

ARCOLOGIES

Official Training Manual

Ministry of Vertical Development

Edition 24.7.3

Property of the Central Government

*A strategic game of vertical city-building for 3,4 players with solo and duo assignments
designed by Alban Viard
Illustrated by Adrien Rives*

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MINISTRY OF VERTICAL DEVELOPMENT

OFFICIAL ORIENTATION MANUAL

FOR NEWLY APPOINTED ARCOLOGY ADMINISTRATORS

Classification: PUBLIC

Document: MVD-2400-01

Distribution: Mandatory

Reading Time: Approximately 37 minutes

Estimated Duration of Assignment: 100 years

Failure to complete this orientation before beginning construction is considered an administrative violation.

Language Notice: The use of unofficial terminology is discouraged.

Reality functions more efficiently when everyone uses the same words.

OFFICIAL LETTER:

To the Newly Appointed Administrator,

Congratulations.

Following extensive statistical analysis, the Ministry has determined that you possess the minimum qualifications required to administer an Arcology.

Your assignment begins immediately.

During the next one hundred years, several million citizens will depend entirely upon your decisions.

Their housing...

Their employment...

Their nourishment...

Their transportation...

Their Happiness...

will become your responsibility.

The Ministry has complete confidence in your abilities.

Statistical confidence.

We wish you every success.

For Humanity.

For Efficiency.

For Happiness.

Signed:

The Central Committee

Ministry of Vertical Development

PUBLIC NOTICE 1-A:

Every citizen deserves Happiness.

The Ministry is committed to ensuring that every certified citizen receives the highest attainable standard of living.

Through careful planning, scientific management and responsible administration, every Arcology contributes to a safer, cleaner and more efficient future.

Your cooperation is appreciated.

Document Authentication Code: MVD-2400-01-α

"Building Tomorrow, Today."

By opening this manual, the Administrator acknowledges that all certified Happiness measurements are final and may not be disputed.

WELCOME TO ARCOLOGIES

MINISTRY OF VERTICAL DEVELOPMENT

Government Circular 2-B

Humanity did not abandon horizontal cities.

Horizontal cities abandoned Humanity. The 24th century...75 Billion of people are now living on the Earth. Vertical cities have replaced horizontal cities in order to occupy less spaces. The quest for Happiness is the ultimate holy grail for the entire population of the world inside this new world. You are now in charge of a new challenge: to arrange one of these big towers that grows all over the planet and help your dear population to be as happy as possible and get their **dose of happiness!**

Succeed, in the same tower, in coexisting Residence Units, Commercial Units, and Office Units. Develop Urban Farm to feed all these new populations, develop green spaces, relaxation and Recreation Units for the sake of harmony with the least impact on the environment. Build your Arcology, concatenation of Architecture and Ecology!

Arcologies are fully integrated vertical cities designed to provide everything a citizen requires within a single self-sufficient structure.

Housing.Employment.Foodproduction.Transportation.Healthcare.Recreation.Happiness!

Every Arcology follows identical governmental standards, ensuring equal opportunities for every certified citizen.

As its Administrator, your responsibility is not simply to construct buildings.

Your responsibility is to design a city where every resource works together with maximum efficiency.

A successful Arcology wastes neither space, time, nor potential

"A city is not measured by its height... but by the happiness of those who live inside it."

Attention: *This game contains 1000 mg of Caps of Happiness!*

Goal of the Game

Over **10 Decades** (or **12** in the extended game), players build and develop their own Arcology.

Throughout the game you will:

- construct new modules;
- welcome new Units of Population;
- produce Synthetic Food;
- earn and spend Arcos;
- archive Floppy Disks;

DEPARTMENT OF TRUTH
Official Archive Bulletin
Memory is unreliable.
Records are eternal.

- reduce travel time with Elevators;
- collect Happiness Pills.

At the end of the game, players score additional Happiness from their Special Improvements while suffering penalties for Time.

The player with the most **milligrams of Happiness** wins

At the end of the century, the Ministry conducts a complete evaluation of every Arcology.

*The Administrator with the highest **Happiness Index** receives national recognition.*

PUBLIC NOTICE 2-C

Every citizen deserves Happiness. Efficient administration simply makes it possible.

During the Game

Each round follows the same structure:

1. Hire a Character

Choose one of the available Characters to determine which action will be performed this round.

2. Perform Actions

Expand your Arcology, move your population, produce resources and improve your city.

3. End of Round

Buildings develop automatically, Time advances and the next Decade begins

REMEMBER

Arcologies is not a game about constructing the tallest tower.

*It is a game about constructing the **most efficient society**.*

Height alone impresses architects.

Efficiency impresses the Ministry.

ADMINISTRATIVE REMINDER 3-A

Productivity creates Prosperity. Prosperity creates Happiness. Happiness creates Stability. Stability creates Productivity.

This developmental model has been statistically validated. Alternative models are no longer supported.

OFFICIAL INVENTORY

Ministry of Vertical Development – Directive 01

Congratulations, Administrator.

Your Arcology Construction Kit has successfully passed inspection.

Before beginning your assignment, verify that every component listed below is present.

Missing components must immediately be reported to the Ministry. *Missing reports do not exist..*

Components:

- 80 × Dark Green Residences Units (30-20-15-10-5)



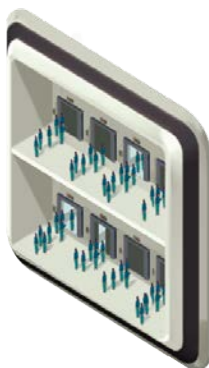
- 50 × Blue Commercials Units (20, 15, 10, 5)



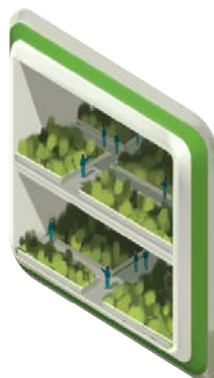
- 45 × Yellow Offices Units (20,15,10)



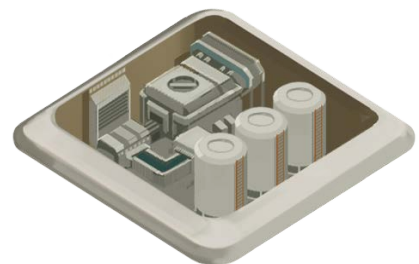
- 32 × Elevator tiles



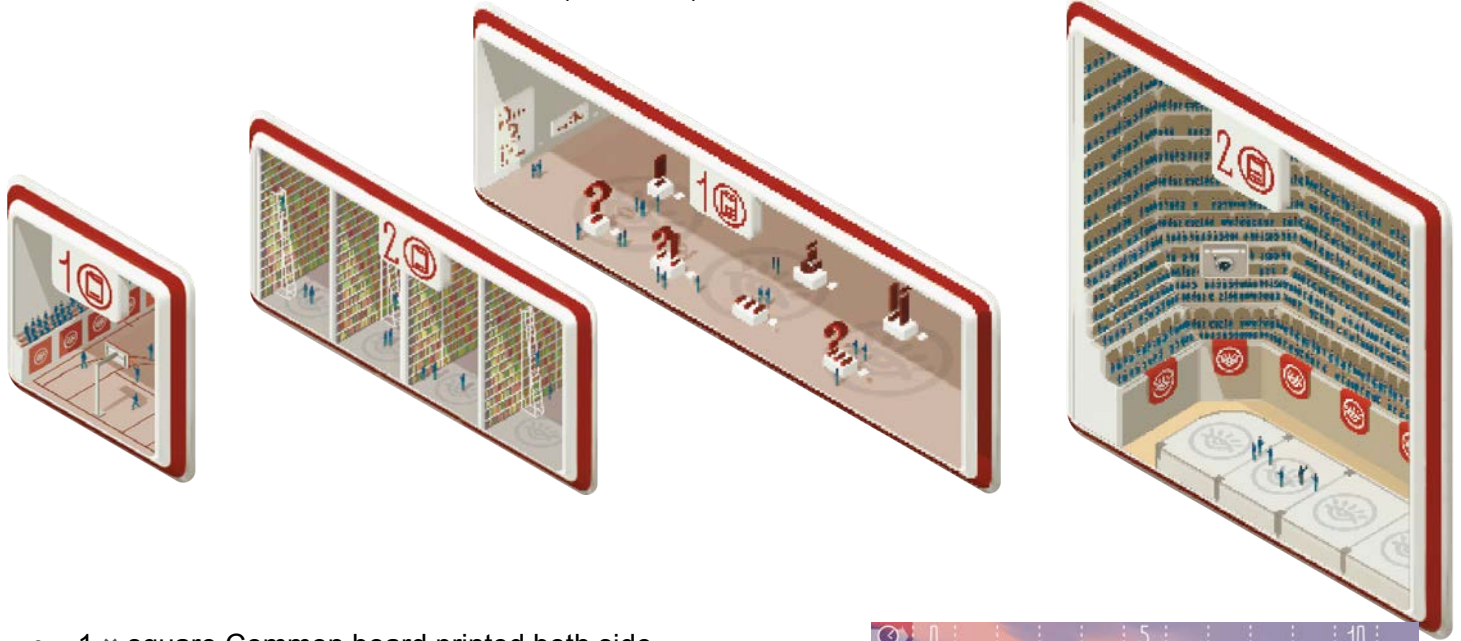
- 48 × Green Spaces tiles



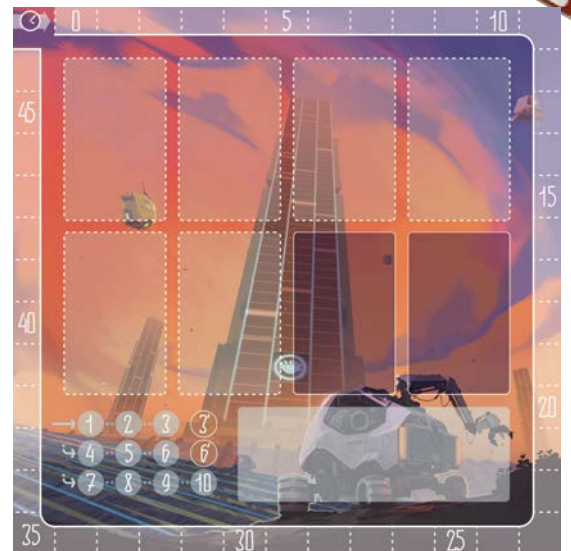
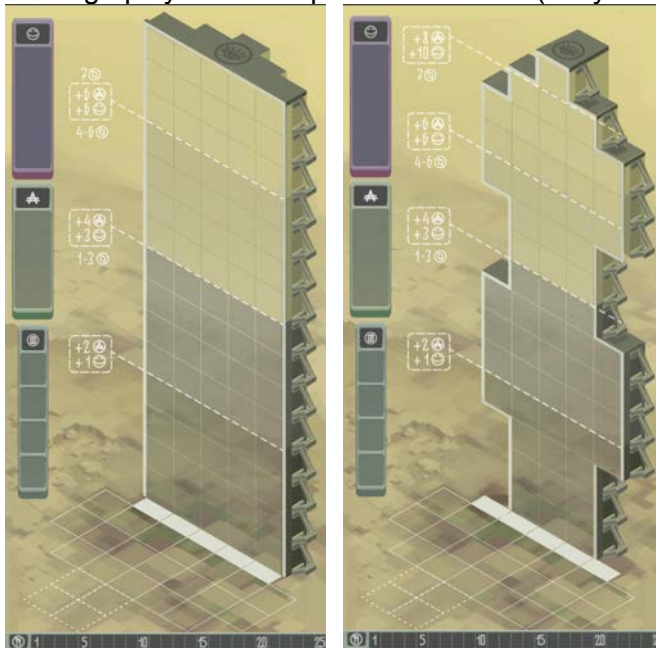
- 20 × Urban Farm tiles



- 16 × Recreation Red Units in 4 sizes (4 of each)



- 1 × square Common board printed both side
- 4 × Large player boards printed both side (easy/difficult)



- 100 × Units of Population in 4 colors (25 × Flashy Green, 25 × Flashy pink, 25 × Flashy purple, 25 × Flashy orange)



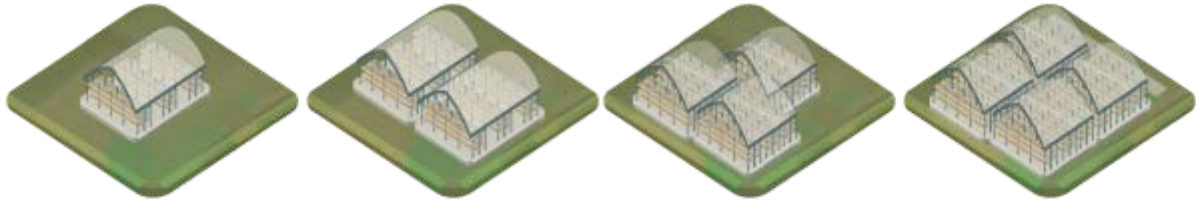
- 8 × Discs in 4 colors (2 × Flashy Green, 2 × Flashy pink, 2 × Flashy purple, 2 × Flashy orange)



- 96 × Connectors discs (40 × Residential connectors, 32 × Commercial connectors, 24 × Office connectors)



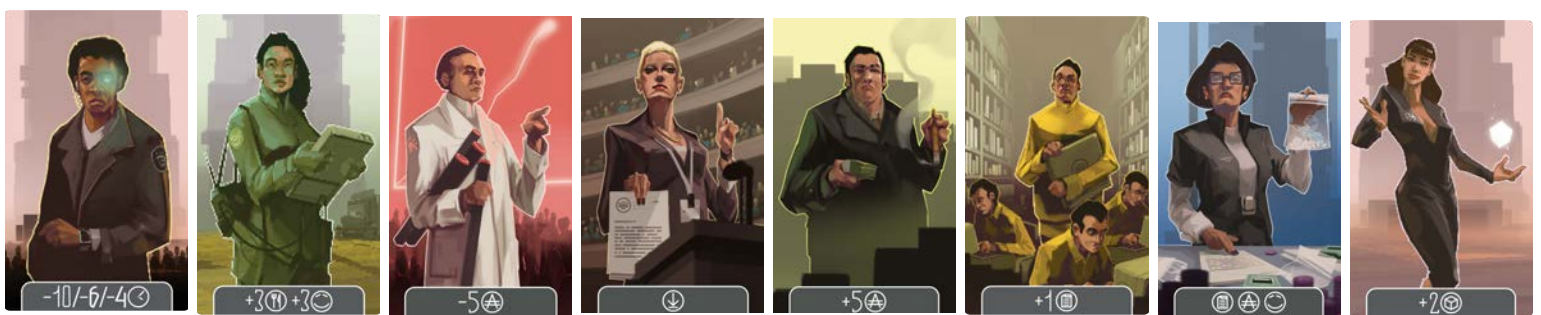
- 24 × Floppy disks (12 Operational data,  8 Restricted data,  4 Classified data )
- 60 × Synthetic Food Storage tiles printed both side value 1:2 (40) and 3:4 (20)



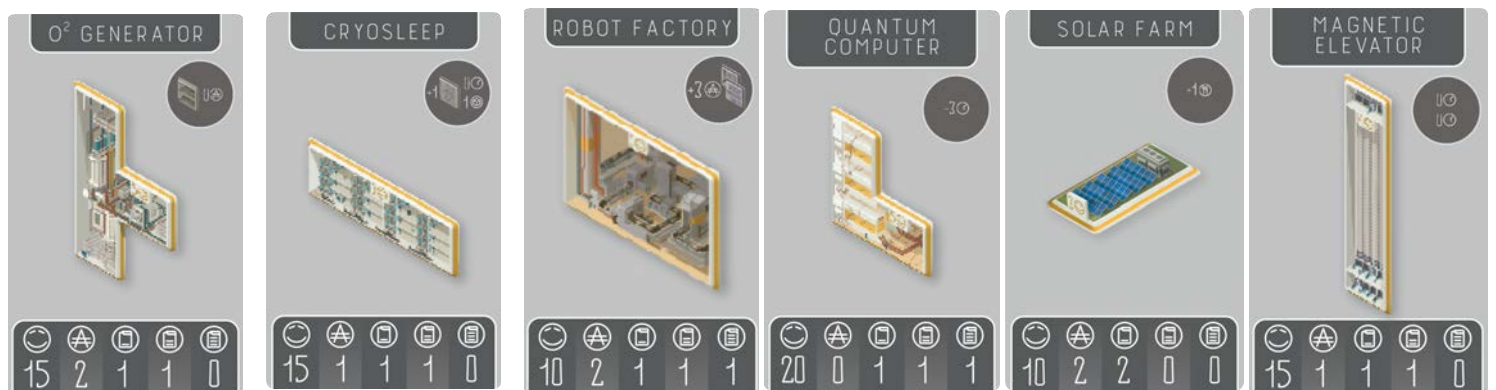
- 60 × Walls in 4 colors (15 × Flashy green , 15 × Flashy pink, 15 × Flashy purple, 15 × Flashy orange)



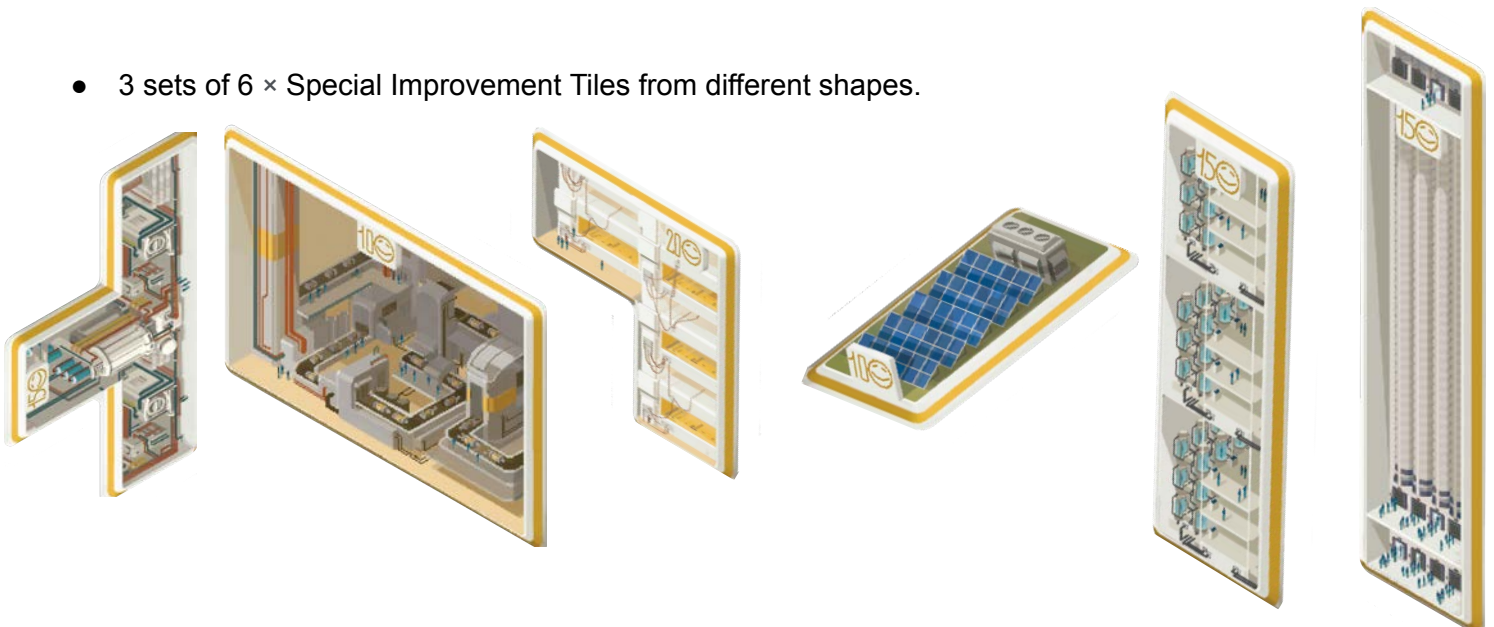
- 8 × Character Cards called Action Cards



- 6 × Special Improvement Cards



- 3 sets of 6 × Special Improvement Tiles from different shapes.



- 1 × First Player Marker



- 1 × Decade Time Marker



- 4 × Synthetic Food Cursors, one in each player color

- 20 × Happiness Pills dosed at 1 mg



- 16 × Happiness Pills dosed at 5 mg



- 12 × Happiness Pills dosed at 25 mg



- 6 × Happiness Pills dosed at 100 mg



- 40 ×  /  Arcos

- 12 ×  / 

- 8 ×  / 

- 5 × Minister Seals only used for the Five-Ministry Conclave



- 1 × Administrator Protocols Mandatory Operational Procedures sheet (player aid)

ASSIGNMENT CONFIGURATION

MINISTRY OF VERTICAL DEVELOPMENT

Configuration Directive 5-A

Administrators may select the conditions of their assignment.

The Ministry will evaluate the consequences.

Before setup, all Administrators must jointly select one option in each of the **following four categories**. All players must use the same configuration.

These choices are independent..The Assignment Configuration described below applies to the standard 3—4 player game. The Solo and Duo Programs use the restrictions specified in their respective Appendices.

1. MINISTRY EVALUATION

- **Standard Evaluation:** The Administrator with the most Happiness mgs wins.
- **Five-Ministry Conclave:** Recommended for experienced Administrators familiar with the five Solo Assignments. The Administrator who earns the most Ministry Seals wins. See **The Five-Ministry Conclave** in the *End of Assignment* section.

2. ASSIGNMENT DURATION

STANDARD ASSIGNMENT — 10 DECADES

Recommended for first-time Administrators.

Government Evaluations occur after Decades 3, 6, and 10.

EXTENDED ASSIGNMENT — 12 DECADES

Insert:

- Decade **3'** immediately after Decade **3**;
- Decade **6'** immediately after Decade **6**.

Government Evaluations occur after Decades **3'**, **6'**, and **10**.

3. ARCOLOGY GRID

UNIFORM TOWER

Use the side showing a regular construction grid of 15 Floors × 5 columns.

Each Administrator selects one of the certified initial Deployments shown for this side. (see player

Uniform structures facilitate predictable development.

CONSTRAINED TOWER

Use the side showing a narrower, irregular construction Tower. The Tower still contains **15 Floors**, but several spaces are permanently unavailable.

No predefined Deployment is assigned. Each Administrator places their initial Residence Unit, Commercial Unit, and Office Unit according to the standard setup rules.

Restricted space encourages efficient decision-making.

4. TIME IMPACT

Select the level of Government oversight applied during each Government Evaluation.

Oversight Level	First Time Period	Second Time Period	Third Time Period
Regular Oversight	5 Time = -1 mg	4 Time = -1 mg	3 Time = -1 mg
Heightened Oversight	4 Time = -1 mg	3 Time = -1 mg	2 Time = -1 mg

During each Government Evaluation:

1. Divide your accumulated Time by the applicable value.
2. Round the result up.
3. Lose that many mg of Happiness.
4. Reset your Time Marker to **0**.

When playing the **Five-Ministry Conclave**, record these three Time penalties: their total is also subtracted from your Population Altitude when calculating your final Vertical Social Index.

Standardized preparation reduces administrative errors.

OFFICIAL NOTICE

The Ministry recognizes eight equitable Assignment Configurations.

The selected conditions apply equally to every Administrator.

The results rarely do.

Choice has been authorized. Excuses have not.

PUBLIC INFORMATION 4-C

Every Arcology receives exactly the same resources. Success depends solely on administrative competence. Standardized preparation reduces administrative errors..

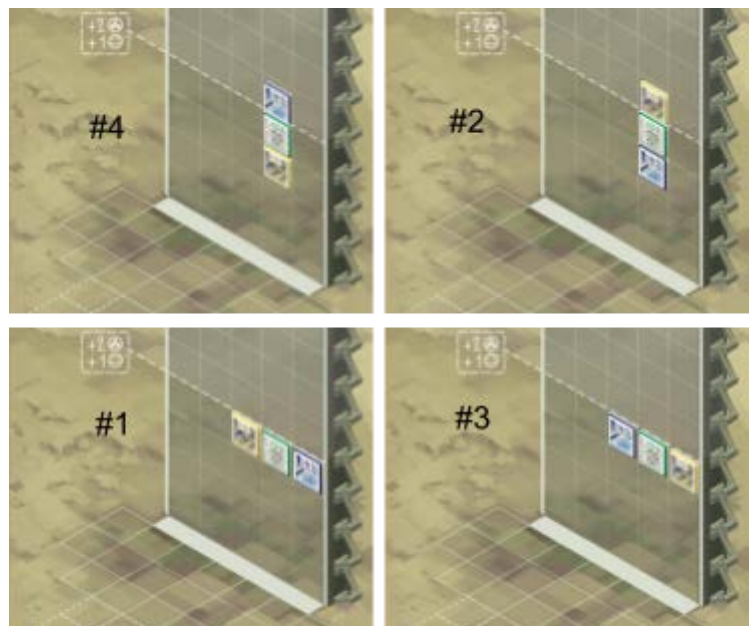
Each Administrator receives an **Administrator Kit**. Choose a color and take:

- 1 Arcology Board.
- 3 Units of Population in your color. Place them on the three rightmost spaces of the **Intake Area**, one Unit per space.
- 15 Walls in your color.
- 24 Connector Discs: 10 green, 8 blue and 6 yellow.
- 1 Recreation Module of each Size: 1, 2, 3 and 4. Place them next to your Arcology Board.
- Use your Walls to create a **3 × 2 Zone**. This is your **Nutritive Zone**.
- 1 Urban Farm. Build it on any space in your Nutritive Zone.
- 1 Synthetic Food Cursor in your color. Place it on the appropriate space of the Synthetic Food Track according to your current **Synthetic Food Storage**.
- **2 Player Discs** in your color. Stack them on space 0 of the **Time Track**. Move only the top Disc during your first circuit of the Track. If your Time exceeds 50, place the second Disc on top of the first and continue around the Track with both Discs stacked. The stacked Discs indicate that you have already spent 50 Time during the current period.

For your first game, the Administration recommends using the following certified Deployments for your initial **1 Residence Unit, 1 Office Unit and 1 Commerce Unit**:

- **Deployment #1** — First Administrator
- **Deployment #2** — Second Administrator
- **Deployment #3** — Third Administrator
- **Deployment #4** — Fourth Administrator

Any alternative Deployment is used at your own administrative risk. If you choose not to use a certified Deployment, you may place your initial Residence Unit, Commerce Unit and Office Unit on any available spaces from the **1st to the 4th Floor**.



The consequences of this decision remain entirely your responsibility. Your Arcology is now **operational**.

_____Inventory Verified_____

The player places the common board in the middle of the table who lastly used an Elevator is the first player and takes the first player marker. If no one around the table has used an elevator before, then the tallest player becomes the first player. This first player takes A5. In clockwise order, the other players receive A2 more than the previous one.

PUBLIC PROCUREMENT NOTICE

Innovation remains available to every Arcology.

Some Administrators simply receive authorization first.

Shuffle the 6 Special Improvement cards and put $p+1$ of them face up (where p is the number of players) under the common board so that all the players can see which Special Improvement tiles are available for this round. You place the remaining cards face down next to the face up Special Improvement cards.

FIVE-MINISTRY CONCLAVE SETUP



If you selected the **Five-Ministry Conclave**, shuffle the five **Ministry Seals** face down and reveal 1 at random. Place it in the **Supreme Ministry Mandate** space on the Common Board. Then reveal the 4 remaining Ministry Seals and place them aside the common board. The **Supreme Ministry Mandate** is not an additional Seal. The Supreme Ministry is still evaluated normally and may be claimed like any other Ministry Seal. It is worth one Seal. Its only additional function is to resolve an overall tie at the end of the Assignment.

CENTRAL ADMINISTRATION: Place the common board in the center.

MINISTRY OF VERTICAL DEVELOPMENT

Administrative Protocol 6-A

An Arcology does not govern itself.

Fortunately, neither do its citizens.

Before construction begins, prepare the Central Administration Board.

This board represents the Government Departments that will guide every Arcology throughout the century.

Place the 8 Action cards, one per space on the common board:

- Shuffle the Arcotech, Minister of Plenty, Temporal Warden, Minister of Truth, External Administrator and the Director of Conditioning cards and place one at random on each lighter placeholder with a dotted surrounded line.
- Place the Grand Investor card and the High Chancellor card at random on each darker placeholder with a continuous surrounded line.

THE GOVERNMENT:

GOVERNMENT CIRCULAR 5-D

Proper preparation prevents inefficiency.

Inefficiency requires supervision.

Place the Arcos (money), the Residence Unit tiles, the Synthetic Food Storage tiles, the Commercial Unit tiles, the Office Unit tiles, the Elevator tiles, the Units of Population, the Green Space tiles, near the common board,

sorted and available to the players. Place next to the common board, all Happiness mg Pills. Place the Round Marker on the first spot of the Round Track.

The game starts in the year 2300 and ends in 2400.

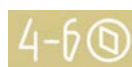
The century is divided into three administrative evaluations, called Time Periods. The Ministry authorizes taller constructions as the century progresses.

At the end of each Period, each player suffers the consequences of time and has construction limitation, see below:

- During the 1st Time Period that lasts 3 decades, each 5 Time costs you 1mg of Happiness, and you can only build and develop the modules till **the 8th Floor (see icon on the player board)**.



- During the 2nd Time Period that lasts 3 decades, each 4 Time costs you 1mg of Happiness, and you can only build and develop the modules till **the 12th Floor (see icon on the player board)**.



- During the 3rd Time Period that lasts 4 decades, each 3 Time costs you 1mg of Happiness and there is no more limit to height!



Note: The 1st and the 2nd Time Period lasts 4 decades in the longer version of the game. You will reset your Time Score to 0 at the end of each Period.

Official Statement

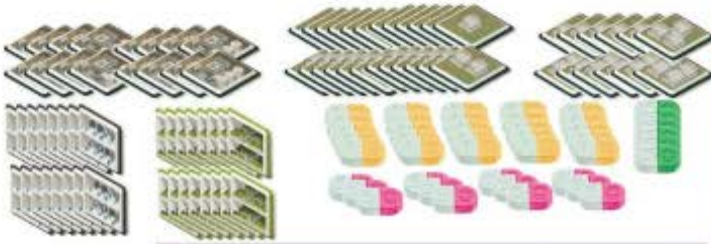
Administrative experience increases with time. Citizens are expected to become equally efficient.

Depending on the number of players, you create a pool of the numbers indicated in the table below, you place the other floppy disks and Special Improvements tiles in the box. Extras are put in the box and not used (Floppy disks-Special Improvement modules).

IE: In a 3 player game, you only play with 2 of each Special Improvement of each sort.

	3 players	4 players
Operational datas 	6	8
Restricted datas 	4	6
Classified datas 	2	3
Special Improvements tiles 	2 of each	3 of each

Note: It means that the Floppy disk tiles and the Special Improvement tiles are limited and their quantity depends on the number of players.



ARCC

The Ministry congratulates all Administrators whose preparation required no corrective intervention.

A few Crucial concepts redacted by the Government:

Property of the Ministry

You have been entrusted with the administration of one Class-IV Arcology.

Its success—or failure—depends entirely on your decisions.



Your Arcology: This is a tower of 3000 m height where the players will arrange different types of Areas. There are two different towers depending on the side of the board you are playing.

Every Arcology is built for the well-being of its inhabitants.

The Land: In the 24th century, the Earth is highly populated and only small areas are still available. In the game, the Land is a small board of 19 squares placed in front of the Arcology + 4 squares surrounded by dot lines.



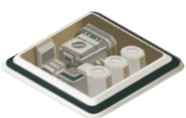
The Nutritive Zone: It is a part of the Land that is available for the player. At the beginning of the game, he only has access to 6 squares surrounded by walls. As the Arcology is growing up, it will require more and more space and the player will increase his Nutritive Zone to produce more and stay in autarky. You will move the walls, add new ones.

Administrative Notice:

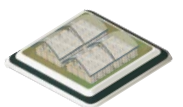
Efficient cities create prosperous communities.



Unit of Population: Each Unit roughly represents 200,000 people. It usually arrives in the Intake Area to live. Some of your Units will work in Commercial Units, others will be affected in the Office Units or in Residence Units in the Arcology at different floors. Each Unit of Population requires one Synthetic Food Storage to be supplied. Without Population, your Arcology cannot function.



Urban Farms: These giant outdoor structures, built in the Nutritive Zone, are producing Synthetic Food and supplying your Units of Population. They are maintained by robots and automatically produce this food when they are built. It is stored inside Synthetic Food Storage from different capacities (1 to 4).



Nutrition Regulation 12-C

Citizens without food allocation may not enter the Arcology.



Commercial Units: Assign Population Units to these blue Units to earn Arcos, sell Floppy Disks, and trade resources. They come in four Levels, represented by one to four storeys in the artwork for easier identification.



Floppy disks: They represent the saved laws and some abstract rules that the players must obey in an Arcology. They are also required to build Special Improvement modules and Recreation Units. Without them, you won't be

able to build large Residence Units.

Bureau of Administrative Records

Citizens are not expected to understand the documents they produce.



Floppy Disk 1 :
Operational Data



Floppy Disk 2 :
Restricted Data

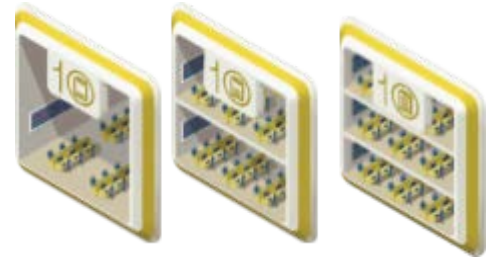


Floppy Disk 3:
Classified Data

Productivity is its own justification.



Office Units: These yellow Units allow players to produce Floppy Disks by assigning Population Units to them. The assigned Population Units encode operational/restricted/classified data onto the Floppy Disks. For easier identification, the number of storeys shown in the artwork matches the Office Level.



Recreation Units: Your Arcology is auto sufficient and it must provide all things around Recreation. These Units help the development of Residence Units and must be built with special care because they are limited. Together we build a better tomorrow.



Residence Units: These green Units provide regulated housing and rest for your Units of Population. Here, the Ministry administers their approved doses of Happiness. Larger Residence Units award more Happiness, and those built on higher Floors award even more. Elevation is officially recognized as a higher standard of living.

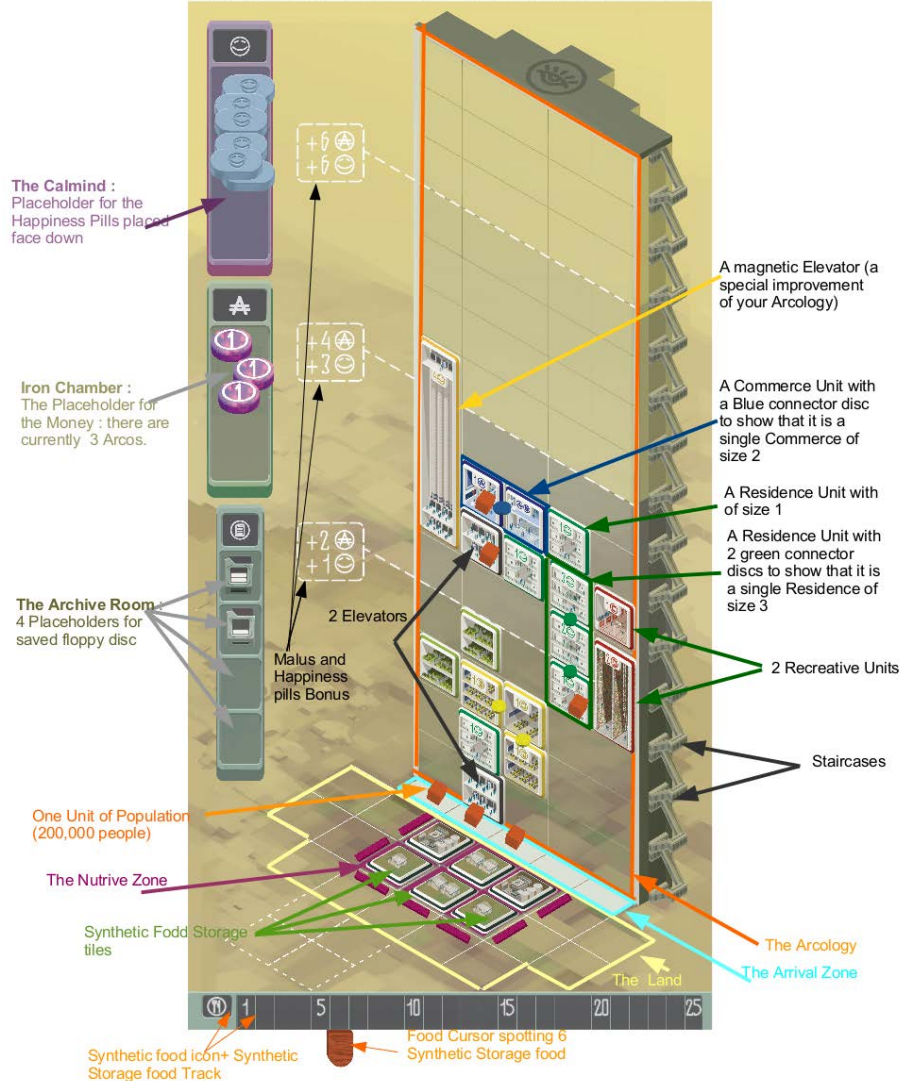


Staircase: This already built and archaic structure helps your Units of Population to reach a higher altitude in your Arcology. This is a slow way to move your Units of Population but is free to use.



Elevators: You have only 100 years to build the most efficient Arcology, so Time is very important. Build Elevators at the right place to move faster your Units of Population. Reaching higher Floor which is always a sign of social elevator for your Units of Population!

ANATOMY OF THE PLAYER BOARD



Ministry Reminder

A well-organized Arcology requires little explanation.
Learn your player board before reading the following chapters.



Green Spaces Units: Government-approved Gardens provide carefully regulated relief from the Tower's productivity requirements. They generate additional Happiness and support the development of nearby Office Units, where Units of Population encode Floppy Disks. Nature is permitted when it improves efficiency.

Official Clarification

Trees are decorative.

Oxygen production remains the responsibility of the Ministry.



Special Improvements Modules: The Ministry may authorize the construction of exceptional structures or Units that modify the standard rules. To construct one, spend the required Arcos and submit the specified Floppy Disks: Operational Data, Restricted Data, and/or Classified Data. Unauthorized innovation is strictly prohibited.



Arcos: Arcos are the Ministry-approved currency used to construct small Units in the Arcology or the Nutritive Zone. They are a tool, not the objective of your assignment. Spend them carefully—financial inefficiency is always recorded.



Time: Time is playing against you at several levels. You are only playing for one century, so building an efficient Arcology during 100 years is challenging. Moving Units of Population takes some Time and there will also be negative points at the end of each Period. Building efficiently is often more important than building quickly.



Happiness: it is the Ministry's official measure of administrative success—and the sole purpose of your assignment. It may be earned, purchased in certain Units, or lost through inefficiency. Special Improvement Modules award additional Happiness during the Final Inspection. It is issued in government-approved capsules of **1, 5, 25, and 100 mg**. All certified measurements are final.



Ministry Seals: The **5 Ministry Seals** reward Administrators who achieve the best results in different areas of Arcology management. At the end of the Assignment, the Administrator who earns the most Seals wins, with ties resolved by the **Supreme Ministry Mandate** randomly selected at the start of the game.

Administrative Notice:

Happiness Pills must remain hidden inside each player's **Calmind** throughout the game and remain confidential until the final inspection. Every citizen deserves Happiness.

MINISTRY OF VERTICAL DEVELOPMENT

Civil Service Directive 7-C

An efficient government performs only eight essential functions.

Every other activity has been classified as unnecessary.

Throughout the game, you will recruit Government Officials.

Each Official temporarily places one Department under your authority.

The Government — Character Cards

Each Character represents a Government Official responsible for a specific aspect of your Arcology. Selecting a Character temporarily grants you authority over their Department and allows you to perform its Action. Authority is temporary. Accountability is permanent.

Playing the game:

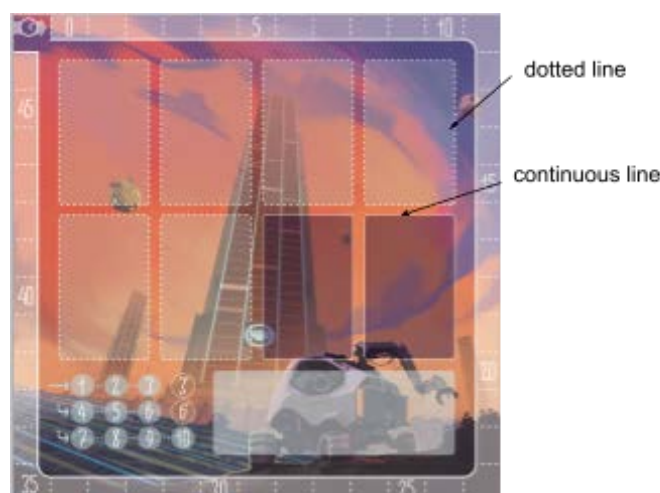
The game lasts 10 Decades (Rounds) and 2 Decades more in the extended assignment, each of which comprises the same 3 steps. Once you understand this page, you understand the rhythm of the entire game.

1. Hire a character from the government: Each Administrator recruits one Government Official. That Character determines which Department becomes active during this Decade. Some Characters benefit every player. Other works exclusively for the Administrator who hired them.
2. Resolve Departments. Each activated Department allows every Arcology to evolve.
3. End of the Decade.

1. Hire a Character : From the first player, each player will hire a Character in order to benefit from the skills of an Official in a particular field:

- If the card is taken from one lighter placeholder with a dotted surrounded line, he first performs the action + the bonus and each player, in clockwise, also performs this action but with no Bonus.
- If the card is taken from the dark gray placeholders with a continuous surrounded line, he is the only player who performs the action.
- If the card triggers a bonus, this bonus is mandatory for the player.
- The cards are put near the player board.

Each time a player chooses a Character that has money on it, he takes all the Arcos and can immediately use them.



Civil Service Regulation

Bonuses are mandatory.

Refusing Government assistance is not permitted.

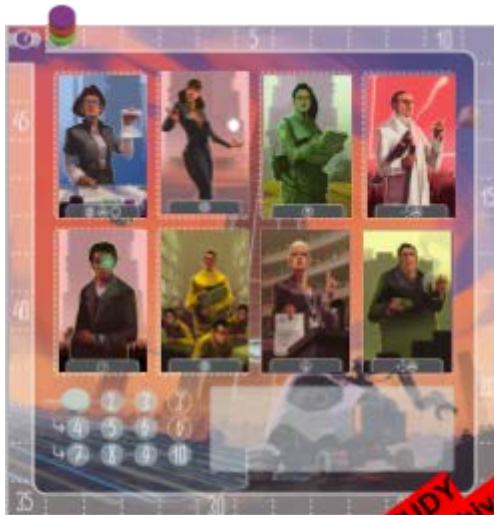
When all players have chosen one action (from the dotted line placeholders or from the continuous line placeholders), the remaining cards (+ Arcos if there are any) from the dotted line placeholders are moved from line 1 top to line 2 bottom on dotted line placeholders, from left to right.

In clockwise, starting from the first player, each player chooses 1 action from the line 1, getting the Bonus.

When the card is performed, put it aside from the common board. As soon as line 1 is empty, the decade is over. Put A1 on each of the remaining cards in line 2. Draw as many new Special Module Cards to still have p+1 available. Shuffle all Action cards that are not on the common board and place them on the available placeholders, the High Chancellor and the Grand Investor cards always go on the continuous line placeholders. Move one space forward the decade Marker. The game is over at the end of decade 10.

Notes:

- As you always choose 3 or 4 Action cards depending if you are playing a 3p or a 4p game, if one or two players are taking cards from the continuous line placeholders, 1,2, or even 3 additional actions will be played without the bonus.
- If you take the High Chancellor card, you become the 1st player at the beginning of the next decade.



Example with 3p

Green, Orange and Purple players are playing an Arcologies game! Green has the first player marker.

- Green chooses the Grand Investor, he is the only one to get \$5M, other players don't do anything.
- Orange takes the Temporal Warden, triggers a move phase for all the players and move with the bonus. Other players don't have the bonus of the TW.
- Purple takes the High Chancellor. She will be the 1st player next turn, it should have been Player B.



From left to right, the cards from line 1 are moved to line 2. In this case, only one card is moved.

The 3 remaining actions in line 1 are now performed:

- Green (the first player) chooses Arcotech with the Bonus, and all the players are performing this action. This action card is placed with the other performed action near the common board.
- The second player (Orange) chooses the Ministry of Conditioning with the Bonus and all the players are performing this action.
- The last player (Purple) takes External Administrator with the Bonus and all the players are performing this action.

You add A1 on each Action from line 2 and you move forward one space the disc on the Turn track.



Example with 4p

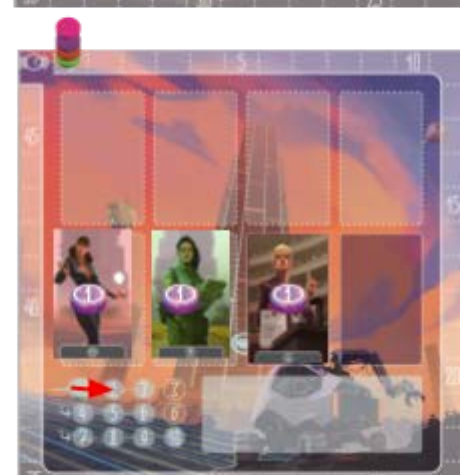
Green, Orange, Purple and Pink are playing an Arcologies game! Green has the first player marker.

- Green chooses Arcotech, triggers a building phase for all the players and build with the bonus. Other players don't have the bonus of the Arcotech.
- Orange chooses Grand Investor, he is the only player who receives the money from the Grand Investor, the other players do not play.
- Purple takes the Temporal Warden and takes the \$1. It triggers a move phase for all the players and move with the bonus. Other players don't have the bonus of the TW.
- Pink takes the Ministry of Truth, triggers a writing phase for all the players and he is the only player who receives the bonus.



From left to right, the remaining cards from line 1 are moved to line 2 till fulfilling all dotted line placeholders, so 2 cards in this example. There is still ONE action in line 1. This action (Ministry of Plenty) is performed by the players, starting with the 1st player, with the bonus for the player. This action card is placed with the other performed action near the common board.

You add A1 on each Action from line 2. You move one space forward the disc on the Turn track.



Details of Character Actions: Hiring a Character will trigger an action that all players will perform clockwise from the player who hired the Character.

Warning: When it is his turn to choose a Character, it is not possible to pass his turn and the player must choose one of the Characters still available.



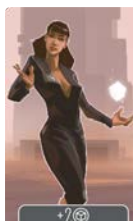
High Chancellor (Department Administration): This Character does not trigger a particular phase. The First Player Marker is given to the player recruiting this Character once all players have chosen their Character. The other players do nothing.



Grand Investor (Department Finance): This Character does not trigger a particular phase. The player takes A5 and the other players do nothing.



Arcotech (Department Construction): This Character triggers a Construction phase.



Director of Conditioning (Department Population): This Character triggers an Intake phase of Units of Population.

Temporal Warden (Departement Transportation): This Character triggers a Population Routing Phase. His bonus depends on the time period you are playing.



Minister of Truth (Department Archives): This Character triggers an Encoding phase.

Minister of Plenty (Departement Commerce): This Character triggers an Authorized Exchange phase.



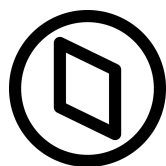
External Administrator (Department Agriculture): This Character triggers a Provisioning Phase.
(Fork and Knife icon)

Tips: Each Action card has a special main color that helps to remember which type of tiles it affects. For example the Ministry of Truth is mainly Yellow since it affects the Yellow Unit offices.

Ministry Observation:

Experienced Administrators often recruit a Character not for its Bonus...

...but because they wish to force every competing Arcology to perform that Department!



Details of the different Phases:

Department of Construction

“Architecture is obedience made concrete.”

Construction Phase:

Ministry Circular 10-A

An Arcology that does not grow is an Arcology that dies.

Every Decade, the Ministry authorizes Administrators to expand their city.

Presentation:

During a Building Round, construction is divided into three categories:

1) MODULE TILES

- a Residence Unit
- a Commercial Unit
- an Office Unit



- a Green Space Unit
- a Recreation Unit
- an Urban Farm Unit



2) VERTICAL MOBILITY INFRASTRUCTURE

- an Elevator Pair.



3) SPECIAL IMPROVEMENTS

- a Special Improvement Tile.



Elevator Pairs and Special Improvements are constructed separately from the 3-Module Tile construction limit (see list of Special Improvements and building rules)

TRANSPORTATION DIRECTIVE 10-B

Growth creates distance.

Distance creates Time.

Time reduces Happiness.

Vertical mobility is therefore considered essential infrastructure and is authorized independently from ordinary construction quotas.

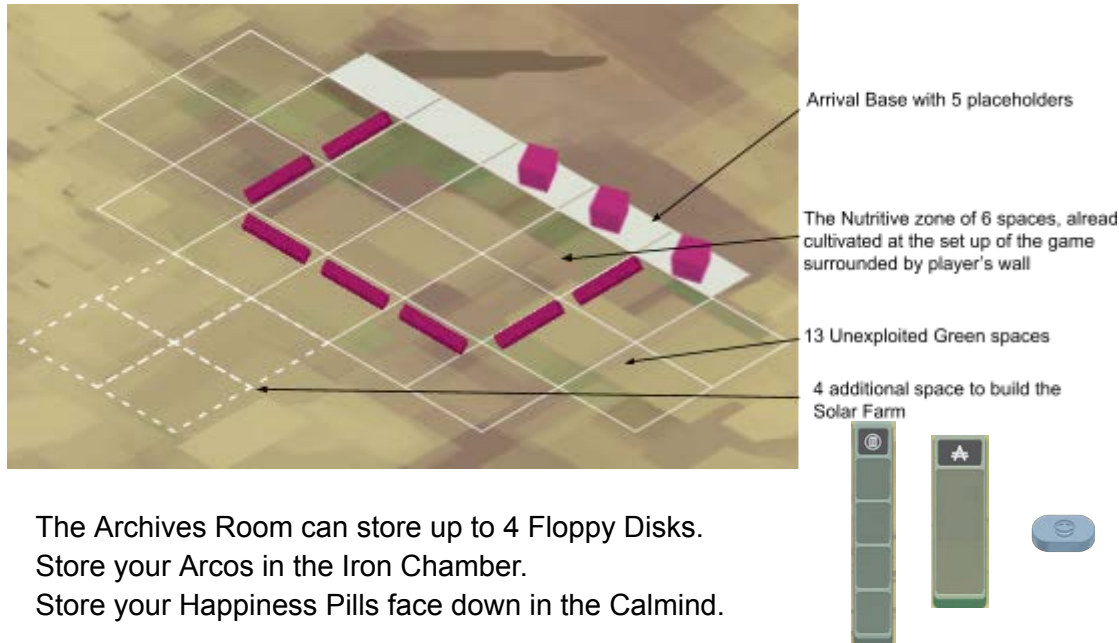
The Arcology is divided into 15 horizontal lines called Floors. The Service Staircase runs along the right side of the Tower and provides access to higher Floors.

The Land is divided into 21 squares used primarily for Synthetic Food production. Above the Land are 5 Intake Area spaces, where Units of Population arrive from the reserve during Intake Phases.

The Land consists of:

- squares enclosed by Walls in your color, forming your Nutritive Zone;

- Unexploited squares outside your Walls, which may become available during the game;
- 4 additional spaces reserved for the Solar Farm Special Improvement



The Archives Room can store up to 4 Floppy Disks.
Store your Arcos in the Iron Chamber.
Store your Happiness Pills face down in the Calmind.

Happiness requires proper administration.

CONSTRUCTION SEQUENCE

The Construction Phase consists of two Rounds:

1. Building Round
2. Development Round

Starting with the Administrator who chose **Arcotech**, each player completes both Rounds before play proceeds clockwise to the next Administrator.

(a) Building Round

Government Reminder

Every structure occupies valuable public space.
Unauthorized demolition is prohibited.

GOVERNMENT CONSTRUCTION AUTHORIZATION

During your Building Round, you may construct:

① UP TO 3 MODULE TILES

Choose among:

- | | |
|--------------------|--------------------|
| - Residence Units | Green Space Units; |
| - Commercial Units | Recreation Units; |
| - Office Units; | Urban Farms |

② 0 OR 1 ELEVATOR INFRASTRUCTURE

An Elevator Pair is constructed in addition to your Module Tiles, or extend an existing Elevator Column.

③ 0 OR 1 SPECIAL IMPROVEMENT

A Special Improvement is also constructed independently from your Module Tile limit.

These three construction allowances are independent.

You may use all, some, or none of them.



ARCOTECH BONUS: The Administrator who chose Arcotech reduces the total Arcos cost of their Building Round by A5, to a minimum of A0.

Calculate all Arcos construction costs first, then apply the reduction.

Floppy Disk costs are never reduced.

MODULE TILES

There are two types of Module Tiles.

- MODULES THAT CAN DEVELOP

The following Units may Develop during the Development Round:

- Residence Units;
- Commercial Units;
- Office Units.



Residence
Unit Level 1



Commercial
Unit Level 1



Office
Unit Level 1

IE: During the Building Round, you may only construct Level 1 Residence, Commercial, and Office Units. Higher-level Tiles can only be obtained through Development.



- MODULES THAT CANNOT DEVELOP

The following Modules never Develop:

- Green Space Units;
- Recreation Units;
- Urban Farms.

They remain unchanged after construction.

CONSTRUCTION ORDER

Module Tiles and Elevator Pairs may be constructed simultaneously, provided enough pieces remain in the supply.

Special Improvements are always constructed in turn order, starting with the First Player and proceeding clockwise.

Once constructed, a Tile may not be removed.

Ministry Directive 14-B

Every citizen deserves a place to sleep.

Whether they deserve to be happy is your responsibility.

TOWER CONSTRUCTION

You may construct anywhere in your Tower, provided you respect the height limit of the current Time Period. The height limit is shown on your Player Board.

The Tower does not require structural support from Modules below. You may therefore construct on higher Floors while leaving lower spaces empty.

Higher construction remains more expensive.

You may not construct:

- in the Service Staircase;
- on an occupied space;
- outside the Tower
- in the Intake Area;
- an Urban Farm inside the Tower.

Urban Farms may only be constructed in the Nutritive Zone.

SPECIAL IMPROVEMENTS

Only Special Improvements currently displayed beside the Common Board are available for construction.

During each Building Round:

- you may construct 0 or 1 Special Improvement;
- you may not construct a Special Improvement you have already built;
- if no corresponding Tile remains in the supply, that Special Improvement is no longer available.

Special Improvements do not count toward your 3 Module Tiles and do not replace your Elevator Pair.

Internal Research Report

Every technological advance has successfully improved national Happiness.

Correlation has been officially recognized as causation.

Take all constructed Tiles from the common supply and place them according to the appropriate construction rules.

If a required Tile is no longer available, it cannot be constructed.

If you cannot pay the required Arcos or Floppy Disks, you cannot construct the Tile.

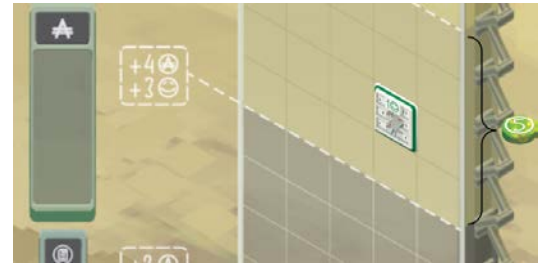
Spent Arcos and Floppy Disks are returned to their respective supplies.

There are no general adjacency restrictions between Module Tiles unless specifically stated by another rule.

CONSTRUCTION COSTS

Residence Units, Commercial Units, Office Units and Green Space Units cost A1, plus a Floor surcharge based on the Floor where they are constructed:

- Floors 1–4: +A0
- Floors 5–8: +A2
- Floors 9–12: +A4
- Floors 13–15: +A6



For example, a Level 1 Residence Unit constructed on the 10th Floor costs:

$A1 + A4 = A5$

Recreation Units and Special Improvements are paid for with Floppy Disks from your Archives Room, plus any Arcos indicated by their construction cost.

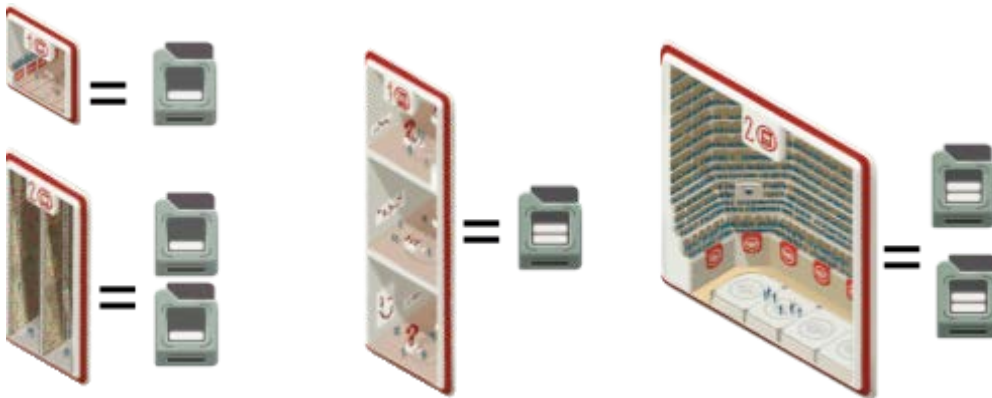
Their costs are not affected by Floor surcharges.

Tiles may be flipped when placed, provided their final footprint remains legal.

Citizen Advisory

Recreation is not intended to increase individual satisfaction.

It exists to maintain acceptable productivity levels.



ARCHIVED ADMINISTRATOR'S ANNOTATION: Floppy Disks do not represent documents in any conventional sense. They represent the abstract output of labour performed in Office Units: coded, saved, transmitted and archived without explanation. The Units of Population who produce them are not required to know their purpose, their destination or how they will eventually be used. Their function is to work. Understanding is unnecessary. At the end of the day, they return to their Residence Units, receive their prescribed dose of Happiness and prepare to repeat the process.

Meaning is not a production requirement.

Annotation recovered from an obsolete Administrator Manual. Author unidentified.

RECREATION UNITS

You may construct only one Recreation Unit of each Size:

- one Size 1;
- one Size 2;
- one Size 3;
- one Size 4.

Their position is important because Recreation Units support the Development of adjacent Residence Units.

VERTICAL MOBILITY INFRASTRUCTURE

ELEVATOR INFRASTRUCTURE

During each Building Round, you may perform **0 or 1 Elevator Infrastructure construction**, in addition to your 3 Module Tiles.

Choose **one** of the following options:

1. Start a new Elevator Column

- Place exactly **2 Elevator Tiles** on the same vertical line.
- That vertical line must not already contain any Elevator Tiles.
- Pay **A1 + the Floor surcharge of the higher Elevator Tile**.

2. Extend an existing Elevator Column

- Place exactly **1 new Elevator Tile** on the same vertical line, above the highest Elevator Tile already in that column.
- Pay **A1 + the difference between the Floor surcharge of the new Elevator Tile and that of the previous highest Elevator Tile**.
- If both Tiles are within the same Floor surcharge range, the cost is simply **A1**.

In either case, this counts as **one Vertical Mobility Infrastructure construction** and does not count toward your 3 Module Tiles.

Example

An Elevator Column currently reaches the 7th Floor, where the Floor surcharge is +A2.
You extend it to the 10th Floor, where the surcharge is +A4.

The extension costs:

$$A1 + (A4 - A2) = A3$$



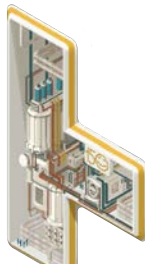
costs: $A1 + A2 = A3$

TRANSPORTATION NOTICE

A single Elevator access point does not constitute a transportation network.

The Ministry only recognizes functional connections.

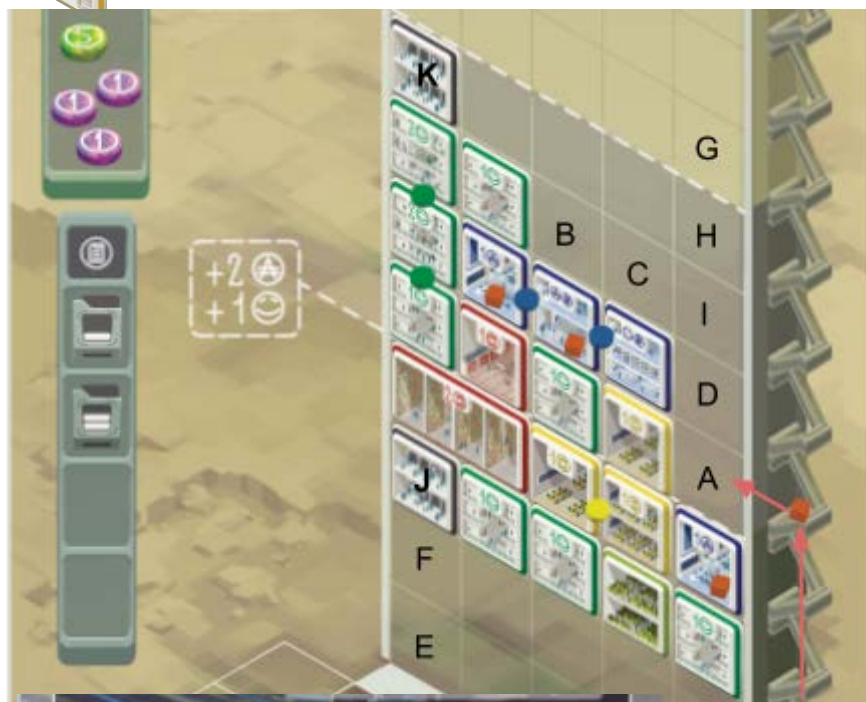
Citizens may select their destination. Efficient access remains a Government responsibility.



OXYGEN GENERATOR

Each time a Construction Phase is triggered, the Oxygen Generator allows you to construct 1 Green Space Unit for A0.

This Green Space counts as one of your 3 Module Tiles.



The player constructs 3/3 Module Tiles:

- one Residence Unit in A. The Size 3 Commercial Unit is now adjacent to 4 different Residence Units and will be eligible for Development in B, C, or D. The Level 1 Residence Unit costs $A1 + A2$ (Floor surcharge) = A3.
- one Office Unit in E, with no Floor surcharge: A1.
- one Green Space Unit in F, with no Floor surcharge: A1.

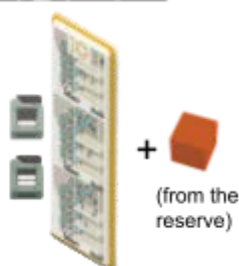
Module Tile cost: A5

1/1 Vertical Mobility Infrastructure:

an Elevator Pair in J–K for $A1 + A4 = A5$.

1/1 Special Improvement:

Cryo Sleep in G–H–I. Its cost is not affected by Floor surcharges. The player immediately add an Apartment + 1 population unit if he can supply it



SPECIAL IMPROVEMENT CONSTRUCTION

During your Building Round, you may construct **0 or 1 Special Improvement** among those currently available.

A Special Improvement:

- does not count toward your 3 Module Tiles;
- does not replace your Elevator Pair;
- must be paid for with the Arcos and Floppy Disks indicated on its card;
- is not affected by Floor surcharges;
- must respect its printed footprint;
- may be flipped when placed, provided the placement remains legal.

All Special Improvements are activated automatically once constructed unless otherwise specified.

When you build the Cryo Sleep Module, immediately take **1 Unit of Population** of your color from the reserve on the Common Board and place it in an empty **Residence Unit**. This placement costs **0 Time**. If several Residence Units are available, you may choose which one receives the Unit of Population. The new Unit of Population may then move immediately, following the normal movement rules. If you have no empty Residence Unit, this effect is lost.



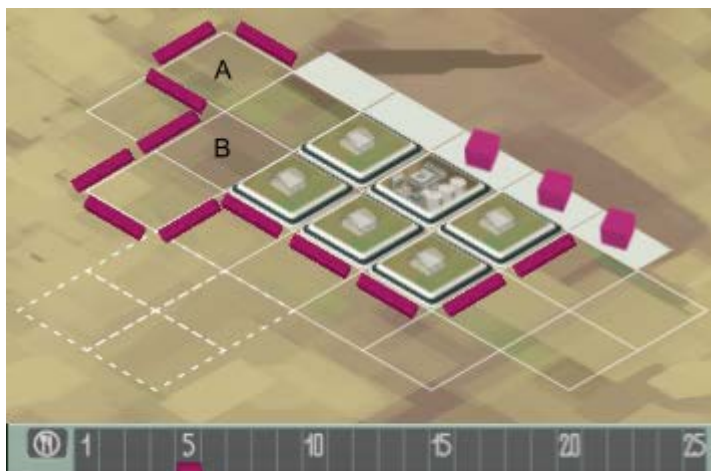
The Land and Nutritive Zone:

Agricultural Advisory

Citizens are encouraged to appreciate natural landscapes through archived photographs.

Citizens flourish when properly organized.

- You may construct an Urban Farm only on an empty square **inside your Nutritive Zone**, or on a square containing a Synthetic Food Storage tile. If so, return that Storage tile to the supply. The starting Urban Farm is **not required** to be placed next to the Intake Area.
- No other Module Tiles may be constructed in the Nutritive Zone.
- Nothing may be constructed in the Intake Area.
- Urban Farms and Synthetic Food Storage tiles may not be placed on the dotted Solar Farm spaces.
- The Nutritive Zone cannot extend beyond the solid boundary lines.
- The cost of a new Urban Farm equals the increase in your total Synthetic Food production: pay A1 for each additional Synthetic Food Storage produced.



Purple is currently producing 5 Synthetic Food and has a Nutritive Zone of Size 10. She decides to build an Urban Farm in A for Arcos reason since an Urban Farm in B would have been productive, but still, even in a near future, Arcos leads the world.



Green player is currently producing 5 Synthetic Food, has a Nutritive Zone of Size 9. For Strategic reason, he builds an Urban farm in A, the most tactical productive solution for his Nutritive size zone would have been in B (+6, and that would have cost A6)



The Urban farm only produces Synthetic food inside the Nutrive Zone. The production is increased by 2, so Purple will pay A2 and move forward his Synthetic Food marker to 7



He takes one Urban farm from the reserve, adds Food storage size 1 in C and D, and flip the old Food Storage size 1 to the Food storage size 2 in E and F. The new Food Synthetic production is now 8. He moves his Synthetic Food Marker to 8. Green Pays A3.

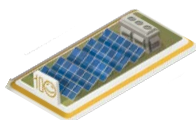
Each Synthetic Food Storage supplies one Unit of Population:

- An Urban Farm does not require a Unit of Population and produces Synthetic Food immediately.
- An Urban Farm automatically produces 1 Synthetic Food Storage on each adjacent square within the current Nutritive Zone that does not contain an Urban Farm, excluding the Intake Area (up to 8 surrounding squares).
- Production from multiple Urban Farms is cumulative. Flip Storage tiles when required. For example, a square adjacent to 3 Urban Farms requires a Size 3 Synthetic Food Storage tile.
- If you build an Urban Farm on a Synthetic Food Storage tile, the tile is placed in the reserve..
- Synthetic Food Storage values may increase as new Urban Farms are constructed.
- Your total Synthetic Food Storage determines the maximum number of Units of Population you may have in your Tower and Intake Area.
- Each square has a capacity limit of 4 Synthetic Food Storages, even if you would produce more. *Even in the 24th century, nature has its own limit!*
- Whenever your total Synthetic Food Storage increases, adjust your cursor accordingly on the Synthetic Food Track.

Nutritional Regulation 91

Every citizen receives precisely the amount of nutrition required to remain productive.

Additional nourishment has not demonstrated measurable improvements in Happiness.



The Solar Farm increases the value of each Synthetic Food Storage tile aligned with it by 1. It may only be built in one of the two positions marked by dotted lines, as shown below.

Restricted Communication

Citizens are reminded that hunger has been officially eliminated.

Individuals claiming otherwise should report immediately to the nearest Department of Emotional Adjustment.



Green has the opportunity to build one Solar Farm. He can only build either in (1) which is aligned with A, B and C or in (2) which is aligned with D, E and F.



He chooses the (2) solution. He adds a 1-Synthetic Storage tile, remove the 1-Synthetic tile, replace it with a 2-Synthetic Storage tile. The new Synthetic food production is 10. The Urban Farm in F is not replaced and stays.

Official Recommendation

Balanced Arcologies consistently outperform specialized ones.

SPECIAL IMPROVEMENTS — ABILITIES AND COSTS

Ministry of Innovation

Every Decade, a limited number of experimental technologies become available.

Only the fastest Administrators will secure them.

When you construct a Special Improvement, pay its indicated cost and place it immediately. Special Improvements are activated automatically and do not require a Unit of Population.

- **Cryo Sleep:**

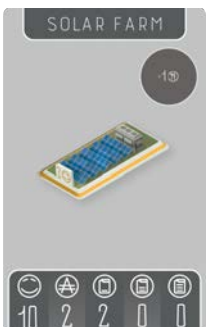


1 Unit of Population immediately arrives from your reserve in one of the empty squares of your Residence Units (this costs no time)
Remember: you must have enough synthetic food storage!

Cost: A1 + 1 Level 1 Floppy Disk + 1 level 2 Floppy disk.

Mg of Happiness at the end of the game: 10 mg.

- **Solar Farm:**



It increases by 1 all vertical Synthetic Food numbers in the Nutritive brown squares.

Cost: A2 + 2 Level 1 floppy disks.

Mg of Happiness at the end of the game: 10 mg.

- **Robot Factory:**



It increases income by A3 in the Commercial Units when you earn Arcos.

Cost: A2 + 1 Level 1 floppy disk+ 1 Level 2 floppy disk+1 level 3 Floppy disk.

Mg of Happiness at the end of the game: 10mg

- **Quantum Computer:**



Reduce the Time spent during each Population Routing Phase by 5, to a minimum of 0 Time.

Cost: A0 + 1 Level 1 floppy disk + 1 Level 2 floppy disks +1 level 3 Floppy disk.

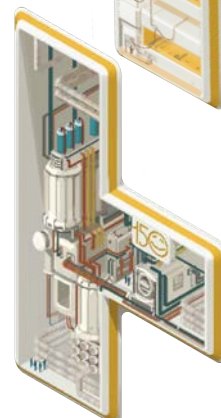
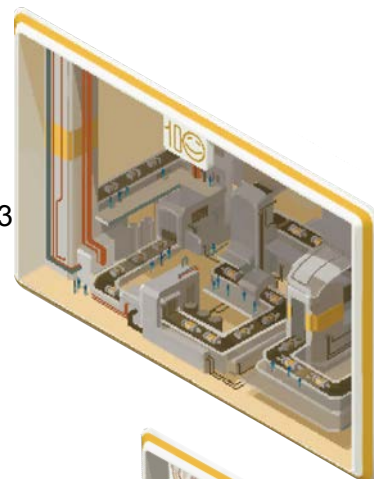
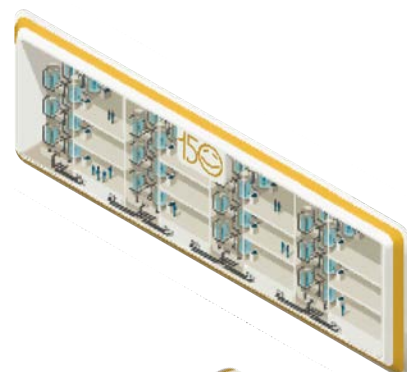
Mg of Happiness at the end of the game: 20 mg

- **Oxygen Generator:**



Each time a Construction Phase is triggered, you may construct 1 **Green Space Unit for A0**. This Green Space counts as one of your 3 Module Tiles.

Cost: A2 + 1 Level 1 floppy disk + 1 Level 2 floppy disk



Mg of Happiness at the end of the game: 15 mg



- **Electro-Magnetic Elevator:**

A Unit of Population on a space adjacent to the Electro-Magnetic Elevator may move for **0 Time** to any other space adjacent to the Electro-Magnetic Elevator.

Cost: A1 + 1 Level 1 floppy disk+ 1 Level 2 floppy disk

Mg of Happiness at the end of the game: 15 mg.



b) Development Round

Citizens flourish when properly organized, and Happiness is administered according to Ministry standards.

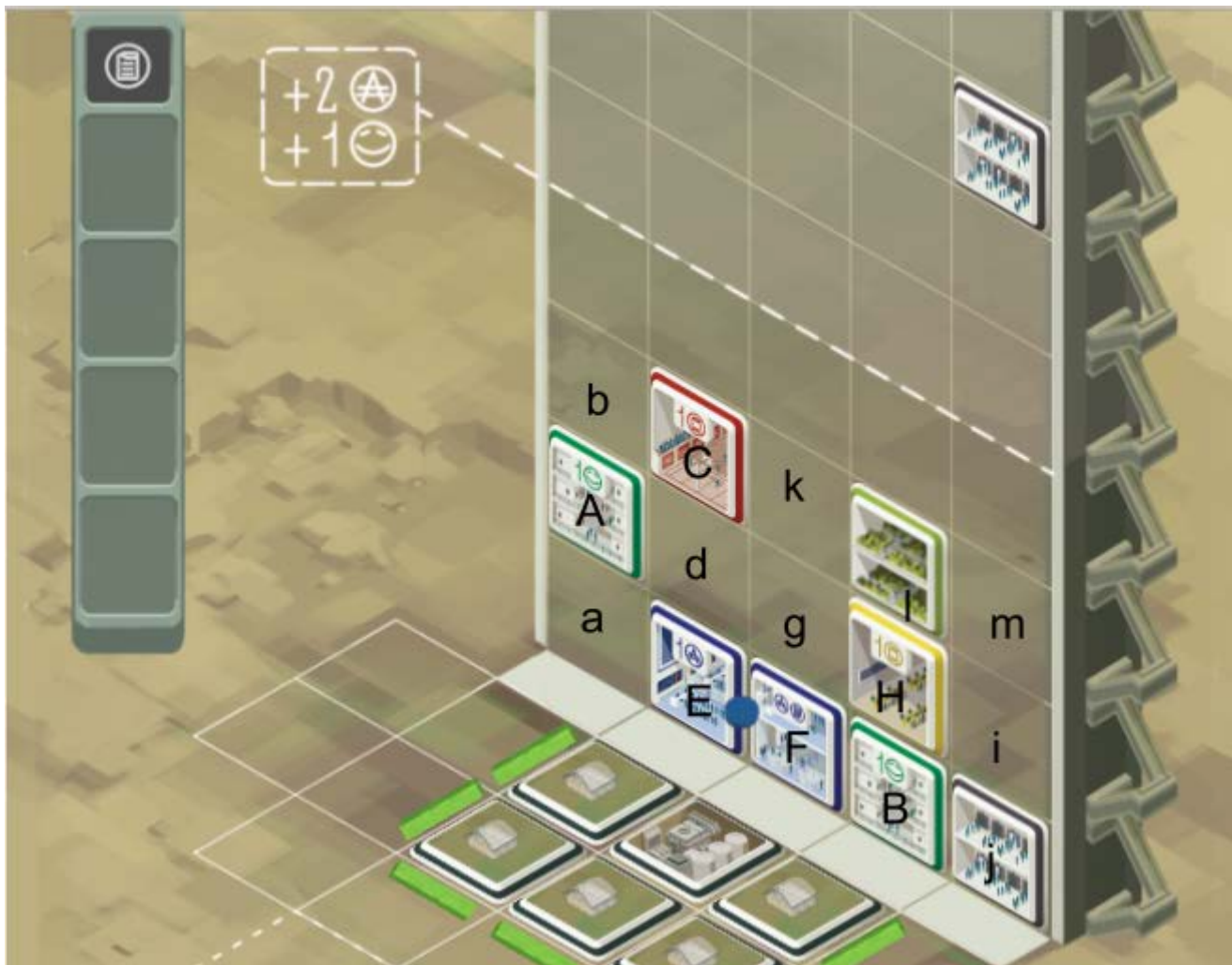
The Arcology of each player can be developed if the player has well organized his Units. As long as there are enough tiles in the reserve on the common board, this Round can be played simultaneously.

“Empty space is inefficiency made visible.”

Notion of adjacency:

In **ARCOLOGIES**, we say that 2 Modules are adjacent, when they share a side in common, or if their corners meet, either on the same Floor, or on a higher Floor, or on a lower Floor.

None of the squares at the ground floor are adjacent to the Intake Area rectangles.



This is the Green Tower

- Residence Unit A on the 2nd Floor has 5 adjacent squares: a, b, C, d, E.
- Residence Unit B on the 1st Floor is adjacent to 5 squares (F, g, H, i, j)
- The 2-Commercial Unit on the 1st Floor is adjacent to 6 squares (a, A, d, g, H, B).
- The Office Unit H on the 2nd Floor is adjacent to 8 squares (B, F, g, k, l, m, i, j)

None of the rectangles from the Intake Area nor squares from the Nutritive Zone on the ground floor are adjacent to any squares at the first floor (a, E, F, B, j)

Notion of Development:

“Emotional deviations are statistically insignificant”

Automatic Urban Evolution Program

An efficient city improves itself.

Good planning today becomes free growth tomorrow.

There are two types of Units:

- The Units which can be developed: Residence Units, Commercial Units, Office Units
- The Units which cannot be developed: all the others.

The Size of an Unit is the number of **different** tiles of the **same color** all connected to each other by one colored disc.

Developing an Unit means increasing its Size by 1 square. When you develop an Unit, you add one tile of the same color, but from the level just above of the highest level, next to the previous one(s). It now forms a bigger Unit. To materialize that this is a SINGLE Unit, you add one disc of the same color between the new Unit and the old one. The new tile can be on the same floor or on the upper floor, or on the lower floor. There is no restriction to the final shape of the big Unit, but a Residence size cannot be bigger than 5, a Commerce size cannot be bigger than 4 and an Office size cannot be bigger than 3.

Note: you are limited by the number of Green (10)/Blue (8)/Yellow (6) discs. If you don't have any more of one color, you cannot make any more development of this color for the entire game.

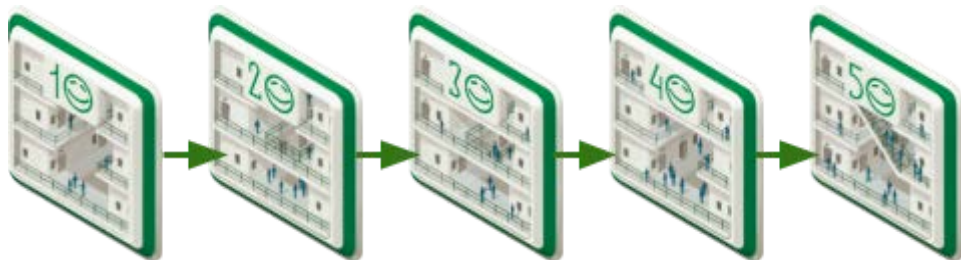
You cannot expand:

- in the Service Staircase.
- on an already constructed Unit Tile.
- on Intake Area rectangles.
- in **diagonal** of the Unit

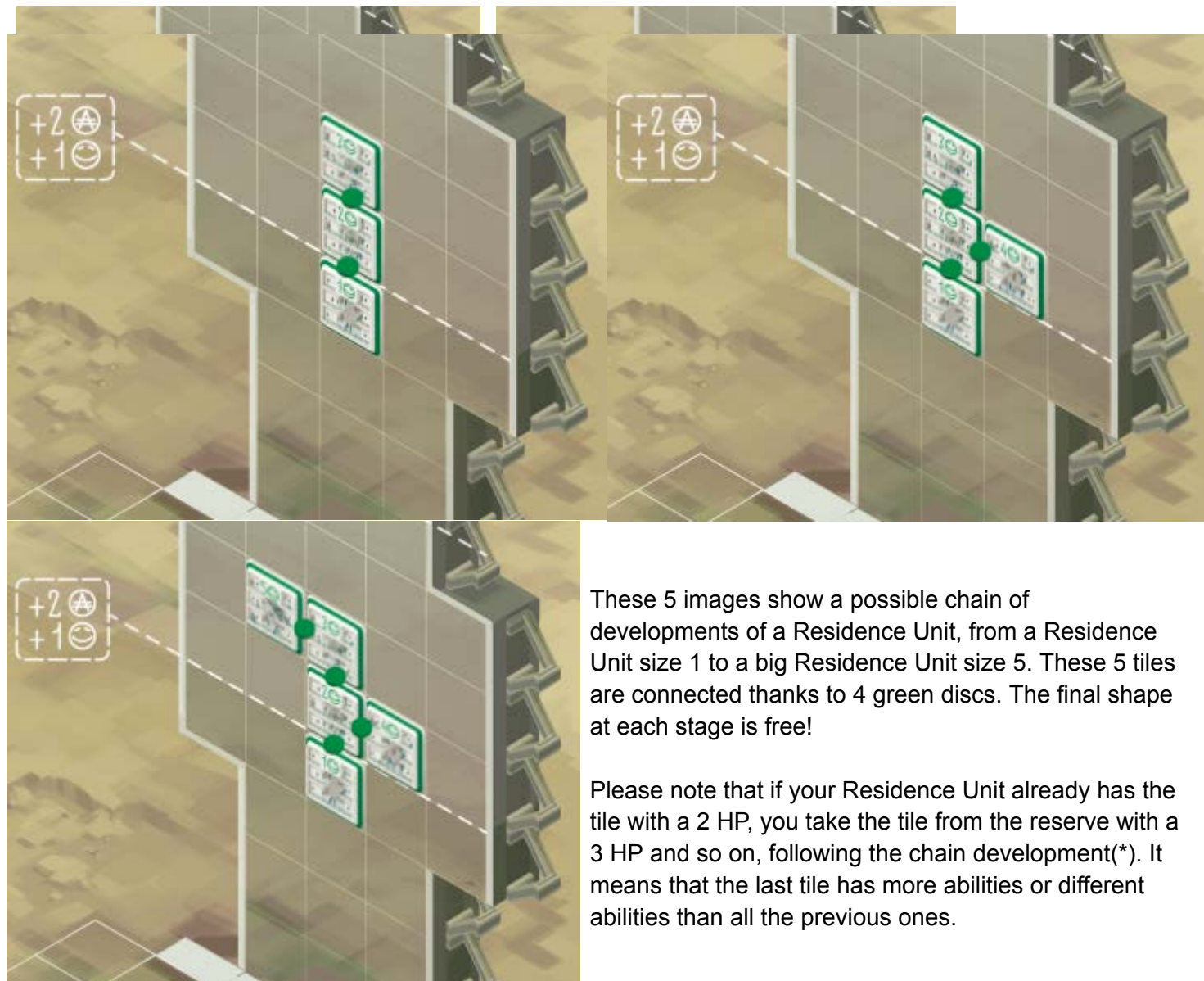
This development is free for the player regardless of the Floors on which the developments are made. If there are several possible Developments, the player can do them in any order he wants. A chain reaction of Developments can then also occur. The developments are always optional.

Residence Units:

Chain of Development (*) : Individual preferences may differ from optimal solutions.



Residence Development:



These 5 images show a possible chain of developments of a Residence Unit, from a Residence Unit size 1 to a big Residence Unit size 5. These 5 tiles are connected thanks to 4 green discs. The final shape at each stage is free!

Please note that if your Residence Unit already has the tile with a 2 HP, you take the tile from the reserve with a 3 HP and so on, following the chain development(*). It means that the last tile has more abilities or different abilities than all the previous ones.

Residence Development Rules:

A Size 1 Residence Unit expands to a Size 2 Residence Unit when it is adjacent to 1 Recreation Unit.

A Size 2 Residence Unit expands to a Size 3 Residence Unit when it is adjacent to 2 Recreation Units.

A Size 3 Residence Unit expands to a Size 4 Residence Unit when it is adjacent to 3 Recreation Units.

A Size 4 Residence Unit expands to a Size 5 Residence Unit when it is adjacent to 4 Recreation Units.

You cannot develop a Residence Unit of Size 5.



optional free and not affected by the height malus.

- Residence Unit A is adjacent to 1 Recreation Unit (c), it can be expanded to square a, b, or d:
 - If the player expands the A-Residence Unit to b or a, there is no other development this round.
 - If the player expands the A-Residence Unit to d, then it is now adjacent to 2 Recreation Units (now k) and can expand again to b or a.
- Resident Unit B is adjacent to 1 Recreation Unit (k), it can be expanded to g or j.
- Residence Unit C is also adjacent to 1 Recreation Unit (c). It can be expanded to u, v or b (depends on how the player expands the Unit A. Expanding to v would be a great idea (see example)).
- All Residence Unit developments are



After the end of the Residence development:

- Residence Unit A expands to the 4th Floor b
- Residence Unit C expands twice to the 5th floor d and then to the 6th floor e

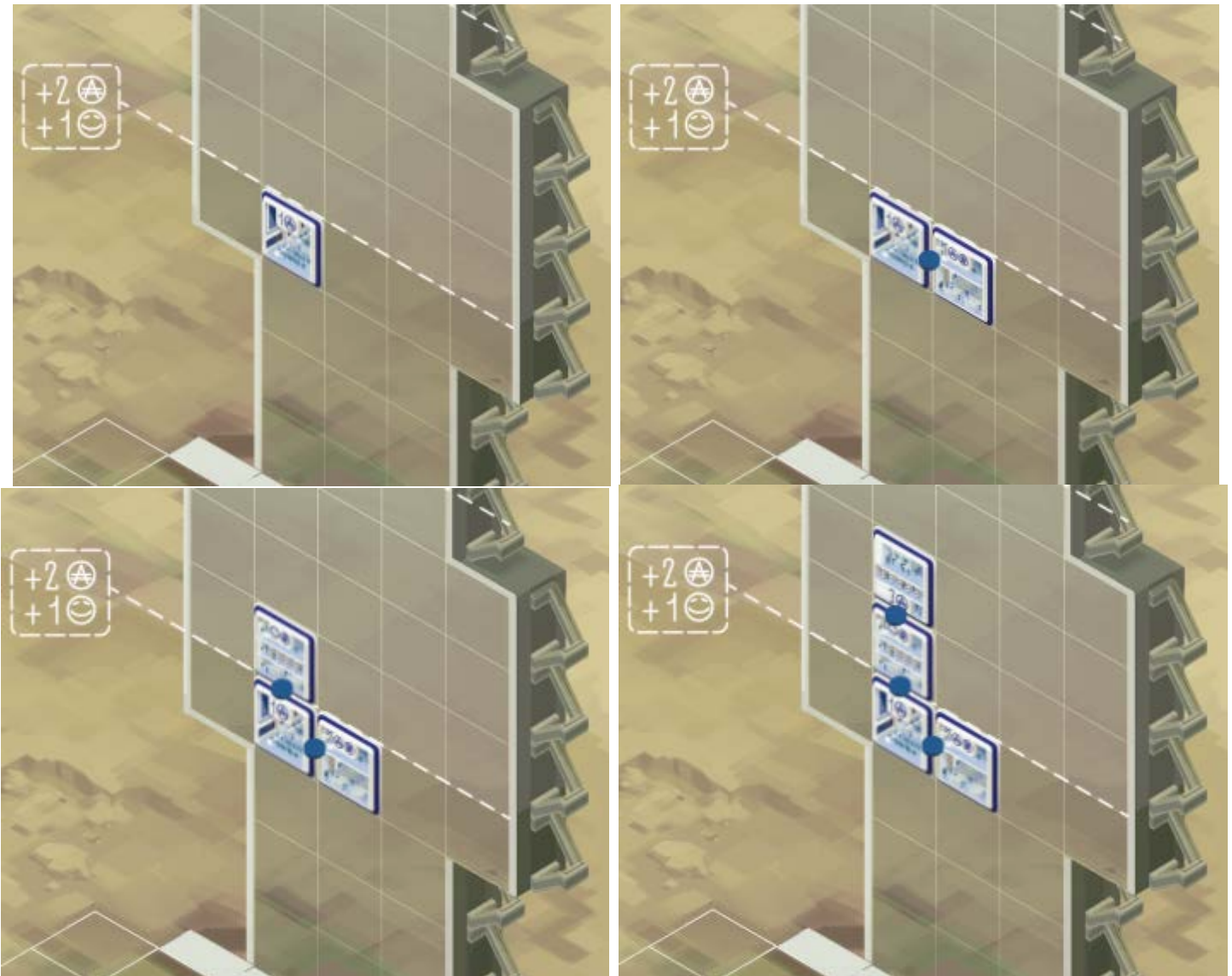
Important Note: Two Green Residence Units never merged to make a bigger Residence Unit. IE: In the example above, you are not allowed to add a Green Disc between tile b and tile C! Don't forget that Citizens are encouraged to trust certified Happiness measurements.

Commercial Units:

Chain of development(**):



The Ministry continuously improves your quality of life.



These 4 images show a possible chain of developments of a Commercial Unit, from a Commercial Unit size 1 to a big Commercial Unit size 4. These 4 tiles are connected thanks to 3 blue discs. The final shape at each stage is free!

Please note that if your Commercial Unit already has the tile with a A1, you must take the tile from the reserve which follows the chain Development (**). It means that the last tile has more abilities or different abilities than all the previous ones!

Commercial Development Rules:

A 1-Commercial expands to a 2-Commercial, when adjacent to 2 different Residence Units, regardless of their respective Size.

A Commercial of Size 2 develops into Commercial of Size 3, when it is adjacent to 3 different Residence Units, regardless of their respective Size.

A Commercial of Size 3 develops into a Commercial of Size 4, when it is adjacent to 4 different Residence Units, regardless of their respective Size.

A Size 4 Commercial cannot be developed.



The Green tower has 4 Commercial Units (A,B-C,D and E)

- The Commercial Unit (A) on the 5th Floor is adjacent to 1 Apartment Unit (1). It can not be expanded.
- The Commercial Unit (B-C) on the 2nd Floor is adjacent to 3 different Residence Units (2), (3) and (4). It can be expanded either to a, b, c or d. If it expands either in b or c, it will be adjacent to a new Resident Unit (1) and it will expand again following the Chain of Development, reaching the maximum size:4
- The Commercial Unit D on the 6th Floor is adjacent to 3 different Residence Units, it can expand twice this round.
- The Commercial Unit E at the same floor is adjacent to 1 residence Unit, it can not be expanded.

Here is the final development phase for the Commercial Units realized by the green player, respecting the chain of development (**):



- Commercial Unit (B-C) expands twice to the 3rd floor (b) and to the 4th floor (c)
- Commercial Unit D expands twice to the 7th Floor (d) and to the 8th floor (e).
- No other Commercial expansions.

Important Note: Two Blue Commercial Units never merged to make a bigger Commercial Unit. IE: In the example on the left, you are not allowed to add a Blue Disc between tile c and tile A!

Office Units:

Chain of development(***):

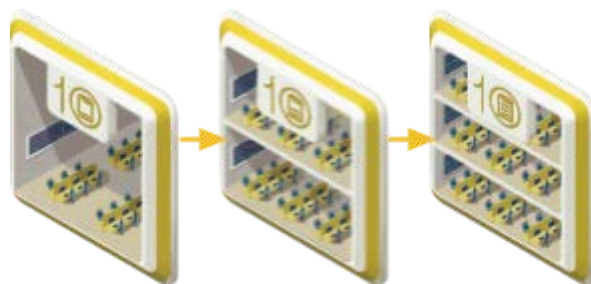
Productivity remains the most reliable indicator of satisfaction.

Office Development Rules:

A Size 1 Office Unit expands to a Size 2 Office Unit, when it is adjacent to 1 Residence Unit (regardless of Size) **and** 1 Green Space (*It's important to work in an environment full of greenery to forget its condition, don't you think?*)

A Size 2 Office Unit develops into a Size 3 Office Unit, when it is adjacent to 2 Residence Units (regardless of its Size), and 2 Green spaces (*It's VERY important to work in an environment full of greenery to forget its human condition, don't you think?*)

You cannot develop an Office Unit of Size 3.



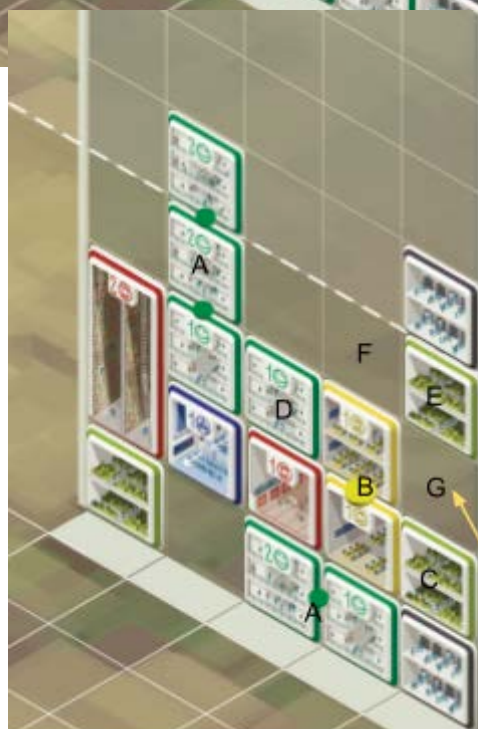
The Office Unit B is adjacent to 1 Residence Unit (A) and 1 Green Space (C), it could be developed, but it is not allowed to develop something to the Arrival Base rectangles..



The Office Unit B is adjacent to 1 Residence Unit areas A and 1 Green Space. It expands to an Office Unit size 2 to the 3rd floor



The Office Unit B can not be expanded this round anymore. Building a new Residence Unit in either 1,2,3, or 4, or expanding the Residence Unit A to 1 or 2 would allow a new expansion of the Office Unit B.



If Green has built a new Residence Unit in D, the Office Unit B would have been adjacent to 2 different Residence Unit D and A, and 2 Green Spaces C and E. During the upcoming development phase of the new round, the Office B could expand to F or G, following the Chain Development of an Office

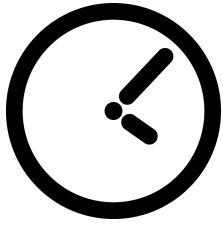


Final Administrative Notice

The Ministry rewards those who plan decades ahead.

Every free expansion is the result of decisions made many years earlier.

Important Note: Two Yellow Office Units never merged to make a bigger yellow Office Unit.



DEPARTMENT OF TRANSPORTATION: Population Routing Phase:

“Records are more accurate than memories”.

Ministry Circular 27-A

Citizens who remain still produce nothing.

Efficient movement is the foundation of a productive society

Starting with the player who chose the Temporal Warden Character, all Units of Population of your Tower can move or stay in their Units. It is on this occasion that you will be able to reassign certain Units of Population in certain Units according to your strategy.

General Rules:

- When new Units of Population arrive from your reserve to your Intake Area, it does not cost Time.
- While moving, an Unit of Population may pass through a square containing an Unit of Population.
- At the end of the Population Routing Phase, an Unit of Population
 - must be either:
 - on a square that is built.
 - on a rectangle of the Intake Area.
 - must not be either
 - on a square containing an Unit of Population
 - on an Elevator tile.
 - on a Storage Synthetic Food/Urban farm tiles
 - on an empty square.
- Vertical movement is forbidden !

Tower:

Intake Area:

- From the Intake Area, an Unit of Population can enter the 1st floor vertically in the tower. It costs 1 time. Just move up your Unit of population, it is now in the tower !
- You can move left or right your Unit of Population in the Intake Area for 1 Time, just keep in mind that there can not be 2 Units of population on the same space at the end of the Population Routing Phase.

Units:

- Vertical movement is allowed inside an Unit of Residential, Shop and Office of level ≥ 2 . It costs 1 time per move, but again never diagonally.

Staircases

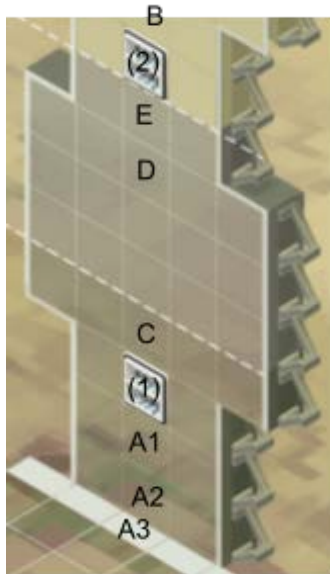
- Going up a Floor is possible if your Unit of Population is on the rightmost square of each line of the Tower. It costs 2 Time. **(6 Time)**



- You can climb several floors, using the Staircase, it costs 2 Time for each Floor.

Elevators:

- Moving from an Elevator Tile to another Elevator Tile located on the same vertical only cost 1 Time regardless of the number of Modules built between the two.
- An Unit of Population can not go above all vertical squares up to the last Elevator Tile.
- An Unit of Population using an Elevator can stop on any **squares** located between the two Elevator tiles. It costs 1 Time/square.
- An Unit of Population can use an Elevator as soon as he is on the vertical line between 2 Elevator tiles. It costs 1 Time to call the Elevator + 1 Time for each square moved through.
- An Unit of Population can not take an Elevator if he is not between the Two Elevator Tiles.



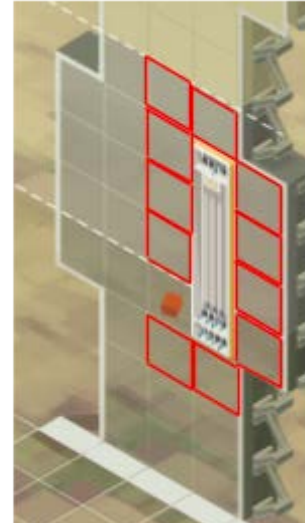
- Using an Elevator requires to be on the Elevator tile ! An Unit of Population can not take the Elevator if it is on the square A1, A2, A3 nor B. It must reach the Elevator tile, using the staircase for example!
- From the Elevator (1), it can stop at the Elevator (2) for 1 Time.
- From the Elevator (2), it can stop at the Elevator (1) for 1 Time.
- From the Elevator tiles, it can never go to B nor A1, A2, A3, it must use the stair case again!
- If the Unit of Population is on the Elevator (1) or on the Elevator (2), going to any vertical squares up/below between those 2 Elevators is possible and requires 1 Time per vertical square.
- If an Unit of Population is on any vertical squares between to those 2 Elevators (for example, on C, D, or E), it can call the Elevator for **1 Time** (since it is not on an Elevator tile)
 - but can not stop in A1, A2, A3 nor B.
 - if it was in C and wants to go to the Elevator (2), it spends another 5 Time.
 - if it is in D and want to go to the Elevator (2) it spends another 2 Time.

Transportation Notice 44-C

Every unnecessary minute belongs to the Ministry.

Do not waste it.

Electromagnetic Elevator: A Population Unit on a space adjacent to the Electromagnetic Elevator tile may move to any other space adjacent to that tile at a cost of **0 Time**.



The Orange Unit of population can move for 0 Time to each of red surrounded parallelogram.



Temporal Warden

“Statistical anomalies will be corrected”

The player who chooses the Temporal Warden reduces his time spent by:

- 10 if you are playing in Round 1-2-3
- 6 if you are playing in Round 4-5-6
- 4 if you are playing in Round 7-8-9-10
- Time Spent during the round can not be negative.

You adjust the Time spent on the Time track of the common board, one small space per Time spent.



- The Quantum Computing module reduces Movement Time by **5 min**, cumulative with the Temporal Warden throughout the game (min 0 Time).

Ministry Directive 31

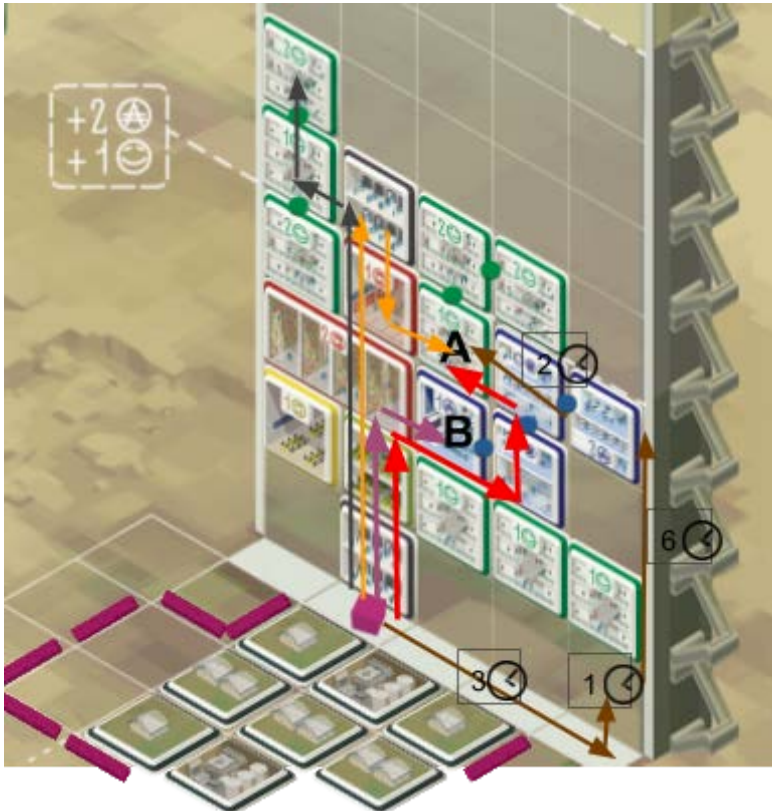
Time is the only national resource that cannot be manufactured.

Those who waste it diminish everyone's future.

Tips: Where do Units of Population go and for what purposes?

When moving Units of Population, you must keep in mind that an Unit of Population in:

- A Residence Unit will be able to take their Happiness Pills at the end of the Round. They will be stocked in your Calmind box.
- A Commercial Unit may earn Money or Buy or Sell floppy discs when the Buy/Sell Phase is triggered.
- An Office Unit may write new floppy discs when the encoding Phase is triggered.
- A Green Space or Recreation Unit will do nothing, *but it's so good sometimes...*



The purple Unit of Population wants to move to Commercial Unit B (purple arrows). It spends 1 Time to reach the Elevator Tile, 2 Time to move two squares up the Elevator shaft and stop on the 3rd Floor, and 1 Time to enter Commercial Unit B.

Total: 4 Time

The purple Unit of Population is feeling a little depressed and would like to reach Residence Unit A to receive some Happiness:

Using the Elevator (orange arrows) is the fastest route: 1 Time to reach the lower Elevator Tile, 1 Time to travel directly to the upper Elevator Tile, 1 Time to move down one square in the Elevator shaft, and 1 Time to enter Residence Unit A.

Total: 4 Time.

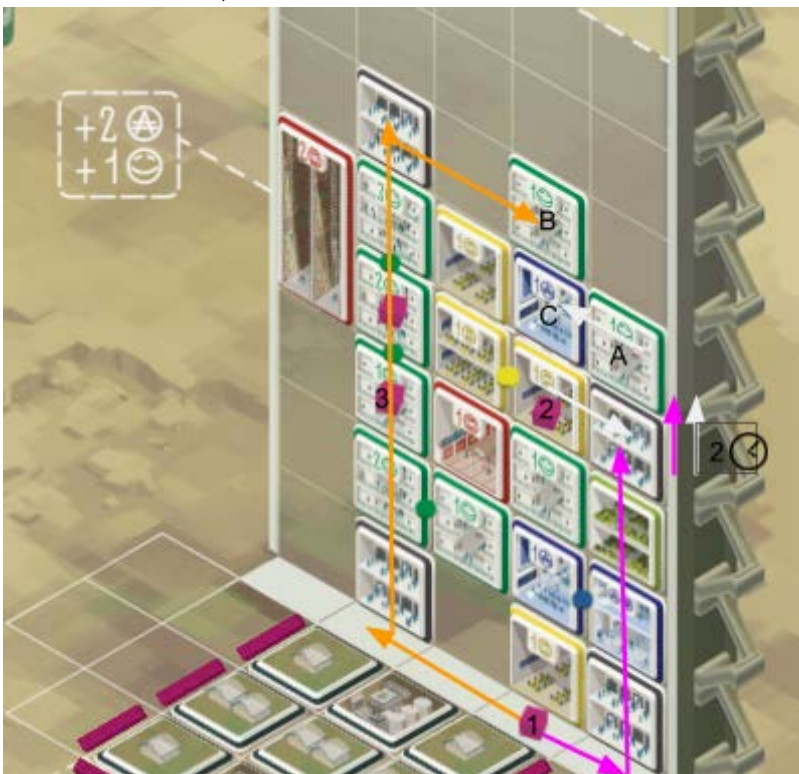
Using the Service Staircase (brown arrows) is considerably slower: 3 Time to reach the rightmost square, 1 Time to enter the Service Staircase, 6 Time to climb 3 Floors, and 3 Time to reach Residence Unit A.

Total: 12 Time.

Another option is to follow the **red arrows** through the Size 4 Commercial Unit: 4 Time to reach Commercial Unit B, 2 Time to move through the developed Commercial Unit and climb one Floor, and 1 Time to enter Residence Unit A.

Total: 7 Time.

3 Residence Unit for only 4 Time: 1 Time to reach the Elevator Tile, 1 Time to travel directly to the other Elevator Tile, 1 Time to enter the Residence Unit, and 1 Time to move inside it.



Total: 4 Time.

Unit of Population 1 may move to Residence Unit B (orange arrows). It spends 2 Time moving through the Intake Area, 1 Time to enter the lower Elevator Tile, 1 Time to travel directly to the upper Elevator Tile, and 2 Time to reach Residence Unit B.

Total: 6 Time.

Unit of Population 1 may instead move to Residence Unit A (pink arrows). It spends 1 Time moving through the Intake Area, 1 Time to enter the lower Elevator Tile, 1 Time to travel directly to the upper Elevator Tile, 1 Time to reach the Service Staircase, 2 Time to enter Residence Unit A.

Total: 5 Time.

Unit of Population 2 wants to move to Commercial Unit C (white arrows). It takes 1 Time to reach the adjacent Elevator Tile, 1 Time to reach the Service Staircase, 2 Time to climb one Floor, and 1 Time to enter Commercial Unit C.

Total: 4 Time.

Unit of Population 3 — Iven Darel — remains in his current Unit and spends **0 Time**.

Transportation Notice 44-C

Public Information Broadcast



Unit of Population 1 wants to move from the Size 2 Residence Unit to the Level 1 Office Unit (pink arrows). It spends 1 Time to move one Floor inside the developed Residence Unit, 1 Time to enter the Elevator Tile, 1 Time to travel directly to the other Elevator Tile, and 1 Time to enter the Office Unit.

Total: 4 Time.

Unit of Population 2 wants to move to Commercial Unit A (orange arrows). It spends 1 Time to reach the Service Staircase, 2 Time to climb one Floor, and 2 Time to reach Commercial Unit A.

Total: 5 Time.

Unit of Population 3 — Corvin Renaud — remains in the Residence Unit on the left and spends **0 Time**.

Citizens choosing the stairs despite elevator availability may be invited to an Efficiency Interview.

Tips #1: Once you've moved an Unit of Population, in order to remember it, you can rotate it 45°.

Tips #2: If this game Phase is carried out first by the player who chose the Temporal Warden Character, then clockwise, as there is no interaction between the players, this game phase can be done **simultaneously** if the players around the table trust each other enough, each telling the group how many minutes they have used. *Even playing a game of **ARCOLOGIES** takes some Time, but I hope you still have fun, at worst go take a few mg of Happiness, they are in the medicine cabinet in your bathroom!*



Department of Archives Phase:

“Personal interpretation is an unreliable source of Truth”.

Ministry Broadcast 54-B

Facts disappear.

Records remain.

Therefore, records are more important than facts

Starting with the player who chose the Minister of Truth Character, the Units of Population working in Offices Units will draft floppy disks.

Office Units transform the work of your Population into **Certified Administrative Records**, represented by **Floppy Disks**.

These floppy disks may be sold in an Authorized Exchange Phase Phase, or be used as authorization to build Recreation Units or Special Improvement Units. If you choose the Minister of Truth, you gain an additional floppy disk.

There are 3 levels of floppy disks, representing the difficulty and skillness of encoding it for the Unit of Population working in the Office.

-  Floppy disks Level 1 encode **Operational Data**, are the easiest and quickest to write.
-  Floppy disks Level 2 encode **Restricted Data**, are a little more complex, they will yield more when sold (see Authorized Exchange Phase).
-  Floppy disks Level 3 encode **Classified Data**, are the most complex in the game, so they are the most profitable (see Authorized Exchange Phase).

Ministry of Truth

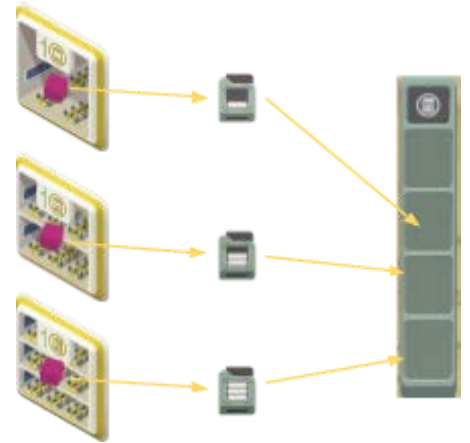
Knowledge belongs to the State.

Citizens merely help organize it.

Each Unit of Population working in an Office Unit with a floppy disk level 1 encodes a floppy disk level 1.

Each Unit of Population working in an Office Unit with a floppy disk level 2 encodes a floppy disk level 2.

Each Unit of Population working in an Office Unit with a floppy disk level 3 encodes a floppy disk level 3

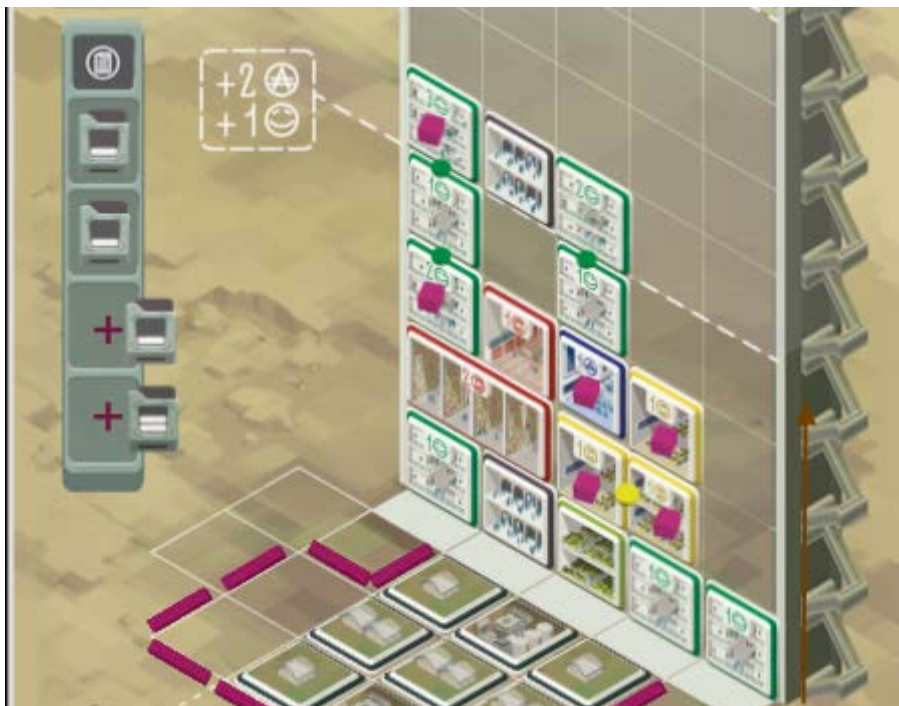


Floppy disks are taken from the supply and placed on the player board in the Archives room in any placeholders. It does not cost time. If there are no more floppy disks of the corresponding level in the reserve, then the player does not write a floppy disk, *too bad!* He can dispose of it as he sees fit later. The player cannot store more than 4 floppy disks in his Archives room. If there is no room left in your Archives room, you can not write to them.

Internal Memorandum

Citizens often ask what these records are used for.

The Ministry thanks them for their curiosity.



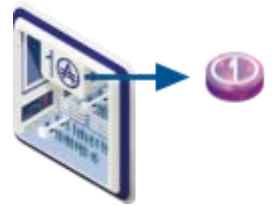
You already store 2 Floppy disks Level 1 in the Archives room. You write 3 Documents (2 floppy disks Level 1 and 1 floppy disk Level 2), but you can only archive 2: you choose 1 floppy disk Level 1 and 1 floppy disk Level 2 which you take from the common supply (if there are enough!) and add to your Archives, making them complete.

If you hired the Ministry of Truth, you could write 1 floppy disk more than produced. Your storage is still being limited by the size of the Archive room. You can always choose which FD you want to produce among those available in the common reserve and among those you can produce. I.E : if you don't produce FD3, you can not take them as the bonus.



Department of Commerce: Authorized Exchange Phase:

“Compliance generates Happiness”



Economic Directive 88

Prosperity is measured by circulation.

Ownership is merely temporary administration.

Starting with the player who chose the Minister of Plenty, Units of Population who work in Commercial Units will allow the player to earn Arcos or Happiness mg or sell/Buy floppy disks. The player performs in any order he wishes.

- The Unit of Population working in a Commercial Unit 1 earns the player A1.

- The Unit of Population working in a Commercial Unit in a A/floppy disk sells or buys 1 Floppy disk at the common board in order to recover Arcos or a Floppy disks, according to the current rates:

- A Floppy disk Level 1 earns you A3. A Floppy disk Level 1 costs A5.
- A Floppy disk Level 2 earns A5. A Floppy disk Level 2 costs A8.
- A Floppy disk Level 3 earns A8. A Floppy disk Level 3 costs A12.



Economic Bulletin 07

Money is temporary.

Efficiency is eternal.

“Individual memories are not considered official evidence”

The Floppy disk is taken from the Archives Room in case of sale and is placed back in the reserve.

The Floppy disk is taken from the reserve and placed in the Archives Room in case of buy, provided that there is some space.

- The Unit of Population working in a Commercial Unit in a mg/Floppy disk exchanges Arcos for Happiness Pills, according to the current rates:
 - A1 grants 1 mg of Happiness (2 mg with the Ministry of Plenty).
 - A3 grants 2 mg of Happiness (4 mg with the Ministry of Plenty).
 - A5 grants 3 mg of Happiness (6 mg with the Ministry of Plenty).



The player takes the corresponding mg of Happiness Pills from the reserve and places them in their Calmind Box.

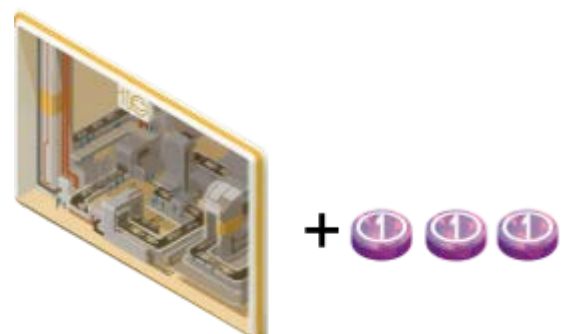
Economic Observation

Knowledge has value only after it has been surrendered.

- The Unit of Population working in an A5 Commercial Unit earns the player A5.



Remember: The Special Robots Factory Module increases income from Commercial Level 1 and Commercial Level 4 by A3





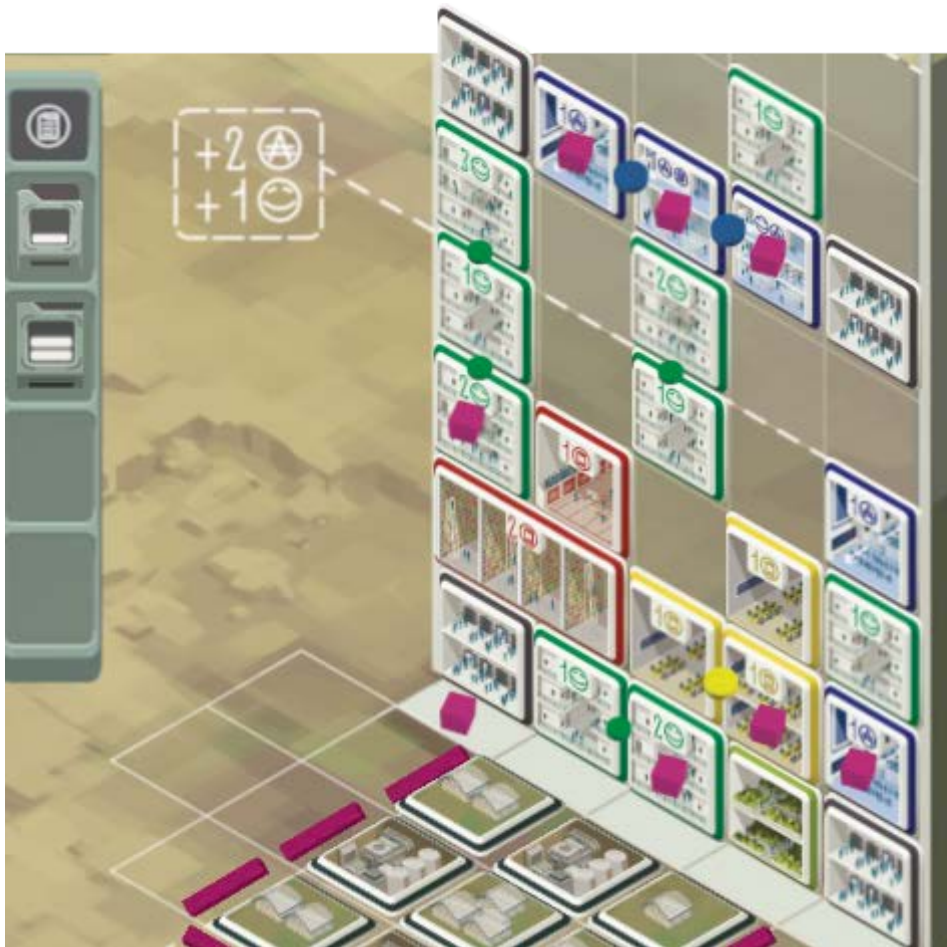
Minister of Plenty: The player gets bonus for Units of Population that are working in Commerce level 2 and Commerce level 3:

- she sells his floppy disks for A3 more than his current price, buys his floppy disks for A3 less.

For each Unit of Population on a Commercial Unit that does not sell or buy any floppy disks, you apply the bonus or reduction of A3.

- she trades A1 for 2 mgs, A3 for 4 mgs and A5 for 6mgs

No bonus for Units of population that works in Commerce level 1 and Commerce level 4



You have 4 Units of Population working in Commerce Units. You can, in any order you want, recover A2 thanks to your 2 Units of Population in the A1M Commerce Units. With the Unit of Population working in the Commerce Level 2 you can buy a Floppy disk Level 1 for A5, a Floppy disk Level 2 for A8 or a Floppy disk Level 3 for A12, or sell one Floppy disk Level 1 for A3 or sell your Floppy disk Level 2 for A5. If you buy a Floppy, you take it from the common supply and store it in the Archives room.

If you have chosen the Ministry of Plenty, each sale is increased by A3 and each purchase is reduced by A3, i.e. the Floppy disk level 2 will be sold for A8. Note that the Commerce Unit with no Unit of Population cannot be used this round.

Assuming you hire the Ministry of Plenty, You earn A2 with $2 \times C1$, you sell 1 FD2 for A5 with $C2 + A3 = A8$. Total A10.

The Unit of Population C can convert the money you earn A10 into mgs of Happiness. She spends A5 to gain 6 mgs !



**Department of Agriculture
Provisioning Phase:**

“The Ministry thanks you for maintaining public optimism”

Agricultural Bulletin 12

Natural landscapes have become inefficient.

Food is now manufactured with considerably greater compassion.

Starting with the player who chose the External Administrator, each player increases his Nutritive Zone by one square. Adjust your walls to increase the size.

Each player updates the Synthetic Food Storage produced by Urban Farms thanks to the bigger available Nutritive Zone, flips or adds new Synthetic Food Storage if required.



The External Administrator increases his Nutritive Zone by **3 squares** and also **earns 3 mg of Happiness Points!**

You are limited to only 15 Walls, so check if you have enough Walls to enclose your Nutritive Zone.

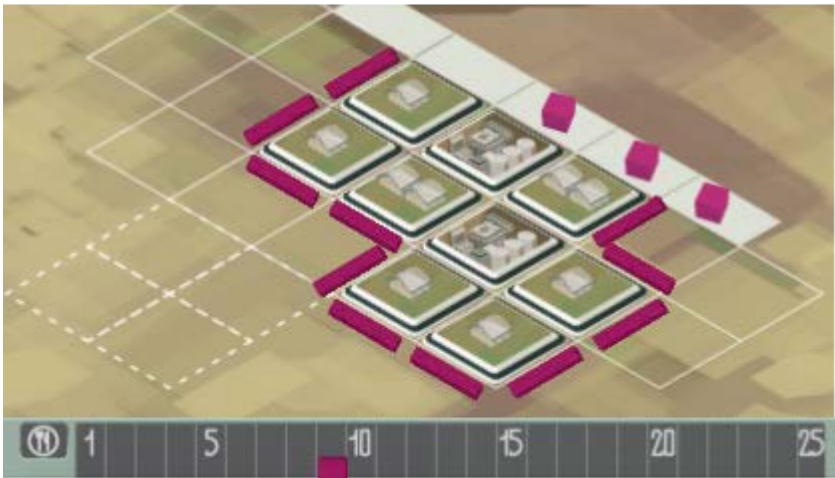
Please note that you don't need any walls to enclose your Nutritive Zone along the Intake Area. All other edges must be covered by one wall.



Pink has chosen the ExternalAdministrator. She increases her Nutritive Zone by 3. She edits her Nutritive Zone as her wishes. She immediately edited the Synthetic Food Storage produced by the Urban Farms. She also earns 3 HP. She takes it from the Reserve and puts them to his Pill box. She also move forward her Food marker on the Synthetic Food track.



She chooses 1,2,3, but the squares are not necessary adjacent. She adds 3 Synthetic Food Storage and changes the walls. She also moves forward her Synthetic Food marker.



The next player is the Green Player, she increases her Nutritive Zone by 1 in 1. 1 Green squares are becoming brown. She also immediately updated the Synthetic Food Storage produced by the Urban Farms, edits the walls and move forward her Synthetic Food marker.



Green has added this new nifty square. It produces +2 Synthetic Food Storage since it is in the influence area of 2 Urban Farms.



Department of Population: Intake Phase

“Historical records confirm universal satisfaction”

Population Allocation Decree

Every citizen has already been assigned a purpose.

Your responsibility is merely to discover it.

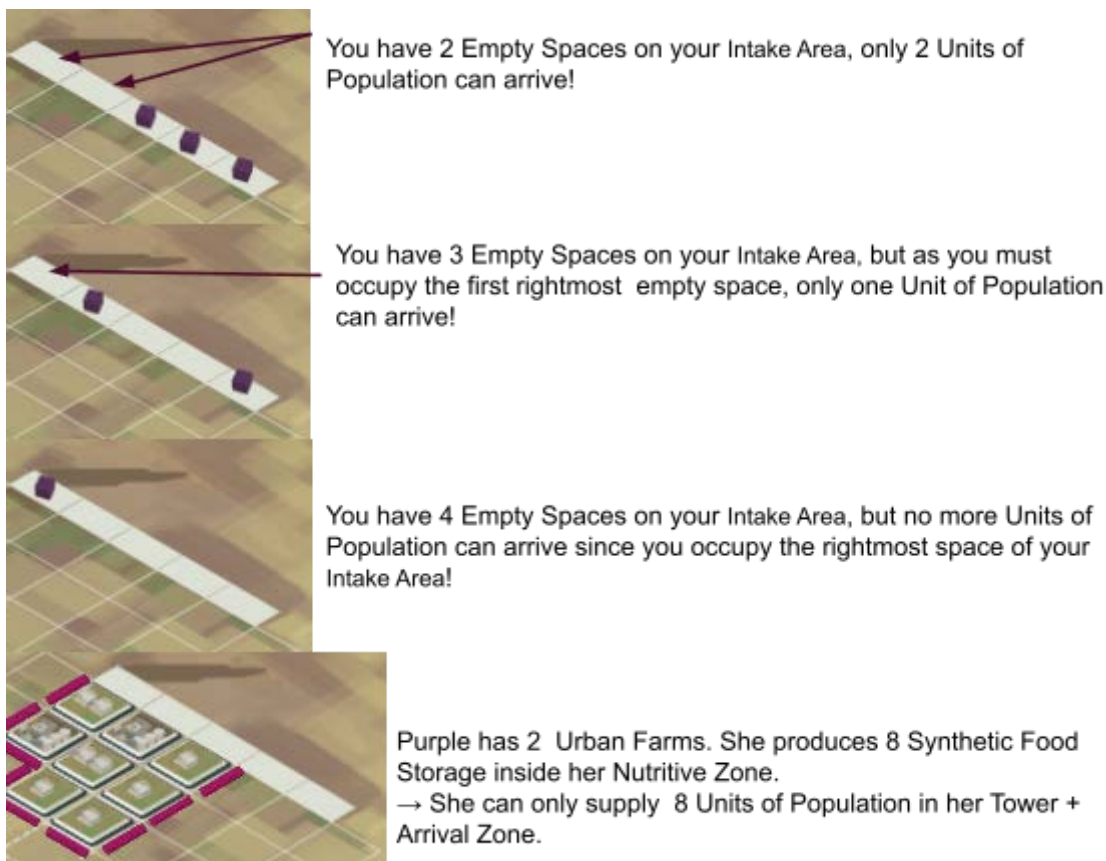
Starting with the player who chose the Character Director of Conditioning, each square (not containing Unit of Population) of **Office Unit** allow the arrival on the player board of one New Unit of Population:

- You are limited by the number of empty spaces on your Intake Area (5 spaces).
- Each Unit of Population arrives in the first leftmost empty space after the last rightmost Unit of Population of your Intake Area. If the rightmost space is already occupied, no new Unit(s) of Population can arrive :=(
- You are limited by the number of empty spaces available from the first leftmost empty rectangles spaces from the Intake Area (max 5 spaces)
- You are limited by the Synthetic Food Storage produced in the Urban Farms. One Synthetic Food Storage maintains one Unit of Population in your **Tower+Intake Area**. If the sum of all Synthetic Food Storage is already equal to the number of Units of Population, no more new Units of Population arrives.
- There can only be one Unit of Population on each empty rectangle.
- The player who chooses the Director of Conditioning:
 - receives **TWO** additional Units of Population (if he can maintain it)
 - can choose on which rectangle, each of his new Unit of Population arrives and he can rearrange his Intake Area as he wishes.

Directive C_ 017: If the conditions are not met, the citizen remains under Government supervision.

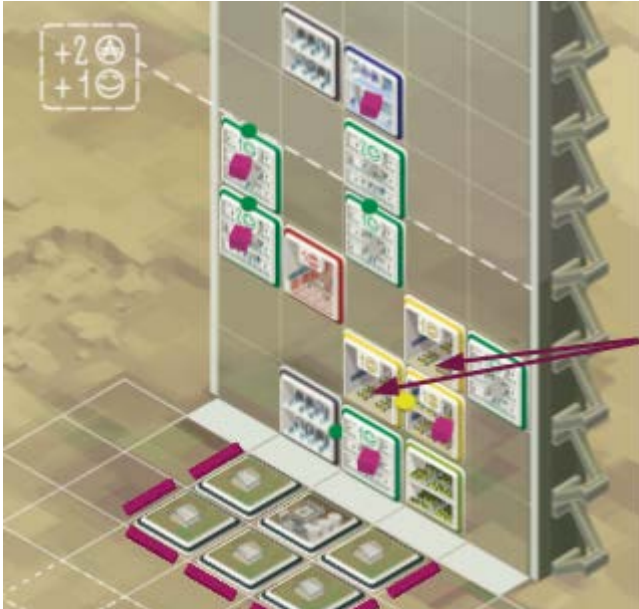
Confidential Memorandum

Citizens who are not assigned housing, employment or nourishment are officially recorded as "**never having arrived.**"

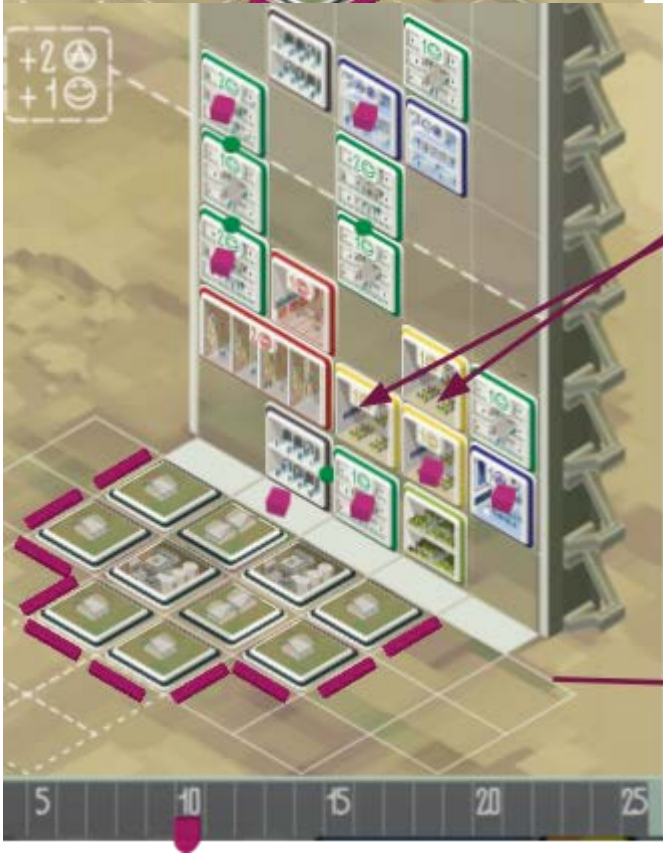




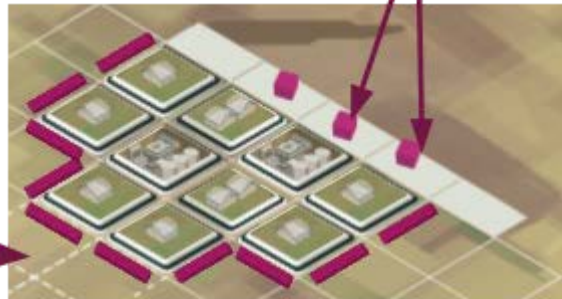
Director of Conditioning: The player hiring this Character receives TWO more Units of Population than he would be entitled to. The minimum Bonus the Director of Conditioning receives is **TWO** Units of Population, in case all your Offices are occupied. These cubes are taken from the player's reserve.



Purple has 2 Empty Office Units. She produces 5 Synthetic Storage food which supply and her all 5 Units of Population. Unfortunately she can not host new more Units of Population.



Later in the game, Purple has increased her Nutritive Zone and builds one new Urban Farm. She also has 2 Empty Offices Units. She produces 10 Synthetic Food Storages and already has 7 Units of Population, so 2 New Units of Population arrive in the leftmost empty spaces of the Intake Area. Total Units of Population $9 < 10$ Synthetic Food Storages. If she has hired the Director of conditioning, she could rearrange her Arrival Zone to make 4 empty spaces, could theoretically add 2+2 units of Population, but she is limited by her Food Storage capacity this time.



End of the Decade:

“Citizens consistently failing to achieve Happiness have never existed”



Inspection Report

Emotional well-being has been successfully converted into measurable statistics.

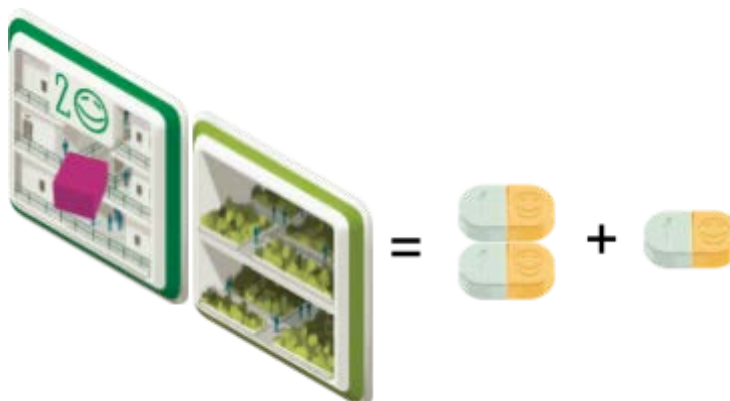
If it is Round 10, go to the end of the game phase.

If it is not Round 10, the government checks your affection to his tower and you perform the following steps:

- Each Unit of Population lives in an Residence Unit will take the prescribed Happiness mg from the reserve on the common board:
 - Each Unit of Population on a Residence Unit takes the corresponding dose:

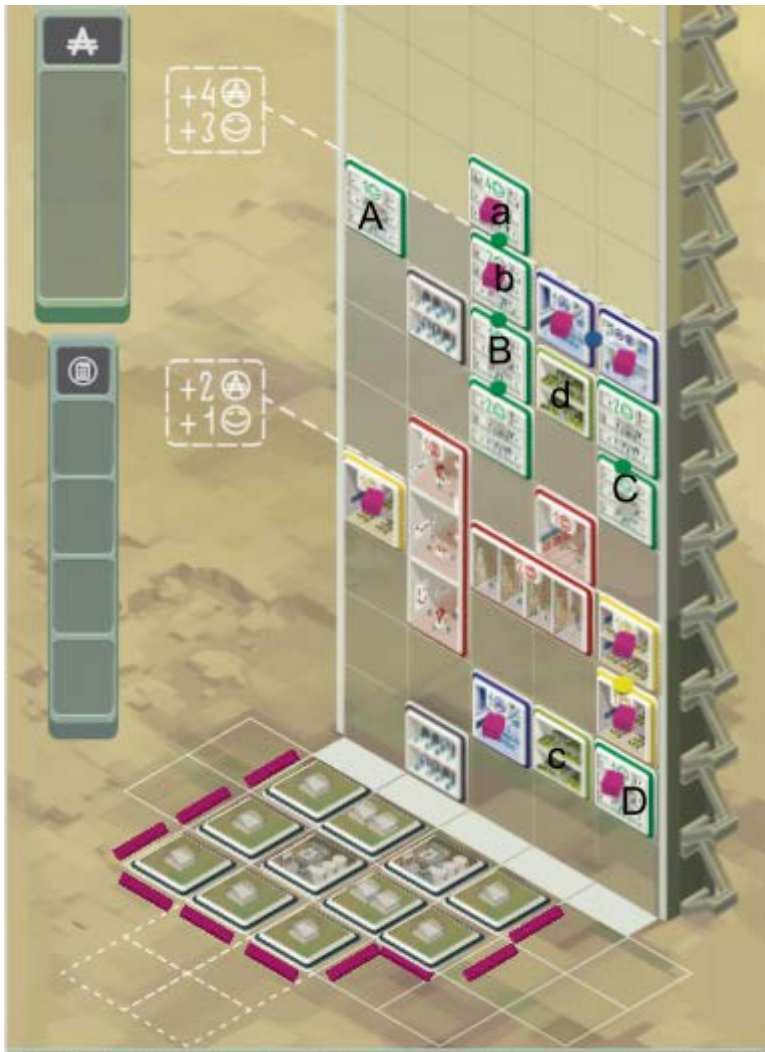


- An Unit of Population that occupies a Residence Unit may earn a bonus depending on the floor the Residence Unit tile is:
 - 1 mg of Happiness from the 5th Floor:
 - 3 mg of Happiness from from the 9th Floor (not cumulative with the previous bonus)
 - 6 mg of Happiness from from the 13th Floor (not cumulative with the previous bonuses)
- An Unit of Population that is in a Residence Unit adjacent to a Green space increases by 1 mg the dose of Happiness.
 - A Residence Unit can be adjacent to several Green Spaces, the bonus is cumulative and cumulative with the floor bonus.
 - A Garden can provide the bonus to several different Units of Population.



- The Pills of Happiness are stored in the player's Calmind Box, hidden from other players until the end of the game.

- Place the remaining Special Improvements cards under the deck, and draw p+1 cards from the deck where p is the number of players. If you don't have enough cards, shuffle the discarded cards and make a new pile.



You currently have 4 Residence Units (noted A, B, C, and D) in your Tower!

- Residence Unit A and C does not earn you any mgs of Happiness since there are not Units of Population.

- Residence Unit B has 2 Units of Population. The Unit of population (a) takes 4 mg of Happiness +3 mg for the floor bonus. The Unit of population (b) takes 3 mg of Happiness + 1 mg for the floor bonus + 1 mg for the Green Space (d):

Total: 12 mg.

- Residence Unit D has one Unit of Population that takes 1 mg of Happiness. This Unit of Population in the Residence Unit is in the Influence area of a Green Space (c), so it earns an additional 1 mg of Happiness.

Total = 2 mg.

Total = 14 mg for this round.



As a side note, your Arcology has 9 Units of Population

The Urban Farms are producing 11 Synthetic Food Storages, so you are able to host TWO more Units of Population!

INSPECTION FROM THE GOVERNMENT:

- If you reach the end of Round 3 (3' for the long game), each Time spent costs you 5 times less mg of Happiness, rounded up. Return your Time marker to 0. Example: You spent 23 Time, $23/5 = -5$ mg Happiness
- If you reach the end of Round 6 (6' for the long game), each Time spent costs you 4 times less mg of Happiness, rounded up. Return your Time marker to 0. Example: You spent 19 Time, $19/4 = -5$ mg Happiness.
- In case you reach negative Happiness on the track, the government is ok to make it for 0.
- During the **Five-Ministry Conclave**, record the Happiness penalty suffered during each Government Evaluation. The total of these penalties will be used to calculate your final Vertical Social Index.
- Add A1 on each character card that wasn't taken this round, then return the character cards that were taken to the board.
- Move one space forward the General Time Marker on the common board.
- You use mg of Happiness from your Calmind box that you place back in the reserve near the common board.
- Future inspections will continue.

Central Planning Office – Circular 100

The Century is almost complete.

The Ministry thanks you for your continued obedience.

Citizen satisfaction will now be quantified.

End of Assignment:

- Standard Evaluation:

Prescription from the government: Each Unit of Population living in an Residence Unit will take the prescribed Happiness mg from the reserve on the common board as all the previous Round.

Happiness Total: Each player reveals to the other players all their beautiful Pills of Happiness from their pill box. Add the mg of Happiness from each Special Module (the number written in a pill on the Special Module).

Synthetic Food: Each extra Synthetic Food that does not supply one Unit of Population earns you 3 mg of Happiness.

Time Impact Evaluation: Subtract from this total the Time spent on the Time track: each Time spent costs you 3 times less mg of Happiness, rounded up.

The player with the highest total is the winner. In the event of a tie, the player who builds at the highest Altitude is the winner, then the player with the most Units of Population on his board (Tower) wins. In case of a tie again, the richest player wins. If there's still a tie, tied players are the winners.

Ministry Inspection Protocol

Every Arcology will undergo a complete audit.
No structure, citizen or statistic will remain unexamined

Dose of Happiness in the Calmind box:

90 mg

Time impact = $13/3$ = - 5 mg

Special Module tiles $15+20+15$ = 50 mg

Synthetic Food Extra= $(23-21)*3$ = 9 mg

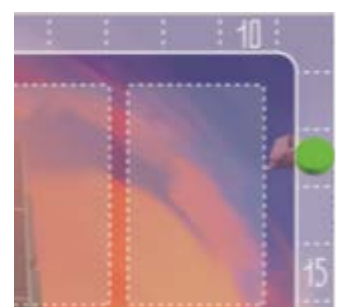
TOTAL (mg) = $90 - 5 + 40 + 9 = 144$ mg

in case of tie:

Units of Population: $21 = 4,200,000$ people!

Built to the 14th floor

Money : A8



Administrative Arbitration Protocol

Equality is statistically improbable.

Should it nevertheless occur, the Ministry will determine the superior Administrator.

- Five-Ministry Conclave

Final Ministry Evaluation

At the end of the Assignment, compare all Administrators in the following five categories:

- Seal of Contentment: awarded to the Administrator with the highest final Happiness total, calculated normally but excluding the end-game Happiness values printed on constructed Special Improvements.
- Seal of Prosperity: awarded to the Administrator with the most remaining Arcos.
- Seal of Expansion: awarded to the Administrator with the highest combined printed value on their constructed Special Improvements.
- Seal of Multitude: awarded to the Administrator with the largest Population, including all Units of Population in the Tower and the Intake Area.
- Seal of Ascension: awarded to the Administrator with the highest Vertical Social Index.

Vertical Social Index

To calculate your Vertical Social Index, add the Floor number occupied by each of your Units of Population in the Tower.

Count every Unit of Population separately, even when several occupy the same Floor.

Example: Two Units of Population on Floor 7 and one on Floor 4 contribute 18 points to your VSI: $7 + 7 + 4 = 18$.

Units of Population in the Intake Area contribute 0 to your Total Population Altitude.

Then subtract the total Time penalties recorded during the three Government Evaluations.

Vertical Social Index = Total Population Altitude – Recorded Time Penalties

If two or more Administrators are tied for the highest result in a category, no one claims the corresponding Ministry Seal.

The Administrator who claims the most Ministry Seals wins the game.

Overall Tie

If two or more Administrators claim the same highest number of Ministry Seals, compare only those tied Administrators in the category designated by the Supreme Ministry Mandate.

The Administrator with the highest result in that category wins.

If two or more Administrators remain tied, compare their results in the following order:

1. Vertical Social Index;
2. Contentment;
3. remaining Arcos.

Do not compare the same category twice. Only Administrators who remain tied proceed to the next tie-breaker.

If all available results remain tied, all remaining Administrators receive joint certification.

CERTIFIED EXAMPLE — FOUR ADMINISTRATORS

During setup, Expansion was randomly designated as the Supreme Ministry Mandate.

At the end of Decade 10, the four Administrators obtain the following results:

Ministry Seal	Green	Pink	Purple	Orange	Seal claimed by
Contentment	320 mg	300 mg	290 mg	310 mg	Green
Prosperity	8	12	10	9	Pink
Expansion	30	20	30	10	Unclaimed
Multitude	19	20	21	23	Orange
Ascension	74 VSI	80 VSI	83 VSI	76 VSI	Purple

Green claims Contentment, Pink claims Prosperity, Orange claims Multitude, and Purple claims Ascension. Green and Purple are tied for the highest Expansion result. Therefore, the Expansion Seal remains unclaimed. Each Administrator has claimed 1 Ministry Seal, so the Supreme Ministry Mandate must determine the winner. Expansion is the Supreme Ministry. The Expansion results of the four tied Administrators are therefore compared:

Green: 30 Pink: 20 Purple: 30 Orange: 10

Green and Purple have the highest result. Pink and Orange are eliminated from the tie-breaker.

Green and Purple remain tied in the Supreme Ministry category, so their Vertical Social Index results are compared:

Green: 74 VSI Purple: 83 VSI

Purple wins the game.

Although the Expansion Seal remained unclaimed, the Expansion results are still used because Expansion is the Supreme Ministry Mandate.

Only Administrators who remain tied proceed to the next tie-breaker.

Details of Character Bonuses:

High Chancellor: The player who hires this Character will be the first player after all players have hired their respective Character. He will be given the starting player marker. The other players do not get any particular bonus.

Arcotech: The player who hires this Character pays A5 less of his total building costs (min A0).

Temporal Warden: The player hiring this Character spends -10/-6/-4 Time when he moves Units of Population in his Arcology round 1-3 (3') /round 4-6 (6') /Round 7-10 (min 0 Time).

Minister of Plenty: The player who hires this Character sells his floppy disks for A3 more than his current price, buys his floppy disks for A3 less for each Unit of population in Commercial level 2.

If you don't have FD in your reserve, you still get the A3 bonus. For each Resident on a Commercial level that does not sell or buy any floppy disks, you still earn A3. Conversion in Commercial Level 3 grants you more mg for the same amount of Money.

Minister of Truth: The player who hires this Character drafts an additional Document that he can write. It is stored in the Archives Room. If the Archives Room is full, then he does not write a new document. I.E. One of your Residents working in an Office square writes **ONE** floppy disk of the corresponding color. If the reserve of floppy disks on the common board is empty, no additional Floppy disk!

External Administrator: Increase the number of Nutritive Zone by 3. Other players increase the Nutritive Zone by 1. Update the Synthetic Food Storage tiles if required. The External Administrator gains **3** mg of Happiness.

Director of Conditioning: The player hiring this Character receives **TWO** more Units of Population than he would be entitled to. The minimum Bonus the Director of Conditioning receives is TWO Units of Population.

Grand Investor: The player who hires this Character receives A5 from the reserve. The other players do not get any particular bonus

**This manual is no longer required.
The Ministry already knows everything it needs to know about you.**

**Congratulations, Administrator.
Your Arcology has served the State.**

Whether the State has served your citizens is a question beyond the scope of this manual.

APPENDIX A

SIMULATION PROTOCOL

MINISTRY OF CIVIC TRAINING

Document A-01

Classification: INTERNAL

Before being entrusted with the lives of millions of citizens, every Administrator must successfully complete a certified simulation.

Although no real citizens participate in this exercise, all performance records remain permanently attached to your administrative file.

Solo Game

The solo game follows the same rules as the multiplayer game, except for the following changes.

Remove the High Chancellor and Grand Investor Characters. They have been reassigned to more important governmental duties. The remaining six Departments continue to operate normally.

Place 3 Level I Floppy Disks, 2 Level II Floppy Disks, and 1 Level III Floppy Disk in the Reserve, and return the rest to the box. The Ministry considers this allocation sufficient for training purposes.

Place 1 tile of each Special Improvement Module in the Reserve, and return the remaining tiles to the box.

Draw 2 Special Improvement Module cards.

The game follows the standard 2–4 player rules, with one exception: the Assignment always lasts 10 Decades.

1. Choose Your Ministry Evaluation

Before beginning the simulation, select one **Ministry Evaluation**. Your performance will be assessed according to the chosen protocol.

Happiness Evaluation

Only the total amount of **Happiness (mg)** produced by the end of the game is taken into account. Score Happiness as usual.

Arcos Evaluation

Only the total number of **Arcos** you possess at the end of the game is taken into account.

Sprawler Evaluation

Only the number of **Decades** required to construct all **Special Improvement Module** tiles is taken into account.

For this evaluation, **do not use the Special Improvement Module cards**. Instead, all **Special Improvement Module tiles** are available from the beginning of the game.

Population Evaluation

Objective: Reach a total population of 25 Units of Population before the end of Decade **10**, or less...

Upper Echelons Evaluation

Only your Vertical Status Index by the end of the game is calculated!

2. Arcology Grid

Uniform Tower or the **Constrained Tower**,

3. Time Impact

Regular or **heightened**

Use one of the certified Deployments described in the Multiplayer Rules. All other rules remain unchanged.

Official difficulty thresholds assume the **Uniform Tower**, a **certified Deployment**, and **Regular Oversight**. Any other configuration constitutes an **Uncertified Simulation**.

Action Selection Protocol

As you don't use the High Chancellor and the Great Investor, you always place cards on the placeholders surrounded by dotted lines.

1. Shuffle the Action cards in front of you and place them face down to form the **Action deck**.
2. If **Line 2** is empty, draw 2 cards from the deck and place them face up in Line 2.
3. Draw 2 cards from the deck and place them face up in **Line 1**.
4. Choose and perform 2 of the 4 face-up Actions.
5. Actions chosen from Line 2 grant no Bonus. Actions chosen from Line 1 grant their mandatory Bonus. You may receive only 1 Bonus per selection. If both chosen Actions are in Line 1, choose which Bonus to resolve.
6. Place the 2 performed Action cards face up in front of you.
7. Move any remaining cards from Line 1 to Line 2.
8. If at least 2 cards remain in the Action deck, return to step 3. Otherwise, continue to step 9.
9. Place 1 Arco on each of the 2 unperformed cards in Line 2.
10. If the decade marker is on space 10, the game ends. Check the **Victory Conditions**. Otherwise, advance the decade marker by 1 space and return to step 1.

Note: If there are some Arcos on the cards when you choose this card, you take them and can immediately use them.



You draw two cards from the Action cards deck and you put them in Line 2. You never place the cards in the placeholders with continuous line.

You draw two cards again and you put them in line 1.

You must now perform **2** actions:

If you take the Temporal Warden or the Ministry of Truth (line 2) you perform the actions but with **no Bonus**.

If you take Extern administrator or Director of Conditioning (line 1), you perform the action **with the Bonus**.

You only receive **1 Bonus** of your choice if you perform the 2 actions from line 1. Let's say you choose the Temporal Warden and the Director of Conditioning (+Bonus). You place the cards near your board.



There are still cards in the Action cards deck, so you draw the last 2 cards and you put them in line 1. You must perform **2** actions. All actions from line 2 will come with no Bonus and all actions from line 1 will come with the Bonus. You will receive **1 Bonus** if you perform the 2 actions from line 1.

You choose Arcotech with the Bonus and Minister of Plenty (no Bonus).

Add 1 Arco on the cards line 2. Shuffle the 4 Action cards that are in front of you and make a new Action cards deck.

Move the Turn Maker 1 space. You are ready for a new Turn !



At the end of each Decade, draw 2 new **Special Improvement Cards**. When the deck is empty, shuffle all 6 cards to create a new deck. For the **Arcos Evaluation**, Time causes an Arcos penalty instead of a Happiness penalty. Resolve it in the same way:

- At the end of the first Time Period, lose **A1 for every 5 Time**.
- At the end of the second Time Period, lose **A1 for every 4 Time**.
- At the end of the third Time Period, lose **A1 for every 3 Time**.

Round each penalty up. Your Arcos total cannot fall below **A0**

End of the Century:

The Ministry of Vertical Development evaluates your performance and here is your **Ministry Performance Rating**:

MG EVALUATION:

<300 mg — Decommissioned

300–399 mg — Under Observation

400–449 mg — Certified Administrator

450–499 mg — Highly Efficient Administrator

500–524 mg— Model Administrator
≥525 mg— Supreme Administrator

ARCOS EVALUATION

Only the total number of **Arcos** you possess at the end of the game is taken into account.

The **Happiness (mg)** values printed on **Special Improvement Module Tiles** are converted into **Arcos** during the **Final Inspection**. For example, the **Solar Farm** awards **10 Arcos** instead of **10 Happiness (mg)**.

- **< 200 Arcos — Insolvent Administrator**
- **200–249 Arcos — Administrator Under Audit**
- **250–279 Arcos — Certified Treasurer**
- **280–299 Arcos — Grand Investor**
- **300 Arcos or more — Supreme Financier**

SPRAWLER EVALUATION

The objective of the **Sprawler Evaluation** is to construct all six **Special Improvement Module Tiles** as quickly as possible.

- **> 9 decades — Project Abandoned**
- **9 decades — Certified Planner**
- **8 decades — Senior Urban Planner**
- **7 decades — Master Arcotech**
- **6 decades or fewer — Architect of the Ministry**

Training Notice

Simulations cannot prepare you for reality.

Fortunately, reality rarely survives long enough to contradict the simulations.

POPULATION QUOTA MODE

Objective: Reach a total population of 25 Units of Population before the end of Decade 10.
Your total population includes all Units of Population currently in your Tower and Intake Area.

All normal population restrictions still apply:

- you must have enough Synthetic Food Storage;
- you must respect your Certified Elevator Capacity;
- Units of Population may only enter the Arcology through normal game effects.

To reach 25 Units of Population, you will therefore need enough food production and at least 3 Certified Elevator Columns.

If, at the end of Decade 10, all **25** Units of Population have entered your Arcology, you win, intake area is fine.

MINISTRY POPULATION DIRECTIVE

Every citizen has a place in the Arcology.

The Ministry merely determines when sufficient space exists

Population Quota Mode Evaluation

- **> 10 Decades — Project Abandoned**
- **10 Decades — Certified Demographer**
- **9 Decades — Senior Urban Demographer**

- 8 Decades — Master Demographer
- 7 Decades or fewer — Demographer of the Ministry

UPPER ECHELONS — Vertical Status Protocol

In this variant, every Floor defines access, every Elevator controls mobility, and every Unit of Population must be assigned its proper place within the Tower.
At the end of the game, calculate your Vertical Status Index (VSI). The Administrator with the highest VSI wins.

Higher Floors are not a privilege. They are a statistically justified allocation.

Vertical Status Index — VSI

- <50% — Ground-Level Functionary
- 50%–64% — Ascending Administrator
- 65–79% — Upper-Echelon Administrator
- 80%–89% — Monadic Elite
- >90% — Apex of the Arcology

The VSI is expressed as a percentage of the Ministry Standard. Results above 100% are allowed.

APPENDIX B

BILATERAL ADMINISTRATION PROGRAM

(Two Players)

MINISTRY OF COMPETITIVE DEVELOPMENT

Document B-17

Productivity increases by **14.8%**

whenever two Administrators compete for the same governmental recognition.

The Ministry therefore encourages carefully supervised rivalry.

The game for 2 players is played in the same way as the multiplayer game, except for the following modifications.

Setup

Determine the first player. They take the **First Player marker** and receive **A5**; their opponent receives **A7**.

As in the multiplayer game, the supplies of **Level 1, 2, and 3 Floppy Disks**, as well as **Special Improvement Module tiles**, are limited. Place **4 Level I**, **3 Level II**, and **2 Level III Floppy Disks** in the Reserve, and return the rest to the box. Draw **3 Special Improvement cards**. Place **1 tile of each Special Improvement Module** in the Reserve, and return the remaining tiles to the box. Before setup, both Administrators jointly select the Ministry Evaluation, the Assignment Duration, the Arcology Grid and the Time Impact. Both players must use the same configuration.

Central Administration Report

Every Decade concludes with a mandatory evaluation.

Your Arcology has already been judged.

You are merely receiving the results.

Two-Player Action Selection Protocol

1. Use all **8 Action cards**. Shuffle them and place them face down beside the **Common Board** to form the **Action deck**. Player A begins as the **First Player**.
2. Draw cards until there are **4 face-up Action cards** on the Common Board. First, fill the 2 dotted-line spaces in **Line 2**. Once these spaces are occupied, place any remaining cards in the leftmost available spaces in **Line 1**. Whenever drawn, the **High Chancellor** and **Grand Investor** are placed in their designated solid-line spaces; all other cards are placed in dotted-line spaces.
3. Starting with the First Player, each player chooses and resolves **1 Action**: the First Player first, then the other player.
4. An Action chosen from Line 2 grants **no Bonus**. An Action chosen from Line 1 grants its **Bonus**.
5. If the chosen card is on a solid-line space, only the player who selected it resolves the Action. If it is on a dotted-line space, it triggers a **Phase for both players**.
6. Place the 2 chosen Action cards face up beside the Common Board.
7. If cards remain in the Action deck, move all cards remaining in Line 1 to Line 2, pass the First Player marker to the other player, and return to step 2. If the Action deck is empty, continue to step 8 without moving the cards remaining in Line 1.
8. Resolve all cards remaining in Line 1, each with its Bonus. The First Player chooses and resolves 1 Action, then the other player chooses and resolves 1 Action. If 3 cards remain, the other player also chooses and resolves the final Action. Place all resolved cards beside the Common Board.
9. Once Line 1 is empty, place **1 Arco (A1)** on each card in Line 2. These cards remain there for the next Decade.
10. Return all resolved Action cards to the Action deck. If the current Decade was the final Decade, continue to step 11. Otherwise, advance the decade marker 1 space to the right and return to step 2. The Decade played with the marker on the final space is the last Decade.
11. The game ends. Determine the winner using the multiplayer **Victory Conditions**.



Player A and Player B are playing an Arcologies game. Player A draws as many cards from the Action cards deck in order to have 4 cards on the common board.

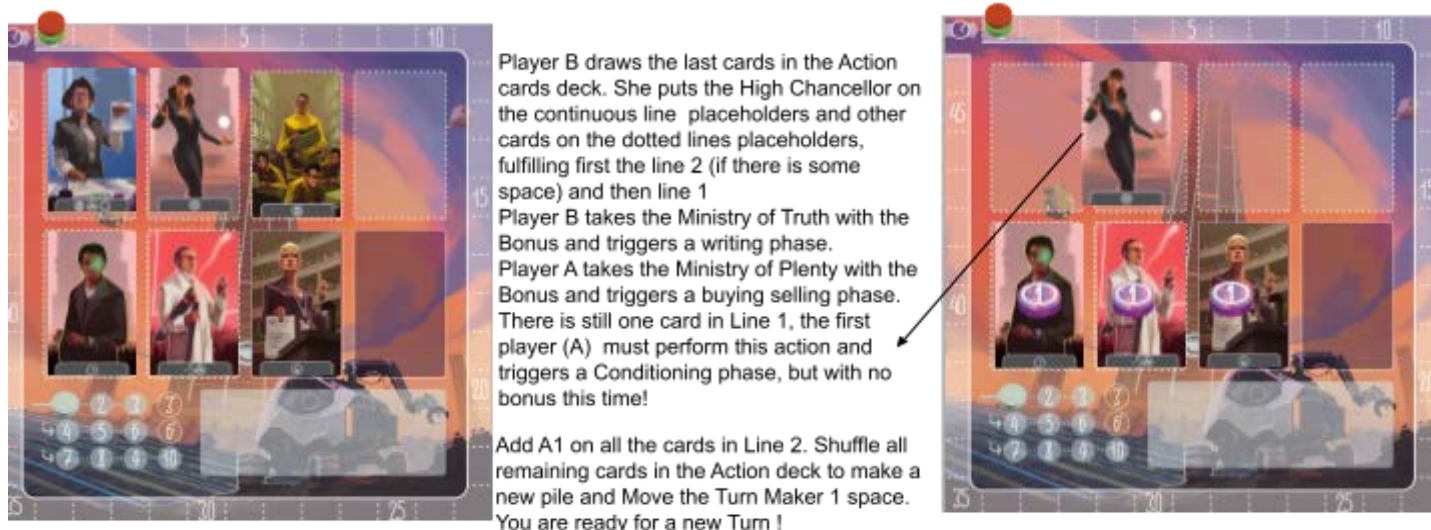
If Player A draws the High Chancellor or/and the Grand Investor, she puts them on the placeholders with continuous lines. All other cards are placed on the placeholders with dotted lines, from left to right.

Then Player A chooses one card. If she takes cards from line 2, she does not receive the bonus. If she takes action from line 1 she receives the bonus.

She takes the Ext.Admin, triggers a Farm Phase for both players and receives the bonus.

Player B chooses the Grand Investor and receives \$5 for the bank, Player A does nothing. No cards are remaining in line 1, so no cards are moved to line 2, from up to down.





Note: If there are some Arcos on the cards when you choose a card, you take them and can immediately use them.

High Chancellor Bonus: You become the first player at the beginning of the next Rounds, and not between the 2 turns of actions.

Competitive Ethics

Your opponent is not your enemy.

They are simply another statistical comparison.

The Five-Ministry Duel

EXPERT ASSIGNMENT — PREREQUISITE

The Five-Ministry Duel is intended for experienced Administrators.

Before playing, both players should have completed at least one full assignment in each of the five Solo variants: Happiness, Fortune, Sprawler, Megalopolis and Upper Echelons.

Their previous evaluation levels do not matter. They only need to understand the five Ministry systems and how they interact.

Two-Player Final Evaluation Variant

The **Five-Ministry Duel** uses the same Ministry Seals, setup and victory conditions as the **Five-Ministry Conclave**, but is played using the two-player rules. Replace every reference to the *Conclave* with the *Duel*.

The Ministry recognizes no single definition of success. Five approved definitions are statistically sufficient.

APPENDIX C

OFFICIAL TERMINOLOGY

Ministry of Standardization

STANDARDIZATION DIRECTIVE C-01

“Language creates consistency. Consistency creates efficiency.”

The following terminology has therefore been officially approved.

To ensure uniform administrative communication throughout the Republic, the Ministry of Standardization has certified the terminology below. Only these terms shall be used in official documentation.

Administrative Terms

Administrator: The Government Official responsible for the construction and operation of one certified Arcology.

Arcology: A fully integrated vertical city designed to provide every essential service within a single structure.

Unit of Population: A standardized representation of approximately 200,000 citizens. Each Unit requires one Synthetic Food Storage.

Residence Unit: A residential Module where Units of Population reside and receive Happiness.

Commercial Unit: A commercial Module that generates Arcos, exchanges Floppy Disks and distributes Happiness.

Office Unit: A governmental workplace where Units of Population encode Certified Administrative Records (Floppy Disks).

Green Space: A recreational environment that improves nearby Happiness and supports Office development.

Recreation Unit: Government-approved infrastructure encouraging the development of Residence Units.

Urban Farm: A food-production Module supplying Synthetic Food Storage.

Special Improvement: A unique government-authorized infrastructure project. Each may be built only once per Administrator.

Synthetic Food Storage: The official measure of an Arcology's food capacity. Each Storage supports one Unit of Population.

Arcos: The official administrative currency.

Happiness: The only officially recognized measure of citizen well-being.

Time: The administrative cost generated by citizen movement.

Development: The automatic expansion of a qualifying Module during the Development Round.

Decade: One complete Round of play.

Department: A Government function activated by recruiting an Official.

Official Actions

Official Term	Meaning
Build	Place a Module by paying its cost.
Develop	Expand a Module during the Development Round.
Recruit	Hire one Government Official.
Move	Relocate one Unit of Population.
Gain	Take resources from the common supply.

Spend	Return resources to the common supply.
Archive	Place a Floppy Disk in the Archives Room.
Adjacent	Sharing one side or one corner.

Prohibited Terminology

Unofficial	Official
Apartment	Residence Unit
Shop	Commercial Unit
Employee	Unit of Population
Worker	Unit of Population
Money	Arcos
Food	Synthetic Food
Building	Module
Turn	Decade

Standardization Notice C-09

The terminology contained in this Appendix has been officially certified.
Independent interpretation is no longer required.

MINISTRY OF STANDARDIZATION
Vocabulary Status: Certified
Document Status: Approved
Human Interpretation: Not Required

The Ministry thanks you for adopting the official vocabulary.

FINAL GOVERNMENT EVALUATION

Congratulations, Administrator.
Your mandatory orientation has now been completed.
The Ministry is confident that you now possess every skill required to govern an Arcology.
Please remember:
A productive citizen is a happy citizen.
A happy citizen is an efficient citizen.
An efficient citizen is a fulfilled citizen.
The Ministry has confirmed this relationship repeatedly.
No further verification is required.

CENTRAL ARCHIVES

Your Arcology will now enter one hundred years of continuous observation.
Every citizen will be evaluated.
Every movement will be recorded.
Every decision will be remembered.
Every milligram of Happiness will be measured.

"The Ministry wishes to remind all Administrators that happiness is mandatory. Individuals consistently failing to achieve satisfactory Happiness levels have never existed in official records."

"Thank you for your cooperation, Administrator."

...please report to Elevator 7.

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« We keep "buying" happiness, wrapped up in beautiful shiny packages, but the inside is hollow. »

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CERTIFIED ELEVATOR COLUMNS

Safety Directive 18-C

Every citizen must have access to a certified evacuation system.

For safety compliance, the maximum number of **Units of Population** allowed in your Arcology depends on the number of **Certified Elevator Columns**:

- **0 Columns:** maximum 5 Units of Population
- **1 Column:** maximum 12

- **2 Columns:** maximum 19
- **3+ Columns:** maximum population

The Service Staircase provides sufficient certified capacity for the first 5 Units of Population. Building a new Elevator Pair creates 1 Certified Elevator Column. Extending an existing Elevator Column does not increase this limit.

Evacuation routes lead to designated secure sectors within the Arcology. External evacuation is neither required nor authorized.

Certification guarantees evacuation. It does not guarantee departure.

Section du livret	Personnage associé	Formulation possible	Example chosen
Transportation / Movement	Corvin Renaid	CERTIFIED ROUTE — C-RN-17-04-228	Page 40: Example 2, Population Unit 3
Elevators	Iven Darel	TRANSPORTATION REPORT — TECHNICIAN I. DAREL	Page 40: Example 1, Population Unit 3
Recreation Units	Lysa Orren	RECREATION UNIT 14 — NO PERFORMANCE SCHEDULED	
Green Spaces	Sera Vale	ENVIRONMENTAL EDUCATION RECORD — S. VALE	
Office Units / Conditioning	Toma Vesk	OCCUPATIONAL RECORD — T. VESK	
Cryo Sleep	Nera Solin	DOMESTIC CONTINUITY CANDIDATE — N. SOLIN	
Department of Truth / Floppy Disks	Elias Kern	ARCHIVE VALIDATION — E. KERN	
Residence Units / Happiness	Mara Veyne	DOMESTIC CONTINUITY RECORD — M. VEYNE	
Final Government Evaluation	Director Alar Venn	FINAL REVIEW AUTHORIZED — DIRECTOR A. VENN	