PaperTown – Rules

Version 1

Introduction

PaperTown is a roll and write game for 1-2 players in which you are trying to redevelop parts of a town according to the goals of the town's mayor.

As in most roll and write games you will achieve this in turns of making the best out of random dice rolls (in *PaperTown* you use your mobile phone for this). You will have to adjust your long term strategy with tactical turn-to-turn choices.

Object of the game

By redeveloping a town according to the goals of its mayor you will earn money at the end of the game. The player who earns the most is the winner of PaperTown.

The mayor rewards money for different redevelopment projects within the town. These projects are printed on top of the page and might be different from game to game.

Setup

To setup a game of *PaperTown* you need

1. **Printed game sheet**
   Download a game sheet from
   severinaklingler.github.io/papertown/
2. **Smartphone**
   with Internet access
3. **Pens or pencils**

Before you start playing enter the URL (or use the QR-Code) printed on the game sheet on your smartphone. You will use the website instead of dice.

This game was inspired by recent roll and write games such as "Noch mal!" and board games such as "Kingdom Builder".

The mayor announces the different redevelopment projects that you can earn money with at the top of the page.

The mayor is paying for the following (at the end of the game):

Renovate arround old town	Shining new harbor
Gain 1 Million for every renovated block touching an old town (black) block.	Gain 1 Million for every renovated block touching a water (blue) block.

Game (2 players)

Players take turns marking blocks in the city (representing redevelopment work they perform).

The game lasts over several rounds until the time track is filled up. Players mark a box on the time track after each turn. The game ends when the final box is checked off.

Turn

At the beginning of the turn the active player, presses the 'Roll' button on the smartphone to get the block color that they are allowed to build this turn.

1) During their turn, the player **must mark exactly 3 blocks** in this color on the map (e.g. using either a cross 'X' or a circle 'O' mark). They have to follow the placement rules below.

2) **In addition** to the 3 blocks, players can mark additional blocks if they have acquired **special powers**.

Placement rules

The player must mark blocks on the map that are adjacent to previously marked own blocks, whenever possible.

If the player cannot mark an adjacent block (e.g. in the beginning of the game), you may choose any block in the color shown on your smartphone.

In case there is no free block of that color, the player may mark a block of a different color (following the adjacency rule).
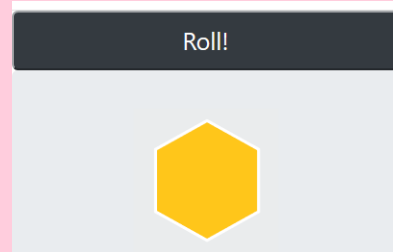
Special powers

During the game players can acquire special powers that are shown below the map on the game sheet. These special powers typically allow the player to mark additional blocks on the map (performing additional redevelopments).

Every acquired special power may **be used only once per turn**.

Acquiring a special power

A player gets a special power when he/she is building adjacent to a special power block. The player marks her new special power on the sheet and crosses of the special power block on the map. Every special power block can be taken by one player only (but there are two special power blocks per power type).

End of game and scoring

As soon as the last box of the time tracker is checked the game ends (after 8 turns per player). Players are counting the money they earn based on the mayor's objectives.

The player with the highest score is the winner of the game. In case of a tie, the player with more special powers wins.

Single player variant

The special powers are explained on the game sheet.
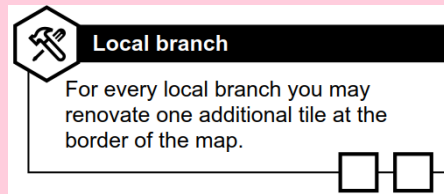
When you mark a block next to a special power block...

...you cross of the special block and get the special power

For the single player variant all rules are the same as for the normal game, except that the player is controlling two virtual opponent players.

After his or her turn the player performs two additional turns following the standard rules. The player may choose to mark blocks in a way that are least beneficial to the virtual opponent players.

The player wins if his final score is large than the sum of the scores of the two virtual players.

Difficulty
To make the game harder mark 4 blocks for each opponent player. To make it easier only mark 2 blocks per opponent player.

The player marks blocks with a 'X'. He or she may mark spaces for the virtual players (here '[]' and 'O') however he/she likes.