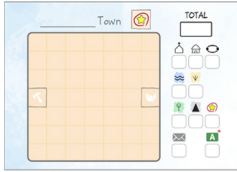


DICE TINY TOWN

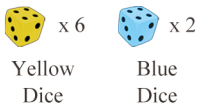
9+ Ages
20~30 min
1~2 Players

You become the mayor of your own village. Create a wonderful town where nature and buildings are in harmony! And don't forget to satisfy the guests you invite to your town!

Components



Map Sheet



x 6 Yellow Dice
x 2 Blue Dice



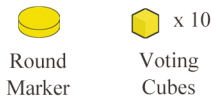
x 2 Pencils



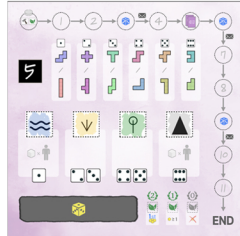
Mayor Meeples (Red, Blue)



x 3 x 3 Invitation Tokens



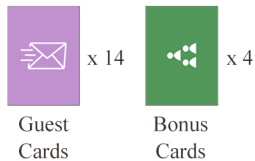
Round Marker
x 10 Voting Cubes



Common Board



x 2 Personal Boards

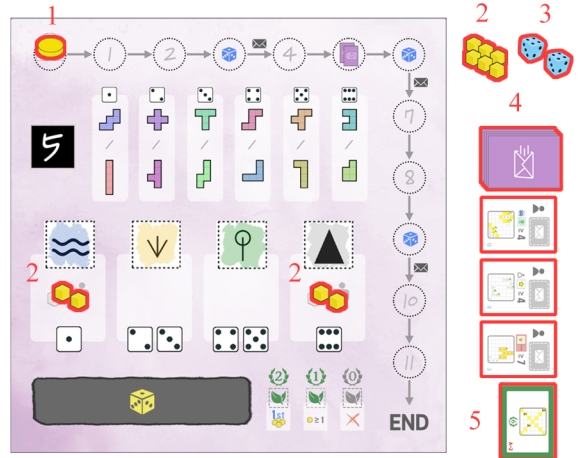


x 14 Guest Cards

x 4 Bonus Cards



Score Sheet



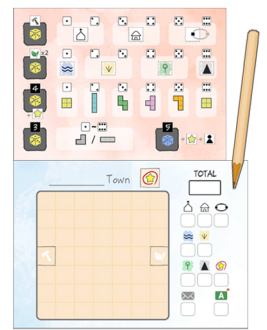
6a



6b



6c



[Setup Example for 2 Players]

Objective

The aim of the game is to create the most prestigious town by harmoniously placing nature and buildings on the map each round. Increase your town's prestige by strategically arranging buildings and nature, and satisfying your invited guests.

Setup

1. Spread the common board in the center of the table and place the round marker on the space with the disk icon.
2. Place voting cubes equal to the number of players in the lake and mountain spaces on the common board. Keep the remaining cubes next to the board.
3. Place blue dice equal to the number of players next to the common board.
4. Shuffle 14 guest cards to make a deck, draw 3 cards, place

5. (Advanced Rules) Draw 1 bonus card randomly and place it face-up on the table, put the rest in the box.

6. Each player prepares as follows:

6a. Place 1 map sheet, 1 personal board, and 1 pencil in front of you. Write a great name for your town at the top of the map sheet.

6b. Take 1 mayor meeple and 3 invitation tokens of your color and place them in front of you.

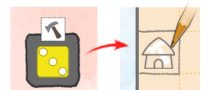
6c. Take 3 yellow dice and place them in front of you.

7. Players then determine their starting buildings and nature and draw them on their maps.

- ① Roll 2 of your yellow dice.



② Place one die in the hammer space on your personal board and draw the building icon corresponding to that die's value in the hammer-marked white space on your map sheet.



③ Place the other die in the leaf space on your personal board and draw the nature icon corresponding to that die's value in the leaf-marked white space on your map sheet.

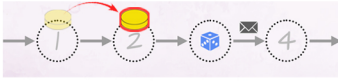


Now, you are ready to start the game.

Play

The game is played over 11 rounds and ends thereafter. Each round, all players proceed simultaneously in the following order:

1. Round Preparation



Advance the round marker one space on the common board.

3, 6, 9 Rounds

Each player receives an additional blue die.

5 Round

Draw 2 guest cards from the deck and reveal them.

2. Dice Rolling

Roll all 3 of your yellow dice.

3, 6, 9 Rounds

Also roll 1 blue die.

3. Dice Placement

Place the 3 rolled dice in 3 of the dice spaces on your personal board.

- A yellow die must be placed in both the hammer and leaf spaces.

- A yellow die must be placed in one of the **3** / **4** spaces.



3, 6, 9 Rounds

Place the blue die in the **5** space. Leave the **3** / **4** space empty, and put the remaining yellow die in the long dice space on the common board.

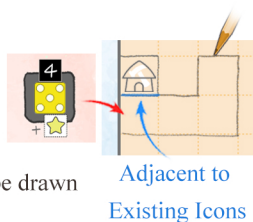
★ Modifying Dice

At this phase, you can spend stars (★) to change the value of a die. Spend 1 star to increase or decrease a die's value by 1.

This includes the blue die. Mark used stars with an X (✗). Remember, you start with 1 star next to your town name on the game sheet!

4. Drawing Shapes

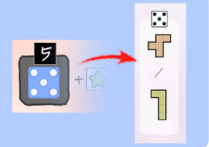
Draw the shape corresponding to the die value in the number space on your map sheet. You can rotate or flip the shape freely, but it must be drawn adjacent to an already drawn icon.



If placed in the **3** space, choose either an / shape to draw on your map sheet, regardless of the die value.

3, 6, 9 Rounds

Choose one of the two shapes corresponding to the blue die value from the common board and draw it on your map sheet.



If you cannot draw a shape at this phase, skip to step 7.

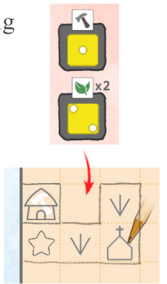
5. Filling Icons

Fill the drawn shape with icons according to these rules:

- Draw 1 building icon corresponding to the die value in the hammer space in any square within the shape.

- Draw 2 nature icons corresponding to the die value in the leaf space in any squares within the shape. They do not need to be adjacent.

- Draw 1 star icon ★ in the remaining square.



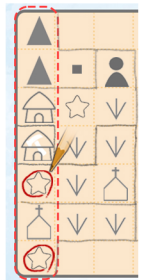
If a die is placed in the **3** space, you cannot draw a star.

3, 6, 9 Rounds

Additionally, draw 1 guest icon in the remaining square.

6. Star Acquisition

If any horizontal or vertical line on your map sheet is completely filled, circle all star icons on that line to acquire stars. You cannot acquire stars that have been already obtained or used.



7. Round End

Take back the used 3 yellow dice.

3, 6, 9 Rounds

Players who drew a guest icon place one of their invitation tokens on a guest card. You cannot place it on a card already with your invitation. For each die in the long dice space, place a voting cube in the corresponding nature space on the common board. Gather used blue dice beside the common board.

Game End

The game ends after 11 rounds. Players calculate the prestige score of their completed towns. The town with the highest prestige wins! In case of a tie, the town with fewer empty spaces wins. If still tied, they share the victory!

Scoring

The town's prestige score is calculated by adding the

1. Building Score
2. Nature Score
3. Guest Score
4. Star Score
5. Bonus Score (Advanced Rules)

The terms 'area' and 'adjacent' are used in scoring. An 'area' means a group of connected icons of the same type that are adjacent to each other. 'Adjacent' means two icons are directly next to each other horizontally or vertically.

1. Building Score



Monastery

- Monastery adjacent to other buildings = 1 pt
- Monastery not adjacent to other buildings = 3 pts



House

Score each house area as follows:

- Area size x Number of different types of nature adjacent to the area

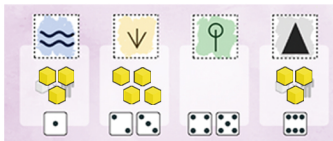


Ranch

- Two adjacent ranch icons connect to complete a ranch.
- Each completed ranch pair = 7 pts
- Incomplete ranch = 0 pts

2. Nature Score

Score the largest area for each of the 4 nature types as follows:



- Area size x Value of that nature type

The value of each nature type is determined by how many voting cubes are in the nature areas on the common board. The nature type with the most voting cubes is worth 2 points, with none is worth 0 points, and the rest are worth 1 point each.

3. Guest Score

Earn 7 points for each guest card with your invitation token. However, score only if your completed town meets the card's requirements. Meeting the requirements more than once does not give additional points.

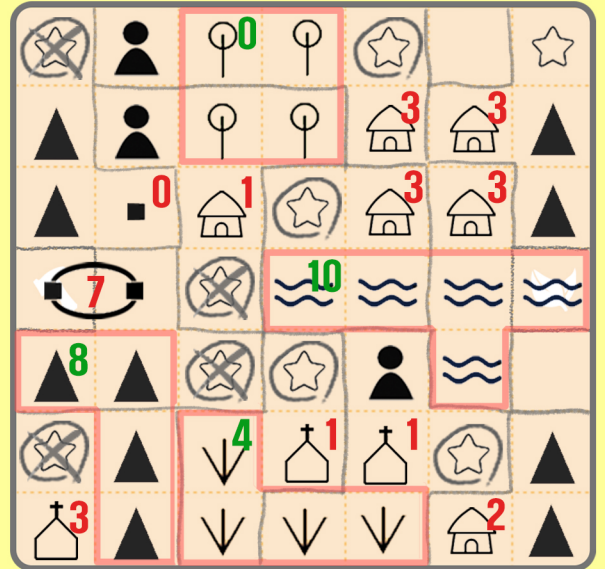
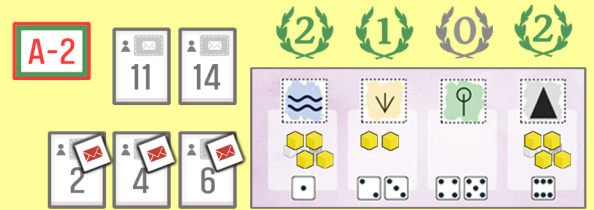
4. Star Score

Earn 1 point for every 3 unused stars.

5. Bonus Score (Advanced Rules)

Earn the points shown on the bonus card if 3 guest icons meet the card's condition.

[Scoring Example]



5pts
(3+1+1)



15pts
(12+1+2)



7pts
(7+0)



10pts
(5x2)



4pts
(4x1)



0pts
(4x0)



8pts
(4x2)



1pts
(4 stars)



14pts
(Failed 2,
Succeeded
4 and 6)



0pts
(Failed)

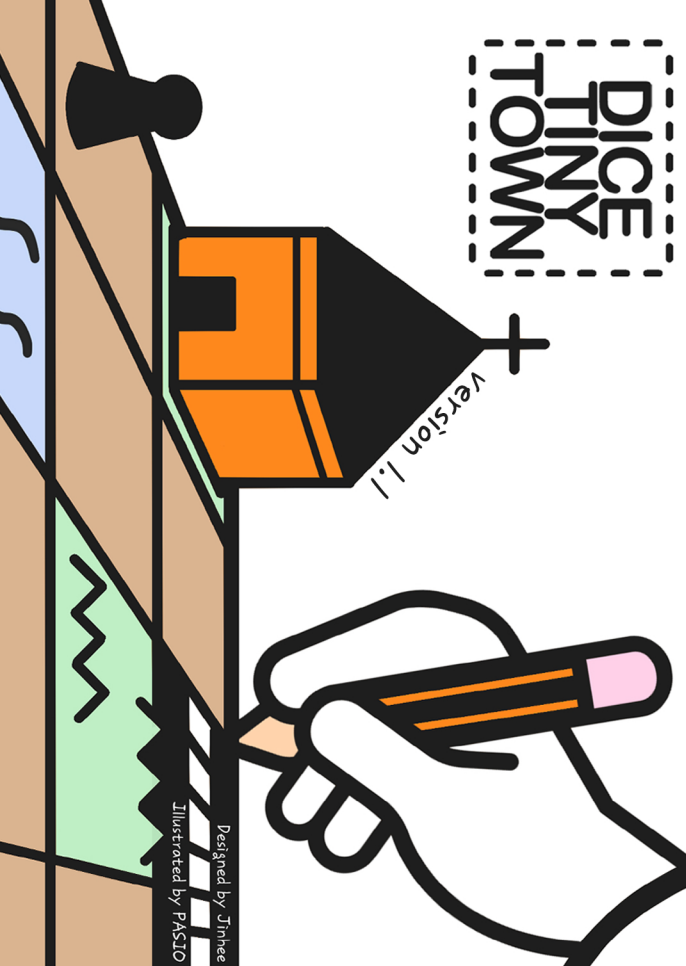
Final
score
64 pts

Solo Game

The rules are the same when playing solo. After calculating your score, check your town's title in the chart on the right!

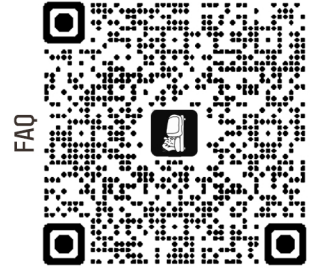
Score	Title
~49	Is anybody living here?
50~69	Budding Town
70~89	Comfortable Town
90~99	Harmonious Town
100~109	Perfect Town
110~	Extreme Town

* If you have 2 sets of the Dice Tiny Town game, 3-4 people can enjoy it together.



Credits

Game Design & Editing: Han Jimhee
Artwork: PASIO



FAQ

Contact:
zinnahan0@gmail.com

Guest Cards

1st Guest

Requires at least one star area of 4 squares or more.

2nd Guest

Requires at least one forest area of 7 squares or more.

3rd Guest

Requires at least one field area of 7 squares or more.

4th Guest

Requires 6 or more mountain icons on the map border.

5th Guest

Requires 6 or more lake icons on the map border.

6th Guest

Requires 4 or more star icons adjacent to houses.

7th Guest

Requires a lake area of 4 squares or more adjacent to mountains.

8th Guest

Requires 3 monasteries within the central 3x3 of the map. It's okay if they are adjacent to other buildings.

9th Guest

Requires 4 or more house icons adjacent to the forest.

10th Guest

Requires 4 or more mountain icons adjacent to the ranch. It's okay if they are adjacent to an incomplete ranch.

11th Guest

Requires at least one monastery icon adjacent to 3 different types of nature. It's okay if the monastery is adjacent to other buildings.

12th Guest

Requires at least two pairs of completed ranches adjacent to fields.

13th Guest

Requires 4 or more forest icons adjacent to lakes.

14th Guest

Requires 4 or more field icons adjacent to mountains.

Bonus Cards

A-1: Earn 5 points if 3 guest icons exist on the map border.

A-2: Earn 6 points if 3 guest icons exist on the central diagonal line.

A-3: Earn 7 points if 3 guest icons are within the central 3x3 area of the map.

A-4: Earn 8 points if 3 guest icons are on the same horizontal or vertical line.