リトルタウンビルダーズ
LITTLE TOWN BUILDERS

There was a rich earth spreading over a recessed mountain .
The architects were bunished from the city where they lived; so they search
 of the place of living.
That place is the new place they was looking for.
They divided into several teams, and decided to build up their new town.

You are the leader of a team of architects.
Let's dispatch workers to the town, collect resources and money,
build buildings and develop this little town.

Objective of the Game

In this game, you can acquire resources such as trees, stones, fish, wheat
from the surrounding areas by putting workers (workers) on the board.
You can build buildings based on their resources.
By building a building, you can also gain the effect of the building when put
a worker around it.
The victory points necessary to win the game are obtained by the building
effect, building construction, and achieving the goal to be dealt at the
beginning of the game.
Through 4 rounds, the player who gathered the most victory points will be
the winner.

Components

- Rule Book
- Tile List
- Main Board ×1

Victory Point Truck

Round Truck

Building Area
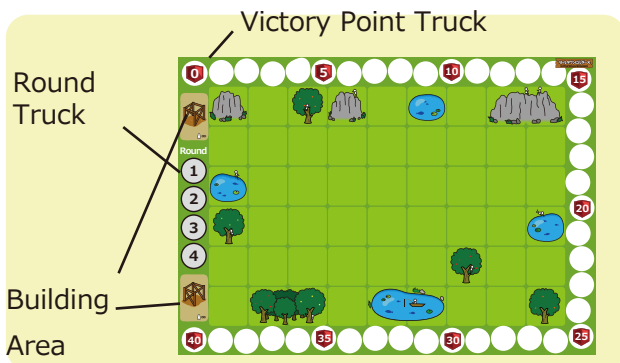
■ Tiles

・Building Tiles ×29

Wheat Field Tiles × 5

Other Building Tiles×24

・Goal Tiles ×15

麦を扱う建物を
2つ建てる

2

・Start Player Marker ×1

1

1

■ Wooden Pieces

・Workers ×17

Blue×5 Red×5 Yellow×4 Black×3
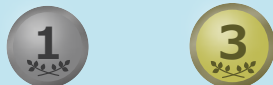
・Houses ×26

Blue×7 Red×7 Yellow×6 Black×6

・Resources ×60

Wood×15 Stone×15 Fish×15 Wheat×15

■ Paper Tokens

・Coins ×24

1

1 Coin ×16

3

3 Coin × 8

・Victory Point Tokens ×4

80 40

※Face: 40 points / Tail: 80 points

・Player Markers ×4

1 by each color ※Other illust on the other side

・Round Marker ×1

Game Summary

In this game you will aim to get the most victory points through 4 rounds.
First, a summary of the rules is shown below.
For details, please refer to each page.

■ Preparation of the game p4
Distribute the following according to the number of players
2 players: workers × 5, houses × 7, goal tile × 5, 3 coins
3 players: workers × 4, houses × 6, goal tile × 4, 3 coins
4 players: workers × 3, houses × 6, goal tile × 3, 3 coins
Arrange the wheat field tiles and 12 randomly selected other building tiles into
the supply.

■ Flow of the Round
Start his or her turn from the start player clockwise.
When all the players' workers are gone, the round ends.

● Turn p6
Select one of the following and execute
· Place a worker and get the effect of surrounding area.
※ Rent (1 coin) is required for using buildings of other players
· Build a building.
※ The workers is put on the building area on the board; and a house is put on the
building tiles

● End of the Round p9
· Execute the effects of buildings with effect at the end of the round.
· Food (wheat or fish) equivalent to the number of workers will be paid.
※ -3 VP per deficit
· Return all workers to hands

● What you can do anytime p10
· Achievement of Goal Tile
At the time of achieving the goal tile, declare achievement and reveal the tiles.
You get victory points at the end of the game.
· Resource substitution
You can use 3 coins as a substitute for any resources.

■ End of Game p11
After the fourth round, the game is finished.
Go forward the victory point track for the following victory points.
· Victory points of the buildings that his or her built
· Victory points of goal tiles achieved
· 1 victory point per 3 money
The player who had the highest victory point becomes the winner.

■ Preparation of Workers

The number of workers to be used changes according to the number of players.
There are 5 blue and red workers, 4 yellow workers and 3 black workers.
Please distribute the same number of workers by color for each player.

2 players: 5 workers (blue, red)
3 players: 4 workers (blue, red, yellow)
4 players: 3 workers (blue, red, yellow, black)

■ Preparation of Houses

The number of workers to be used changes according to the number of players.
There are 7 blue and red houeses, 6 yellow and black houses.
Please distribute the same number of houses by for each player.

2 players: 7 houses (blue, red)
3 players: 6 houses (blue, red, yellow)
4 players: 6 houses (blue, red, yellow, black)

■ Preparation of Goal Tiles

The number of goal tiles to be used changes according to the number of players.
Please shuffle and distribute the tiles to use randomly.
Only you can see your goal tiles.
Please discard the goal tile that can not be achieved and draw a new tile. (See p10)

2 players: 5 goal tiles
3 players: 4 goal tiles
4 players: 3 goal tiles

■ Preparation of Building Tiles

Pile 5 wheat filed tiles in one place.
Shuffle the other building tiles and select 12 randomly and arrange them on the desk.
* In the first game, we recommend using the following 12 buildings.
(Bakery, grocery store, trading shop, stone shop, granary, gold mine, well, workshop, factory, church, statue of a hero, castle)

■ Other Components

· Deal 3 coins for each player.
· Resources, victory point tokens, remaining coins are all used.
· Please put player markers are the same color as workers and houses at the 0 position of the victory point track on the board.
· Place the round marker at position 1 on the round track.
· Pass the start player marker to the player who won the rock-paper-scissors.
That player will be the start player for the first round.

Preparation of the Game (2)

■Set Up

After you are ready in the previous page, we will set up the field.
Players sit around tables and arrange the components as shown below.

Place player markers which equal to the number of players, on the 0 of victory point track.
Please move the marker clockwise when winning points are acquired.
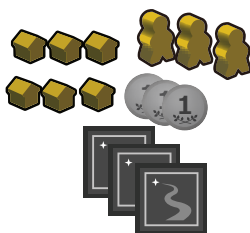
Place building tiles to be used face up.
(Called a Supply)

Place the round marker in Round 1.

※ The board is printed in double sided.
In the first game, we recommend to use the side with the title logo in the upper right.

The rest of the coins, resources, victory point chips etc are put together in one place. (Called a Stock)

The pieces delivered to each player are put together at the player's hand.

Turn Actions (1)

In each round, we will turn clockwise in order from "start player" with start player marker. Please decide start player for the first round with rock-scissors-paper etc.

In turn, The player choose one of two actions "place a worker" and "construct a building" and execute it.

Both actions use one worker. If all the players have run out of workers, the round ends.

In other words, it will take 5 turns for 2 players in 1 round, 4 turns for 3 players, 3 turns for 4 players.。
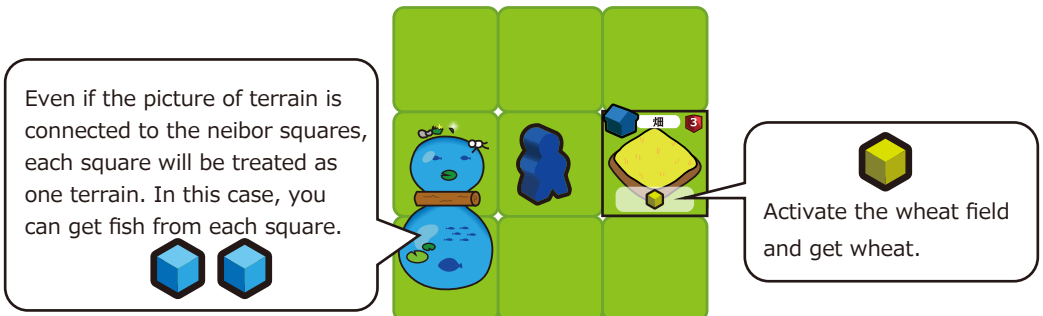
■ Place a Worker

In the placement of workers, you can place a worker on an empty grassy field on the board (a terrain is not drawn, a building tile or a worker is not placed) and you can get the effect of 8 squares around.

Three types of terrain, "Forest", "Mountain" and "Lake" are drawn on the board, and you can acquire the resources of "wood" "stone" "fish" respectively.

Wood from Forest

Get

Fish from Lake

Stone fromMountain
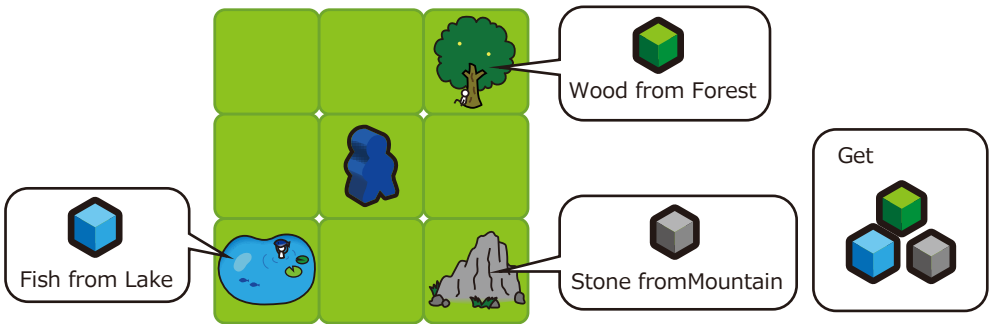
Resources are acquired from the stock and placed at hand.

Also, if there is a "building" around the worker you placed, you can activate the building. Activate the building and you can get the effect drawn on the lower part of the building tile.

Even if the picture of terrain is connected to the neibor squares, each square will be treated as one terrain. In this case, you can get fish from each square.

畑 3

Activate the wheat field and get wheat.

Turn Actions (2)

If the arrow is drawn the effect of a normal building tile represents the effect of converting what is drawn on the left side to that on the right side.
If the arrow is not drawn, it represents the effect of simply acquiring something drawn. The meaning of the effect icon is as follows.
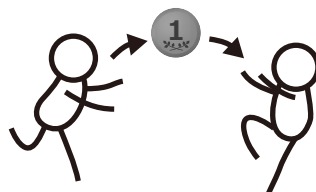

=Wood   =Stone   =Fish   =Wheat

=Any Resource   =Coin   =Victory Point

Note that, in order to activate a building owned by another player (house of another player is on), you must pay 1 coin
as a rent to the owning player.

You can convert wheat into 4 coins by paying a rent 1 coin to a red player. Conversion is only once in one activation and you can not obtain 8 coins even if you have 2 wheat.

The effects of surrounding squares can be handled by the player in the any order.
Also, you do not have to use buildings you do not want to use (or can not use).
※ In the example of the above figure, you can use the wheat acquired in the wheat field at the bakery by activating the baker after activating the wheat field.

Let's use buildings of other players more and more!

When coins runs out, you can not use the buildings of other players!

■ Construct a Building

In the construction of the building, a worker is placed at the building area and a building tile selected from the supply is placed in a empty grass field on the board (the terrain is not drawn, and the building tile and the worker is not placed).
By constructing a building, you can gain the effect of the building when you place a worker at surround squares, and you can acquire victory points at the end of the game.
When building a building, it is necessary to pay the building cost drawn on the upper left of the building tile as a cost. (Return to the stock)
Place the house on the tile to show the owner to the building that you built.

It is the cost to build this building.
You will pay the stock when building.

1 畑 3

This is the victory point of the building tile.
The owner can acquire it at the end of the game.

It is the effect of this building.
When a worker is placed, this building can be used if there is this building in 8 surrounding squares.
In this wheat field tile you can aquire one wheat.

When construct the building, place the worker on the building area.
You can place a worker on either of two building areas.
Construct building can be done even if workers are already in place.

Place the house representing the owner on the upper left of the building tile that was built.

0

Round

1

2
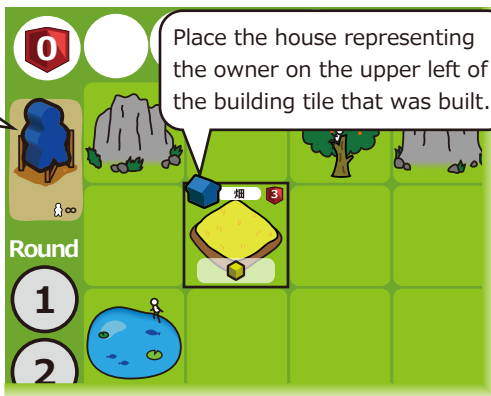
Please refer to the tile list for details of building tiles.

End of the Round

When all the players' workers at hand are gone, the round is finished.
You perform the following at the end of the round.

■ Execute the Effects of Buildings

There are several buildings (residence and cathedrals) that give special effects to the owner at the end of the round, instead of having the effect of placing the workers.
Please execute those effects at this time. (See tile list for details)

■ Food Supply

At the end of the round, all players need to supply food to workers.
Each player must pay the same number of food (fish or wheat) as the number of workers. (Return to the stock)
※ You can pay fish and wheat with any combination you like.
3 victory points will be deducted for each food that can not be paid.
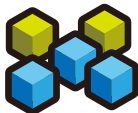※ Victory points can become negative.

3 Foods for 3 Workers.
(4 Players)

-3VP for each missing food.

-3

5 Foods for 5 Workers.
(2 Players)

This is a large penalty
for victory points
due to lack of food!

■ Return All Workers

Return all the workers placed on the board and on the building area to hand.
※ Leave building tiles and houses on the board as they are.

■ Preparation of Next Round

Move the round marker at the next round position and hand the start player marker to the next start player.
As the round changes, the start player will also changes in a clockwise.
Note that, at the fourth round of three players game, the player with the fewest victory points becomes the start player .

What you can do anytime

The following actions can be done at any time during the game, if necessary.

■Achievement of Goal Tile

A goal tile is a tile that gives several victory points at the end of the game by achieving the stated goal, and 3 to 5 tiles are dealt per player at the start of the game. However, depending on the combination with randomly selected building tiles, the goal may not be achievable at the start of the game. In that case, please reveal the tile and discard it, and draw the new tile from the rest of goal tiles.
※ There is no goal tiles that can not be achieved with the set of building tiles for the first game.

魚を扱う建物を
建てる

2

This is a goal to be achieved.
When you construct a building containing fish in building effect, the goal will achieved.
At the beginning of the game, if there are no buildings containing fish in the building effect, please change the tile as it is not achievable.

This is the victory points obtained by achieving the goal.
If you achieve, this victory points will be added at the end of the game.

During the game, if you achieve your goal tile, declare that and reveal the tile.
You can obtain victory points at the end of the game with the tiles you have revealed.
There are no disadvantages on tiles that could not achieve.
Please refer to the tile list for details of the goal tiles.

■Resource substitution

At any time during the game you can use 3 coins instead of any resource.
※ Construction of a building, building effect, food supply etc. can all be substituted.
※ However, in case payment does not occur in particular, 3 coins can not be exchanged for resource stocks.

Can be substituted at any time

3 ▶ **?**

End of the Game

After 4 rounds, the game will end.
In addition to the victory points acquired during the game, players obtaine the following victory points.

■ Victory Points of Goal Tile Achieved

Get the victory points drawn on the goal tile which has been achieved and revealed.

麦を扱う建物を
2つ建てる

2

This victory points are obtained.

■ Victory Points of Building Tiles

Get the victory points drawn on the upper right of the building tile that you own.

1　畑　3

This victory points are obtained.

■ 1 Victory Point per 3 Coins

At the end of the game, get one victory point for every 3 coins you possess.

3 ▶ 1
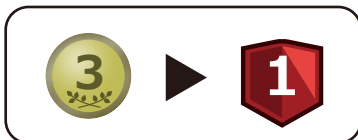
After calculating these victory points, the player with the highest victory point will be the winner.
If there are two or more players with the highest victory points,
please share the victory.

Other Rules

・If the victory point goes over 40, place the victory point chip on your hand face up to represent 40 victory points, and return the player marker to the 0 position of the victory point track.
If the victory point goes over 80, face down the chip to represent 80 victory points.
If there are not enough victory point chiips, substitute with something.

・When there are no resources or coins in the stock, players can not obtain them any more.

・If the victory point becomes negative due to lack of food, since there is no negative victory point chip, please move the victory point track in the opposite direction to represent minus.

・The player can not construct building if he or she has no houses.
Maximum number of building the player can build is equal to the number of houses (2 players : 7 buildings, 3, 4 players : 6 buildings)

・Three 1 (Silver) coins and a 3 (Gold) coins are treated as the same in this game. You can exchange them any time.

Credits