



AN EXPANSION FOR TINY TOWNS™ BY PETER MCPHERSON  
AND JOSH WOOD, FOR 1 TO 6 PLAYERS, AGES 14 AND UP

## contents

- 1 rulebook
- 25 building cards
- 5 monument cards
- 1 dry-erase scoreboard
- 1 dry-erase marker
- 10 building sticker sheets



## Setup


You can play with the **Cabin** card instead of **Cottage** or shuffle the two for a random setup.

Then simply combine the new cards with your other *Tiny Towns*™ cards or play with only the new cards.


## Overview

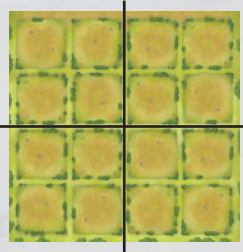
In *Tiny Towns: Architects*™, several Building and Monument cards are introduced to add flexibility and new strategies to your towns.

## wild resources

Some building layouts have wild resource spaces (  ). Any resource can occupy wild spaces to complete a building layout.

# Additional Rules



- Adjacent always refers to up, down, left, and right, not diagonal.
-  counts as a unique building type.
- A board has 4 quadrants of 4 squares each.
- Rows run horizontally and columns run vertically. You cannot rotate your board at any point.





# Building Clarifications





## Cabin

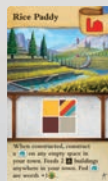
The **Cabin** is worth 2  if fed. Immediately after placing a  , you may place a resource of your choice in any empty square in your town. If this com-

pletes another building layout, you may construct an additional building. If you are playing with *Tiny Towns: Fortune™*, constructing an additional building in the same round as a result of the resource gained from placing a  will earn you 1 .








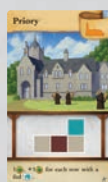
## Garden

It is possible to feed some but not all  buildings in a contiguous group as long as those buildings are adjacent to exactly 1 other  building.



## Rice Paddy

If you have more than 1  , each one adds 1  to the value of your  . When you construct a **Cabin** as a result of placing a  , you may place a resource of your choice in any empty square as normal. Constructing a  is mandatory if you have an empty square.






## Priory

You must decide a board orientation at the start of the game that is perpendicular to your perspective. You cannot rotate your board at any point.

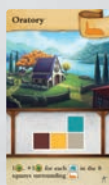


## Meeting House



Count squares moving orthogonally, beginning at the **Meeting House**. If there are 1 or fewer squares between  and  , the  is within

2 squares away.

# Building Clarifications





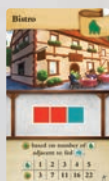
## Oratory

The  do not need to be fed for the **Oratory** to earn  from them.




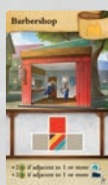
## Church

The  do not need to be fed for the **Church** to earn  from them.







## Bistro

Only the number of **Bistros** are considered, not the number of fed .



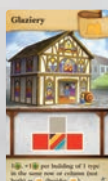
## Barbershop

You cannot score more than 2  if the **Barbershop** is adjacent to more than 1  or . The maximum score for the **Barbershop** is 4 .



## Bookstore

A **Bookstore** counts as a unique building type in the center of your town.







## Glazery

The **Glazery** counts buildings of 1 type in the same row or column but not both.



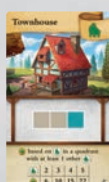
## Malt House

You cannot score more than 2  if the **Malt House** is adjacent to more than one  or . The maximum score for the **Malt House** is 4 .




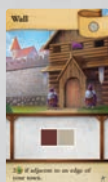
## Keep

If you have more than 1 **Keep** with resources on it, you may name a resource on either **Keep**. You may remove only 1 resource at a time, even if you have multiple of the same resource.




## Townhouse

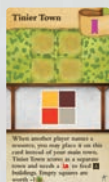
Only the number of **Townhouses** are considered, not the number of quadrants with 2 or more **Townhouses**. If you have a quadrant with 3 **Townhouses** and another with 2 **Townhouses**, you would score the full 22  since there are 5 **Townhouses** in a quadrant with at least 1 other **Townhouse**.



## Wall

A **Wall** scores at most 2 .

# Monument Clarifications



## Tinier Town

Score all buildings independent of your main town. No building effects of buildings in your main town can impact Tinier Town.

For example, if you have a **Factory** that lets you place a different resource than the one named by another player, you must place that resource in your main town.



## Alchemist's Guild

You may not construct a building on the square in the layout where there is a missing resource. A building layout may have another building in

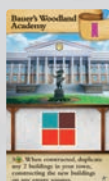
the square in the layout of the missing resource, and the layout may have the missing resource be off the edge of your board.



## Bivouac Bazaar

After placing a building adjacent to the **Bivouac Bazaar** and before moving it to another square, you must resolve all effects of the newly placed building.

When moving the **Bivouac Bazaar**, its new square must be in the same row or column as its previous square.



## Bauer's Woodland Academy

Place the duplicated buildings one at a time, resolving the effects of the first building before placing the second.

# Credits

## Design

Peter McPherson & Josh Wood

## Development Lead

Josh Wood

## Director of Projects

Nicolas Bongiu

## Production

David Lepore & Adelheid Zimmerman

## Art

Gong Studios

## Graphic Design

Adelheid Zimmerman

## Writing

Peter McPherson

## Playtesters

Ethan Adams, Josh Bowman, Kirk Buckendorf, Theodore Coyer, Andy D, Ketan Deshpande, Karen Dransfield, Rich Gans, John Goodenough, David Gordon, Robert Hovakimyan, Dean Howard, Ashwin Kamath, Julien Leiner, Zane Messina, Indiana Nash, Pedro Ometto, Garret Oosterwyk, Vladimir Orellana, Luke Pickles, Matthew Ransom, Matt Rodela, Francisco Rojas, Kevin Root, Mark Starr, Karan Tolani, Dan Varrette, Josh Willenbrink, Amanda Panda8ngel Wong, Mark Wooton, Echoes Zimet

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2505 Anthem Village Drive Suite  
E-521, Henderson, NV 89052 USA

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## Questions?

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