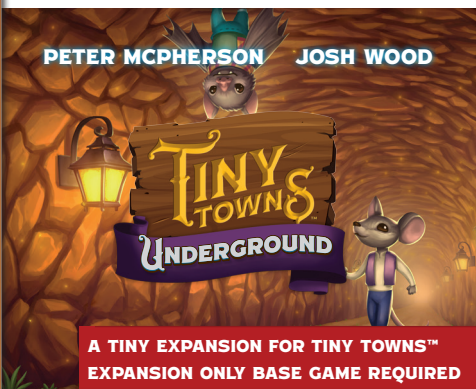


PETER MCPHERSON

JOSH WOOD

The title card for 'Tiny Towns Underground' features a wooden sign with the title in a stylized font. Above the sign is a small bat-like creature, and to the right is a mouse-like character. The background is a cave with stone walls and lanterns.

TINY TOWNS

UNDERGROUND

A TINY EXPANSION FOR TINY TOWNS™
EXPANSION ONLY BASE GAME REQUIRED

*Space is tighter than ever, so the creatures of the Forest have begun building downward in **Tiny Towns: Underground**. These new underground buildings leave room on the surface for resource cubes, allowing you to begin your town in the center for a change. Cottages are being replaced by stylish Turf Homes, and a collection of other underground constructions allow for new possibilities as you break ground on your next village.*



AEG 1103

Warning:
Choking Hazard! Not
for use by children
under 3 years of age.



CREDITS

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Questions?

email customerservice@alderac.com

www.alderac.com/tiny-towns

CONTENTS

- 3 rules cards
- 8 Building cards
- 1 Monument card

SETUP

You can play with Turf Home instead of Cottage or shuffle the blue cards for a randomized setup.

Then, simply combine the new cards with your other **Tiny Towns™** cards or play with a handful of the new cards. For the best experience, we recommend no more than 3 buildings with the **Underground** (🏠) ability.

If you own **Tiny Towns: Villagers™**, we recommend using the updated version of Blacksmith included with **Tiny Towns: Underground™**.

OVERVIEW

This set introduces buildings with

Underground (🏠) the ability.

Underground building squares may hold 1 resource named by another player. This resource may be used in building layouts following normal construction rules, after which the **Underground** building square is available to hold 1 resource again.

Resources on **Underground** squares must be in the correct position in building layouts to construct buildings, and you cannot construct a building using only Underground resources since there would be no empty square for the building.

When placing **Underground** buildings without using resources, you may not place them on squares already containing resources.

*If using **Tiny Towns: Villagers™**, you do not have to move a working villager when placing a resource on an **Underground** building square.*

CLARIFICATIONS

Hanging Garden

At the end of the game,  buildings adjacent to squares that do not contain a building cannot be fed by Hanging Garden.

Sanctuary

Sanctuary scores at most 4  (2  plus 2  for being both adjacent to 1+ empty squares and exactly 1 empty square).

Wine Cellar

Wine Cellar counts itself when counting the building types in its row. Rows are the four groups of four squares in horizontal groups in your town.

Cistern

You may change the resource Cistern uses in its ability by using the resource on a Cistern square in a building pattern and placing another resource on its square in a future round. If you have 2 Cisterns with the same resource, you still only place 1 resource when you use the ability of Cistern.

Miner's Guild

If you choose a building that can usually hold resources (like Factory), place those resources on the building token itself and the resource using the **Underground** ability on the square.

RECOMENDED BUILDING SETUPS

Intro to Underground (Base + Underground)

Turf Home 🏠, Hanging Garden 🏡, Shed 🏠, Chapel 🏢, Tavern 🏠, Blacksmith 🏠, Trading Post 🏠

Buried Treasure (Fortune + Underground)

Turf Home 🏠, Root Cellar 🏠, Tunnel 🏠, Cathedral 🏢, Hideout 🏠, Jeweler 🏠, Museum 🏢

Hidden Villagers (Villagers + Underground)

Turf Home 🏠, Vegetable Patch 🏡, Hearth 🏠, Clocktower 🏢, Public House 🏠, Wine Cellar 🏠, Cistern 🏠

Building Below (Architects + Underground)

Turf Home 🏠, Rice Paddy 🏡, Tunnel 🏠, Sanctuary 🏢, Malt House 🏠, Bookstore 🏠, Guildhall 🏠