Tiny Towns

You are the mayor of a tiny town in the forest.
Your town is represented by a 4x4 grid, where you will place resource cubes. When your resources match one of the seven blueprints, you can turn those resources into a building.
Each building scores victory points in a unique way.
When you can't place any more resources or construct any more buildings, your town is complete!
Earn as many victory points as you can!

How to Play

1. Place A Resource Cube

The caller will call out one of the five resources: Brown wood, yellow wheat, red brick, blue glass, or gray stone. Every player must take a matching resource cube and place it in a space in their town.

2. Construct Buildings

After placing a resource, if you have resource cubes in an arrangement which matches a blueprint, you may construct that building now. (See below.)

Out of Moves?

If you can't place any resources or construct any buildings, your town is complete!
Wait for everyone else to finish, and then we'll calculate everyone's score.

> #### More About Resources
>
> ♦ Resources may never be moved after being placed.
>
> ♦ Resources may only be removed by using them to construct a building.
>
> ♦ Each square may only hold one resource or building.

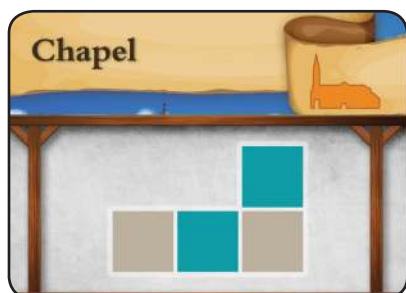## How to Construct A Building

When the resource cubes in your town match a blueprint, you may convert those cubes into a building!

1. Remove the correct resources in the correct shape from your board, and return them to the supply.

2. Place a wooden building in one of the squares that was occupied by the resources you removed. The correct building is in the corner of the blueprint!
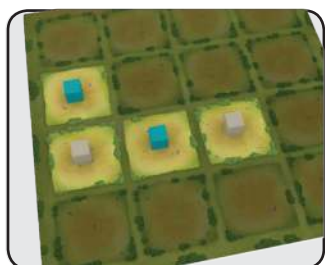
> #### More About Buildings
>
> ♦ Buildings may never be moved after being placed.
>
> ♦ Blueprints are not 'used up.' Every player may construct several buildings of each type.
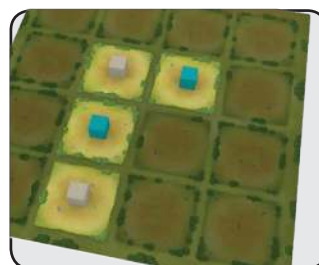
Blueprints can be rotated and reversed, as long as the order of resources remains correct.

Reversed   *Reversed and Rotated*
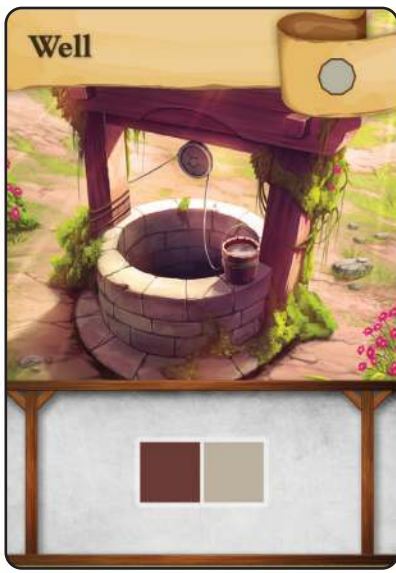
For example, when constructing a Chapel, these are allowed!

But not this. The resources don't match the blueprint.

Farm

Each Farm feeds four Cottages, anywhere in town.

Cottages and Farms need each other!

Cottage

Each Cottage is worth 3 victory points if it is fed.

Chapel

Each Chapel is worth 1 victory point for each fed Cottage in town.

Well

Each Well is worth 1 victory point for each adjacent Cottage. (Not diagonal.)

Theater

Each Theater is worth 1 victory point for each other unique type of building in the same row and column.

Wells and Theaters will do better if you plan ahead!
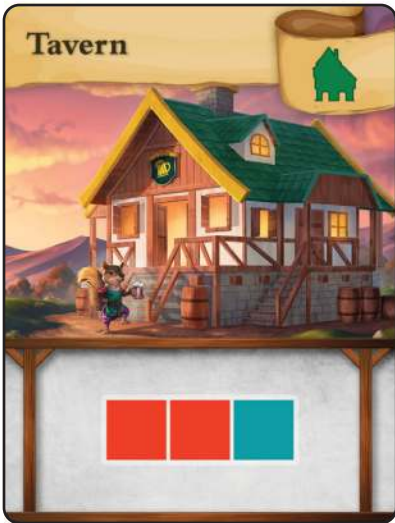
Tavern

Taverns all score together, based on how many Taverns you have in your town.

Taverns	1	2	3	4	5
Points	2	5	9	14	20

If you're going for Taverns, go all in!

Factory

When you construct a Factory, place a resource cube on top of it. When the caller calls out that resource, you may place a different resource instead.

Good to build early!

Final Scoring

Farms and Factories score no points.

Cottages		Each Cottage: 3 points, if fed by a Farm.
Chapels		Each Chapel: 1 point for each fed Cottage.
Wells		Each Well: 1 point for each adjacent Cottage. (The Cottage does not need to be fed.)
Theaters		Each Theater: 1 point for each other unique type of building in the same row and column.
Taverns		Number of Taverns 1 2 3 4 5 / Points 2 5 9 14 20
Waste		-1 point for each unused resource cube in town.
Total		Your Name: