



MINISTRY OF VERTICAL DEVELOPMENT



A STRATEGIC GAME OF
VERTICAL CITY-BUILDING
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1-4 60-150 14+

ARCOLOGIES

OFFICIAL TRAINING MANUAL
MINISTRY OF VERTICAL DEVELOPMENT
EDITION 24.7.3

PROPERTY OF THE CENTRAL GOVERNMENT

UNAUTHORIZED DISTRIBUTION PROHIBITED
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.



MINISTRY OF VERTICAL DEVELOPMENT

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.

"Building Tomorrow, Today."

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

DOCUMENT AUTHENTICATION CODE: MVD-2400-01-A



MINISTRY OF VERTICAL DEVELOPMENT



WELCOME TO ARCOLOGIES

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, Commerce 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. Food production. 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 more than 1000 mgs 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;
- 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.*

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.*



PUBLIC NOTICE 2-C:

EVERY CITIZEN DESERVES HAPPINESS.
EFFICIENT ADMINISTRATION
SIMPLY MAKES IT POSSIBLE.



ADMINISTRATIVE REMINDER 3-A:

PRODUCTIVITY CREATES PROSPERITY.
PROSPERITY CREATES HAPPINESS.
HAPPINESS CREATES STABILITY.
STABILITY CREATES PRODUCTIVITY.



MINISTRY OF VERTICAL DEVELOPMENT - DIRECTIVE 01

OFFICIAL INVENTORY

THIS DEVELOPMENTAL MODEL HAS BEEN STATISTICALLY VALIDATED.
ALTERNATIVE MODELS ARE NO LONGER SUPPORTED.

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

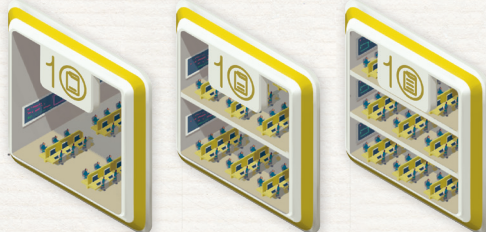
- 80 × Dark Green Residences Units (30-20-15-10-5)



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



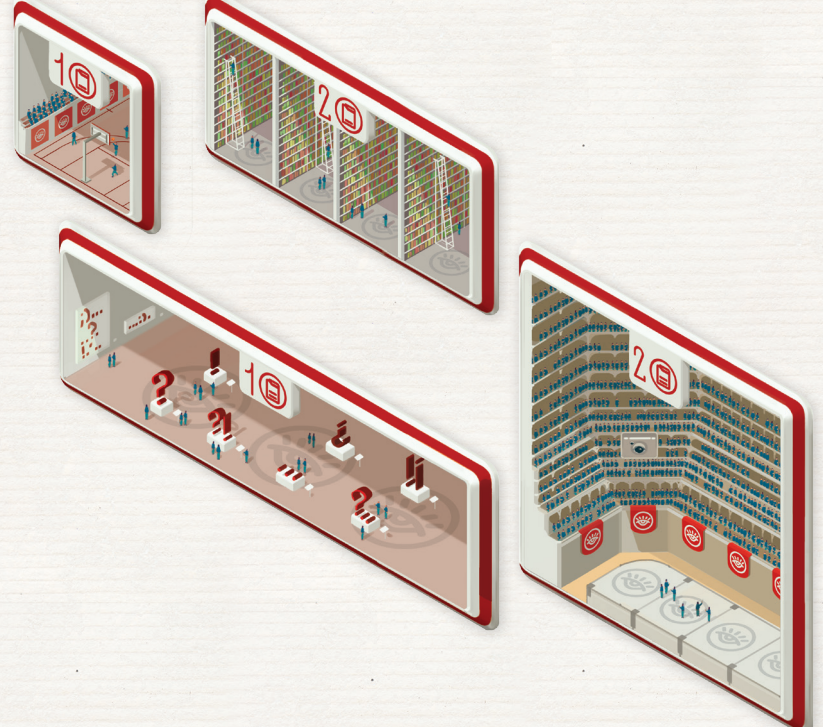
- 45 × Yellow Office Units (20,15,10)



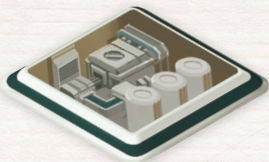
- 32 × Elevators



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



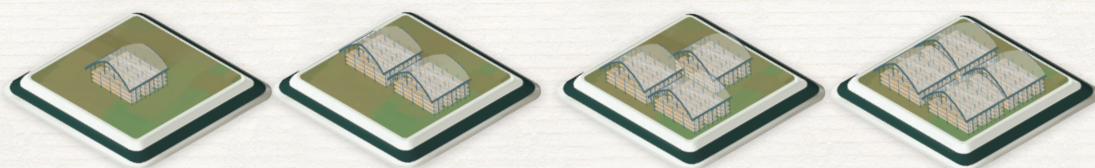
- 20 × Urban Farms



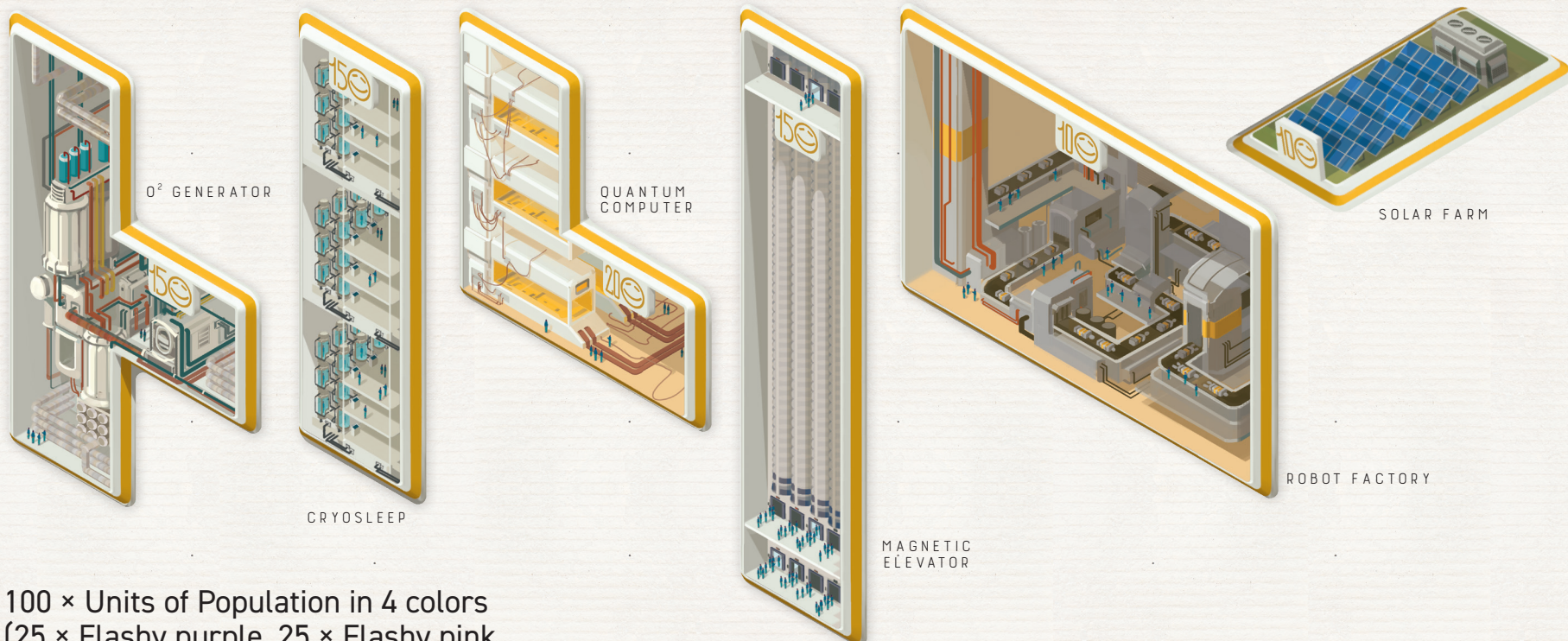
- 48 × Green Spaces



- 60 × Double Sided Synthetic Food Storage units (value 1:2 [40] and 3:4 [20])



- 3 sets of 6 × Special Improvement Units



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



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



- 1 × First Player Marker



- 1 × Decade Time Marker



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



- 4 × Synthetic Food Cursors
(1 × Flashy purple, 1 × Flashy pink,
1 × Flashy orange, 1 × Flashy green)



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



- 40 × 1 Arcos



- 12 × 5 Arcos



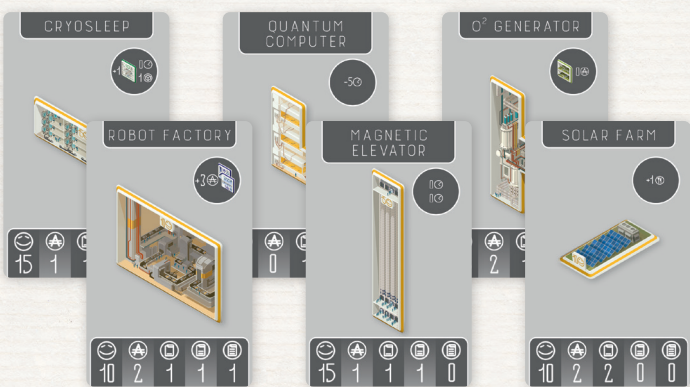
- 8 × 50 Arcos



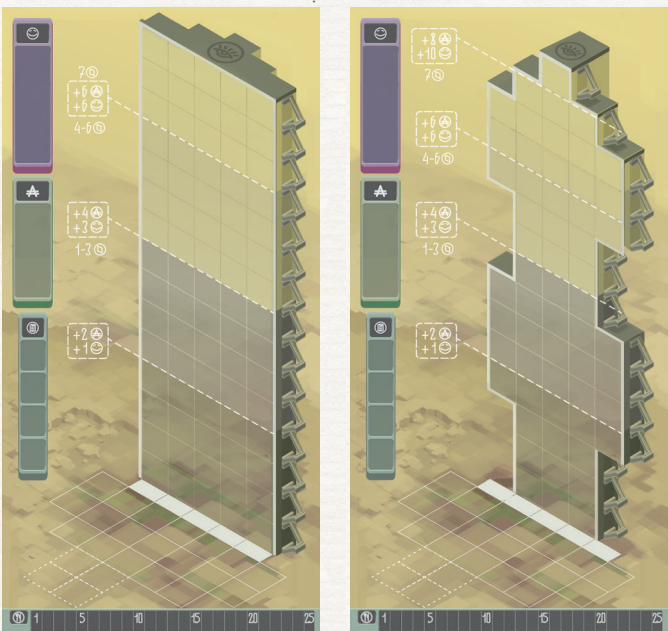
- 8 × Character Cards known as Action Cards



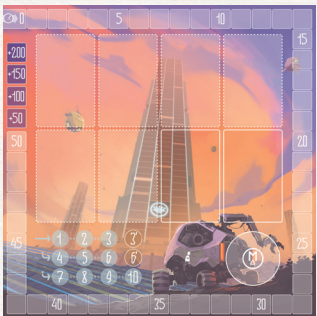
- 6 × Special Improvement Cards



- 4 × Double Sided Player Boards, (Easy/Difficult)



- 1 × Double Sided Common Board (2-4p/1p)



- 1 × Administrator Protocols
Mandatory Operational
Procedures Aid



- 24 × Floppy disks
(12 Operational data, 8 Restricted data, 4 Classified data)



- 20 × Happiness Pills dosed at 1mg
- 16 × Happiness Pills dosed at 5mg
- 12 × Happiness Pills dosed at 25mg
- 6 × Happiness Pills dosed at 100mg



- 5 × Minister Seals
(Used only for the Five-Ministry Conclave)

