2-4

10+

45min

Little Town™

RULEBOOK

Far, far away beyond the farthest mountains, there exists a rich and bountiful land yet to be explored. This region overflowing with riches is the ideal place to begin building a beautiful city. To do so, you will need to gather resources to begin your first building, then add another, and another, until a magnificent city is brought forth! Do you have what it takes to be an ambitious and talented architect?

COMPONENTS



1 game board



29 Building tiles



15 Objective cards



20 Worker tokens
(5 white, 5 orange, 5 red and 5 purple)



60 Resource cubes
(15 Wood, 15 Stone, 15 Fish and 15 Wheat)



1 First Player token



1 Round token



28 House tokens
(7 purple, 7 red, 7 orange and 7 white)



24 Coin tokens
(16 "1" Coin tokens and 8 "3" Coins tokens)



4 Victory Point pawns



4 "60" tokens



1 Gameplay aid

OVERVIEW AND OBJECT OF THE GAME

During each turn, place a worker onto the board. Gather the nearby resources and activate the neighboring buildings, or build new buildings. Position yourself with care, build in the best places, and anticipate your opponents' choices to benefit from all possible situations and emerge victorious!

Build the town according to your ideas and prove that you are the greatest architect.



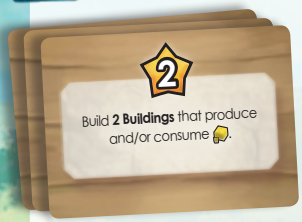
GAME ELEMENTS

Building tiles

These tiles represent the different buildings that you can build. Each tile has its own **Resource** cost, number of **Victory** Points, and its **Effect** when placed.



Objective cards



Each player receives objective cards at the beginning (the number dealt varies based on the number of players).
Objective cards give different ways to gain Victory Points.

Game board

The upper part of the board represents the area where you will build your town with lakes, forests, mountains, and grass. To add variation to the game, each side of the board is slightly different. In the lower part, you'll find the Construction Site, the Market, the Score track, and the Round track.

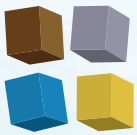


Worker tokens



These tokens allow you to gather Resources, build and activate buildings. The number of tokens in play depends on the number of players.

Resource cubes



The brown cubes represent Wood.
The grey cubes represent Stone.
The blue cubes represent Fish.
The yellow cubes represent Wheat.
They allow you to buy Building tiles or to feed your workers.

First Player token

This token helps indicate which player begins the next Round.



Round token

This token moves along the Round track to indicate the current round being played.



House tokens



These tokens are placed on Building tiles. They indicate who owns them. The number of these tokens in play depends on the number of players.

Coin tokens



These coins ( ) allow you to activate opponents' buildings or can be substituted for Resources. You can always make change.

Victory Point pawns

These pawns help track your Victory Points ( ).



60 tokens

These tokens help track whether a player has exceeded 60 .



GAME SETUP

1. Place the **game board** in the center of the table facing up. Pick a side of the game board you wish to play.

2. Place the **5 Wheat Field building tiles** in a stack in the Market. Shuffle the other Building tiles, take 12 of them randomly, and place these on each open spot in the Market.



For your first game, we recommend using the Building tiles with the bird.

3. Shuffle and distribute the **Objective cards** face down to each player.

2 players	3 players	4 players
4 x	3 x	2 x

4. Each player chooses one color and places all **Worker** and **House** of that color as well as the Victory Point pawn in front of them.

2 players	3 players	4 players
5 x	4 x	3 x
7 x	6 x	6 x

5. Place your Victory Point pawn on the **0 space** on the Score track.

6. Place the Round token on the **1 space** on the Round track.

7. Place the Resource cubes, the Coin tokens, and the 60 tokens near the board to make up **the reserve**.

8. Each player takes **3 Coins** and places them in front of themselves in full view.

9. The **First player** is chosen randomly. Once the first player has been determined, place the First Player token in front of them.

Note

Certain Objective cards include the ⚠ symbol, which means that they can only be accomplished if certain Building tiles are available in the market. If an Objective card with this symbol would be impossible to accomplish, discard it and draw another one.



GAMEPLAY

The game is played **in 4 Rounds**.

STRUCTURE OF A ROUND

Each player in turn, clockwise, starting with the first player, performs one of the following actions:

1. Gather and Activate
2. Build a Building

Each of these actions requires **a Worker**. A Round is over once all players have placed all of their workers.

1 GATHER AND ACTIVATE

On your turn, you may choose to place an unused Worker on the game board. It can only be placed on **an empty grass space**.

Any spaces already containing a Worker token or a Building tile are not considered to be empty as well as the forest, mountain, and lake spaces.

A worker gathers Resources and can activate Buildings in the **8 adjacent spaces** (including diagonals).

Gather Resources

The forest, mountain, and lake spaces allow you to gather Wood, Stone and Fish respectively.

You may gather Resources in any order you choose.

Take ressources from the reserve and place them in front of you. When there are no more Resources (or), you cannot gather more.

When a type of terrain extends over more than one space, consider each space separately for determining the number of Resources you gather.



Here, your Worker token gathers 2 Fish and 1 Wood.

Activate a Building

If you place a Worker adjacent to one or more Buildings tiles (including diagonally), you may activate them and benefit from their Effects.

If the Building that you want to activate belongs to another player, you **must first pay them 1** before applying its Effect. You are never forced to activate a Building tile.

A Building tile may only be activated **once per Worker**, meaning that you can only benefit from its effect once per activation.



This Worker can activate the Wheat Field tile to gain 1 Wheat. He also gathers 2 Fish and 1 Wood.

Buildings have two types of Effects that can be activated:

> **Gain** a Resource ?, ● or ★.



On the left, the Pier allows you to gain 2 Fish.
On the right, the Gold Mine allows you to gain 2 ●.

> **Exchange** resources ? or ● for resources, ?, ● or ★.



Building tile on the left contains a Shop which lets you switch 2 Resource cubes ? for 2 different Resource cubes of your choice.
On the right, the Restaurant lets you exchange 1 Fish 1 Wheat for 4 ★.

You can activate the Effects of different Buildings in whatever order you choose.



The Worker can first harvest his Wheat field to gain a Wheat, then pay 1 ● to the red player to transform this Wheat into 4 ● thanks to the Bakery. He also gathers 2 Fish and 1 Wood.



The Effects of the Residence and the Cathedral are not activated until the end of the round (see gameplay aid).

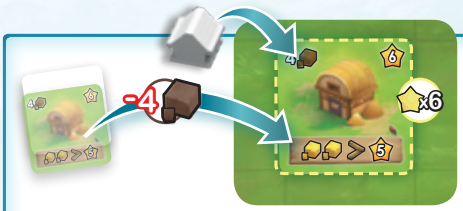
2 BUILD A BUILDING

To build a Building, follow these steps in order:

1. Place one of your unused Workers onto the **Construction Site area** (the construction area may hold any number of Workers).
2. Choose **a Building tile** from those available in the Market.
3. To pay for the construction of a building use as many Resource cubes and/or Coins ● as needed. Place your payment in the reserve.
4. Place the Building tile on an **empty grass space** on the game board.
5. Once the tile has been placed, place one of your **House tokens** onto the tile to show your ownership.
6. Move your Victory Point pawn on the Score track up as many spaces as the number of ★ shown on the Building tile.



The ★ from the Castle and the Watchtower aren't counted until the end of the game (see gameplay aid).



In order to build the Barn you must spend 4 Wood. After placing it onto the game board, place one of your Houses onto the upper left portion of the tile.

Now move your Victory Point pawn up 6 spaces on the Score track.

If you don't have enough Resources, Coins ● or House tokens you cannot build a building.

ADDITIONAL ACTIONS

In addition to placing a Worker during your turn, you may also at any time **complete an Objective card or exchange Coins for Resource cubes**.

Complete an Objective card

At the beginning of the game, you receive a certain number of Objective cards that can direct your strategy.

At any time you can complete one of these Objective cards if you fulfill the conditions indicated on it. Announce this completion and reveal the Objective card.
Gain the corresponding ★ immediately.

There is no penalty if an Objective card is not completed by the end of the game.

Substituting Coins for Resources

At any time during the game, you may exchange **3 ● for any Resource cube in the reserve.**

You may take this action as many times as needed, but only if you immediately spend all of the substituted Resources.





END OF THE ROUND

Once all of the players have used all of their Workers, the **Round is over**.
Follow these steps in order:

1 ACTIVATE THE EFFECTS OF SPECIAL BUILDINGS

The Effects of certain Buildings, (for instance **the Residence and the Cathedral**), only activate at the end of each Round. Their owners may now activate them for free and benefit from their Effects. The symbol ⏱ is to remind you of this type of Effect.

2 FEED THE WORKERS

At the end of each Round, all the players must **feed their Workers**. Starting with the first player, everyone discards the same amount of food Resource (Fish 🐟 and/or Wheat 🌾) as Worker.

For each Worker that you cannot feed, **lose 3 ★**. Move your Victory Point pawn back 3 spaces on the Score track for each unfed Worker. It is possible to have negative Victory Points ★ if you descend below the 0 space.



You have 5 Workers, 1 Fish 🐟 and 3 Wheat 🌾.
Since you only have 4 total food Resources and 5 Worker, you lose 3 ★ for the 1 remaining unfed Worker.

3 PREPARE FOR THE NEXT ROUND

Prepare for the next Round:

1. Each player **picks up their Workers** (the House tokens and the Building tiles stay in place).
2. Move the **Round token** up one space.
3. Pass the **First Player token** to the next player clockwise.

Note

In a 3-player game, and only for the 4th Round, pass the First Player token to the player with the fewest ★.

If there is a tie, pass it to the 1st of the tied players going clockwise from the last player to have the token. If all 3 players are tied, pass the token as normal.

The player with the First Player token begins the new Round.

The 4th Round is the last Round. Once this Round is completed proceed to the End of the Game section.

END OF THE GAME

Each player adds the following to the ★ already gained over the course of the game:

- The ★ from the Castle and the Watchtower, as appropriate;
- 1 ★ for each set of 3 ● in your possession.

Add these ★ to your total on the Score track.

The player with the most ★ is declared **victorious**.

If there is a tie, the tied players share the victory.



CLARIFICATIONS ON THE SCORE TRACK

If you reach or exceed 60 ★, take a 60 token and place it in front of you. You can continue to advance on the Score track.



CREDITS



Designers: Shun et Aya Taguchi
Illustrator: Sabrina Miramon
Project Manager: Ludovic Papaïs
Editor : Delphine Brennan
Reviewer: Xavier Taverne and Alain Wernert
Graphic Designer: Mélanie Walryck
Translator: Timothy Marcroft

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Made in China, Shanghai, by Whatz Games.
For North America: IELLO USA LLC - 5550 Painted Mirage Rd.
Suite 320 - Las Vegas, Nevada 89149 USA
Phone: 702-818-1789 • info@iellogames.com
For Europe: IELLO - 9, av. des Érables - Lot 341
54180 Heillecourt France.
Jeu en anglais. Importé au Canada par IELLO USA LLC
Lot: LTEN062019



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