MOTOR *City*

INTRODUCTION

In **Motor City**, you're the supervisor at a plant during the heyday of Detroit's automotive industry, when big engines and horsepower ruled the day. You've just been put in charge of day-to-day operations across the entire facility. You'll need a clipboard, steel-toed boots, and an even steelier eye for efficiency.

You'll be faced with tough decisions about which departments get more of your attention and the company's resources: Will you throw all your weight into production? Test your prototypes extensively to ensure that customers are satisfied with your cars? Or perhaps give engineering the green light to push innovation even further?

At the same time, you'll have to think fast and react to temporary shutdowns caused by a meddling auditor sent from corporate. But your operation isn't the only one in town, so the race is on to build the biggest muscle-car empire!

COMPONENTS

- 2 Scoresheet Pads (50x sheets each)
- 9 Dice (3 gray, 3 white, 3 blue)
- 1 Auditor Die (red)
- 1 Solo Die (black)
- 1 First Player Marker
- 4 Audit Markers
- 1 Game Board

SETUP

1) Position the game board (blueprint table) in the center of the table.

2) Give each player a complete scoresheet (one sheet from each pad), a pencil (not provided), and an audit marker.

3) Create a pool of dice based on the number of players.
- 2 players = 1 gray, 2 white, 2 blue
- 3 players = 2 gray, 3 white, 2 blue
- 4 players = 3 gray, 3 white, 3 blue

Note: Set aside the red auditor die for now.

4) Each player chooses one test car and one engineer, filling those spaces on their scoresheet with pencil.

5) Choose a first player at random and give them the first player marker.

OVERVIEW

In **Motor City**, you will select dice from the blueprint table in order to take actions in your automotive plant. Based on which dice you select and where you assign them in your plant, you will take actions in different departments.

Each department has one or more different tracks that you advance along over the course of the game. The more spaces you fill, the more bonuses you unlock! Timing is crucial in this industry, so plan your moves carefully to create synergies between engineering, production, testing, and sales!

After eight rounds of management decisions are complete, the end results will be compared to see who is up for a pay raise.

GAMEPLAY SEQUENCE

The game is played over eight rounds. Each round has three phases:
1) **Planning Phase**
2) **Industry Phase**
3) **Audit Phase**

1. Planning Phase

The current first player rolls the entire pool of dice. Sort the dice by their colors (gray, white, and blue) and rolled values (1–6). Place all dice on their matching spaces in the blueprint table. Make sure that the bonuses printed in spaces with dice remain visible. There can be multiple dice in a single space. *Note: The red audit die is not used in this phase.*

Example: *In this four-player game, Carly rolls all nine dice and sorts them. The gray dice show [1][1][4], the white dice show [2][3][5], and the blue dice show [1][4][6]. Carly then places all of the dice on the blueprint table as shown here.*

2. Industry Phase

Each player chooses an available die from the blueprint table. The current first player chooses first, then each other player in clockwise order. Continue this process until each player has chosen two dice.

When you choose a die, immediately carry out these three steps in order:

A) Bonus – Collect any bonuses shown in the space with your chosen die. Most spaces have a bonus, but those in the "6" column do not. *(See BONUSES)*

B) Choose **one** of the following three options:
  • **Blueprint Action** – Take the associated action, shown at the top of the column with your chosen die. If the die is a "6," you may take any one of the four actions shown there instead. *(See ACTIONS)*

  • **Upgrade** – Upgrade the associated action, shown at the top of the column with your chosen die. If the die is a "6," you may upgrade any one of the four actions shown there instead. *(See UPGRADES)*

  • **Research** – Fill the next space on the research track. *(See RESEARCH)*

C) Scoresheet Action – Place your chosen die in an unoccupied action space on your scoresheet. Then take the associated action. If an action space is already occupied by another die, or by the audit marker, you cannot place a die there. *(See ACTIONS)*

Once all players have chosen two dice each, there will be one die remaining on the blueprint table. All players use that die simultaneously. Players may either take the associated action or research instead, but cannot upgrade and do not collect the bonus.

Example: Carly chooses the blue [4] from the blueprint table. She first gains $2 from the bonus. Then she chooses to take the associated action, which lets her fill any one available space in production. Finally, she places the die in the testing action space on her scoresheet, which lets her fill the next space on a testing track.
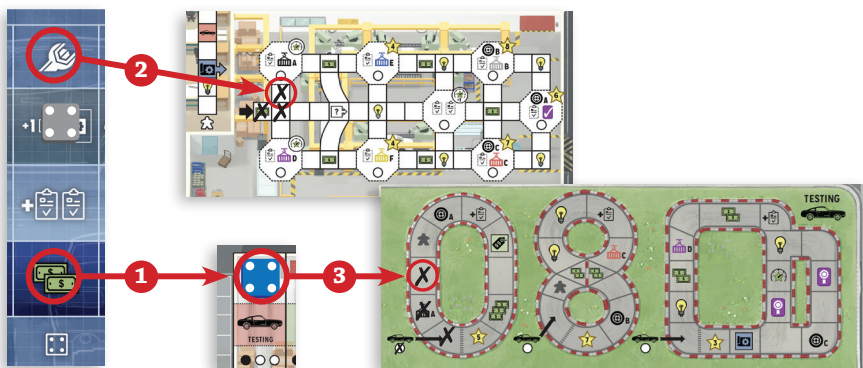

3. Audit Phase

Each player scores points equal to the highest star value they have reached on the speedometer. Each player records this score by writing it in the box labeled for the current round on the score chart.
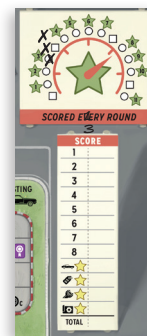
Roll the red auditor die and place it in the designated space below the matching column of the blueprint table. If "6" is rolled, keep rolling until a different value is rolled. Each player then places their audit marker on the action space of their scoresheet that matches the column with the red auditor die. That action space **will not be available on their scoresheets during the next round**, but players will still be able to take the action by selecting dice from the matching column of the blueprint table.

Pass the first player marker clockwise. Then proceed to the next round. If this is the eighth round, proceed to the end of the game instead.

Example: When the red auditor die is rerolled during the Audit Phase, the roll result is [3], so Carly places her audit marker on the sales action space on her scoresheet. That action space on her scoresheet will be unavailable during the next round.
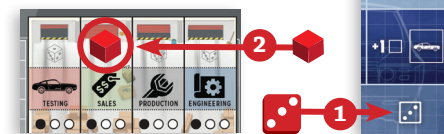
END OF THE GAME

Once eight rounds have been completed, the game ends and players perform final scoring. To determine final scores, each player reviews their scoresheet and totals the points (⭐)they scored in the following categories:

  • **Testing** – Score any points earned by completing the testing tracks. These tracks are worth points as listed (3/5/⭐).

  • **Sales** – Score any points earned by unlocking certain sales bonuses. These bonuses are worth points as listed (2/4). In addition, score ⭐ for every 5 $ earned but not spent.

  • **Production** – Score any points earned by completing certain production hubs. These hubs are worth points as listed (4/6/7/8).

  • **Engineering** – Score any points earned by completing certain engineering tracks. Some tracks score based on other variables in your automotive plant. See ENGINEERING (page 6) for how to calculate these scores.

  • **Certifications** – Score any points earned by unlocking certain certifications. Some certifications score based on other variables in your automotive plant. See CERTIFICATIONS (page 8) for how to calculate these scores.

Players then add the points they earned from final scoring to the points they earned from each round's scoring. The player with the most points wins the game! If there is a tie, the tied players enjoy their shared victory.
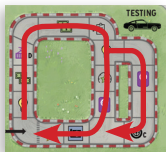
ACTIONS

When you take an action, fill the next available space in the associated department on your scoresheet. Most departments have progress tracks which must be filled in a linear sequence. You cannot skip spaces!

Actions can be generated in three different ways: (1) choosing a die from the blueprint table, (2) placing a die in an action space on your scoresheet, and (3) filling a space on your scoresheet that unlocks a free action.

When you fill a space with a bonus, on any progress track, gain it. You must resolve the bonus before you do anything else. Most bonuses have immediate effects, while others provide end-game scoring effects.

There are five unique actions available. All five actions are available from the blueprint table, but only four are available from the action spaces on your scoresheet. Each action corresponds to a different zone.

SCORED EVERY ROUND

• **Speedometer** – Fill the next space on the speedometer, proceeding around the dial clockwise. At the end of each round, you will score points equal to the highest star value you have reached.

• **Testing** – Fill the next space on any test track with an active test car, proceeding clockwise around the track. Start at the space with the arrow. Each test track offers many bonuses, including items required by production hubs. If a test track branches, you may only proceed down one of the branches.

• **Sales** – Circle the next space on the sales track, proceeding from left to right, one row at a time. Each circled space represents a dollar that you can spend on items from the service department. Fill one circled space to spend one dollar. At the end of the game, you will earn one point for every five unspent dollars. If there is a bonus, gain it when you circle the associated space.
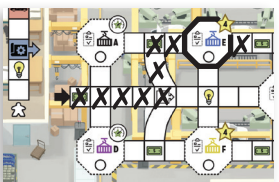
• **Production** – Fill any space in the production area that is adjacent to a space you have already filled. Start at the space with the arrow. Production hubs are large spaces that offer significant bonuses, but they require additional items. You may may trace the shape and move through a production hub without meeting its requirements, but you do not gain the bonus until they have been met. Once all requirements have been met and you have traced a hub, you gain the bonus.

• **Engineering** – Fill the next space on any engineering track with an active engineer, proceeding from bottom to top. Engineering hubs are large spaces that offer significant bonuses, but they require additional items. You may trace an engineering hub without meeting its requirements, but you do not gain the bonus until they have been met. Once all requirements have been met and you have traced a hub, you gain the bonus.
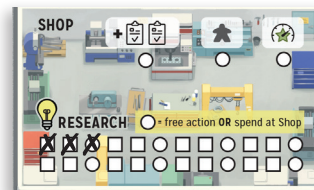
UPGRADES

When you choose a die from the blueprint table, you may upgrade the associated action shown at the top of the column instead of taking the action, but **you cannot do both!** You may only upgrade the action that matches your chosen die. However, if the die is a "6," you may upgrade testing, sales, production, or engineering — your choice.

In order to upgrade an action, you must spend $5 (for a level 2 upgrade) or $7 (for a level 3 upgrade). You cannot purchase multiple upgrades at a time, even if you have enough money to do so. Track your purchased upgrades by filling the circles beneath the action spaces on your scoresheet.

Once an action has been upgraded to level 2, you fill two spaces in the associated department per action. Once an action has been upgraded to level 3, you fill three spaces in the associated department per action. These must be used on the same track.

Upgrades for a specific action apply to all actions of that type, whether they are generated by choosing dice, placing dice, or unlocking bonuses.

RESEARCH

Research is conducted in the R&D department. There are three ways to research: (1) by choosing research with your chosen die, instead of an action or upgrade, (2) by filling a space with the lightbulb icon, and (3) from a bonus in a space on the blueprint.

When you research, fill the next space on the research track, proceeding from left to right, one row at a time. Every third space on the research track earns you a research bonus, which can be either a free action of your choice -OR- an available shop item.

• **Free Action** – Choose one of the four actions: testing, sales, production, or engineering. Take that action at its current level.

• **Shop Item** – Choose one of the three shop items. You must choose a shop item you have not already unlocked. Mark the space beneath the shop item on your scoresheet and gain the bonus. If the shop item requires a TPS report ( ), you do not gain the bonus until the requirement has been met.

SERVICE DEPARTMENT

The service department offers ways to spend the money you earn from sales and bonuses. You may purchase items from the service department only during your own turn in the Industry Phase. You may purchase as many as you wish to and can afford to.
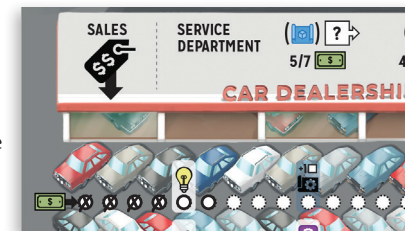
Each circled space on the sales track represents a dollar you can spend on items from the service department. Fill one circled space to spend one dollar. All service department items and their effects are listed on the following page.

• **Action Upgrade** – Spend $5 to upgrade an action to level 2 or spend $7 to upgrade an action to level 3. You can only do this once per turn when choosing a die from the blueprint table and you can only upgrade the action that matches the die you choose from the blueprint table. ***Reminder***: This is instead of taking the blueprint action.

• **Audit Protection** – Spend $4 to temporarily remove the audit marker from your scoresheet. You are unaffected by the auditor die restriction for the remainder of the current round.

• **Test Car** – Spend $8 to gain a new test car. Choose a new test track and mark the associated test car icon. You are not required to complete your existing test tracks before gaining a new test car.
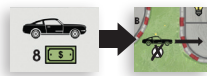
CERTIFICATIONS

Certifications represent recognition from industry leaders. When you fill a space with a certification icon, choose one of the four certifications. You must choose a certification you do not have yet. Mark the space beneath the certification on your scoresheet and gain the indicated bonus. All certifications and their effects are listed below.

• **Certification A** – Take any action (except speedometer) at level three, even if your current level in that action is lower. Fill the next space on the speedometer.

• **Certification B** – Score five points at the end of the game.

• **Certification C** – Trace any one production hub, even if it is not adjacent to a space you have already filled. You still do not gain that production hub's bonus until its requirements have been met.

• **Certification D** – Score one point at the end of the game for every two unspent dollars (instead of every five unspent dollars).

BONUSES

There are many bonuses printed on your scoresheet. When you fill a space with a bonus icon, you gain the corresponding bonus. You must resolve the effects of bonuses immediately when you gain them; you cannot save them for later. All bonus icons and their effects are listed below.

• **Engineer** – Gain a new engineer. Choose a new engineering track and mark the associated engineer icon. You are not required to complete your existing engineering tracks before gaining a new engineer.

• **Lightbulb** – Fill the next space on the research track.

• **Money** – Circle the next 1/2/3 spaces on the sales track, as indicated by the number of dollar icons shown in the bonus icon.

• **Speedometer** – Fill the next space on the speedometer.

• **Points** – Score the indicated number of points at the end of the game.

• **Free Space** – Fill the next space on any available track in the department indicated by the bonus icon. This only fills one space even if you have upgraded the action associated with that department to a higher level.

• **Free Action** – Take the indicated action at its current level.

• **Free Upgrade** – Upgrade the indicated action to the next level for free. If the bonus icon shows [?], upgrade an action of your choice.

• **TPS Report** – Choose any one TPS report requirement anywhere on your scoresheet, then fill it to mark it as a completed requirement. When gained, a TPS report must be immediately used, generally in the production or engineering hubs.

• **Shipping Crate** – Find the indicated shipping crate in the production department, then fill it to mark it as a completed requirement.

• **Tire** – Find the indicated tire in the production department, then fill it to mark it as a completed requirement.

• **Certification** – Choose one of the four certifications, then mark the space below that certification and gain the indicated bonus.

• **Production Hub** – Once the production hub is traced and its requirements have been met, it is activated. Gain the indicated bonus. These requirements are usually some combination of TPS reports, shipping crates, and tires.

• **Engineering Hub** – Once the engineering hub is traced and its requirements have been met, it is activated. Gain the indicated bonus. All engineering hubs require two TPS reports to activate. The bonuses they yield are explained below.

1) Score three points per certification unlocked by the end of the game.

2) Score four points per tire completed by the end of the game.

3) Score two points per production hub activated by the end of the game.

4) Score two points per research bonus gained by the end of the game.

SOLO MODE

As you work to turn your automotive plant into a veritable landmark of Motor City industry, Auditor Emma will be getting in your way — as auditors do. Down a few cups of coffee and do what you can to work around the red tape!

Setup

Set up the game as normal. Create a pool of five dice, but with the colors determined by your chosen difficulty. Give yourself a scoresheet, but Auditor Emma does not need her own scoresheet. You will not need the first player marker.

Difficulty	Blueprint Table	Auditor
Beginner	2 gray, 2 white, 1 blue	red + black
Intermediate	2 gray, 1 white, 2 blue	red + black
Veteran	1 gray, 2 white, 2 blue	red + black
Expert	1 gray, 1 white, 3 blue	red + black

Note: *For an added challenge at any difficulty, reverse Auditor Emma's color priority for choosing dice from the blueprint table.*

Gameplay Sequence

The solo game is played over eight rounds as normal. The changes to the various phases of each round are noted below.

1) PLANNING PHASE

When you roll the pool of dice, add the black auditor die. Place the black auditor die beside the blueprint table.

2) INDUSTRY PHASE

You and Auditor Emma each take two turns, in an alternating sequence (A, B, A, B). You are the first player in odd rounds, and Auditor Emma is the first player in even rounds.

Auditor Emma chooses dice based on this priority system: She will choose a die from the column of the blueprint table with the red auditor die. If there are no dice in that column, she continues to the right until she reaches a column with at least one die, wrapping from the "6" column to the "1" column if needed. She then chooses the topmost die available in that column: gray > white > blue.

When Auditor Emma chooses a die, she takes one action with that die. When her chosen die is in the "6" column, the action she takes is determined by the column with the red auditor die instead. She does not gain bonuses from the blueprint table and she does not take a second action with her chosen die.

After you and Auditor Emma have each chosen two dice, you take a single action with the remaining die, as in the multiplayer game, but Auditor Emma does not.

3) AUDIT PHASE

Perform this phase exactly as in the multiplayer game.

Auditor Emma Actions

When Auditor Emma chooses a die and takes the corresponding action, she **crosses off** various things on your scoresheet, which makes them unavailable to you. However, she will never cross off an already filled space or an already gained bonus.

Each department is divided into three sections: [1–2], [3–4], [5–6]. The value of the black auditor die determines the section where Auditor Emma will cross things off when she takes an action in that department.

The color of the die that Auditor Emma chooses from the blueprint table determines how many spaces she will cross off when she takes actions in some departments: gray (1 space), white (2 spaces), or blue (3 spaces).

For all progress tracks, Auditor Emma starts at the opposite end of the track from you and progresses in the opposite direction as she takes actions. This applies to the speedometer, engineering tracks, and testing tracks.

SPEEDOMETER
   [1–6]: Cross off the last 1/2/3 spaces on the speedometer.

TESTING
   [1–2]: Cross off the last 1/2/3 spaces on the leftmost testing track.
   [3–4]: Cross off the last 1/2/3 spaces on the middle testing track.
   [5–6]: Cross off the last 1/2/3 spaces on the rightmost testing track.
   Note: When Auditor Emma reaches the branch in the rightmost testing track, you choose which branch she takes.

SALES
   [1–2]: Cross off the last bonus on the top row of the sales track.
   [3–4]: Cross off the last bonus on the middle row of the sales track.
   [5–6]: Cross off the last bonus on the bottom row of the sales track.
   Note: Once Auditor Emma has crossed off a bonus, you can no longer gain it, but you can still fill the space beneath it to gain one dollar.

PRODUCTION
   [1–2]: Cross off the bonus in one of the two leftmost production hubs.
   [3–4]: Cross off the bonus in one of the three middle production hubs.
   [5–6]: Cross off the bonus in one of the three rightmost production hubs.
   Note: Once Auditor Emma has crossed off a bonus, you can no longer gain it, but you can still trace that hub in order to reach other adjacent spaces.

ENGINEERING
   [1–2]: Cross off the last 1/2/3 spaces on one of the two leftmost engineering tracks.
   [3–4]: Cross off the last 1/2/3 spaces on one of the two middle engineering tracks.
   [5–6]: Cross off the last 1/2/3 spaces on one of the two rightmost engineering tracks.
   Note: You may choose either of the two indicated tracks, but you must choose a track with at least one available space if possible.

End of the Game

The game ends after eight rounds as normal. Total your final score and compare it against the chart to see what make and model of car you have produced!

Score	Make and Model
0–39	*Chevette* - Explodes, just like your career.
40–55	*Vega* - Has a cool name and not much else.
56–70	*Monte Carlo* - The car no one wants, but everyone has.
71–85	*Olds Cutlass* - Reliable best-selling automobile year after year.
86–99	*Pontiac GTO* - They don't just call any car The Judge.
100+	*Chevelle 454 SS* - Premium muscle with plenty of swerve.

CLARIFICATIONS

• Actions can only be upgraded when you choose a die from the blueprint table. When you place your chosen die in an action space on your scoresheet, you cannot forgo the action in order to upgrade it instead.

• All spaces filled during a single action must be on a single progress track. If you have upgraded your testing or engineering action, you cannot split the spaces from a single action between multiple test cars or engineers.

• The only way to take the speedometer action is by choosing a die from the matching column of the blueprint table. Spaces on the speedometer can be filled by gaining various bonuses, but free actions cannot be used there.

CREDITS

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