

Town Center v2.0

A three-dimensional game designed by Alban Viard 2012

Summary: Town Center is the first game in the Small City trilogy. You are the mayor of a city and you have to develop the town center. Shops, apartments, generators, elevators, and parking lots have to be wisely built to make the town center as efficient as possible. The higher and bigger you build, the more victory points you will earn at the end of the game. But do not forget to supply your buildings with power!

Material: 1 cotton bag, 4 small city boards, 132 bricks in 7 colors: 42 green apartments, 26 blue shops, 20 black elevators/parking lots, 20 yellow generators, 12 red offices, 4 purple city halls, 8 grey bricks used to track money

Set up: Each player takes one city board, one purple brick and two grey bricks. Place into the bag the following number of bricks per player: 6 green apartments, 4 yellow generators, 4 black elevators/parking lots 3 blue shops, 3 red offices. For example, in a 3-player game the bag should contain 18 apartments, 12 generators, 12 elevators/parking lots, 9 shops, 9 offices. Sort the remaining bricks by color. They constitute the reserve. Each player constructs their purple city hall in any free square of their city. Players will track their money over the course of the game using the grey bricks and the two columns of numbers on their board. The first column is for the tens digit, the second column is for the ones. Players begin the game with \$3, and so should place their grey bricks on the 0 in the first column and on the 3 in the second column.

Sequence of play: The game lasts 10 rounds and each round is divided into 4 phases.

- 1) Acquisition of bricks
- 2) Construction
- 3) Development
- 4) Income

The player who has most recently visited the town center takes the bag, and will begin the game as the first player. At the start of every round (except the first), the bag should be passed to the next player clockwise, who is now the first player.

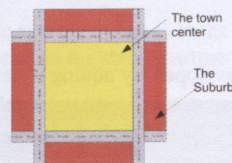
1) Acquisition of bricks: The first player draws bricks equal twice the number of players and stacks them as he **wishes** to make as many towers of 2 bricks as the number of players. In the first round of the game, there should be no office bricks. Draw replacements for any office bricks drawn during the first round, and place the office bricks back into the bag.



Example in a 3-player game: the first player draws 6 bricks and makes 3 towers of 2 bricks:

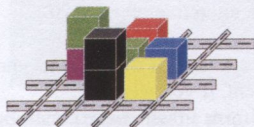
Starting with the first player and moving clockwise, each player must take the topmost brick from one tower. In the example, the first player may take one blue shop, or one yellow generator, or one black elevator/parking lot. As soon as each player has chosen one brick, then each player takes a second brick beginning with the last player and moving in reverse order, counter-clockwise. At the end of this phase, each player will have 2 bricks which they will build in their town during the next phase of the game.

2) Construction: The city is divided into two parts: the nine squares in the center are the town center; the other squares are the suburbs.



Players simultaneously place the 2 bricks that they received during the previous phase onto their city boards. The players have to place their both bricks they get during the acquisition of bricks phase and are not allowed to keep them for subsequent turns.

Two bricks are **adjacent** if they are at the same level and orthogonally adjacent OR if they are stacked directly above or below.

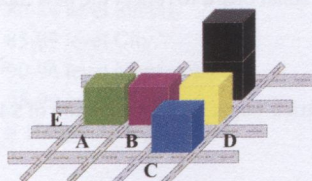


The blue shop on the ground floor is adjacent to the green apartment and to the yellow generator. The apartment above the purple city hall is not adjacent to the other apartment on the ground floor.

Fundamental rules:

It is **not** allowed to build one apartment (green brick) adjacent to another apartment during the Construction phase.

It is **not** allowed to build one shop (blue brick) adjacent to another blue shop during the Construction phase.

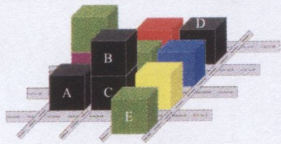


The player gets one green brick and one blue brick from the previous phase. He is not allowed to build the green brick behind the green brick already built; neither in E, nor A, nor on top of it. He could build it in B or upon the city hall. He is also not allowed to build the blue shop in B, C, D, nor upon the blue brick. He might place it upon the yellow generator for example.

It is allowed to build two adjacent offices (red bricks) or two adjacent generators (yellow bricks) or two adjacent elevators/parking lots (black bricks). Please note that two or more adjacent offices or generators constitute two or more different offices/generators and not a single one.

To build an office (red brick), a player must pay \$5 immediately to the bank. If the player does not have enough money, he must forfeit the brick and place it in the reserve (not in the bag).

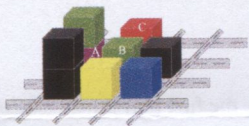
Black bricks may never be stacked above or below bricks of other colors. They may only be stacked with other black bricks. A black brick on the ground floor, with no other black bricks on top of it, is called a parking lot. A parking lot will earn money for the player during the Income phase. Two or more adjacent parking lots on the ground floor will be considered one big parking lot during the income phase. A tower of two or more black bricks is called an elevator. All the bricks of this tower are a single elevator and the brick on the ground floor is no longer considered a parking lot. Players will only need to build one elevator in their city. The height of the elevator determines the maximum height of a player's towers in the town center. (i.e. :elevators always ignore the height limit). For example, an elevator of two stacked black bricks allows the player to have towers of two bricks. An elevator is only active (in allowing taller towers) if it is adjacent to a generator (yellow). As it is not allowed to build on the next floors without an unpowered elevator, the generator that electrifies the elevator must be placed on the ground floor. Please note that bricks may only be stacked into towers in the 9 town center squares, never in the suburbs squares. In the town center, a tower may never exceed a height of 5 stacked bricks.



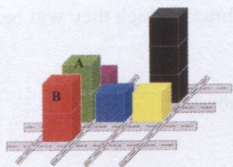
The black bricks A and D are parking lots. They will earn money for the player during the income phase. It is not allowed to stack bricks of other colors on them. The black bricks B and C form an elevator. This elevator is adjacent to a generator (yellow), so the elevator is active and the player is allowed to stack bricks into towers up to a maximum height of two bricks. If the player later stacks a third black brick onto the elevator, he will be able to build his towers to a height of three bricks. The brick E is located in the suburbs, so no brick can ever be stacked on top of it.

3) Development: During this phase, players will simultaneously develop their apartments (green) and shops (blue), adding new bricks of those colors. Other colors of bricks do not develop. It is **NOT** necessary for apartments and shops to be adjacent to a generator in order to develop.

An apartment of one brick that is adjacent to two office bricks is developed by adding a new green apartment brick from the reserve, placed adjacent to the existing apartment. An apartment of two bricks must be adjacent to three office bricks to be developed, and so on. The city hall counts as one office. New apartment bricks may not exceed the height of the city's active elevator. An apartment of several adjacent bricks is considered to be **one** big apartment and it will be more and more difficult to make it evolve (Remember it is not allowed to build a green brick adjacent to green bricks during the building phase).

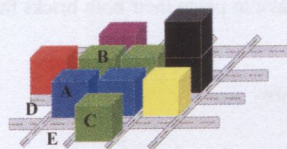


The apartment B is adjacent to two office bricks A and C, so it can be developed by adding a new green brick stacked directly upon the apartment B. This development results in a larger apartment of 3 bricks, which will score more victory points at the end of the game.



The apartment of two bricks is adjacent to 3 different offices (the town hall and two red offices) can be developed either on the third floor, upon the town center, or upon the blue shop.

A shop of one brick that is adjacent to two **different** apartments is developed by adding a new blue shop brick from the reserve, placed adjacent to the existing shop. A shop of two bricks must be adjacent to three **different** apartments, and so on. New shop brick may not exceed the height of the city's active elevator. A shop of several adjacent bricks is considered to be **one** big shop and it will be more and more difficult to make it evolve (Remember it is not allowed to build a blue brick adjacent to blue bricks during the building phase).



The shop of two bricks A is adjacent to only two different apartments B and C, so it cannot be developed. Remember that apartment B is considered to be a single apartment of two bricks. If the player adds a new apartment on the suburb D, then the shop A will be adjacent to three different apartments and can be developed. The new blue brick could be added on the open space E, but it is a better move to stack it on top of one of the existing blue bricks (which is allowed since there is an active elevator of

If after development, new bricks can still be developed, then the players continue to add bricks until no further development is allowed. If there are several possible developments, then the player chooses which one to do first (e.g. you may choose to develop a shop before an apartment, if you wish).

If developments are possible, they must be done. If they are not possible for different reasons, they can be done in subsequent turns in which the conditions are met.

At the start of a development phase, if the reserve is about to run out, players may add one brick (if available) at a time, in reverse order, until they cannot develop anymore

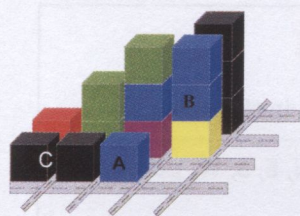
To sum up the development phase: Offices and city halls generate development of Apartments and different apartments generate development of shops.

4) Income Players earn money from their parking lots and their electrified shops. They adjust the two scales on their personal board to reflect the new total.

- Every round, players automatically receive \$1 as salary.

- Each parking lot generates money equal to the number of bricks adjacent to the parking lot. A parking lot of only one brick might earn a maximum of \$4 since no bricks can be stacked upon it. Parking lots do not need to be electrified to earn money for the player.

- Players also earn money from their shops, but only if the shop is **electrified** by being adjacent to a yellow generator. Each electrified shop of one brick earns \$1, each electrified shop of 2 bricks earns $\$1+\$2=\$3$ and so on. If the shop is only on the ground floor there is no additional income. If the shop's highest brick reaches the second floor, add \$1. If the shop's highest brick reaches the third floor, add $\$1+\2 and so on. For example, a shop of 4 bricks that reaches the third floor earns $\$1+\$2+\$3+\4 (for the size) + $\$1+\2 (for the height) = \$13.



The parking lot C on the ground floor is adjacent to 3 bricks; it generates **\$3** for the player.

The shop A is not electrified, it earns no money.

The shop B has 3 bricks and reaches the third floor; it earns $\$1+\$2+\$3$ (for the size) + $\$1+\2 (for the height) = **\$9**

At the end of the income phase, starting with the last player, each player may choose to buy and place either one yellow generator brick or one black elevator brick:

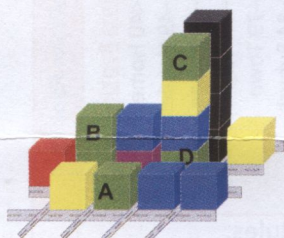
- If this is the first yellow brick in the player's city, it costs \$5. If the player already has one yellow brick in his city, the price for the second one is \$10 and so on (\$15, \$20...).
- If this is the first black brick in the player's city, it costs \$5 and it automatically becomes a parking lot that should be placed on the ground floor. If the player already has one black brick in his city, the price for the second one is \$10 and so on (\$15, \$20...), and he **must** stack the new black brick atop another black brick in order to create/heighten an elevator, if possible.

End of the game: At the end of the 10th round, when the bag is empty, players count their points.

- Each **electrified** apartment of one brick scores 1pt; each electrified apartment of two bricks scores 1+2pts, each electrified apartment of three bricks scores 1+2+3pts, and so on. If the apartment is only on the ground floor, there is no additional bonus. An apartment that reaches the second floor receives a bonus of 1 pt; reaching the third floor receives a bonus of 1+2pts, and so on.

- Each \$5 at the end of the game = 1pt.

- There is a **penalty** of -1pt for each brick built in the suburbs.



At the end of the game, the apartment D does not score since it is not electrified. The apartment of two bricks B scores 1+2 for the size and 0+1 for the height = 4 points. The apartment C scores 1 point for the size and 0+1+2+3 for the height = 7 points. The apartment A scores another 1 point. There are 3 bricks in the suburbs. The player has \$52 at the end of the game which makes another 10 PV. So the total is $4+7+1+10-3=19$ points with \$2

The player with the most points wins. Ties are awarded to the player with the most money, after the conversion. If players are still tied, they should start another game.

PLAYER AID to calculate shop income, and to calculate apartment points at the end of the game. Size is the number of bricks in the electrified shop/apartment, and Height is the height of the highest brick in the shop/apartment, regardless of how tall it is.

Town Center : Player Aid											
Size Height											
	1	2	3	4	5	6	7	8	9	10	11
5	11	13	16	20	25	31	38	46	55	65	76
4	7	9	12	16	21	27	34	42	51	61	72
3	4	6	9	13	18	24	31	39	48	58	69
2	2	4	7	11	16	22	29	37	46	56	67
1	1	3	6	10	15	21	28	36	45	55	66

Solo Variant: In the acquisition of bricks phase, draw 3 bricks and place one of your choice back in the bag.

Solo scoring: Calculate your score like in the multi-player game. If your score is

0-39 you reach the level Homestead

40-49 level Hamlet

50-59 level Village

60-69 level Neighborhood

70-79 level Town

80-84 level Suburb

85-89 level City

90-94 level Metropolis

95-99 level Capital

≥ 100 level Megalopolis

Credits: Thanks to Joshua Miller and Nathan Morse for the English correction and submissions. Guillaume, Teddy, Sylvain, David and Paul-Evan who gladly agreed to test and develop my wooden brick madness.

Version 2.0

by Patrick Schmitt

Setup	- Put the following per player into the bag: 6× Apt. 4× ⚡ 4× Elev. P.Lot 3× Shop 3× Office - Give each player: 1× City Hall 2× <i>n</i> - Each player sets her money to \$ 0 3, and puts City Hall anywhere in her city (even in the suburb).											
General Rules	- Bricks are <i>adjacent</i> if they are orthogonally adjacent in any of the 6 directions (N, E, S, W, up, down). - Any number of adjacent single-story Elev. P.Lot constitutes one parking lot. - Multiple stacked Elev. P.Lot constitute an elevator. - Any number of adjacent Shop constitutes one shop. - Something is powered if any part of it is adjacent to a ⚡. - Any number of adjacent Apt. constitutes one apartment. - The 12 outer spaces of your city are suburbs. You can never build higher than 1 brick high there. - You may never build higher than your tallest powered elevator, and never higher than 5 bricks high. - A column with Elev. P.Lot cannot have other colors in it.											
Play (10 rounds)	Acquisition of Bricks	2p-4p	- Start player draws 2 bricks per player from the bag. (Round 1: Put Office back & replace them; repeat until there are no Office.) - She stacks them on the table in 2-story towers as she likes. ...or for experienced players: She stacks them in precisely two same-sized towers - Starting with the start player, going clockwise, each player takes a topmost brick. - Starting with the last player, going counter-clockwise, each player takes a topmost brick.									
		1p	- Draw 3 bricks from the bag. - Put 1 back and keep the other 2.									
	Construction	<i>Construction Rules applicable only in this phase:</i> - You may not place Shop adjacent to Shop. - Any Office you place costs \$5. Can't pay? Office leaves game. - You may not place Apt. adjacent to Apt. - All players, place your two bricks, respecting the General and Construction Rules.										
	Development	Add bricks in any order.	Offices induce apartment growth:	Office City Hall ↓ Apt. ↓ Shop	An apartment adjacent to more Office / City Hall bricks than the bricks in the apartment grows by one brick from the general supply.							
			Apartments induce shop growth:	A shop adjacent to more separate apartments than the bricks in the shop grows by one brick from the general supply.								
Income	- Earn \$1. - Each parking lot earns you \$1 per adjacent brick. - Each powered shop earns you \$1 + \$2 + \$3 ... for the number of bricks in it, and \$0 + \$1 + 2 ... for the height of its highest brick. (See income / point chart ↗) - In reverse turn order, you may buy one brick: ⚡ or Elev. P.Lot. - The price is \$5 + \$5 × the number of that type you already had in your city already. - If it's Elev. P.Lot, you must build up an elevator; it can only be used as parking if it's your first Elev. P.Lot.											
Start player status moves clockwise one player.												
Final Scoring	- Earn 1VP per \$5. - Each powered apartment earns you 1 point + 2 points + 3 points ... for the number of bricks in it, and 0 points + 1 point + 2 point ... for the height of its highest brick. (See income / point chart ↑) -1VP per brick in the suburb. - Most points wins; tie goes to most money. Still tied? Play again.											

1p: See Solitaire Ranking

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