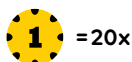


HAPPY CITY™

2-5 Players • Ages 10+

CONTENTS

30
Coins



= 20x



= 10x

1

First Player Card



5

Happy Market Cards



12

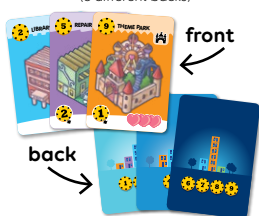
Residence Cards



66

Building Cards

(3 different backs)





56

Bonus Building Cards



OVERVIEW

Who will be the mayor of the happiest city? Grow your city from a humble market to a thriving 10-building mini-metropolis! Calculate your city's happiness by multiplying the number of citizens  by the number of hearts  on your cards. Whoever has the happiest city wins!

2 citizens x 3 hearts = 6 happiness

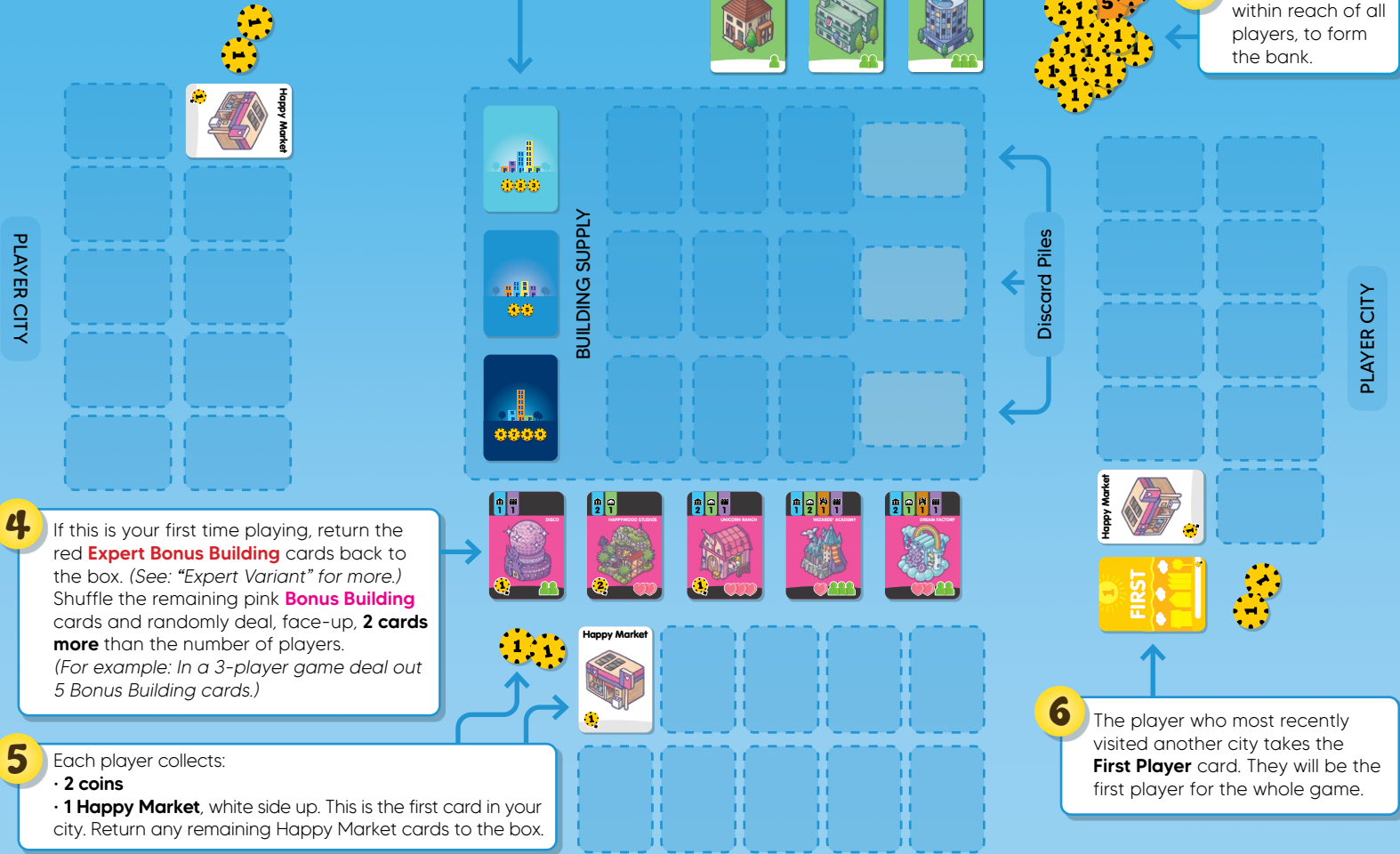


Setup

1 Sort the **Building** cards into 3 different decks, based on the card back. Shuffle each deck separately and then stack them in a row, in the center of the playing area, to form the building supply. The cost of the cards in each deck is indicated on the card back. (For example: Building cards in the first deck all cost 1, 2, or 3 coins.)



2 Sort the **Residence** cards by type and arrange them in 3 identical piles within reach of all the players. Each pile should include **1 card fewer** than the number of players. (For example: In a 3-player game use 2 of each Residence card.)

3 Place the **coins** within reach of all players, to form the bank.



How to Play

Income Phase

At the start of each round **all players** receive coins from the bank equal to the sum of the income symbols  shown on the bottom of the cards in their city. At the start of the first round of the game each player receives  generated by their **Happy Market**.




Action Phase

Whoever has the **First Player** card begins the action phase, and play continues to the left. On your turn, carry out the following actions in order:

- 1** (optional) You may discard **1** of the face-up **Building** cards from the building supply. Discarded cards are placed face down at the end of their respective rows, and players may *not* look through them.
Note: During the first player's first turn they will be unable to do this.
- 2** Reveal cards from any of the 3 **Building** card decks, one by one, until there are a total of **3** face-up cards in the building supply.
Note: If a deck runs out of cards, shuffle its corresponding discard pile to form a new deck.



- 1** Sadie opts to discard a card from the building supply.
- 2** Then she reveals one new card from the 1st deck and one from the 2nd deck so there are a total of 3 face-up Building cards.

- 3** Do **1** (and only 1) of the following:
 - ➔ Purchase a face-up **Building** card from the building supply.
 - ➔ Purchase a **Residence** card.
 - ➔ Purchase *nothing* and take  from the bank.

To purchase a card, pay the bank the cost indicated at the top of the card, then add the card to your city.

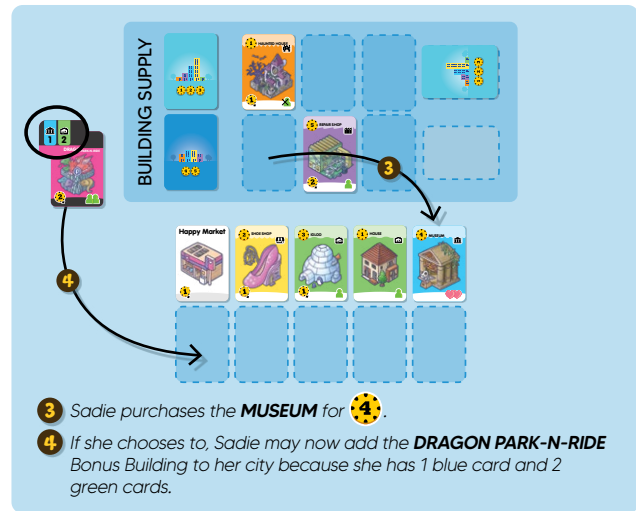



Important: Your city may not contain any duplicate **Building** or **Residence** cards.

- 4** (optional) If your city meets the conditions for an available **Bonus Building** card you may claim it and add it to your city. The conditions are listed at the top of the **Bonus Building** card and indicate the minimum quantity of each color you must have in your city.

Notes:

- You may only claim **1 Bonus Building** during the course of the game.
- Just because you meet the conditions for a **Bonus Building** does not mean you have to claim it.





- 3** Sadie purchases the **MUSEUM** for .
- 4** If she chooses to, Sadie may now add the **DRAGON PARK-N-RIDE** Bonus Building to her city because she has 1 blue card and 2 green cards.

Ending the Game

Once any player adds a 10th card to their city, the game-end is triggered. Complete the current round so that all players have had an equal number of turns.





*Note: Your city may never contain more than 10 cards, even if it qualifies for an unclaimed **Bonus Building**.*

All players now calculate the happiness of their cities. Multiply the total number of citizens  by the total number of hearts  (making sure to account for any crossed out citizens or hearts). The player with the most points wins! In case of a tie, the tied player with the most coins left wins. (Money doesn't always buy happiness, but it can certainly help!)



End Game Example: 7  x (7-1)  = 42 points.

Helpful Hints:

- ➔ The distribution of card colors in the 3 **Building** decks is indicated on the back of the cards: 2 cards per floor.
- ➔ Favor green cards  to get citizens  and orange cards  to get hearts .
- ➔ Variant for younger players: **Add** the citizens and hearts together (instead of multiplying them).

EXPERT VARIANT

Experienced players can make the following 2 adjustments during setup:

- Use the **Expert Bonus Building** cards instead of the **Bonus Building** cards.
- Play with the colored sides of the **Happy Market** cards. After revealing the **Expert Bonus Building** cards, set out the **Happy Market** cards, colored side up. Starting with the last player and going to the right, each player chooses a **Happy Market** card, ending with the player who has the First Player card (who then begins the game as usual).



Whichever color Happy Market type you choose will count as 1 of that building type.



Expert Bonus Buildings have a distinct card back, a red card front, and extra text at the bottom of each card.

Questions about the Bonus Buildings?
Find the official FAQ at: gamewright.com/faq

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Illustrations by Makoto Takami



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QUICK PLAY GUIDE

Setup

- **Residences:** 1 card *fewer* (per stack) than the number of players.
- **Special Buildings:** 2 cards *more* than the number of players.
- Each Player: 1 **Happy Market** card and 

How to Play

Income Phase

All players simultaneously take the sum of their 

Action Phase

On your turn:

- 1 (optional) **discard 1 card from the building supply**
- 2 **add cards to the building supply so there are 3**
- 3 • **either purchase 1 Building from the building supply**   
 - or **purchase 1 Residence**   
 - or **do not purchase anything and collect** 

Game End

Once a player has 10 cards in their city the round is completed and the game ends.

$$\text{HAPPINESS} = \text{👤} \times \text{❤️}$$

Reminder: a city may never have more than 1 of the same card.