEPLAY

The player who recently saw a monster movie (or the oldest player) starts the game. Then, the game continues in a clockwise order.

On their turn the player **must** perform **1 of the following actions**:

- **BUILDING CONSTRUCTION**,
- **MONSTER ATTACK**,
- **STOP!** (each player can perform this action only once during whole game!).

Remember that anytime during the game a **player cannot have more than 2 banknotes!**

★ BUILDING CONSTRUCTION

- Choose **1 card** from the **Building Row** and take it.
- Place the chosen card in your city (face up in front of you).
- Pay **1 Banknote** for the constructed building (put it in the **banku**).

You **cannot** choose BUILDING CONSTRUCTION if you **do not have any** Banknotes.

Your turn ends. **Do not replenish** any cards in the **Building Row**, unless the card you chose was the last card in the **Building Row** (in such case see: REPLENISHING THE CARDS).

★ MONSTER ATTACK

- Choose **1 card** from the **Monster Row** and take it.
- Chosen monster destroys the buildings in your city according to the card requirements (see DESTROYING BUILDINGS). Once it is done, put the chosen monster next to the **Monster Row**, on a Monster Discard Pile.
- Put the destroyed building in the box.
- You get **1 Banknote** from the **bank** as compensation for the attack. You always receive exactly 1 Banknote – it doesn't matter how many buildings were destroyed during the attack (if any).

You **cannot** choose MONSTER ATTACK if you already have **2 Banknotes** (in such case you would get another Banknote and you are not allowed to have more than 2 Banknotes at any time during the game).

Your turn ends. **Do not replenish** any cards in the **Monster Row**, unless the card you chose was the last card in the **Monster Row** (in such case see REPLENISHING THE CARDS).

★ STOP!



- Once during the game you can use your “STOP” Card. When you want to do that, let the other players know that you are using it and put the card back in the box. This is the end of your turn.
- By using this card you do not do anything else during your turn.

DESTROYING BUILDINGS

- **Remember! The monster destroys buildings in the city owned by the player who chose the Monster Card (not in their opponents' cities).**
- Monster Card shows the colors and the number of buildings destroyed.
- The destroyed buildings are placed back in the box.
- After MONSTER ATTACK the player receives **1 Banknote** as compensation for the attack – it doesn't matter how many buildings were destroyed during the attack (if any).

★ **GROUP OF BUILDINGS** – the monster destroys **ALL** buildings in the indicated color.



Example:

Monster destroys all **red** buildings in your city.

★ **SINGLE BUILDINGS** – the monster destroys buildings indicated on the card.
Note: You choose the value of the destroyed buildings.



Examples:

Monster destroys 2 **yellow** and 2 **green** buildings in your city.



Monster destroys 1 **red**, 1 **yellow** and 1 **green** building in your city.



Monster destroys 1 **red** and 1 **green** building in your city.

★ **GROUP OF GRAY BUILDINGS** – the monster destroys **ALL** buildings with indicated values.



Example:

The monster destroys all the buildings with values 3, 5 and 7 in your city.

★ **SINGLE GRAY BUILDINGS** – the monster destroys buildings **in any color** in the indicated number.

Note: You choose the values and colors of the destroyed buildings. If the monster is supposed to destroy 2 buildings, these can (but do not have to) have different colors and values.



Example:

Monster destroys any 2 buildings in your city.

- If the number of buildings in a player's city is lower than the number of buildings required by the card, the monster destroys all applicable buildings that are available in the city.
- If there are no required buildings in the player's city, the monster doesn't destroy anything.

Remember that the player always gets **1 Banknote** as compensation for the attack – the scale of damage doesn't matter.

Examples of destroying buildings:

The monster wants to destroy 1 red and 1 yellow building.

There are no yellow buildings in the city, so the monster destroys (☀️) only 1 red building. The player chooses which of the 2 red buildings will be destroyed.



The monster wants to destroy all **green** buildings.

There are no **green** buildings in the city, so it doesn't destroy anything. However, the player still gets 1 Banknote for the attack.



The monster wants to destroy all buildings with values 4, 6 and 8.

There are 2 such buildings in the city and both of them are destroyed (💥).



The monster wants to destroy any 2 buildings.

The player chooses which of the buildings in their city will be destroyed (💥).



REPLENISHING THE CARDS

If there are no cards in the **Monster Row** after a player's turn, the Row has to be replenished:

- draw **5 cards** from the Monster Deck and use them to create a new **Monster Row**,
- if the Monster Deck is depleted while replenishing the cards, take the Monster Discard Pile, shuffle it and create a new Monster Pile.



If there are no cards in the **Building Row** after a player's turn, the Row has to be replenished:

- draw **5 cards** from the Building Deck and use them to create new Building Row.



Attention! When a **Scoring Card** shows up at the top of the Building Deck, you continue the game until the **Building Row** is empty again. Only then you pause the game for SCORING (see next page). After scoring you replenish the cards in the **Building Row** and the next player (in clockwise order) performs their turn.

SCORING

Remember: when the **Scoring Card** shows up at the top of the Building Deck you continue the game until there are no cards in the **Building Row**. Once that happens, SCORING takes place..

Players score points for their cities **4 times** during the game. Each time points are scored for one of the four different categories. Each player decides on their own for which category they score points. **Each player can use each scoring category only once during the game!**

★ THE SMALLEST BUILDING IN EACH OF 3 COLORS



Sum up the values of the smallest buildings in each color that you have in your city. **For each color** score only **1 building** (the one with the lowest value). Note down the points in the appropriate space of the notepad.

Example: In this case the player would score **13 points**:

3 for the **green** building, 6 for the **red** building and 4 for the **yellow** building.



★ THE TALLEST BUILDING IN EACH OF 3 COLORS



Sum up the values of the tallest buildings in each color that you have in your city. **For each color** score only **1 building** (the one with the highest value). Note down the points in the appropriate space of the notepad.

Example: In this case player would score **16 points**:

3 for the **green** building, 6 for the **red** building and 7 for the **yellow** building.

★ **ALL BUILDINGS
IN A SINGLE COLOR**



Sum up the values of all the buildings in a single color of your choice that you have in your city. Note down the points in the appropriate space of the notepad.

Example: For the city on the previous page the player would score 11 points, because he would choose **yellow** (7 + 4).

★ **ALL BUILDINGS
IN THE CITY**



Sum up the values of all the buildings that you have in your city. Note down the points in the appropriate space of the notepad.

Example: For the city on the previous page the player would score **23 points:**
 $3 + 3 + 6 + 7 + 4$.

During scoring each player can choose a different category. Each player makes their decision on their own.

Note: After scoring all the buildings stay in their place – do not remove them.

END OF THE GAME

The game ends after the fourth scoring. Each player sums up their score. The player with the most points is the winner. If there is a tie, the winner is the player who has more buildings in their city. If there is still a tie, players share their victory.

EVENT CARDS VARIANT

In this variant you use **14 Event Cards**. The **"STOP" Cards** are placed back in the box.

GAME SETUP

Setup of the game is similar to the basic version of the game. The only difference is point **5**, which now is as follows:

- 5** Shuffle the **Event Cards**. Each player takes **2 of them**. You can look at your own Event Cards, but do not show them to your opponents. **The remaining Event Cards create the Event Deck**.

GAMEPLAY

The gameplay is similar to the basic version of the game, with the differences described below.

On your turn you **have to** choose **1 of the following actions**:

- **BUILDING CONSTRUCTION** (the same as in the basic version of the game),
- **MONSTER ATTACK** (the same as in the basic version of the game, but with 1 difference described below),
- **EVENT** (new action).

★ MONSTER ATTACK

- If a monster destroys **at least 2 buildings** in your city, you draw **1 card** from the **Event Deck**. If the Event Deck runs out, take the Event Discard Pile and shuffle it to create a new Event Deck.
- You can have any number of Event Cards on your hand.
- Other rules of MONSTER ATTACK action are the same.

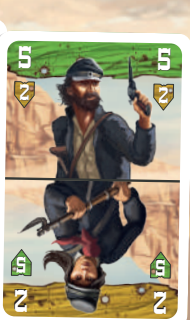
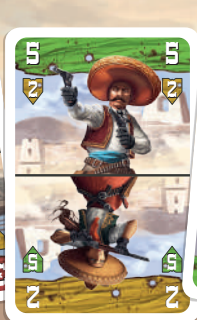
★ EVENT

- You choose **1 Event Card** from your hand and play it.
- Place it face up on the table and you can (but do not have to) perform the action related to the chosen card (you can find the description of all the Events on the last page of the rulebook).
- Place the chosen card on the Event Discard Pile. Your turn ends.

POZNAJ NASZE GRY!

Nadjeżdża pociąg, pora się obłowić!

W przemyślany sposób wysyłacie swoje bandy po odpowiednie łupy. Blef, taktyka i nieco szczęścia – bez tego nie zdobędziecie bogactwa na Dzikim Zachodzie!





Zdobądź skarby legendarnych Złotych Miast!

Wasza ekspedycja dotarła do wielkiej świątyni pełnej złota i kamieni szlachetnych. Rozpoczyna się rywalizacja o skarby. Bądźcie ostrożni – **świątynia niebawem się zawali!**



EVENT CARDS



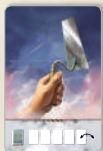
CHICKEN

Choose one card from the [Monster Row](#) and put in on the Monster Discard Pile. Do not replace the removed card.



REJECTED PROJECT

Choose one card from the [Building Row](#) and put in the box. Do not replace the removed card.



REMODEL

Switch places of any Building Card from your city with any card from the [Building Row](#).



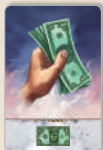
COUNTERATTACK

Take all the Monster Cards from the [Monster Row](#) and put them on the Monster Discard Pile. Then, replace the removed cards with the same number of Monster Cards drawn from the Monster Deck.



DETOUR

After you the next player is the one on your right. After they finish their turn, the game continues as previously (clockwise).



GRANT

You get **1 Banknote** from the bank. Remember: you can never have more than 2 Banknotes!



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