

# TINNY TOWNS

A Game Designed with Art by  
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*With a fresh influx of sweet, sweet investor cash, you're now set to build up your Tinny Little Town into a Glorious Metropolis. Building Contractors acquires the contracts for the City Planner to place.*

**Set Up:** In front of each player is a City Start tile with 2 Meeples on it along with a matching Counter token. In the center of the table is the Builder's Market, with 11 stacks of 8 tiles surrounding it. For each missing player (from 4), randomly remove two piles. The oldest player receives the Black Pawn and takes one of their Meeples and selects a stack.

The next player, clockwise, places one of their Meeples on a stack of their choice. This continues until all players have placed.

The Meeple players put on Tile Stacks are called Building Contractors while the Meeple left on the City Start are referred to as City Planners. Building Contractor's will be moving among the Tiles, claiming Tiles to add to player's cities. Tiles added to the city need to be adjacent to the City Planner.

**Player's Turn:** The active player is the player who's Building Contractor is beside the Black Pawn. They start their turn by moving their Building Contractor to any stack, clockwise, from their current position and taking the tile they land on, setting it aside. Then, they move the Black Pawn, clockwise, until they reach the next Building Contractor. It is entirely possible for the same player to gather tiles multiple times in a row. The player is not required to add these tiles to their city until another player becomes the Active Player.

**City Planning Stage:** This is the part of a player's turn that takes the most planning and, because it doesn't interact with other players, can be performed between turns.

After you've gathered your tiles, it's time to add the City Tiles to your Tinny Town. If you have multiple tiles to add, you can choose the order in which you add them. Action tiles are never added to your Tinny Town.

Any new City Tile added to your city must be added adjacent to the location of your City Planner. Once the City Tile is added, your City Planner now moves onto the new City Tile. In other words, how you can build out your Tinny Town is directly related to your City Planners position.

In the event that your City Planner is trapped by built tiles, you can flip your City Center to move the City Planner anywhere.

**Action Tiles:** There are some special action tiles in the game. Once used, these exit the game.

**-Travel:** Spend to move your City Planner anywhere in your Tinny Town.

**-Relocate:** Spend to either move a City Tile to any new location, or exchange locations of two City Tiles.

**-Build 2:** When claiming a Tile from a Stack, you can immediately take the tile below the one you claimed.

**Game End:** When either a player has trapped their City Planner (and they already flipped their City Start) or 4 stacks are empty, the game ends. Highest score wins.

**Scoring:** Each City Tile has a different way in which it scores. The Top Left of each tile has a hint icon but refer to Score Guide on either side of the table. Scoring examples are also on the next page. Double click your Counter token to keep track of your score as you count.

For each category of building, count only the highest possible score.

### City Start (1 Per Player)

3 pts



Score only if Unflipped at the end of the game.

### Skyscraper (4)

3 pts



From the Skyscraper, decide on one direction to score. Count every tile in that direction to the city's edge.

### Residential (19)

1/3/6/10/15/+2



Score according to the number of Residential Buildings in your largest cluster.

### Government (3)

2 pts



Score 2 Pts for every Unique Tile in your City.

### Strip Mall (14)

2/4/7/11/+4



Score only according to the longest chain of Strip Mall buildings in a row.

### City Docks (1)

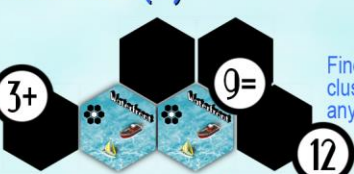
4 pts



Score 4 pts for every Waterfront connected to the City Docks.

### Waterfront (11)

3 pts per



Finding your largest cluster, gain 3 points for any tiles surrounding it.

### Mega Mall (1)

3 pts



Score 3 Pts for every Strip Mall in your City.

### Public Park (9)

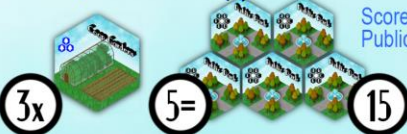
4 pts per



Finding your largest cluster, gain 4 points for all the Unique tiles surrounding it.

### Coop Gardens (1)

3 pts



Score 3 Pts for every Public Park in your City.

### Power Plant (8)

PP x Resi



Your largest cluster of Power Plants (Max 3) and multiple this by the total number of Resident Tiles.

### Street Fair (1)

4 pts



Score 4 Pts for every unused Action Tile.

### Monument (1)

4 pts



Score 4 Pts for every unflipped City Center.