



## Game Rules

### Goal of the Game

The goal of the game is to move all landscape tiles from the Button Market to Hollowtown. When it happens, player with the most buttons is the winner. (Buttons are the game's currency).

### Components

1 number die (1-2-3), 1 letter die (A-B-C)  
3x3 Hollowtown board  
Button Market board  
The Bank cup  
Hollow character (1st player), Dooky character (2nd player)  
1 Hollow house tile, 1 Dooky house tile  
3 Mushroom tiles, 3 Beehive tiles, 3 Meadow tiles  
15 buttons  
The Button Market

*The Button Market* consists of 3 rows. Each row contains one type of a landscape tile (until all of them are removed). The number of buttons on the right of each landscape tile determines the current price of this tile and the current production of this tile.

(So, for example, if the Mushroom tile has 2 buttons, it can be bought by paying 2 buttons to the bank; during the next Harvest it will produce 2 buttons on each Mushroom tile on the Hollowtown board, if available).

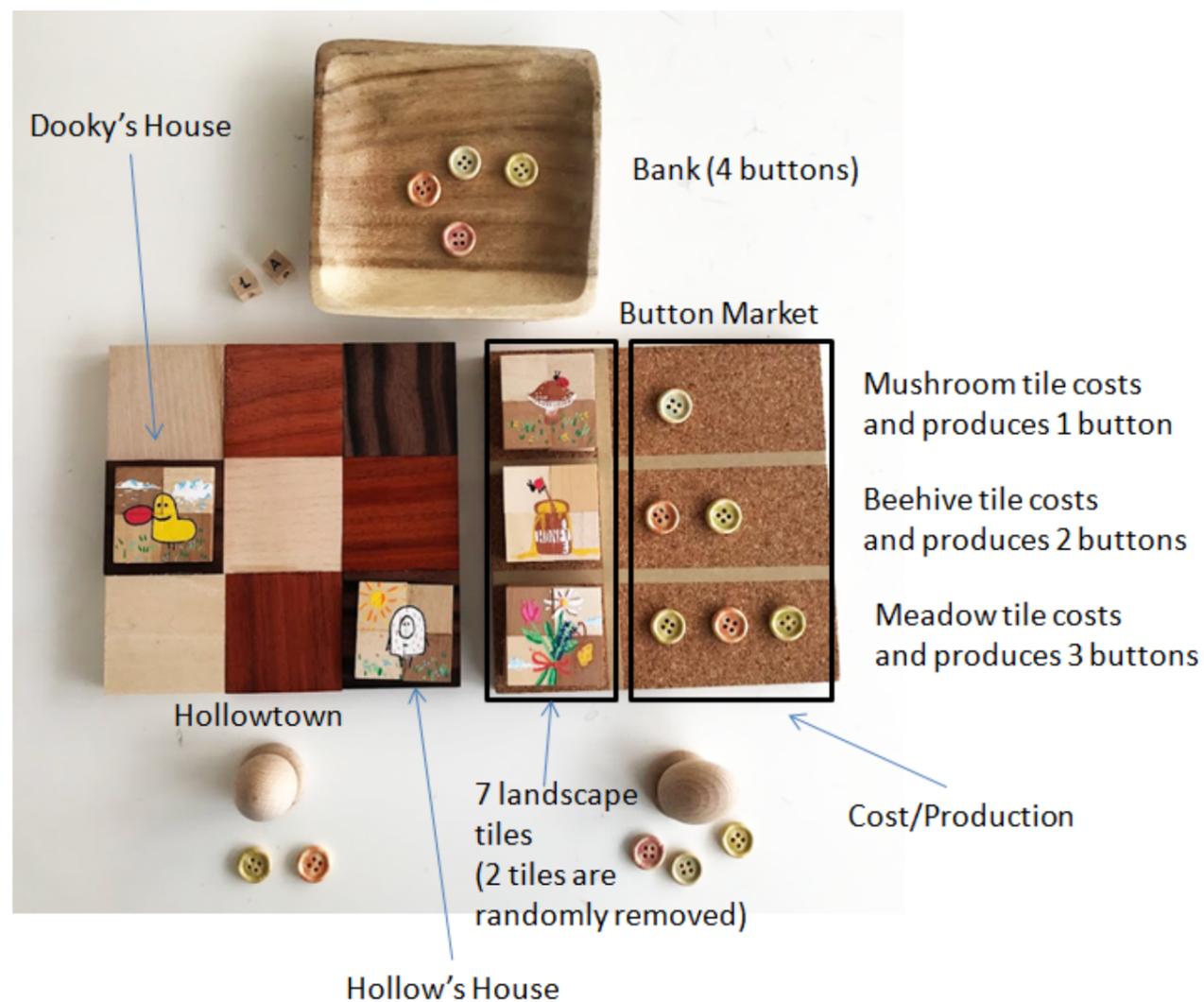
The cost/production of a tile is not limited (can be higher than 3).

If the cost/production row of a tile type is empty, this tile is free. It will not produce any buttons during the next Harvest.

If all tiles of a certain type are gone from the Market, this type of tile will not produce any more buttons until the end of the game. If some buttons still remain on the right side, they are up for grabs (see the *Thief Rule*).

### Setup

- 1) Throw both the number and letter dice and determine the location of Hollow's and Dooky's houses.
- 2) Randomly remove 2 landscape tiles and put 7 remaining tiles combined by their types on the Market rows.
- 3) Throw the number dice and determine tile cost of each landscape (1, 2 or 3 buttons).
- 4) Hollow and Dooky receive 3 buttons each.
- 5) Put Hollow and Dooky on top of their corresponding houses.
- 6) The rest of the buttons (whatever it is) goes to the bank. In a rare case that every landscape tile costs 3 buttons, the bank receives no buttons (there are 15 buttons in the game overall).



Setup example

### Gameplay

A round of the game consists of:

- 1) Hollow's action.
- 2) Dooky's action.
- 3) Harvest.

and then goes back to 1).

### Actions

*Note:* the neighboring tile is the tile located on an adjacent board cell (up, down, right, left), but not the diagonally adjacent. So, movement and placement diagonally is never possible.

There are 6 possible actions:

- *Land actions:*

1) **Buy** a landscape tile paying its current Market price to the Bank and immediately place it to a vacant neighboring tile. This action is not possible if there is no vacant neighboring tile or if you don't have enough buttons to pay. *Note:* if a landscape tile currently has zero price, it can be taken for free, but it doesn't produce any harvest.

2) **Move** to a neighboring tile and collect buttons if there are any on this tile. This action is not possible if there is no neighboring landscape tile.

*Note:* Movement to an empty space is forbidden.

*Note:* Two characters can never occupy the same landscape tile.

- *Market actions:*

1) **Increase** the cost/production of a landscape on the Market by one, but only if your character is standing on the corresponding landscape tile or on its own house. Move one button from your supply to the corresponding row on the Market.

2) **Decrease** the cost/production of a landscape on the Market by one, but only if your character is standing on the corresponding landscape tile or on its own house. Move one button from the corresponding row on the Market to the Bank and pay one button from your supply to the Bank (decrease action essentially costs one button, just as increase action).

- *Button actions:*

1) **The Thief Rule:** if you are standing on your opponent's house and there is a row on the Market without any landscape tiles, you can grab all buttons from that row and add them to your supply.

2) **The Beggar Rule:** if you don't have any buttons in your supply during your turn, you can take one button from the Bank or from any row in the Market. Also, if you are completely stuck (no way to make any action) - take one button.

*Note:* it is not possible to skip your turn (to pass).

## Harvest

Each landscape tile on the board produces its current cost/production number of buttons as specified by the Market at the moment.

*Constraints* (very important):

- a) the harvest is taken from the Bank. If the Bank has limited supply of buttons, the harvest is limited by it.
- b) the harvest only grows on those tiles where there are no characters standing.
- c) the harvest only grows on those tiles that are currently present on the Market and have at least one button as their cost/production. Obviously, if the tile is currently free (or missing), it does not produce anything.
- d) the order of the growth is very important:  
first, the harvest grows on the tiles with the *lowest cost/production*; if there is a tie, it is determined by the order of the rows on the Market. If there is a tie on the board, it is determined by the board cells: from left to right, from top to bottom.

Variant: if you want to randomize the game a little, determine the order of the harvest using the dice. Still, the *lowest cost/production* always wins.

After the harvest, the new round begins.



An example of a game in progress

## Game end

The game immediately ends when all tiles are taken from the Market and are placed on the board. If Hollow placed the last tile, Dooky has one more action to complete.

If there is a deadlock (one character permanently blocks another's movement), the game ends. The winner is the player with the most buttons.

