

Rolling Village!

Designed by D. Di Maggio E-mail CRVCRT@gmail.com

Artworks by Josh Huf

Players: 1-12 Duration: 10 minutes Age: 8+

Welcome Mayor!

Design the best village possible with paper, pen and a bit of luck!

Components needed:

- ❖ Two standard d6 dice shared by all the players.
- ❖ A Village Sheet and a pen for each player.

Objective of the game:

Players fill their Village Sheet building **Projects (House, Forest, Lake and Square)** and score points at the end of each turn then add them up for the final score. The player with the highest score after the 9th turn is the winner.

Preparation:

Before starting the game, one player random **rolls two dice for everyone**. Each player draws two Projects, one for each column indicated by the dice in any row they wish. You must draw two different Projects, **Square cannot be drawn and no points will be scored during the preparation**.

How to play:

At the beginning of each turn, **one player random rolls two dice for everyone**.

Players now simultaneously take their turn in this sequence:

❖ BUILDING PHASE

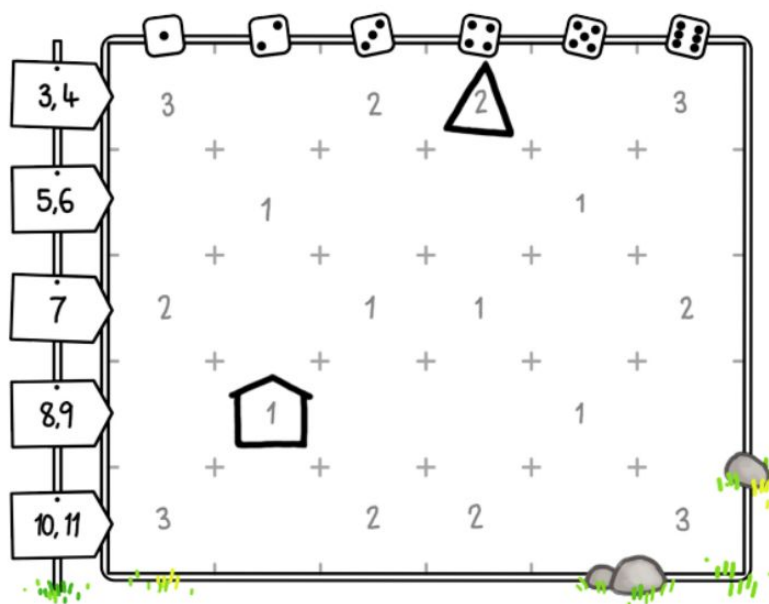
Using the faces shown on the dice and the Project Legend, **each player must draw two projects** as explained below:

PROJECTS!



- draw the **Project type** indicated by the **first die** in any empty space in the **column** indicated by the **second die**;
- draw the **Project type** indicated by the **second die** in any empty space in the **column** indicated by the **first die**.

Players can choose freely which one to draw first but two Projects must be drawn during this phase.



EXAMPLE. Rolling at the beginning of the turn, each player must draw an House Project in column 2 in any empty space and a Forest Project in column 4 in any empty space.

If a column indicated by a die is already filled up, draw the corresponding Project in an empty space of your choice in the nearest column (left or right) with more empty space, if the columns have the same quantity of empty space, you choose.

If the dice have the same faces, draw only one Project type in any empty space in the column indicated by the dice but in addition **draw a Square in an empty space of your choice in the Village**.

This special symbol will not be considered during the Scoring Phase but **only at the end of the game**, if it will be adjacent to an house, lake and forest (not diagonally), the player will score 10 extra points.

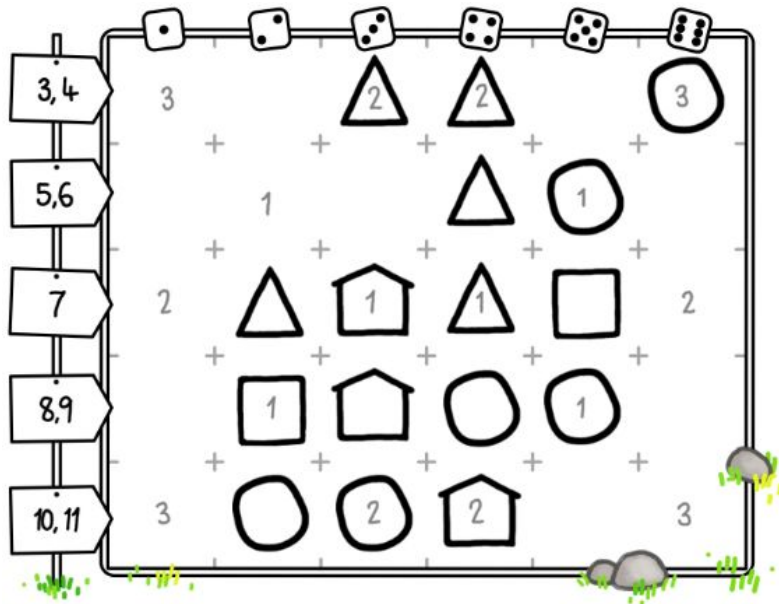
◆ BONUS PHASE (only Turns 3, 6 and 9)

During turns 3, 6 and 9, after the Building Phase, each player must draw an additional Project at will in any empty space of the Village; then mark the corresponding "Bonus!" icon ★ on the Projects Legend. You cannot draw a type of Project if you already marked the corresponding "Bonus!" icon during any previous Bonus Phase.

◆ SCORING PHASE

At the end of each turn, the **sum of the two dice** rolled will define the **Avenue** (a row of the Village) that is active for scoring. Each player must check the Projects drawn on that specific row and consider them for scoring (except the Square Project).

Check for any group of Projects in your Village: a group is defined by adjacent Projects of the same type (not diagonally). A group of Projects will score points at the end of the turn only if it does have at least one Project in the active row (except for the Square). That group will score all the points depicted on the spaces where you have drawn a Project of that type.



If the sum of the two dice is 2 or 12, each player can choose any **Avenue** for himself for scoring.

EXAMPLE. If, at the end of the turn, Avenue [5-6] is active for scoring, the player will score 6 points; if Avenue [7] is turned on, the score will be 6 points. If Avenue [8-9] is turned on, the score will be just 2 points.

After all players have written their score on the turn tracker another turn begin or the game will end.

Tip: Players can fill their partial score above spot 3, 6 and 9 of the turn tracker for helping calculating the final score.

End of the game:

After the 9th turn, each player sum all the points scored during the game, determining their final score. In addition sum 10 points for each Square adjacent to an house, forest and lake. The player with the highest score is the winner.

Solo Mode:

Just beat your own score but remember that, if you score less than **60 points** your will not be reelected for sure...

Special Thanks to Marta Ciaccasassi, Jonathan Fashena, Gav Scott
...and all the BGG community!