CloneCity
More me, more glee!

Overview

Ever want to be in more than one place at a time? The more wacky businesses you invest in, from the See-through Sock Shop to the Gum Cafe, the more you you'll need. Luckily, you can make a copy of yourself and put your other selves to work!

In CloneCity, you are an entrepreneur looking to acquire interesting new businesses and make them as profitable as you can, but they are only profitable when you are there to manage them.

Fortunately, you will be able to make clones of yourself and put your other "yous" to work! The more "yous" there are, the more money you'll make. Whoever is able to generate the most profit by the end of the game will be the winner.

Features

- Humor, whimsy
- Simple, accessible rules and game play
- Light strategy and several paths to victory to ensure re-playability
- Mechanics: auction, light area control, light worker placement, light deck building

Components

- 90 mini cards (1.75x2.5)
- 76 square cards (2x2)
- 60 small meeples (5 colors)
- 11 cubes (5 colors + 2 white)
- 5 large meeples (5 colors)
- 1 board (18x18)

Game Play

Each round consists of 3 phases: **Acquisition**, **Management**, and **Assessment**. In the **Acquisition** phase, players put cards in their left hand to bid on new businesses and in their right hand to bid on clones. Players simultaneously reveal their left hand bid and choose businesses in bid order. Then players simultaneously reveal their right hand bid and add clones in bid order

In the **Management** phase, players score points based on how many clones they have working for their businesses. Unfortunately, clones have a shelf life, so after time, they do disintegrate, forcing players to adjust their strategy as their clones expire. Finally, in the **Assessment** phase, players refill their hands and prepare for the next round. Whoever has the most points at the end of the game wins.

2-5 players
30-60 min.
Ages 10+

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