



Here's how
to play
the game.



for 2, 3, or 4 players, also a solitaire puzzle
for ages 8 through adult

A BRIEF IDEA OF THE GAME

A new community is about to be built, entitled "Puzzle Town," and you will be one of its master builders. Using the unique Tiles included, you will arrange them according to the town's Construction Laws. Conforming to these laws can be very challenging as you attempt to make skillful plays and score more "profits" than your opponents. The player with the greatest profit at game's end is the winner.

EQUIPMENT

The game is played using 48 *basic* and one *special* Tile. The basic Tiles each depict an intersection, surrounded by four triangular "zones" of different color. Each color represents one of the three types of zones found in Puzzle Town—Residential (green), Shopping (blue), and Business (red).

—Illustration # 1—



key



examples of basic Tiles



—Illustration #2—

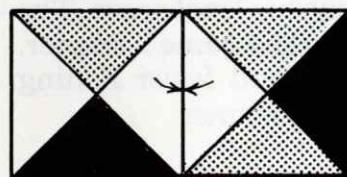


the special
Town Park Tile

key
□ — green ■ — red ▨ — blue

The special Tile is the Town Park (and is the equivalent of a wild card).

When two basic Tiles are placed adjacent to one another, a complete town BLOCK is formed.



—Illustration #3—

a Residential town BLOCK
formed by two adjacent Tiles

Scoresheets are used to record each player's points (profits)—awarded for completing town Blocks, and penalties suffered (losses) for "Zoning Violations" and "Construction Stoppages" (as explained in the "Scoring" section of the rules).

THE CONSTRUCTION LAWS

There are four Construction Laws (rules of Tile placement) that *must* be observed when building Puzzle Town.

1. SIZE

The town must be in the shape of a rectangle, 6 Tiles wide by 8 Tiles deep. The "Cornerstone" Tile determines the area where the town will be built (as will be explained).

2. BORDER COLOR

The same color must appear on all zones forming the border of the town. In other words, the border of the town must be the same color (type of zone) all the way around.

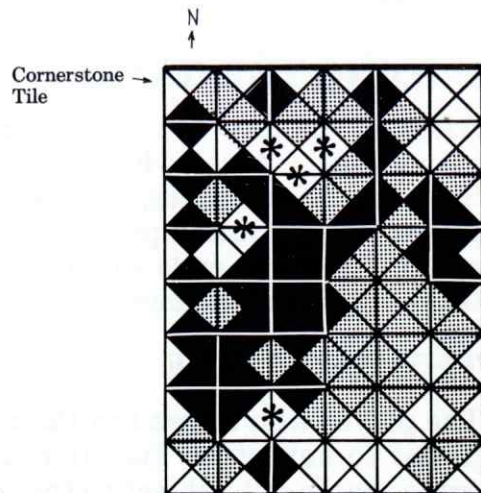
3. MATCHING ZONES

Each pair of touching edges (horizontal and vertical) on adjacent Tiles must match. They must be of the same color (type of zone).

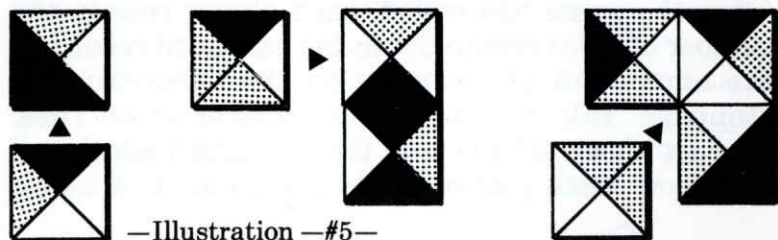
4. TILE PLACEMENT

A Tile must be placed adjacent to at least one other previously played Tile so that at least one complete town Block is formed. Once played, a Tile cannot be moved.

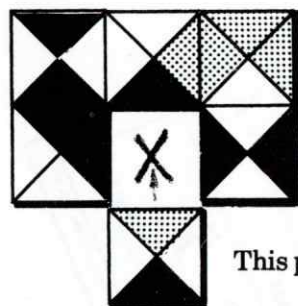
—Illustration #4—



in this example, all 48 basic Tiles have been played according to the four Construction Laws. The Town is a rectangle, 6 Tiles wide and 8 Tiles deep; the border color is the same on all zones surrounding the Town; each pair of adjacent zones match; each Tile played formed one or more complete Blocks. The Blocks marked with an * caused "Zoning Violations" (see Scoring).



examples of correct Tile play according to the Matching Zones Law.



—Illustration #6—

This play would be *incorrect*.

PREPARING TO BUILD PUZZLE TOWN

Find the three Tiles marked with a "C" on their respective intersections. Turn them face down, mix thoroughly and turn any one face up. This Tile be-

comes the town's **Cornerstone Tile**. It is placed on the playing surface in a location that determines the northwest corner of the town. The color shared by the two adjoining zones on the Tile becomes the Border zone color (see illustration#4).

PLAYING THE GAME

Determining Who Plays First

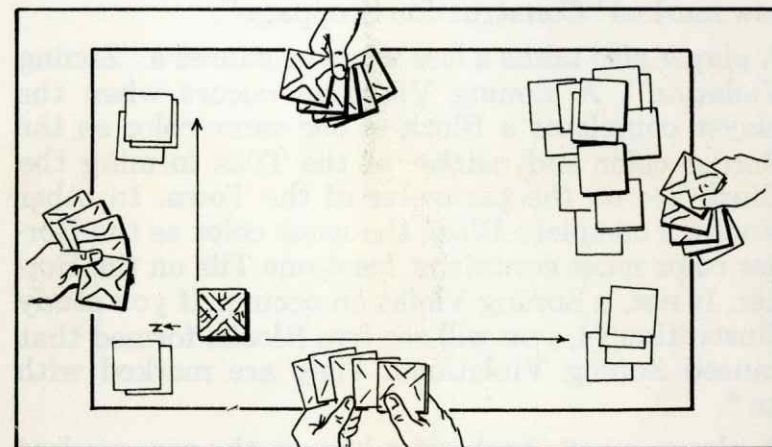
Turn the Park Tile face down, along with additional Tiles of any appearance, so that there are as many face down Tiles as players. Mix thoroughly. Each player draws one of these Tiles. The player who draws the Park Tile will play first followed by the other players in rotation to the left.

Preparing The Tiles

Turn *all* remaining 48 Tiles face down (including the two unused "C" Tiles and the Tiles used above). Mix thoroughly and arrange outside of the area where Puzzle Town will be built (as determined by the location of the Cornerstone Tile).

Drawing Tiles

Each player now selects any five Tiles and holds them in his hand so that the other players cannot see them. Each player also receives a Scoresheet and marks his name on it.



—Illustration #7—

Here's how the game looks when play is ready to commence.

Playing Tiles

On his turn, each player may play *one* Tile. He must comply with the Laws of Construction. He causes a "Construction Stoppage" if he is unable to play. Since the scoring (see below) is based on the number of Blocks completed by the play of each Tile, skillful placement of Tiles is very important.

Refilling The Hand

After a player has played a Tile or caused a Construction Stoppage, he draws another and adds it to his hand (if any remain face down around the town). *Exception:* a player is not required to draw a Tile if he already has five or more Tiles in his hand after *playing* one. However, he *must* draw if he caused a Construction Stoppage.

Scoring

1. Profits

A player scores "Profit" points depending upon the number of Blocks he completed (1, 2, 3 or 4 Blocks). He places a check mark in the next empty box in the appropriate row on his Scoresheet. At game's end he will total these checks and multiply by the value of each to determine his total Profit points.

2. Losses

A player who causes a Construction Stoppage scores no Profit (because he completed no Blocks). Instead, he takes a loss by checking off a box on the row marked "Construction Stoppage".

A player also takes a loss when he causes a "Zoning Violation". A Zoning Violation occurs when the player completes a Block of the same color as the Border color and *neither* of the Tiles forming the Block lies on the perimeter of the Town. In other words, a complete Block the same color as the Border color must contain at least one Tile on the Border. If not, a Zoning Violation occurs. If you study illustration #4, you will see five Blocks formed that caused Zoning Violations. They are marked with an *.

A player must check off a box on the row marked "Zoning Violations" for *each* Block he forms that causes a violation.

ENDING THE GAME

After all the face down Tiles have been selected, a player must "pass" when he causes a Construction Stoppage. Sometimes, a Tile played by another player will permit a player who "passes" to play again. The game ends when *all* players pass one after the other and no more Tiles can be played.

THE PARK TILE

The player who draws the Park Tile can play it adjacent to any other Tile. It is the only Tile in the game that is not subject to the Matching Zones and Border Laws. Any Tile can be placed adjacent to the Park (provided it complies with the Laws regarding *other* Tiles to which it may be adjacent). Because of the Park Tile, there will always be at least one Tile remaining unplayed at game's end. Usually several unplayed Tiles will remain.

WINNING THE GAME

After the game has ended, each player counts the number of Tiles remaining in his hand and records a like amount of checkmarks on the "Construction Stoppage" row. For each border zone on those Tiles, he must check off a box on the "Zoning Violations" row. Now, each player totals the amount of boxes

PUZZLE TOWN
CONTRACTOR'S SCORE SHEET

name Bob

PROFITS	
single blocks <input checked="" type="checkbox"/>	$\times 1 = 6$
double blocks <input checked="" type="checkbox"/>	$\times 2 = 8$
triple blocks <input checked="" type="checkbox"/>	$\times 5 = 5$
quad blocks <input checked="" type="checkbox"/>	$\times 10 = 0$
total profits <u>19</u>	
LOSSES	
Zoning Violations <input checked="" type="checkbox"/>	$\times 1 = 2$
Construction Stoppages <input checked="" type="checkbox"/>	$\times 3 = 6$
total losses <u>8</u>	
Total Profits <u>19</u>	
- Total Losses <u>8</u>	
Final Score <u>\$ 11,000,000</u>	

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—Illustration —8—
Here's an example of a .

checked on each row and multiplies by the scoring value of each row. He totals his profit points and subtracts his losses to determine his final score. The player with the most "money" is the game's winner. In case of a tie, the player who had fewer Zoning Violations on his scoresheet is the winner.

THE PUZZLE VERSION—for one player

After the Cornerstone is laid, remove the Park Tile from play, then turn all 47 remaining Tiles face down and mix them thoroughly, move them away from the area where the town will be constructed. Now turn any six Tiles over and place them before yourself. The OBJECT of the puzzle is to try to build as much of Puzzle Town as possible. You play one Tile at a time from those face up before you. After each play, you are permitted to turn another Tile over to replace the one you played.

Ending Play

The puzzle ends as soon as you cannot play a Tile (because no face up Tile remaining in front of you can be built according to the Laws).

Scoring

To see how well you've done, add up your score as follows:

for each face down Tile remaining unplayed—
score 3 points

for each face up Tile having one or more Zones of the Border color remaining unplayed—
score 2 points

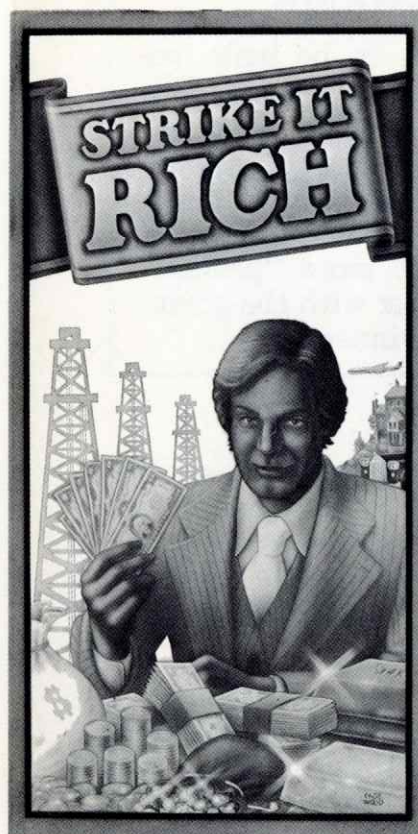
for each other face up Tile unplayed—
score 1 point

The lower your final score the better your job of construction. A score of 0 is perfect, 1-6 points is very good, 7-12 points is good, 12-20 points is fair, more than 20 indicates that you flunked architect's school.

VARIATION

For an interesting "twist", you can change Construction Law #1 and make the size of the Town a rectangle seven Tiles wide by seven Tiles deep. Now, all 49 Tiles can be played in either the Game or Solitaire Puzzle version. Let us know if you find a "solution" with this size.

If you enjoyed PUZZLE TOWN, you may also find these games to be of special interest:



You may obtain additional score sheets for Puzzle Town by ordering directly from: Gamut of Games Inc. Consumer Services Division, 1133 Broadway, New York, N.Y. 10010.

100 Sheets.....\$1.25, 200 Sheets.....\$2.00. Sent first class mail, allow 2-3 weeks for delivery.