



2Fat2Fly  
games

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 14+	 1-4	 60-120m
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# Learn to Play

THIS RULEBOOK IS FOR PREVIEW PURPOSES  
AND IT MIGHT CHANGE  
ILLUSTRATIONS WILL STILL BE ADDED

# "Your Body is a Temple" ...

You've heard the saying, right?

Well, from the outside, Stanley Hasselhoff may be your typical, 40-year-old hypochondriac salesman with a mortgage and a bunch of mouths to feed at home. But inside his body, there's a storm brewing and his temple is anything but a peaceful shrine.

This is Templetown - a veritable city inside Stanley, teeming with lazy parasites, wandering bacteria, and even a deadly virus poisoning every last cell.

Danger lurks around every corner and these evil microbes seem hell-bent on bringing Stanley's body to a screeching halt. As Secret White Cell agents, your job is to eradicate all pathogens and return Templetown back to pristine condition. He may never know you're even there, but Stanley's life depends on you.

Work together, remove all traces of disease, and put an end to the...



## TROUBLE IN TEMPLETOWN

### GAME SUMMARY

In Trouble in Templetown, your goal is to prevent parasites, bacteria, and other nasty invaders from taking over Templetown.

As a cooperative game, you'll need to work together with other players to secure Districts by building Immunity Walls or take the Enemies down in one fell swoop by defeating Frankie Bola, the dangerous kingpin virus threatening Templetown.

Not only that - you'll also need to collect enough DNA to protect Stanley from future diseases!

Do you have what it takes to outdo the infectious world of microscopic invaders? Or will you be just another useless germ on THEIR road to victory?

Trouble in Templetown can also be played semi-coop with a single, individual winner (see Semi-Cooperative Variant on pg. 20) or as a fully-immersive solo game (TBD).

### OBJECTIVE

Conquer the Enemies by either building Immunity Walls in Districts equal to the number of players OR by defeating Frankie Bola, the deadly virus boss.

AND

Players must accumulate enough DNA to rewire Stanley's body and prevent future infectious diseases:

2 Players - 20 DNA

3 Players - 30 DNA

4 Players - 50 DNA

Both conditions must be met to win Trouble in Templetown.

# COMPONENTS



5 DISTRICT AND WALL ZONE BOARDS



4 PLAYER BOARDS



4 HERO MINIATURES



35 LAZY PARASITE AND  
15 WANDERING BACTERIA  
WOOD MEEPLES



FRANKIE BOLA BOARD



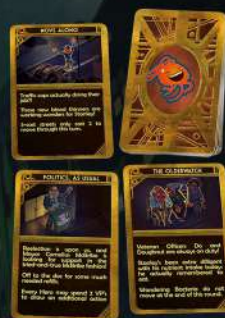
95 ACTION CARDS



60 GOAL CARDS



9 WEAPON CARDS



35 EVENT CARDS



9 UNIQUE ABILITY TOKENS



9 ITEM TOKENS



40 LAZY BACTERIA EGG TOKENS



13 INFECTED ZONES TOKENS



13 FRANKIE BOLA CLUE TOKENS



4 PLAYER REFERENCE CARDS

# GAME CONCEPTS

## DISTRICTS/ZONES/INTERSECTIONS/STREETS

In Trouble in Templetown, there are different locations that comprise the city inside Stanley's body.

Each District board contains a single district and is broken down into four types of areas:

**INTERSECTIONS, STREETS, ZONES, AND WALL ZONES:**



**INTERSECTIONS** are represented by the circular and square nodes.

**STREETS** are the connecting lines between Intersections.

**ZONES** are the numbered, triangular areas.

**WALL ZONES** are the 6 Zones above each District.

Each District has a single point of entry and exit adjacent to Zones 2-5.

## INFECTED ZONES

A Zone is considered to be Infected when it has been surrounded by 3 Eggs/Frankie Bola Clues (1 on each adjacent Intersection).

Infected Zones are identified with Infected Zone tokens.



An infected zone cannot be healed and all players lose the game immediately if there are ever 13 Infected Zones.

Note: Wall Zones will never become Infected.  
Immunized Districts

## IMMUNIZED DISTRICTS

Districts are Immunized from Enemies when Immunity Blocks have been built in all 6 Wall Zones.



If Districts have been Immunized equal to the number of players (ex. 4 Districts in a 4-player game), then all remaining turns of the Player Phase are completed and the game ends.

## ENEMIES

There are 3 types of Enemies you'll face in Templetown:

**LAZY PARASITES** spawn and stay in a single Zone, laying Eggs in adjacent Intersections.

**WANDERING BACTERIA** move between Zones and leave Eggs behind as they go.

And **FRANKIE BOLA** who moves secretly, leaving special Clues until cornered and revealed.



**LAZY  
PARASITES**



**WANDERING  
BACTERIA**



**FRANKIE  
BOLA**

Because he is highly contagious, players may never be on the same Intersection as Frankie Bola. However, players may occupy the same Zone as Parasites and Bacteria.

If players defeat Frankie Bola, then all remaining turns of the Player Phase are completed and the game ends.

## ACTION CARDS/POINTS

Action cards are used to generate action points (AP), which you'll use on your turn to complete various actions. There are 3 types of AP:



**MOVE AP** (blue) are used to move between Districts, Intersections, and Zones.

**BUILD AP** (green) are used to construct Immunity Blocks and Defense Towers.

**AND CURE AP** (red) are used to remove Enemies.

On Action cards, there are 2 symbols, each with a number. These indicate the type and quantity of AP that the card generates. You may use either of the 2 symbols, but not both.

Action cards with a "wild" symbol may be used as any type of AP.

When performing an action, multiple cards can be combined, including wild cards.

**Note:** Action cards should be kept visible to help players work together and formulate their strategy.

### EXAMPLE:

If a player has these 6 Action Cards, they could either:

- Move a distance of 5 (3+2 Move AP) then Cure an Enemy (3+3 Cure AP) and keep or discard the last card; or
- Move a distance of 2, Build an Immunity Block in the Wall zone (2+3 Build AP), exchange 2 cards for DNA tokens, and keep the remaining 1 Cure Card until their next turn.

### DNA:

During the game, each player will gather their own collection of DNA, represented by DNA tokens. These tokens can be gained in several ways:

Curing a Virus (gain 3 DNA)

Building an Immunity Block or Defense Tower (gain 3 DNA)

Exchanging Action cards (gain 1 DNA for each card)



You may spend DNA during the game to repair Defense Towers and buy Items or Weapons.

## USING DNA AS ACTION POINTS

DNA may also be used to supplement Action cards for Move, Cure, and Build actions. When spent, each point of DNA is worth 1 AP of any type and you may spend a maximum of 5 DNA per turn.

**Note:** DNA can only be spent as AP to supplement Action cards (including wild cards). For example, you may NOT spend 5 DNA to build an Immunity Wall without using an Action card.

## SETUP

1. Choose District boards equal to the number of players + 1 and arrange them in any manner on the table. Place a Wall Zone board at the top of each District (above Zones 15-20).
  - Select one District to be the "North" District.
  - When resolving enemies, always start with the North District and continue clockwise.
2. Place the Frankie Bola board to one side of the arranged Districts.
  - Place a Marker cube on the 0 space on the Infected Zone track.
  - Place the Frankie Bola Clue tokens next to the board.
3. Shuffle the Action cards and Event cards separately, placing each newly-formed deck face down next to the Districts. If either deck is exhausted during the game, simply reshuffle the discards to create a new deck.
4. Sort the Weapon cards and Items by type and display them face up next to the Districts.
5. Create a general supply area with DNA tokens, Egg tokens, and all Enemy meeples.
6. Give each player a Player board and the matching miniature\*, a Player Reference card, a random Unique Ability token, and the Immunity Blocks, Defense Towers, and Marker cubes of their chosen color.
  - Place a Marker cube on the "0" slot of the Cured track on each Player board.
7. Choose one player as the start player and give them the First Player marker.

8. Give each player a starting hand of 6 Action cards.
9. Place all Enemy Movement tokens in a cup. Draw 1 token for each District in play and place 1 Lazy Parasite meeple on the Zone indicated for each District. Return the used tokens to the cup.
10. Draw 1 Event card, read it aloud, and apply any immediate effects.

\*Miniatures are replaced by Hero standees in the "Standard" version of the game.

## GAMEPLAY

Each round of Trouble in Templetown has two distinct phases - the Player Phase and the Enemy Phase. Before beginning a new round (omitted for the first round), the following steps are taken:

1. Stand up any Wandering Bacteria meeples that are on their side from the previous round (explained below at "Resolving Wandering Bacteria").
2. Pass the First Player marker to the next player on the left.
3. Discard the current Event and draw a new Event card. Read it aloud and apply any immediate effects.
4. Draw 1 Enemy Movement token for each District that has not been Immunized, and place 1 Lazy Parasite meeple on the Zone indicated. Return the used tokens to the cup. If the Zone is occupied by a building, another Enemy, or is already Infected, then place the Lazy Parasite in the next available higher-numbered Zone. If there are no more available higher-numbered Zones in the current District, place the Lazy Parasite on the lowest-numbered available Zone in the next clockwise District.
5. Each player refills their hand by drawing up to 6 Action cards.

## PLAYER PHASE

Starting with the player who has the First Player marker and moving clockwise around the table, each player will take a turn using their Action cards and/or DNA to perform the following actions:

- Move
- Build a Construction (immunity Block or Defense Tower)
- Cure an Enemy
- Buy Weapon cards
- Buy Item cards
- Repair a Defense Tower
- Exchange Action cards for DNA

After you have completed all desired actions, your turn is over and play moves to the next player.

You may keep up to 2 Action cards between turns and any unused Action cards are discarded at the end of your turn.

**Note:** Players may buy as many Weapon and Item cards as they can afford in a single turn.

Once all players have finished their turn, play moves to the Enemy Phase.

## MOVE

Spend Move AP to move between Zones, Intersections, and Districts.



Each Street has a movement cost represented by the dots on the Streets. To move from Intersection A to Intersection B, you need to spend Action cards with Move AP equal to or higher than the total number of dots between you and your destination.

To enter or exit a Zone from an Intersection is always 1 Move AP and can only be done from an Intersection with an entrance.

Any leftover Move AP from spent Action cards is lost.

If you finish a move on an Intersection with an Egg, the Egg is removed from the board. (not valid for Frankie Bola's clue tokens).

You may not finish a move on the same Intersection with another player or Frankie Bola.

Remember - you can spend DNA for extra Move AP!

## MOVING BETWEEN DISTRICTS

Moving between Districts costs 1 Move AP and must be done from the District point of entry Intersection.

With a **Subway Pass** Item or Unique Ability, you may also move between Districts using the square Subway node.



**Subway Pass Token**

### Moving To and From Wall Zones

You may enter or exit a Wall Zone from/to 1 of the 3 Intersections at the top edge of the District (above Zones 15-20) at a cost of 2 Move AP. Each of these Intersections may be used to reach 2 different Wall Zones.

Ex. From the Intersection between Zone 17-18, you may spend 2 Move AP to enter either of the two middle Wall Zones.

Wall Zones do not have Streets between them and you must spend 2 Move AP to return to the connected Intersection before moving to a new location.

## BUILD A CONSTRUCTION

Spend 5 Build AP to build an Immunity Block or Defense Tower.

Immediately gain 3 DNA after building a construction. You can use these DNA points immediately to buy Items or Weapons, or to supplement your action cards.

Remember - you can spend DNA for extra Build AP!

## CURE AN ENEMY

To cure an Enemy, you must be in the same Zone as the Enemy or using a Weapon with range. Spend 6 Cure AP to cure a Lazy Parasite or Wandering Bacteria.

Note: Curing an Enemy must be done in a single action (Ex. you may not use 4 Cure AP this turn and 2 Cure AP next turn to cure an Enemy).

Immediately gain 3 DNA after curing an Enemy and move the Marker cube 1 space forward on your Player board's Cured track. You can use these DNA points immediately to buy Items or Weapons, or to supplement your action cards.

When you reach milestones on the Cured track (every even number), you'll gain an extra Action card that may be used immediately (up to the 12th spot - the Cured track does not reset).

Remember - you can spend DNA for extra Cure AP!

## CURING FRANKIE BOLA

Frankie is extremely contagious, so players may never be on the same Intersection with this deadly virus. That means you'll need to use ranged Weapons to cure him.

The amount of AP needed to cure Frankie varies. For each set of his HP that you cure, you receive a 5 DNA bonus and move the Marker cube forward 1 space on your Cured track (see Frankie Bola on pg. 18).

## BUY WEAPONS

Weapons have their DNA cost listed on the visible Weapon cards. Pay the price, place the Weapon card next to your Player board, and add Marker cubes on all empty spaces.



## BUY ITEMS

Pay 3 DNA to buy an Item and place the Item token on your Player board.

## REPAIR A DEFENSE TOWER

Pay 1 Build AP per Egg and remove the Eggs from the board (see Defense Towers on pg. 15).

## EXCHANGE ACTION CARDS FOR DNA

Take 1 DNA from the supply for each Action card you discard.

## ENEMY PHASE

After each player has taken a turn, play moves to the Enemy Phase and 4 steps are completed:

1. Resolve Wandering Bacteria;
2. Resolve Lazy Parasites;
3. Resolve Frankie Bola (if applicable);
4. Resolve Defense Towers;

## RESOLUTION ORDER

All 4 steps of the Enemy Phase are resolved starting from the North District and moving clockwise to the last District. For each step, start with the lowest-numbered Zone to be resolved and evaluate all applicable Zones before moving on to the next District. After all Districts have been resolved, continue to the next step of the Enemy Phase.

## INFECTED ZONES

When all three Intersections surrounding a Zone have Eggs or Frankie Bola Clues, then the Zone is considered to be "Infected."

Place an Infected Zone token on the Zone, advance the Infected Zone track, and add a new Wandering Bacteria meeple on its side in the next empty Zone. These Wandering Bacteria are not resolved during the current Enemy Phase.

If there is a Lazy Parasite on a newly Infected Zone, return the meeple to the supply.

Note: Every time a new Infected Zone appears, check to make sure that there are not 13 total Infected Zones. If so, the players have lost (see Frankie Bola on pg 18 and Game End, pg. 19).

## RESOLVE WANDERING BACTERIA

Resolve each Wandering Bacteria individually by first placing 1 Egg and then moving:

1. Place an Egg on the adjacent Intersection with a Zone entrance.
  - a). If there is a Defense Tower in a Zone adjacent to the Bacteria's Zone (across a Street), place the Egg in the same Zone as the Defense Tower.
  - b). If there is a player or an Egg present on the Intersection, then place the Egg on the next available clockwise Intersection.
  - c). If no Intersections are available, then the Egg is not placed.
2. Check to make sure the new Egg did not create an Infected Zone.

3. Move the Wandering Bacteria to the next (higher numbered) empty Zone (without a Player, Enemy, Infected Zone token, or Defense Tower). Wandering Bacteria that are on Zone #20 jump to the first available Zone on the next clockwise District board.

## RESOLVE LAZY PARASITES

Place 1 Egg according to the same rules as Wandering Bacteria above. Lazy Parasites do not move.

## RESOLVE FRANKIE BOLA

After becoming active (see Frankie Bola on page 18), Frankie moves secretly until he is forced to reveal himself. However, players can corner him by occupying Intersections around the last Clue he placed.

Draw 1 Enemy Movement token from the cup and evaluate the number of dots on the token.

From the Intersection with the last-placed Frankie Bola Clue, place a new Clue token on the first available Intersection (no player or Clue) connected by a Street with the same number of white dots as the token.

If there are multiple Streets with the same number of white dots, start with the street between the 2 lowest-numbered Zones. If it's blocked, evaluate the next clockwise street with the same number of dots.



If an Egg exists in the Intersection, replace it with a Clue. Frankie Bola's Clues can infect Zones and spawn Wandering Bacteria in the same manner as Eggs.

If there is no Street that matches the number of white dots or if all Streets with the number of white dots are blocked by players or previously-placed Clues, then draw another token and evaluate it. Until a Clue is placed, tokens are drawn up to the number of players in the game (Ex: In a 4-player game, a maximum of 4 tokens will be drawn).

If no Streets are available, then Frankie has been cornered and is revealed. Place the Frankie Bola standee on the same Intersection as the last Clue he placed. Now players can attack and cure him (see Frankie Bola on page 18).

Return all used tokens to the cup.

After being revealed, Frankie moves in the same manner. Draw an Enemy Movement token and evaluate as above based on the number of players. If all Streets are blocked, Frankie doesn't move.

## REMOVE DAMAGED DEFENSE TOWERS

Check all Defense Towers for Eggs.

Any Defense Tower with 5 or more Eggs has been destroyed and is returned to the player's supply.

Once all steps of the Enemy Phase are resolved, a new round is started.

## FRANKIE BOLA

More powerful than the Lazy Parasites and Wandering Bacteria, Frankie Bola is the most dangerous Enemy in Templetown and sneaks around in the shadows, leaving Clues and remaining hidden until forced to reveal himself.

Players do not know where Frankie IS - only where he WAS. The Clues he leaves behind are the only way for players to see where he has been and try to anticipate his next moves.

Frankie becomes active when 7 Zones have been Infected - place a Clue token on the Subway Intersection of the District where the 7th Infected Zone appeared.

If a player is located in the Subway Intersection where Frankie would appear, draw an Enemy Movement token and place the Clue in the first available Intersection of the drawn Zone (starting with the Zone entrance and moving clockwise).

Because Frankie's movement is hidden, players must corner him in order to bring him out into the open and make him vulnerable to a cure. When Frankie cannot make a legal move during the Enemy Phase, the Frankie Bola standee\* is placed on the Intersection with the last Clue he placed. He stays visible for the remainder of the game and players may now cure him.

Note: Clue tokens are NEVER removed. They remain in place for the rest of the game.

Note: If Frankie is in a Zone that has become Immunized, he immediately moves to the Subway Intersection of the next clockwise District.

## DEFEATING FRANKIE BOLA

Frankie has 3 sets of Health Points (8, 10, and 12 HP) and each set must be defeated individually (ex. Spending 9 or 10 Cure AP would remove the only first set of HP of 8, and you would still need to spend 10 Cure AP to remove the second set.).

When a set of Frankie's HP is defeated, immediately gain 5 DNA and move the Marker cube 1 space forward on your Player board's Cured track.

In addition, place a Marker cube on the respective HP space of the Frankie Bola board.

When a set of Frankie Bola HP is cured, he immediately runs away - immediately move Frankie to the Subway Intersection of the next available District (clockwise).

When the third set of HP is cured, Frankie Bola is defeated and the game ends immediately.

## CONSTRUCTIONS

There are two types of constructions in Templetown: Immunity Blocks and Defense Towers.

To build either type of construction, you'll need to be in the Zone where the new construction will appear and spend 5 Build AP.

Place the new construction on the Zone and, in the case of a Defense Tower, immediately remove any Eggs located at adjacent Intersections.

After building an Immunity Block or Defense Tower, immediately take 3 DNA from the supply.

If you run out of Immunity Blocks or Defense Towers of your own color, you may use another player's (the colors are interchangeable in the cooperative version).

You may not build in Infected Zones or in a Zone with an Enemy.

## DEFENSE TOWERS

Defense Towers can be built in Zones 1-20 of any District (not Wall Zones) and immediately neutralize any Eggs on Intersections adjacent to the Zone. Remove these Eggs from the board. In addition, no new Eggs may appear on Intersections adjacent to the Defense Tower's Zone. Instead, they are placed directly in the Zone with the Defense Tower.

Each District may only have 1 Defense Tower at a time.

### Damaged Defense Towers

Defense Towers are vulnerable and can become damaged over time as Enemies leave Eggs to erode the constructions. If a construction has 5 or more Eggs at the end of a round's Enemy Phase, it is destroyed and removed from the board.

You may repair a Defense Tower with Eggs while in the same Zone. Spend 1 Build AP per Egg and return the Eggs to the supply.

## IMMUNITY BLOCKS

Immunity Blocks are built in the raised 6 Wall Zones of a District and comprise the Immunity Wall that secures a District.

### Building an Immunity Wall

Once all 6 Wall Zones in a District have Immunity Blocks, the Immunity Wall has been completed and the District is considered to be Immunized.

All Enemies and Eggs in the District are destroyed and returned to the supply, and until the end of the game no new Enemies will appear in the District. However, any Infected Zone tokens remain in the District to keep count.

If Frankie Bola is in a Zone that has just become Immunized, he immediately moves to the Subway Intersection of the next available District (clockwise).

After Districts have been Immunized equal to the number of players (ex. 4 Districts in a 4-player game), then the game is over and the players have defeated the Enemies.

## UNIQUE ABILITIES

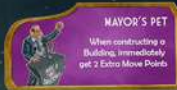
Unique Abilities are permanent improvements that enhance your abilities in various ways. Each player starts the game with a Unique Ability token on their Player board.

### Unique Abilities explained:

1. **ADRENALINE SHOT.** +1 Move AP per round.



2. **MAYOR'S PET.** When building, immediately get +2 Move



3. **BUILDER'S GIFT.** When building, immediately draw 1 Action Card.



4. **FOOLZ-TOOLZ.** Building costs 4 Build AP.



5. **EGG HOARDER.** Collect Eggs when passing over them. Get 1 DNA for each 2 collected eggs at the end of the game. You cannot use both the "Egg Basket" ability and the "Egg Basket" Item.



6. **EXTENDER.** Adds a range of 1 to all non-ranged weapons you own.



7. **FRISKER-KEEPERS.** After curing a virus, immediately get +2 Move AP.



8. **ONE IN THE CHAMBER.** Adds one extra use to all the weapons you own. You cannot use the "One in the Chamber" ability and the "One in the Chamber" Item.



9. **FREEBIE.** When curing a virus, take 1 Egg from the supply.



**Note:** Some Unique Abilities have the same name and effect as Items. You may not purchase an Item that matches your Unique Ability for a "double" effect.

## WEAPONS

Weapon cards increase your ability to cure Enemies and are purchased with 3-7 DNA during your turn.

The damage (Cure AP) and range are indicated on the card.

Each Weapon has a limited number of uses indicated on the card by the Marker cube spaces. When you buy a Weapon, place 1 Marker cube on each of the spaces and remove 1 cube each time you use the Weapon (you may only use a Weapon once per Cure action).

When all the cubes are depleted, the Weapon is removed from the game and cannot be used again.



There is no limit to the number of Weapons you may own, and you may use any number of Weapons during a turn. In addition, a weapon may be used multiple times in the same turn as part of separate cure actions.

Weapons can only be used in addition to spending Cure AP from Action cards.

**Note:** You'll need ranged Weapons to fight Frankie Bola and they are limited, so use them wisely!

## WEAPON RANGE

Some Weapons have a range of 1 indicated on the card, which means that you do not need to be in the same Zone or Intersection to cure Enemies - you may be either in an Intersection adjacent to a Zone with an Enemy or 1 Intersection away (in the case of Frankie Bola).

Range of 1 is valid from:  
-one intersection to next one;  
-one intersection into the adjacent one;

Range of 1 is not valid from:  
-one zone to another (across a street);



**EXTENDER** - Adds a range of 1 to non-ranged Weapons.



**ONE IN THE CHAMBER** - Adds an extra shot/use to all Weapons you own during the game, including any Weapons you had BEFORE buying One in the Chamber.



You may only keep a maximum of 3 Items at a time, but you may discard 1 of your 3 Items and buy a new Item if desired.

Note: Some Items have the same name and effect as Unique Abilities. You may not purchase an Item that matches your Unique Ability for a "double" effect.

## GAME END

### LOSING THE GAME

Collectively, players lose the game when the Enemies have managed to Infect 13 Zones. If this happens, then the game ends immediately. You had one job. And you failed.

Wanna set up and try again?

Players also lose if they have not collected enough DNA when the game ends.

### WINNING THE GAME

On the other hand, if Districts equal to the number of players have been Immunized OR if the players have defeated Frankie Bola, then the game is over.

However, there's one more test to pass.

To win the game, players must have also collected enough DNA to rewire Stanley's body and prevent future infectious diseases. Add all players' DNA together and remember to add any DNA from Egg Baskets.

Total DNA to Win  
2 Players - 20 DNA  
3 Players - 30 DNA  
4 Players - 50 DNA

## ITEMS

As an action on your turn, you may spend 3 DNA to buy an Item for a permanent upgrade to your abilities.

A description of the following Items can also be found on your Player Reference card:

**SUBWAY PASS** - Allows you to jump from a District's Subway Intersection to Subway Intersections on any other District. Moving between Subway Intersections requires 1 Move AP.



**EGG BASKET** - Allows you to collect Eggs on your path as you move around the city. Every time you move on or through an Intersection with an Egg, remove it from the District board and place it next to your Player board. All collected Eggs are kept by the player and at the end of the game are worth DNA (2 Eggs = 1 DNA).



Total DNA to Win  
2 Players - 20 DNA  
3 Players - 30 DNA  
4 Players - 50 DNA

## DIFFICULT MODE VARIANT

Want to up the challenge of Trouble in Templetown? Try Difficult Mode by starting each player with only 5 Action cards and refilling up to 5 cards every round instead of 6.

## SEMI-COOPERATIVE VARIANT

Trouble in Templetown can also be played as a competitive game with only a few minor changes.

## OBJECTIVE

As with the cooperative game, players must still either build Immunity Walls in Districts equal to the number of players OR defeat Frankie Bola to conquer the Enemies.

However, there's a twist.

Instead of sharing the victory and at the end of the game pool their DNA points together, only the player with the most DNA (Victory Points) at the end of the game is declared the winner. This means you'll need to balance helping the team with increasing your own collection of DNA.

In this competitive version, Action cards are kept secret from other players.

## SETUP

Complete setup as in the standard game and perform this extra step:

11. Shuffle the Goal cards and place the newly-formed deck face down next to the Districts.

Also, each player should take the Immunity Walls and Defense Towers in their chosen color.

Note: Each player has a limited number of Wall Blocks (cubes) so choose wisely the location where you build them!

## GAMEPLAY

The Enemy Phase is exactly the same in the cooperative and semi-coop versions of the game, but players can also buy Goal cards during the Player Phase.

## GOAL CARDS

As an action on your turn, you may spend 1 DNA to draw 3 Goal cards. Select 1 to keep and place it face down next to your Player board. The other 2 are added to the bottom of the deck.

Your Goal cards are kept secret during the course of the game and only revealed during final scoring.



Goal cards are hidden objectives you may buy that give additional DNA at the end of the game. In addition to the DNA collected from fulfilling the objective, collecting a set of 3 or more Goal cards of the same color adds 1 DNA to each fulfilled Goal card in the set.

However, if you fail to complete a Goal card's condition, you receive a DNA penalty equal to the bonus of the card.

Note: Goal cards do not stack! You may NOT use the same cured Viruses/constructed Immunity Blocks/etc. to complete multiple objectives.

Ex. If you have 2 Goal cards that each give 3 DNA for 5 cured Parasites, you would need to have 10 total cured Parasites to fulfill both cards and collect 6 DNA.

If you only cured 8 Parasites over the course of the game, you would collect 3 DNA for fulfilling one goal card and receive a 3 DNA penalty for the other, unfulfilled one.

## GAME END (SEMI-COOP)

### LOSING THE GAME

Collectively, players lose the game when the Enemies have managed to Infect 13 Zones.

### WINNING THE GAME

On the other hand, if Districts equal to the number of players have been Immunized or if the players have defeated Frankie Bola, then the Enemies have been conquered and the game ends after all players have completed their turns during the current Player Phase.

At this point, final scoring will be done.

Each player counts their DNA tokens as well as any DNA obtained from completed Goal cards or Egg Baskets.

Note: Remember to subtract the penalty DNAs for every Goal card not completed!

The player with the most total DNA at the end of the game is the winner.

In case of a tie, the player with the most cured Enemies on their player board wins. If still tied, the player with the most ACTIVE Items and Weapons wins.

If still tied, players share the victory.

Congratulations! You've not only proven your disease-fighting ability - you've also out-cured, out-constructed, and out-immunized your opponents. Job well done!

## SOLO MODE

In the Solo Mode of Trouble in Templetown, you'll still be fighting off Parasites, Bacteria, and the deadly Frankie Bola...

But this time, you'll be doing it alone!

### OBJECTIVE

Conquer the Enemies by either building Immunity Walls in 2 Districts OR by defeating Frankie Bola, the deadly virus boss.

However, there is NO DNA REQUIREMENT to win the game.

### SETUP & GAMEPLAY

The Solo Mode plays in the same manner as the co-op version, with a few setup and gameplay changes:

1. During setup, take both your color and another color's Immunity Blocks.
2. There will only be 2 Districts to immunize.
3. Instead of 6 Action cards per turn, you'll have 7 Action cards to work with.
4. On your turn, you may spend ANY amount of DNA you've collected.

### FRANKIE BOLA

When Frankie Bola becomes active (7 Infected Zones), he appears directly instead of hiding in the shadows. Place his standee on the Subway Intersection of the District where the 7th Zone was Infected.

If you are located in the Subway Intersection where Frankie would appear, draw an Enemy Movement token and place the standee in the first available Intersection of the drawn Zone (starting with the Zone entrance and moving clockwise).

In addition, Frankie is resolved differently than in the co-op version (Enemy Phase, step #3):

1. Frankie spreads his disease - Place a Frankie Bola Clue token on Frankie's current Intersection. If an Egg exists in the Intersection, replace it with a Clue.
2. Frankie moves - Draw 1 Enemy Movement token from the cup and evaluate the number of dots on the token.

Move Frankie to the first available Intersection connected by a Street with the same number of white dots as the token.

If there are multiple Streets with the same number of white dots, start with the street between the 2 lowest-numbered Zones. If it's blocked (by either you or a Clue token), evaluate the next clockwise street with the same number of dots.

If there is no Street that matches the number of white dots or if all Streets with the number of white dots are blocked by you or previously-placed Clues, then draw another token and evaluate it. If the second drawn token is also blocked, then Frankie does not move this turn.

Return all used tokens to the cup.

When you cure a set of Frankie's HP, he immediately jumps to the Subway Intersection of the next District. For the second set of HP, draw an Enemy Movement token and move the standee to the first available Intersection of the drawn Zone (starting with the Zone entrance and moving clockwise).

## GAME END

If at any point in the game there are 12 Infected Zones, then you've immediately lost.

However, if you do manage to either Immunize BOTH Districts or Defeat Frankie Bola, then congratulations, you've not only made Templetown a safer place, you've also saved Stanley.

Job well done!

# TROUBLE IN TEMPLETOWN

