



# MASTER PLAN

**RULEBOOK**

**KICKSTARTER VERSION**

**WORK IN PROGRESS**

## COMPONENTS - - - - -

- NOT FINAL COMPONENTS**
- 1 Tiles:
  - 3 Private Building tiles (12 from each group)
  - 4 Public Building tiles
  - Auxiliary Public Building tiles
  - Quick reference tiles
  - Turn Order tile
  - cut components:
  - Boulevards
  - Service Lanes
  - Ins and bills:
  - 10 coins (1, 5 & 10)
  - 5 bills (20 & 50)
  - 4 player components (x4 Colors):
  - 2 Workers
  - 10 Property Marker discs

## INTRODUCTION - - - - -

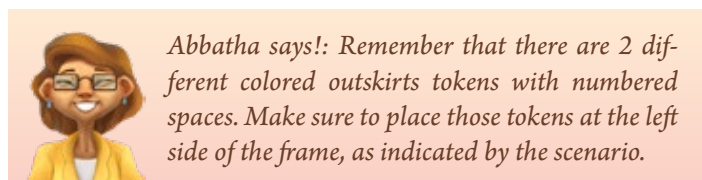
During the last few centuries, Urbapolis has experienced population growths forcing the city to expand its borders. According to the occasion, the city has needed residential areas to house their new inhabitants, floor for companies to employ these new citizens or simply places for them to spend their leisure time.

On this occasion, Abbatha Smith, mayor of Urbapolis, has submitted a public tender for the latest city expansion. As a builder, you will have to present your Master Plan at City Hall. To do so, you must first get the permits to build on a plot of land, then, plan the buildings you want to build and receive income if you succeed. But don't forget that the Mayor wants only the best for her citizens, so you will have to find the perfect balance between new jobs, services and housing.

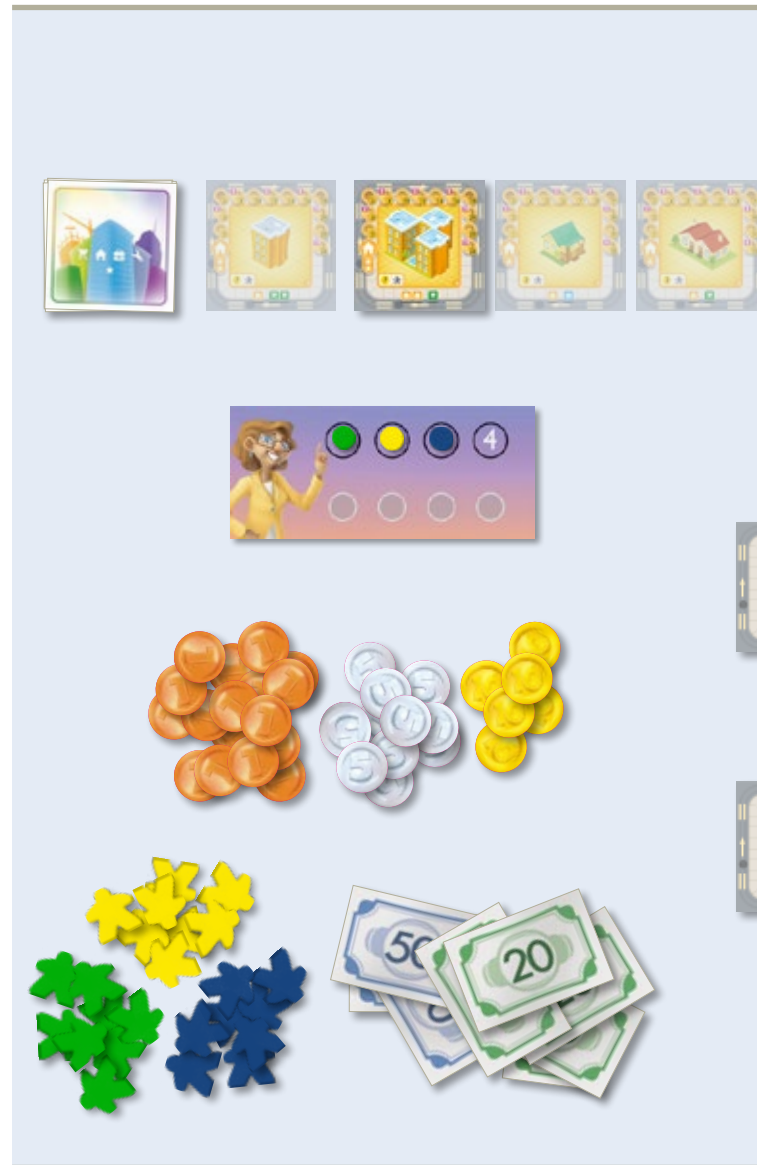
Master Plan is a game for 2 to 4 players that will place you in the roles of ambitious builders striving to get the best plots of lands, win public tenders and search the best locations for your private buildings.

## GAME SETUP - - - - -

1. Choose a scenario from the scenario booklet, according to the number of players.
2. Use the outskirts tokens to limit the game space (neighborhood) as indicated by the scenario.



3. Take 6 or more starting public buildings, as indicated by the scenario, and place them in their corresponding places inside the neighborhood.
4. Prepare the private buildings pile:
  - a) Take all private building tiles ranked 1, 2 and 3, as indicated by the scenario chart.
  - b) Shuffle each of them and leave them in 3 separate piles on the table.
  - c) Take as many rank 1 tiles as indicated by the scenario chart to form the 'top pile', and leave them aside.
  - d) Shuffle the pile of rank 2 tiles with any remaining rank 1 tiles.
  - e) From this shuffled tiles, take as many as indicated by the scenario chart to form the 'intermediate pile', and leave it next to the 'top pile'.
  - f) Shuffle the pile of Rank 3 tiles with any remaining ranks 1 and 2 tiles.





- g) From this shuffled tiles, take as many as indicated by the scenario chart to form the 'bottom pile' and leave it next to the 'top' and 'intermediate piles'. Discard any remaining tiles
- h) Put together all 3 piles, leaving the 'bottom pile' on the table (ranks 1, 2 and 3 tiles), place the 'intermediate pile' over it (ranks 1 and 2 tiles), and place the 'top pile' on top of both of them (rank 1 tiles).
5. Then, draw as many private building tiles from the pile as indicated by the scenario, and place them face up next to the pile forming the private buildings market.
6. Takes as many public buildings as indicated by the scenario, 1 by 1, and place them face up next to the appropriate spaces by the outskirts tokens.
7. Each player picks a color and then takes 5 workers and all the wooden discs of that color, as well as 15 coins.
8. Place all remaining money and workers next to the neighborhood, forming a reserve reachable by all players.

9. Take one of each player's wooden discs and hide them in your hand or in an opaque container. Randomly take discs one by one and place them at the turn order track. This way, you will determine the turn order for the first round.
10. Finally, in reverse turn order, each player takes a private building from the market for their hand, and places a wooden disc of their color on an empty plot in the neighborhood, adjacent to at least one of the central public buildings (indicated by the scenario).



*Abbatha says!: Remember that adjacent means any space in contact with one side or corner of any plot of land or building.*

Once all this is done, you can start the game by following the established turn order.



## GAME PLAY - - - - -

The game develops in 5 rounds, during which the players will have to manage their workers and money wisely to achieve victory.

1. Each rounds starts with an action phase: The players will take turns to perform one action each, following the turn order established in the turn order tile. The players will continue playing until everyone cannot, or will not, play any more actions. In this phase, the players will acquire empty plots, new buildings and will build those private and public buildings in the new neighborhood.

2. After that, start the upkeep phase, where the players will collect income, recover their used workers and prepare the buildings market for the next round.

## PRIVATE BUILDINGS:

The private buildings are the core of Master Plan and are divided into 4 families, each of them will offer you different benefits:



**Housing:** the main source of Victory Points.



**Shops:** the financial engine of our neighborhood.

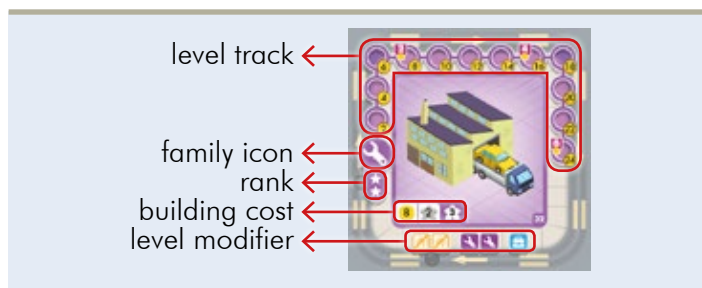


**Industry:** will allow you to increase your team (number of workers).



**Corporations:** are a mixture of all of the above, and gives you benefits of all 3 types, but in a smaller quantity.

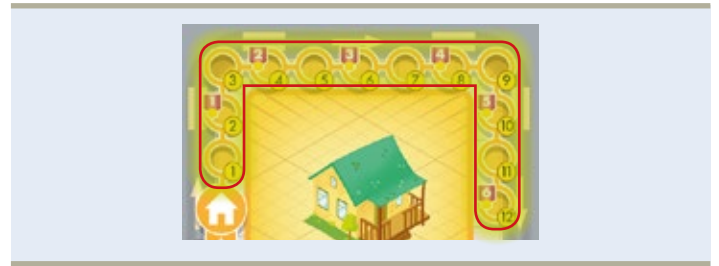
Each tile has information of: level and victory points, family, rank, building cost and level modifiers.



## BUILDING LEVEL & MODIFIERS:

Every building has a level, according to the adjacent buildings (see Building, page XX). This level is marked with a disk of the owner's color on the track that each private building

has for that purpose. In that track, aside from the building's level you can see how much income it generates each round, as well as the victory points it gives when the game ends.



The level modifier icons at the bottom of each public or private building affect all adjacent buildings, which modify their level with each new construction or upgrade in the neighborhood.



## ACTION PHASE:

This is the main phase of the game. Each player will take one action each turn, following the established order. Once all players have passed their turns, the upkeep phase begins.

## PERFORMING ACTIONS:

Players of Master Plan can do any of the following actions each turn: These are the available actions:

- Auctioning plots of land
- Acquiring private building tiles
- Building
- Performing public building actions
- Auctioning public buildings
- Upgrading a private building
- Pass

**A. Auctioning plots of land:** Free plots are acquired by public auction, where you will have to send one worker and the money you want to bid.

1. **Opening bid:** You can open the auction to acquire a free plot of land, adjacent to at least one constructed building, including the starting public ones. To do so, place on the chosen plot one worker and as many coins as the number of buildings adjacent to the plot.





*Abbatha says!: Remember that you can open your bid with more than the initial value, as long as your bid is multiple of that value (i.e:  $2 > 4 > 6 > \dots$ )*

**2. Overbidding:** The next player bidding for that plot of land will have to place one of their workers, if they hadn't entered the auction in a previous turn, and exceed the highest bid with a sum of money multiple of the original value.



*Abbatha says!: Remember that if you are already participating in an auction, you don't need to send another worker to increase your bid.*

**3. Winning the auction:** At the start of their turn, if the active player bid the highest sum of money for a plot of land, that player wins the auction. Pay the money from your bid to the bank, leave the worker on your new plot and place one of the discs of your color to mark you as the owner of the plot. Any other players bidding will recover all their workers and money used for the auction.



*Ivan wants to open the auction for a plot of land by using 1 worker and 3 coins.*



*Ana also wants that plot, so to make sure she wins the auction she overbids Ivan with a multiple of 3, in this case 9 coins.*



*Nobody overbids Ana, so she wins the auction and the plot of land.*



*Abbatha says!: Remember that a player cannot have more than 2 empty plots at the same time.*

**B. Acquiring private building tiles:** you can use one worker to take a private building from the building market, which goes into your hand. Leave the worker in the empty space left by the tile.



*Yolanda uses one worker to acquire a new building for her hand.*

**C. Building:** this is the main action in Master Plan. Place one of the building tiles from your hand onto a plot of land you own, and mark it with a wooden disc of your color. To perform this action, you must use as many workers as indicated by the tile, and pay the bank as many coins as needed.



*Ana decides to build a Rank 2 shop on her plot of land. To do it, she uses 2 workers and pays 5 coins.*



*Abbatha says!: Remember that you can build public buildings in free empty lots, as long as they are not in auction, even if you don't own them.*

After building, you have to check how the new construction affects the neighborhood, and vice versa. To calculate a new private building's starting level, count the icons of its color in all adjacent building tiles, and place your property marker

on the appropriate space of the building's level track. Public buildings don't have a level, so you don't need to do this.

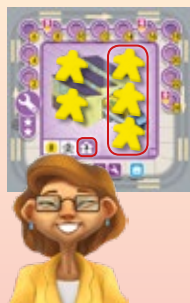


Ana calculates the starting level of her new building according to the adjacent ones. Her new Shop building starts at level 3.

Then, you must adjust the level of every adjacent building, according to the icons on the newly built tile, be it a public or private building. Move back or forth the level marker in all adjacent buildings, as indicated by the new tile.



Ana is checking how the new building affects the neighborhood. The new building benefits housing, but penalizes shops and industry.



Abbatha says!: Remember that Industry and Corporation buildings will add new workers to your team. When you build them, place the new workers on the new building tile, next to the ones used for construction. Also, some public buildings have special effects that you must apply immediately (see Extras, page XX).

**D. Performing public building actions:** Aside from all the standard game actions, you may perform the special actions available in the starting public buildings. The effects of these actions is described with icons on the building tiles (see Extras, page XX), and can give benefits such as extra income, temp workers, demolishing building, etc.



Public buildings change each game, since they are determined by the scenario in play. In any case, you will have to use at least 1 worker, and you may even need to pay money to activate them, as indicated by the building tile.



Ivan wants to use the action in a public building, and can choose to use 1, 2 or 3 workers. Ivan decides to use 3 workers for the public action and earns 15 coins.




Abbatha says!: Remember that only one player each round can perform each public action.

**E. Auctioning public buildings:** Public buildings are acquired through an architectural competition, so the player that sends more workers to work on the project will win the auction.


- 1. Opening bid:** You can open the auction for a public building in the market by placing any amount of workers on the public building.
- 2. Overbidding:** The next player bidding for that building will have to exceed the highest bid by at least 1 worker, and places all the workers on the building as well.




**3. Winning the auction:** At the start of their turn, if the active player bid more workers at the auction it wins the building. Take the tile, but leave all the workers in the now empty space. Any other players bidding will recover all their workers used for the auction.



Yolanda opens the auction for a public building by bidding 2 workers.



Manu decides to overbid Yolanda and places one additional worker.



Nobody overbids Manu, so at the start of his turn, he wins the auction and takes the public building, while Yolanda recover her workers.

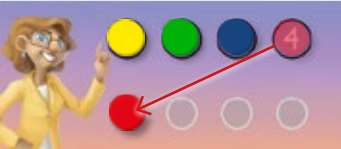
**F. Upgrading a private building:** This action allows you to replace a constructed private building you own for another building of the same type but superior rank. To do so, place the new building from your hand over the building to upgrade, using as many workers and paying as much money as the cost difference from both buildings.

The upgraded building will have the same level as the previous one, but you must check how it affects the neighborhood. For this, adjust all adjacent building by discounting the icons from the lower rank building, and then apply the icons from the upgraded building as explained before (see Building, page XX)




**I. Pass:** At the start of your turn, you may decide to pass if you don't want to or cannot perform any more actions. By doing so, you will not play any more turns that round, until all players have passed.

Additionally, you must place your turn marker on the first empty space of the future track of the turn order tile. By doing this, the first player to pass will place their token on the first position of the future track, the second player to pass will place it next to it, and so on.



Manu is the first player to pass his turn this round, so he places his turn marker on the first position of the future track.



Yolanda is the second player to pass her turn this round, so she places her marker on the first empty position of the future track.

## UPKEEP PHASE:


Once all players have passed their turn, start the upkeep phase. During this phase, the players must:

**1. Recovering workers:** Take back all the workers of your color in the game area, be it buildings, plots of land or the market. This includes any workers that joined your team thanks to your new buildings.



**2. Collecting income:** Each player must calculate their income from:

- **Private buildings:** Take the coins indicated by each one of your private buildings, according to their current level.



- **Public buildings:** Take the coins indicated by each one of your private public buildings, if any.

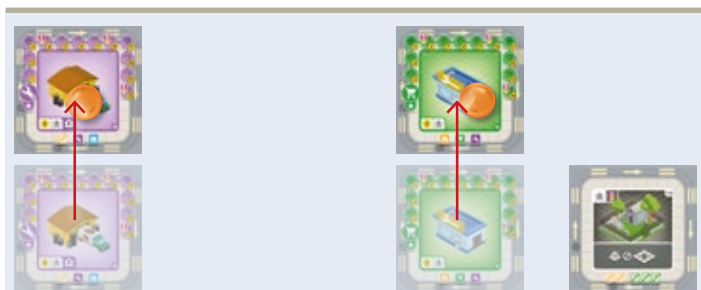


### 3. Replenishing the building market:

**a) Discarding obsolete buildings:** Discard any buildings from the obsolete buildings market that started the upkeep phase with a coin on them.



**b) Marking obsolete building:** Slide up any private buildings still on the market that were not acquired during the action phase, and place 1 coin on each of them, thus renewing the obsolete buildings market.



*By doing this, it's very easy to identify obsolete buildings, and you will also earn an additional coin for your reserve if you acquire them.*

**c) Replenishing the private building market:** Draw as many private buildings from the pile as indicated by the scenario, and leave them face up on the market.



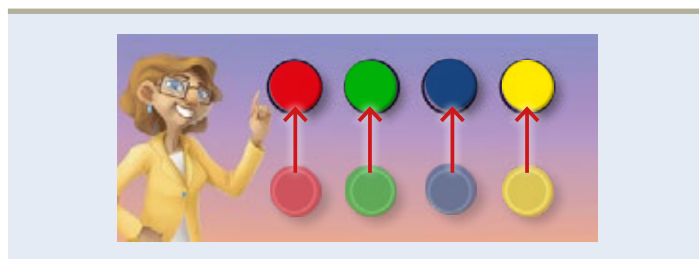
*Abbatha says!: Remember that you will have to draw as many buildings as players +2, unless the scenario states otherwise.*

**d) Tendering public buildings:** Add to the market all the public buildings prepared for this purpose during setup, next to the outskirts tokens. In round 1, take the public buildings reserved for round 2; during the upkeep phase of round 2, take the public buildings reserved for round 3, etc. Place these buildings next to the private buildings market.



*Abbatha says!: Remember that public buildings will remain in the market at all times, they are not to be discarded or moved to the obsolete market.*

**4. Determining the new turn's order:** Slide all turn markers back to the turn order track from the future track, on the turn order tile, without altering the new order established when passing during the actions phase.



*Abbatha says: Remember that there is NO upkeep phase the round the game ends. The builders will not collect income or replenish the building market.*

## END OF THE GAME - - - - -

Master Plan emulates the construction of a new neighborhood in Urbapolis, so the score will be determined by the efficiency and quality of the urbanistic development done by each builder.

The game may end in 2 ways (whichever happens first):

- Building on the last empty plot in the neighborhood: Whenever a player builds on the last empty plot of land



available, the game ends. All the players behind that player on turn's order will play one last action to end the current turn (this way, all players will take the same number of turns).

- At the end of round 5: At the end of the actions phase of round 5, the game also ends.

Whenever any of these two conditions are triggered, immediately start the final VP count for each player, without doing an upkeep phase. The players earn VP's for:

1. Private buildings: Add up all the VP's indicated on the track of each of your private buildings, according to their current level.

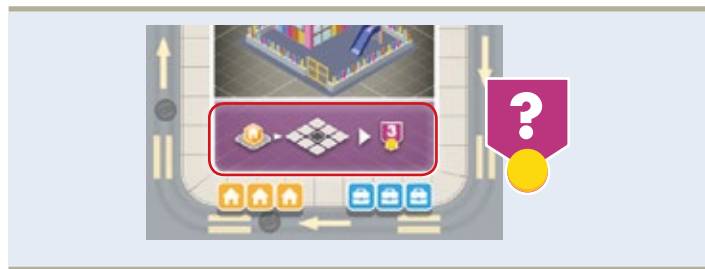


2. Public buildings: Public buildings give VP's in two different ways:

- Direct points: Add up the VP's indicated at the upper left corner of the tiles.



- Special conditions: Public buildings of the last rounds give VP's according to different conditions, like nearby buildings, number of workers, etc. (see Extras, pag. XX). Add up the VP's indicated by the building.



3. Remaining money: At the end of the game, you get 1 VP for every 10 coins you have.

The builder with the highest score of XXXX (VP) at the end of the game, will be the winner and can name the new neighborhood, if they want to!.

## SUMMARY

In this section you will find a detailed description of the actions in every public building in Master Plan.



*Abbatha says!: Remember that whenever a public building's effect contradicts the general rules, the building's effect has priority.*

## SPECIAL ACTIONS IN STARTING PUBLIC BUILDINGS:

The starting public buildings always offer new actions that the players may activate on their turns (see Public building actions, page XX).

1. Bank (Funds): Send 1/2/ 3 workers to collect 3/6/9 coins, respectively.
2. Employment Office (Hiring): Send 1 worker and 6 coins to hire 1 additional worker for your team.
3. Temporary employment agency (Temps): Send 1 worker and 2/4/6 coins to get 2/3/4 temp workers (can only be used on the round they are hired and are lost afterwards).
4. Hospital (Donation): Use 1 worker and 2/5/8 coins to earn 1/2/3 Victory Points, respectively. Take a VP token for the appropriate amount and add it to your reserve.
5. Health center (Assistance): Use 1 worker and 3/6/12 coins to add 1 level to 1/2/3 different Housing buildings.
6. TV Studios (Advertising): Use 1 worker and 2/4/8 coins to add 1 level to 1/2/3 different Shop buildings.
7. Fairground (Industrial fair): Use 1 worker and 2/4/8 coins to add 1 level to 1/2/3 different Industry buildings.
8. Convention center (Convention): Use 1 worker and 2/5/10 coins to add 1 level to 1/2/3 different Corporation buildings.
9. City hall (Expropriation): Send 2 workers to expropriate an empty plot from a rival builder, by paying them 4 times the current plot price (4x1 coin/adjacent building).
10. Department of parks & recreation (Boulevards): Send 1 worker to build a Boulevard between two plots (+2/+2 modifiers).
11. Department of Public Works (Streets): Send 1 worker to build a Street between two plots (+1/+1 modifiers).

**TO BE CONTINUE  
WORK IN PROGRESS**