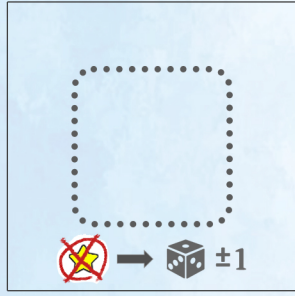
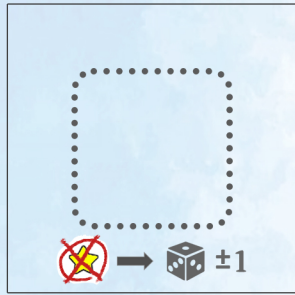
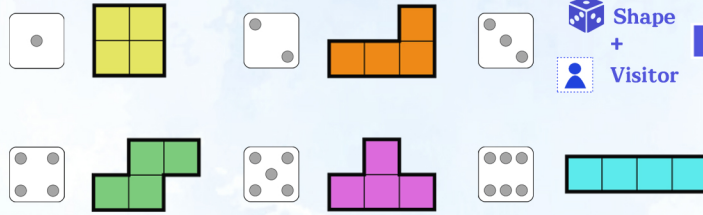


Dice Tiny Town

다이스 타이니 타운



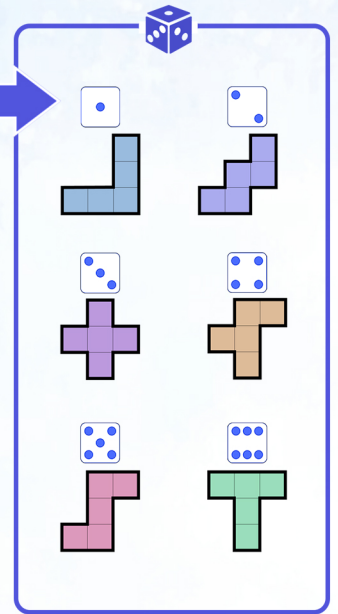
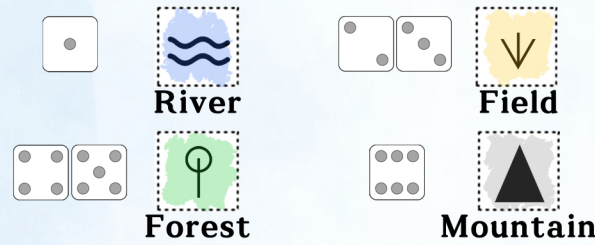
SHAPE



BUILDING



NATURE



No adjacent buildings +3
otherwise +1

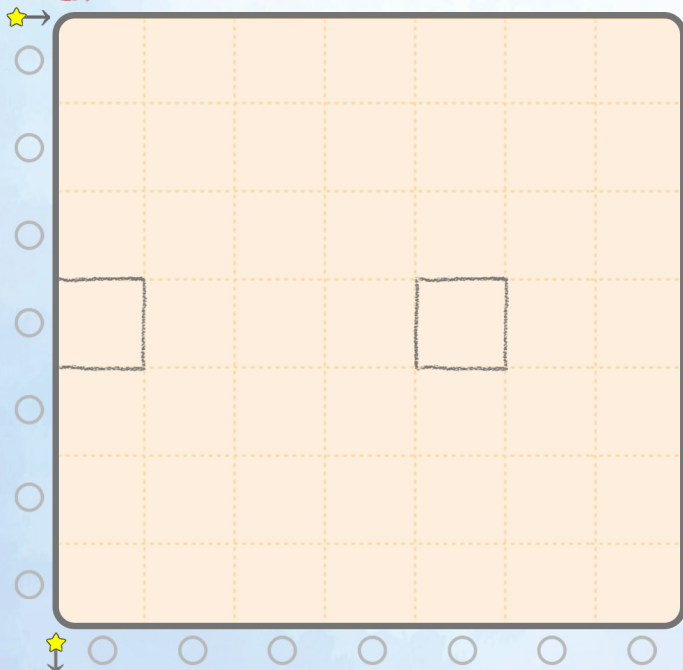
+1 per each adjacent
nature type with a district

A pair of neighboring
ranches +5

Nature Point = Size of the
largest district

Every 3 unused
coins +1

A satisfied
visitor +7



Visitor

- Archbishop** : 1x adjacent to , , and
- Astronomer** : 4x adjacent to
- Cattleman** : 2x adjacent to
- Boatman** : 1x district adjacent to , , and
- Forester** : 3x adjacent to
- Farmer** : 1x district of size 7
- Mountaineer** : 7x adjacent to map edges
- Coin Collector** : 7x (unused)
- Perfectionist** : Fill the map with no empty spaces.

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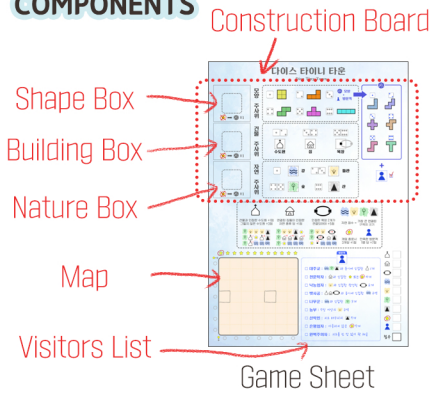
DICE TINY TOWN

9+ Ages
20~30 min
1~2 Players

Game Design and Edit : Jinhee Han
Illustration : PASIO

Become the pioneers of a new town! Draw your great town on the map with a variety of nature and buildings! And don't forget about your visitors!

COMPONENTS

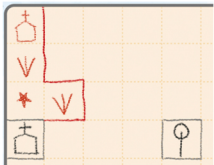


GAME OBJECTIVE

The goal of the game is to gradually draw natures and buildings on the map each round to create a balanced town. Your final score is determined by how you place them.

PREPARATION (SOLO)

Prepare a game sheet, a pencil, two yellow and one blue dice.



3. Choose one empty space of the block you drew in step 2. In that space, draw a building corresponding to the value of the die you placed in the Building box.

4. Choose two empty space of the block. In that space, draw two natures corresponding to the value of the die you placed in the Nature box.

5. Draw a star in the last empty space of the block.

6. If any horizontal or vertical lines are filled without any empty spaces, circle the stars of the lines. Circled stars are 'Star coins' you can use.



Continue to repeat the Drawing phase, and if you are unable to draw a block on the map, the game ends immediately.

INVITE A VISITOR

When the value of the die placed on the Shape box is 3, draw the 5-size block with the shape corresponding to the value of the blue die (regardless of where the die is) on the map.

Draw a visitor icon in the additional space. Then choose one visitor who you want to invite your town among the Visitor List and check the one you select. When the game is ended, if your town has met their needs, you get 7 points for each visitor.

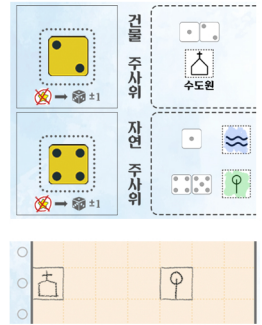
PLAYING THE GAME

The first round of the game begins with 'Planning Phase'. From the following rounds, the game proceeds by repeating 'Drawing Phase'.

PLANNING PHASE

– Roll two yellow dice, and place each die in the Building and Nature boxes on the 'Construction Board'. You can choose which die to place between the two.

– Draw 1 building and 1 nature corresponding to the values of the dice shown on each die in the pre-drawn 1x1 blocks on the map. You can choose which of the two to draw in each box.



DRAWING PHASE

1. Roll 3 dice, and place each die in the box on the Construction Board in any order you want.



! At this point, to change the value shown on any die, you can spend as many of your 'Stars'. For each Star you spend, you can increase or decrease the value by 1. If you used any Stars, draw 'X's on the used Stars.



2. Draw a block on the map with the shape corresponding to the value of die you placed in the Shape box. It must be adjacent to a previously drawn block (diagonals are not adjacent). The shape can be rotated or flipped if you want.

SCORING

According to the scoring rules above the map, calculate your town's score. A district is a group of identical buildings or natures that are adjacent to each other. Total score of the town is the sum of followings:

- 3 kinds of buildings
- 4 kinds of natures
- Unused Star coin
- Satisfied Visitors

Solo	Achievements	Coop
~40	Ghost Town	~100
41~50	Growing Town	101~120
51~60	Comfortable Town	121~140
61~70	Affluent Town	141~160
71~	Perfect Town	160~

COOPERATIVE MODE (FOR 2 PLAYERS)

Each player creates their own town. After the Planning phase, starting with the player who recently went camping, take a turn as shown below.

The player rolls FOUR dice and use three of them, including the blue die, to play the Drawing phase as in the previous solo rule.

The other player draws an 1x1 block adjacent to an existing block in his map. And draw ONE nature corresponding to the value of the unused die in the block.

Repeat the above progression, alternating turns. If someone is unable to draw any block, the game ends immediately. The two town's scores plus the bonus score below is the final score.

Bonus score

Nature Bonus = $\frac{\text{The largest district in the two towns}}{2}$

Visitor Bonus = +2 For each satisfied visitor (no duplicates)