

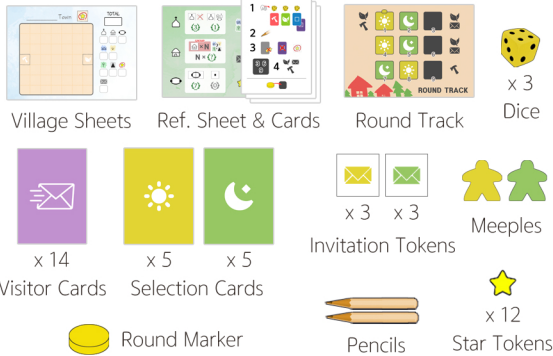
DICE TINY TOWN Duel

14+ ages
20~30 min
2 players

Build a village in harmony with nature.

Invite visitors and earn more prestige than your rival!

Components



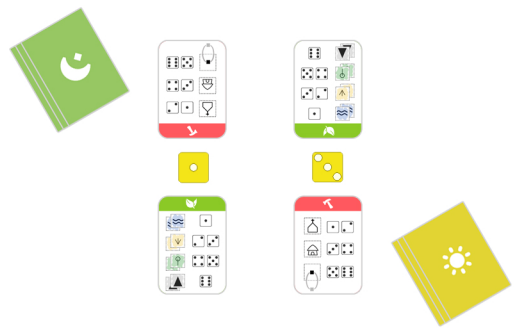
Game Objective

Over 9 rounds, two players use dice to build the finest village where nature and buildings live in harmony. Create a more wonderful village than your opponent!

Setup



1. The two players sit facing each other.
2. Each player takes 1 Village Sheet, 1 pencil, and 1 Star Token and places them in front of themselves. The remaining 10 Star Tokens are kept together in one place as the supply.
3. Shuffle the 14 Visitor Cards, then draw 4 and place them face-up.
4. Each player rolls 1 die. The player with the higher roll becomes the ☀ Sun (Yellow) Player, and the other becomes the 🌙 Moon (Green) Player. If the rolls are tied, re-roll until the values differ.
5. Each player takes a Meeple matching their color (Sun or Moon), 5 Selection Cards, and 2 Invitation Tokens and places them in front of themselves.



6. Place the two dice rolled in step 4 in the center, and each player places the "🌙 Nature Card (Green)" and "🏠 Building Card (Red)" from their Selection Cards in front of the die of their choice.



7. Each player draws the building matching the value of the die in front of their Building Card into the Building space of their Village Sheet.
8. Each player draws the nature matching the value of the die in front of their Nature Card into the Nature space of their Village Sheet.
9. Place the Round Track to one side of the table, place the Round Marker on space 1, and begin the game.

Gameplay

The game is played over a total of 9 rounds. Each round is played in the following phases, in order:

- Phase 1: Card Placement
- Phase 2: Drawing
- Phase 3: Cleanup
- Phase 4: Event (only in rounds 3, 6, and 9)

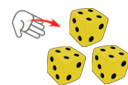
Phase 1: Card Placement

The rules for the Card Placement phase depend on the icon on the Round Track.

- The Sun Player is the First Player.
- The Moon Player is the First Player.
- Both players act simultaneously.

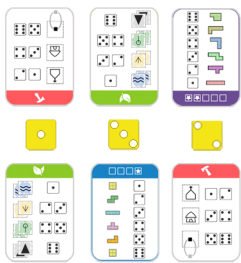
Sun/Moon Rounds

1. The First Player rolls the 3 dice.



Rerolling Dice

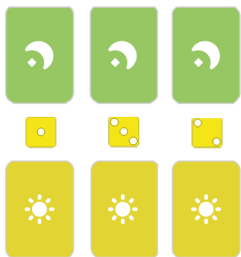
The First Player may return 1 Star Token to the supply to reroll all 3 dice. As long as they have enough Stars, they may keep rerolling.



- The First Player places the 3 rolled dice in the center of the table and places 3 of their Selection Cards (Shape, Building, Nature) in front of each die. Only 1 Shape Card (Blue 4-cell shape, Purple 5-cell shape) may be placed.
- The Second Player also places 3 of their Selection Cards in front of each die in the same way. However, a card of the same color as the card placed across from it may not be placed.

Dark Round

- Either player rolls the 3 dice and places them in the center of the table. Rerolling is not allowed in this round.



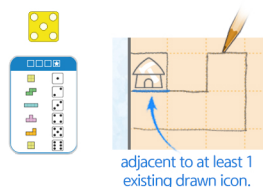
- Both players place 3 of their cards face-down so the opponent cannot see them. As in Sun/Moon rounds, they must place exactly 1 each of the Nature, Building, and Shape Cards.
- Once placement is complete, both players reveal their cards simultaneously.

Phase 2: Drawing

During the Drawing phase, both players act simultaneously.

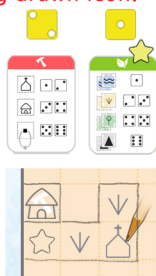
★ Choosing a Value Different from the Die

Place Star Tokens on any of your placed cards. For each token on a card, shift that card's die value up or down by 1.



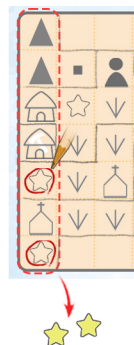
- Draw the shape matching that die's value from the Shape Card (Blue or Purple) on your Village Sheet. The shape may be rotated or flipped. The shape must be adjacent to at least 1 existing drawn icon.

- Choose 1 cell within the shape and draw the building matching the value of the die in front of the Building Card (Red).
- Choose 2 cells within the shape and draw the natures matching the value of the die in front of the Nature Card (Green) in each.
- In the remaining cells of the shape, draw stars. If the Blue card was used,



Phase 3: Cleanup

- Return all Star Tokens placed on cards to the supply.
- If a 5-cell Shape Card (Purple) was used, remove that card from the game.
- If there is a complete row or column filled entirely with icons and no empty cells on your Village Sheet, circle all star icons drawn in that row or column, and take that many Star Tokens from the supply.



You cannot gain tokens from star icons that are already circled. If you hold more than 6 Star Tokens, return the excess to the supply.

Phase 4: Event

Rounds 3, 6, and 9 have an Event phase. Perform the event according to the icon drawn on the right side of that round's space on the Round Track.



Draw Nature

- Each player places their Nature Card (Green) in front of themselves.
- Either player rolls the 3 dice.
- The player with more Star Tokens (if tied, the Moon Player) chooses 1 die and places it on their Nature Card.
- The opponent places 1 of the remaining 2 dice on their Nature Card.
- Each player draws 1 nature icon matching their die's value in any empty cell on their Village Sheet.

Draw Building

The same as Draw Nature, but the Building Card (Red) is used instead of the Nature Card, and a building icon is drawn on the sheet accordingly.

★ Choosing a Value Different from the Die

As in Phase 2, you may place Star Tokens on the Nature or Building Card to choose a value different from the die's value.

Envelope Invitation

Each player chooses 1 Visitor Card to invite to their village and places an Invitation Token on that card. If the visitor's requirements are met at the end of the game, the player gains points.

You may place your invitation on a Visitor Card that already has the opponent's invitation on it.

You may not place your invitation on a Visitor Card that already has your own invitation on it.



Round End & End of Game

When the round ends, move the Round Marker to the next space. After the final, 9th round ends, the game ends and scoring is performed. The player whose village has the higher Prestige Score wins. In case of a tie, the Moon (Green) Player wins.

Scoring

A village's Prestige Score is calculated by adding the following 4 scores:

1. Building
2. Nature
3. Star Token
4. Visitor

1. Building



Monastery

- Monastery **adjacent** to another building = 1 pt
- Monastery **not adjacent** to any other building = 3 pts



House

- Houses are scored per **group** as follows:
- Group size × number of types of nature adjacent to the group



Ranch

- Ranches are completed by connecting two icons placed **adjacent** to each other.
- Each completed pair of Ranches = 7 pts
- Incomplete Ranch = 0 pt

2. Nature

For the Nature Score, you gain points equal to the size of **the largest group** for each of the 4 types of nature (Lake, Field, Forest, Mountain).

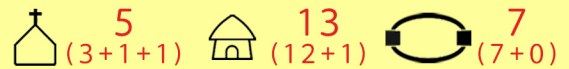
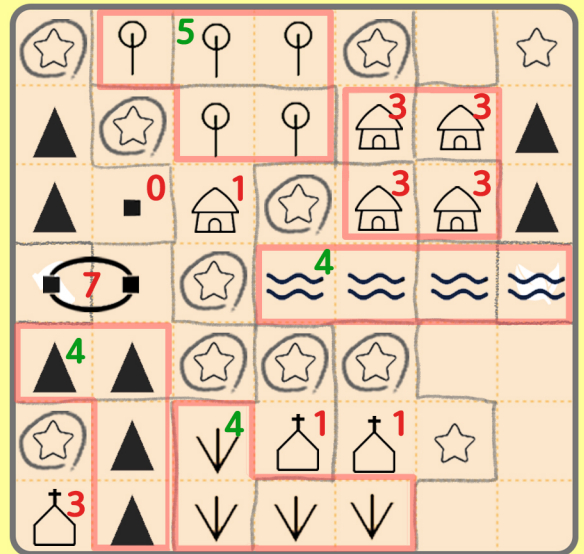
3. Star Token

Gain 1 point for every 3 unused Star Tokens.

Visitor Requirements

1. At least one group of 4 or more star cells exists.
2. At least one group of 7 or more Forest cells exists.
3. At least one group of 7 or more Field cells exists.
4. 6 or more Mountain icons exist on the border of the map.
5. 6 or more Lake icons exist on the border of the map.
6. 4 or more star icons are adjacent to Houses.
7. A group of 4 or more Lake cells is adjacent to a Mountain.
8. 3 or more Monastery icons exist in the central 3×3 of the map (Monasteries adjacent to other buildings are also counted).

[Scoring Example]



Village Prestige Score : 49

4. Visitor

Gain 7 points for each visitor whose requirements are satisfied and on whom your Invitation Token is placed. Satisfying a single visitor's requirements more than once does not grant additional points.

9. 4 or more House icons are adjacent to Forest.
10. 4 or more Mountain icons are adjacent to a Ranch (incomplete Ranches are also counted).
11. At least 1 Monastery icon is adjacent to 3 or more types of nature (Monasteries adjacent to other buildings are also counted).
12. 2 or more completed pairs of Ranches are adjacent to Field.
13. 4 or more Forest icons are adjacent to Lake.
14. 4 or more Field icons are adjacent to Mountain.



Designed by Jinhee Han
Illustrated by PASIO

Solo Rules

You can play a 1-player game with the following modifications to the base rules:

[Setup]

- You become the Sun Player. Skip the roll-off to determine players.
- Roll 2 dice at once to determine the starting nature and building; place your Nature and Building Cards in front of them as normal.
- Set aside 3 of the Moon Player's Selection Cards (Building, Nature, 4-cell Shape) in a separate pile next to the play area.

[Card Placement]

- On Sun rounds, follow the base rules as usual.
- On Moon rounds, roll the 3 dice, then randomly place the Moon Player's 3 set-aside cards face-up across from each die. After that, place your own cards following the base rules.

[Event: Draw Nature / Draw Building]

- Roll only 2 dice instead of 3.

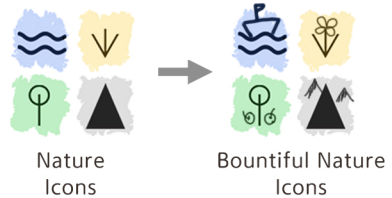
At the end of the game, receive one of the following titles based on your village's Prestige Score:

- 39 or below: "Does anyone even live here?"**
- 40-49: Sprouting Village**
- 50-59: Cozy Village**
- 60-69: Prosperous Village**
- 70 or above: Perfect Village**

Variant Rule: Bountiful Nature

Once you are familiar with the base rules, you can add Bountiful Nature scoring. If you use this variant in a Solo game, the score thresholds for each title increase by 5 points.

A nature icon adjacent to 3 or more of the same type of nature is upgraded to a Bountiful Nature. Mark a Bountiful Nature by adding the modification shown below to the existing icon.



Bountiful Nature

- 1 pt per Bountiful Nature icon

FAQ

Q. When a die shows 1, can I use 1 Star Token to choose 6 instead?

A. No. Each Star Token shifts the die's value by only 1 step. To choose 6 from a die showing 1, you would need 5 Star Tokens. The same applies in reverse when the die shows 6.

Q. Can 3 Ranches be connected in a row?

A. No. A Ranch is always completed as a pair. If 3 Ranch icons are adjacent in a line, one of them remains incomplete.

Q. In a Dark round, what happens if cards of the same color end up across from each other when revealed?

A. Nothing. In Dark rounds, the opponent's cards have no effect on you.

Q. In the Event phase, can I spend a Star Token to reroll the dice?

A. No. Rerolling is not allowed during the Event phase.

Q. Can I gain Star Tokens by drawing icons during the Event phase?

A. Yes. As in the Cleanup phase, if a row or column on your Village Sheet becomes completely filled, you can gain Star Tokens.

Q. If a row and a column that both contain the same star icon are completed at the same time, can I gain 2 Star Tokens from that star icon?

A. No. Only 1 Star Token can be gained from a single star icon.

Credits

Game Design & Editing: Jinhee Han
Illustration: PASIO
Special Thanks: Haeyo, Gerard, Reader of Jupiter,
Wonsik Jeong

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