

# 王様の新しい街

Saicololo

さいころ

New

ニュータウン

Town

2nd Edition

Here is a story of a magic country far far away.

The kind and generous King of this country is liked by all of his people.

The country is in peace and everyone lives happily, grateful to the King.

Then, one day, the King receives a letter from the Prince, who has been out on a journey in search of his bride.

How are you, my father? I have found and will come home with a lady, who will be my bride. However, the woman says that she cannot bear to leave her family and marry without them. The people in her country lead poverty stricken lives. So I have decided to bring home all of her families and relatives with me. We will set out on the journey and will arrive home after one year.

Best Regards,

So says the letter.

The King is overjoyed by the letter and decides to start preparing to welcome these new relatives.

First, the residences for the new relatives must be prepared.

The King decides to provide the land around the castle as their residential area.

In a year, there will be a new town around the castle.

The King issues an official notice to recruit house builders from all over the country.



You are a house builder in this magic country, where houses are all built by magic.

There are 4 types of house-building magic,

namely the "White design magic" for designing houses that fit in the land, "Green movement magic" for carrying house-building tools and materials to the destinations, "Red formation magic" for forming resources and re-doing other types of magic, and "Black building magic" for converting and assembling materials,

The player who can most effectively use these 4 types of magic will receive the honor

to be called the house-building master.

Work together with other builders, sometimes cooperatively and sometimes competitively, to create a new town for the King!

# Components

① 24 dice

② 17 Land tiles

③ 5 Tree tokens



④ 4 Castle parts (1 piece of 4 types)

- 1 square roof · 1 triangular roof
- 1 cube (large) · 1 cube (medium)



⑤ 4 individual sheets



⑥ 32 Roof tokens (8 pieces of 4 types)

⑦ 8 Turn-Order/Score markers (2 pieces of 4 colors)

## Game Setup

### ● Place the Land Tiles.

Place the Land tiles (②) in the center of the table.

First, place the King's Land tile (1 large tile) and place the remaining 16 Land tiles around it.

You may arrange them at random or discuss where to place each tile.

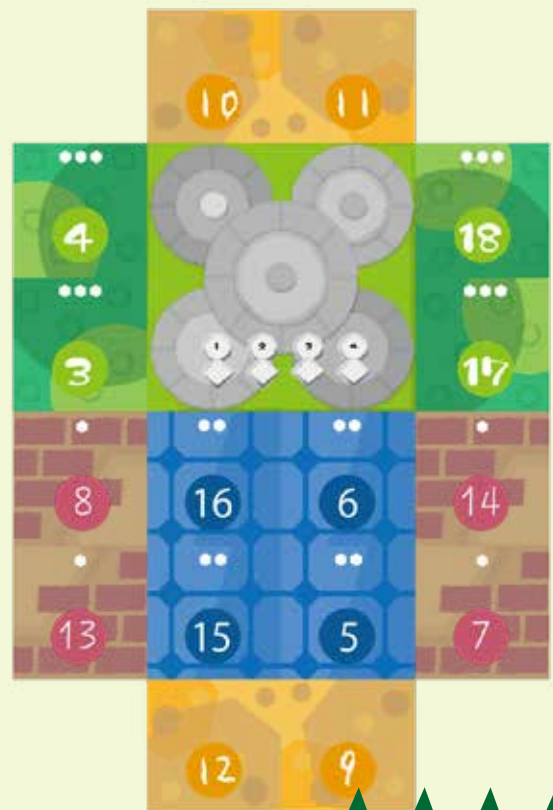
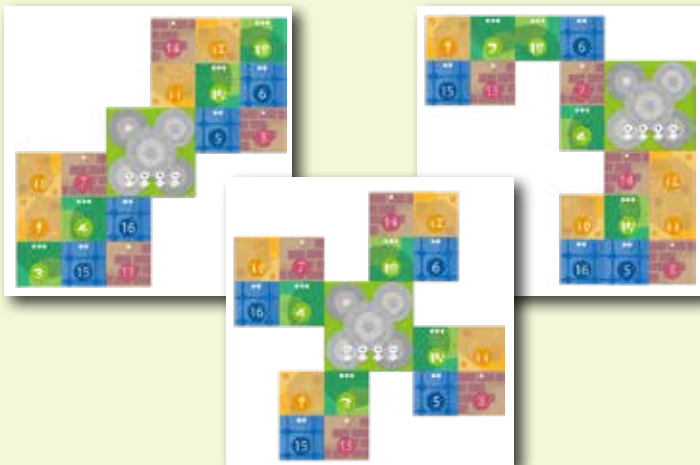
※ The more complex the layout, the more difficult the game becomes.

First, play the game with the sample layout and try out an original layout after you become familiar with the game.

You may freely try out various layout, but follow the criteria below to prevent breaking the game.

- Have at least 4 Land tiles adjacent to the King's Land.
- Each Land tile should be adjacent to at least 2 Land tiles.
- The layout should be within the range of a 6x6 grid.
- Do not make detached territories.

### [Land Tile Sample Layout]



③ Place 4 Tree tokens in a row next to the Land tiles.

In each round, a Tree token is placed on a Land tile, so the number of Tree tokens in the row indicates the number of remaining rounds.



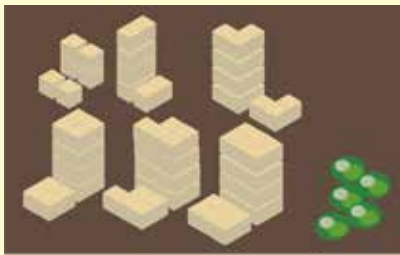
### ● Starting Point and Turn Order

Determine the turn order to place your Builder piece (⑩) by rock-paper-scissors or in whatever way you like, and then place your Builder piece on a Land tile.

※ You cannot place your Builder piece on a Land where another Builder piece is present.

The Land where you place your Builder piece is your starting point. The players take turns in ascending order according to the number on the Land tile where they have placed their Builder piece.

- ⑧ 90 Material tokens ("1", "2", and "4") 20 tokens each ("3", "5", and "6") 10 tokens each



- ⑨ 16 King's Reward Gem tokens

- ⑩ 4 Builder pieces (1 piece of 4 colors)

- ⑪ 16 Land cards

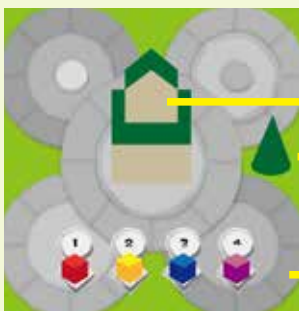


- ⑫ 16 Resident cards



※ Land and Resident cards are used only with the advanced rules.

- ⑬ This rule book



### ● Build the Castle.

After placing the Land tiles, build the Castle with the Castle parts ( ④ ) and place 1 Tree token ( ③ ) on the King's Land.

Each Tree token indicates the Material Supply Office.



At the beginning of each round, place the Turn Order markers ( ⑦ ) on the King's Land to indicate the turn order of that round.

※ You may build the Castle freely. (Its shape does not influence the game.) Try to imagine and build the castle according to the King's taste.

### ● Individual Space Setup

The players each receive an individual sheet ( ⑤ ), 8 Roof tokens ( ⑥ ), and a Turn-Order/Score marker ( ⑦ ).

Place your Roof tokens, Material tokens ( ⑧ ) and King's Reward Gem tokens ( ⑨ ) gained during the game on the designated areas of your individual sheet.

Place your Score marker on "0" on the scoring track at the outer periphery of your individual sheet.



⑦ Score marker  
Advance each time you receive Honor points.

※ The figure shown on the sheet is used as a guideline. You do not have to place items as shown in the figure.



### ● Shared Space Setup

Place the Material tokens ( ⑧ ) and King's Reward Gem tokens ( ⑨ ) collectively.

※ If the Material tokens run out, replenish them by taking the Material tokens used for the houses already built. It is considered that the King's Reward Gems never run out. If these tokens run out, substitute them with other items.

- ① Make a space to roll the dice (up to 24 dice). You might like to use a fairly large dice tray.



# Overview

This is a game to build houses with dice rolls.

## Requirements for Building Houses

### 1. Builder on the Land to Build Houses

Use the Green die roll to move your Builder to the Land where you want to build houses. You cannot build houses on a Land where your Builder is absent.



### 2. Design Plan for the Land

The 3 White dice rolls indicate the design plan. You can only build on a Land tile with the number matching the sum of the 3 dice rolls. You can also use the Red die roll to modify the design (reroll the White dice).

### 3. Materials and Roofs

Gain and combine the 6 types of Material tokens to build houses. The Material tokens are supplied by the King at the beginning of each round and each time you enter a Land with a Tree (Material Supply Office). Also, use the Red die roll to buy Materials. The Builders each own their Roofs. A house is completed by putting a Roof on it.

### 4. Workload Capacity to Handle Materials

You can handle Materials according to the Black die roll. Even if you have Materials, you cannot build houses if you do not have enough Workload Capacity. In such a case, you may be helped by another Builder.

※ Putting the Roof on top is not included in the Workload.

### 5. Enough Free Space on the Land

The space required depends on the size of the house (Roof Level). The number of houses that can be built on a Land is as follows.

2×2 (Level 1) ... 4 houses

2×3 (Level 2) ... 2 houses (or 1 house and 2 "Level 1" houses)

2×4 (Level 3) ... 1 house (and 1 "Level 1" house)

3×3 (Level 4) ... 1 house only (or with a penthouse)

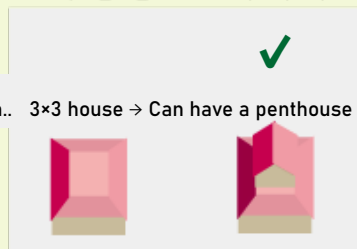
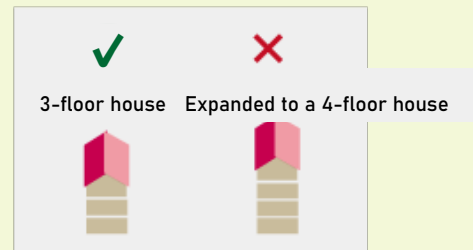
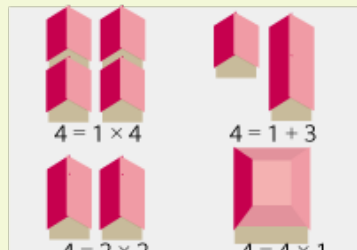
※ The Level ( ) must be within up to 4 in total.

#### ◆ Penthouse

- You can build a penthouse (a single-floor 2×2 house) on the roof of a 3×3 house.
- The penthouse can be built only by the owner of the house below it.
- A house with a penthouse cannot be expanded further.
- The penthouse does not count as an additional floor.

### 6. Other Conditions

- Each house can be expanded up to the 3rd floor.
- The shape of the 2nd and 3rd floors must be the same as that of the lower floor.
- In each turn, you must at least build 1 floor and place a Roof on top. You are not allowed build a house unfinished.
- In each game, you can build the number of houses matching the number of Roofs you have. Thus, you can build up to 8 houses.
- If the building requirements are met and you have enough Materials and Workload Capacity, you can build any number of houses in a single turn..



#### ◆ Expansion

If the building requirements are met, you can remove the Roof of an existing house and increase the number of floors, expand the floor area of the house, or do both of them.

## Game Flow (Basic Rules)

※ Play the game first with the basic rules. Once you get used to it, try out the advanced rules. For the advanced rules, see P. 11.

The game proceeds with the following 3 phases in order.

### 1. Preparation:

Determine the turn order and supply the Materials to the players.

### 2. Dice Distribution:

Roll all the dice. Then distribute them by having the players each take a die (die roll) one at a time according to their turn order.

### 3. Builders' Actions:

The Builders take turns to take actions, such as Move, Buy a Material, and Build.

## 1. Preparation

At the beginning of each round, perform the following 3 steps:

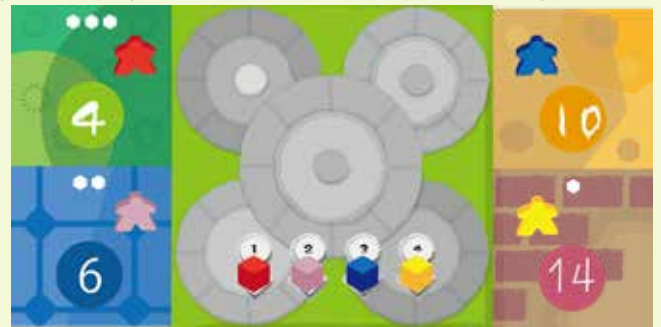
1) Determine the turn order. 2) Supply Materials. 3) Plant a Tree.

"1) Determine the turn order" and "2) Supply Materials" are performed by all the players. "3) Plant a Tree" is performed by the start player.

### 1) Determine the turn order.

Compare the numbers on the Land tiles where the Builder pieces have been placed, and then place the players' Turn Order markers in the Turn Order Marker Area on the King's Land in ascending order.

During the current round, the players will take turns according to this turn order.



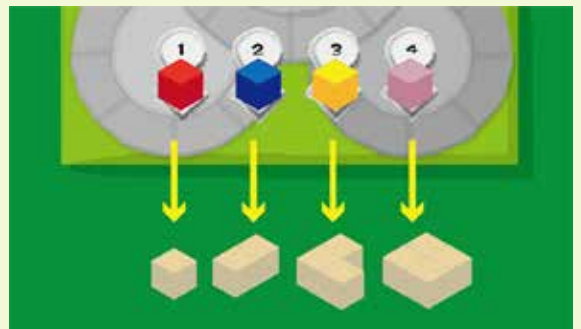
In the above figure, the Builder pieces have been placed on the Lands of "Red 4", "Purple 6", "Blue 10" and "Yellow 14". Therefore, the turn order will be in ascending order of the Builders on Red, Purple, Blue and Yellow Lands.

### 2) Supply Materials.

The players each receive 1 Material token from the shared space according to the turn order. Keep the Material token you have received in the Material Area on your individual sheet.

In the 2nd and later rounds, the players each receive the Material token according to the number of houses they have built.

For example, receive a "Material 1" if you have built 1 house so far and a "Material 4" for 4 houses.



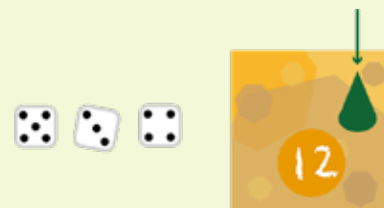
The players each receives the material matching their turn order. For example, the start player receives "Material 1" and the fourth player receives "Material 4". (The Material tokens cannot be divided. Thus, you cannot receive 2 "Material 1" tokens instead of 1 "Material 2" token.)

### 3) Plant a tree.

The start player rolls any number of dice between 2 to 4 dice and places a Tree token on the Land with the number matching the sum of the dice rolls.

※ If there is not any Land with the number matching the sum of the dice rolls, or if a Tree has already been planted on that Land, place the Tree on the Land with the closest number. If there are multiple Lands with the closest number, the start player may choose on which Land to plant the Tree.

A Land with a Tree becomes the Material Supply Office and you can receive a Material when your Builder enters that Land.



In the example above, 3 dice are rolled with the dice rolls of "5", "3" and "4".

The sum is "12", so place a Tree token on the Land "12".

※ If there is already a Tree on the Land "12", the start player chooses to place the Tree token on Land "11" or "13".

## 2. Dice Distribution



The players each use 6 magic dice to build houses. In each round, the last player in the turn order collects all the dice and rolls them at once. Then, the players take turns to take a die (die roll) until they each have 6 dice to use in that round.

### 1) Roll the dice.

The last player in the turn order collects all the dice and rolls them at once.



※ The dice tray is not included as a component.

### 2) Take the dice.

From the start player, take turns to take a die and place it in the Dice Area on your individual sheet.

After all the players have each taken a die, repeat Step 2.

Perform this 6 times so that the players each have 6 dice of 4 colors (Red, Green, Black, White, White, and White).



※ When taking the dice, it is recommended to take each one within the time limit of 10 seconds or so to reduce the downtime.

※ When you take a die, announce it, such as "Green 6", so that other players know which die you have taken.

※ When placing the dice in the Dice Area on your individual sheet, be careful not to change their dice rolls.

※ The player who takes the "Red 1" die receives 1 Reward Gem from the King.



→ See P. 9 "King's Reward Gem".

## 3. Builders' Actions

Take various actions to build houses.

The actions are performed in 4 steps. The players take turns to perform each step.

(Only Step 4 is performed in reverse turn order.)

Step 1: Move (in ascending turn order)



Step 2: Management and Purchase (in ascending turn order)



Step 3: Building (in ascending turn order)



Step 4: Move (in descending turn order)

## Step 1: Move



In this step, you can take the following actions. (★ is mandatory. ○ is optional.)

○ Change the Design.

Reduce the **Red** die roll by 1 as the cost and reroll 1 to 3 **White** dice at once. (You can reroll as many times as you like by reducing the **Red** die roll by 1 for each reroll.)

○ Change the Mobility.

Reduce the **Red** die roll by 1 as the cost and reroll the **Green** die. (You can reroll as many times as you like by reducing the **Red** die roll by 1 for each reroll.)

★ Move the Builder.

Reduce the **Green** die roll the number of times you move your Builder to an adjacent Land, or announce that you will not move. (If not moving, the **Green** die roll is not reduced.)

※ By reducing the **Green** die roll by 1 as the cost, you can move to an orthogonally (not diagonally) adjacent Land.

※ To move to the adjacent King's Land, the **Green** die roll is reduced by 2 as the cost.

※ You can pass through but cannot stop on the Land where another Builder is present.

※ You can stop on the King's Land even if another Builder is present there.

※ You cannot move back to the Land where you were in the current turn or take a roundabout way to your destination.

※ If there is a Tree on the Land where you move to, you receive 1 Material token (Material 1, 2, 3 or 4) according to the number of the current round.

For example, you receive 1 "Material 1" on the 1st round and 1 "Material 4" on the 4th round.

※ When you reduce a die roll, change its orientation to indicate the present die roll.

When you have used up a die roll, remove that die from the Dice Area to indicate that it has been used up.

Take turns from the start player and move to the next step "Management and Purchase" after the last player's turn is over.

## Step 2: Management and Purchase



In this step, you can take the following actions. (★ is mandatory. ○ is optional.)

○ Change the Design.

Reduce the **Red** die roll by 1 as the cost and reroll 1 to 3 **White** dice. (You can reroll as many times as you like by reducing the **Red** die roll by 1 for each reroll.)

○ Change the Workload Capacity.

Reduce the **Red** die roll by 1 as the cost and reroll the **Black** die. (You can reroll as many time as you like by reducing the **Red** die roll by 1 for each reroll.)

★ Buy a Material.

Receive 1 Material token of the type ("Material 1" to "6") matching the remaining **Red** die roll.

※ If you have used up your **Red** die roll, you cannot receive any Material.

※ You must use up your **Red** die roll when you buy the Material. You are not allowed to have any die roll unused.

○ Give a Material.

Give a Material token (limited to "Material 4" or above) to another Builder. (You can do this as many times as you like.)

◆ Give a Material.

1. You can give one of your unused Material tokens (limited to "Material 4" or above) to another Builder.
2. If multiple Builders wish to receive the Material, the Builder who gives it can choose who to give it to.
3. The Builder who gives their Material receives 1 **Reward Gem** from the King.

Take turns from the start player, and move to the next step "Building" after the last player's turn is over.



## Step 3: Building

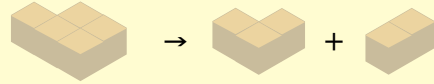
In this step, you can take the following actions:

### ○ Replace Materials.

Reduce the Black die roll by 1 and replace Materials. (You can do this as many times as you like by reducing the Black die roll by 1 for each replacement.)

#### ◆ Replace Materials.

1. By reducing the Black die roll by 1 as the cost, you can replace 1 Material in your hand with 2 Materials that add up to the same Material value.



2. By reducing the Black die roll by 1 as the cost, you can replace 2 Materials in your hand with 1 Material of the same value as the sum of your 2 Materials.



### ○ Build/Expand Houses

If the building requirements are met, you can reduce the Black die roll to pay the required cost and build/expand houses with your Materials.

※ Add the score when you build or expand a house. → "◆ What to Do After Building a House"

### ○ Takeover

If the building requirements are met, you can reduce the Black die roll to pay the required cost, expand other Builders' houses with your Materials and make them your houses.

#### ◆ Takeover

You can expand the houses built by other Builders and make them your houses.

The player whose house is taken returns the Roof token to their individual sheet and receives a Reward Gem from the King.

### ○ Help Another Builder

Give the remaining Black die roll to the next Builder in turn order (at the end of this step).

#### ◆ Help Another Builder

1. If the next Builder in turn order agrees, you can give them your remaining Black die roll.

2. The next Builder receives the Black die and can use the sum of its die roll and that of their Black die in their turn.

3. The Builder who gives the die receives 1 Reward Gem from the King.

### ◆ What to Do After Building a House

After you build or expand a house, do as follows.

1. Add the base point of the house. (The base points are indicated also on the individual sheets.)

※ In case of an expansion, add the difference in the base point between before and after the expansion.

2. Check the 6 types of bonus conditions and add the bonus points if the conditions are met.

3. Advance the score marker on the scoring track according to the score.



※ You receive the right for a bonus when your score marker stops or passes on "10",

"20", "30" and "40" on the scoring track.

(You can also waive your right.)

(10/20/30)... Roll 1 die and receive 1 Material according to the die roll.

(40)... Receive 1 Reward Gem from the King.

[House Base Point Chart]

	1	3	5
	2	5	8
	3	7	11
	4	9	14

※ The penthouse counts as 1 pt.



Building a house on a Land with a Tree: 1 pt



Building the 2nd house on the same Land: 1 pt



Building one's 5th house: 1 pt



Building the largest house so far: 1 pt



Building houses on all 4 consecutive Lands in a row: 1 pt per house



Building houses on all the Lands in a 2 x 2 grid: 1 pt per house



### [Notes on the Bonus]

- ※ For each Land with a Tree, you gain 1 bonus point.
- ※ The bonus for the 2nd house is not applicable for the 3rd and later houses.
- ※ The bonus for the 5th house is not applicable to the 6th and later houses.
- ※ The bonus for the largest house is for the single largest house built so far among not only your own but all the houses.
- ※ The player who builds the 1st house in the game unconditionally receives the bonus for the largest house.
- ※ The house size is compared according to the base points. The houses with the same base points are counted as of the same size.
- ※ The 4-Land bonus (single row or 2 × 2 grid) is applicable even if the houses include those not belonging to the current player. In such a case, the owners of the houses each receive the bonus.
- ※ Only the largest house bonus is applicable when expanding a house.

Take turns from the start player and move to the next step "Move" after the last player's turn is over.

### ◆ King's Land

There are some special rules regarding the King's Land.

- To enter the King's Land, 2 Mobility dice rolls are required. (The Green die roll is reduced by 2 for the entry.)
- Receive a Material according to the current round number. (Same as the Land with a Tree.)
- Any number of Builders can be present in the King's Land at the same time.
- ※ When you are in the King's Land, its Land Number is counted as 19 or more.

If multiple Builder pieces are in the King's Land, the Land Number is counted higher for those that enter later.

- If the building requirements are met, up to 2 players can each build a house in the King's Land on the first-come-first-served basis.
- ※ The 1st Builder to build a house on the King's Land receives 2 Reward Gems. The 2nd Builder receives 1 Reward Gem.

### ◆ Requirements to Build a House in the King's Land

1. You have already built one or more houses.
2. You have one or more **Reward Gems**.
3. You have: a run of 3 White dice rolls (one of 1-2-3 / 2-3-4 / 3-4-5 / 4-5-6),  
OR a 3 of a kind of White dice rolls (one of 1-1-1 / 2-2-2 / 3-3-3 / 4-4-4 / 5-5-5 / 6-6-6)

### ◆ King's Reward Gem

The King always cares about the Builders' work and gives them a **Reward Gem** on various occasions.

- Having one's house taken over by another Builder / Helping another Builder build a house / Giving a Material (Material 4 or above) to another Builder / Taking a **Red** die with the die roll of "1" during dice distribution / Gaining 40 or more points ... 1 Gem for each of these acts.
- Building a house on the King's Land ... 1st: 2 Gems, 2nd: 1 Gem
- (**Advanced rules only**) Meeting the deadline and ending the game in 4 rounds ... Gems matching the number of other players who play the additional round.

At the end of the game, you receive 1 Honor point for each **Reward Gem**, and the player with the most **Reward Gems** gains 5 additional Honor points.

## Step 4: Move



In this step, you can move again if there are any **Green** dice rolls remaining.

In this step only, the turn order is in the reverse (descending) order.

### ○ Builder's Moves

Reduce the **Green** dice rolls matching the number of times you move your Builder piece to an orthogonally adjacent Land up to the destination.

- ※ The movement rules are the same as those in "Step 1: Movement".
- ※ If you have used up the Green die roll, or if you do not wish to move, you may pass.
- ※ After you have moved or passed, collect your Turn Order marker and end your current round's action.

When the initial start player in the turn order finishes their action in Step 4, the current round is over. Proceed to the next round.

## Scoring

After playing 4 rounds, calculate your Honor points related to the following items.

### ● Points from Materials

- Return the unused Materials in your hand to the shared space and lose 1 Honor point per Material.
- If you do not have any unused Material in your hand at the end of the game, receive 1 Honor point.

### ● Points from Land Cards

- Receive Honor points according to the value of each Land where you have built your houses.

Lawn land ... 3 pts

Cobbled land ... 2 pts

Brick land ... 1 pt

Mud land ... 0 pts

### ● Points from Reward Gems

Receive 1 Honor point for each **Reward Gem**. The player with the most Reward Gems also receives 5 additional Honor points.

- ※ In case of a tie between 2 players, they receive 3 points each. In case of a tie between 3 or more players, they do not receive any additional Honor points.

## The player who has gained the most Honor points wins.

- ※ In case of a tie, the tied players shall share the victory.

This is the description of the basic rules. Once you get used to the game, try out the game with the advanced rules.

## Advanced Rules


The following 3 rules can be added to the basic rules for a deeper gameplay and strategies.

1. Land cards: You can manage Lands to gain Honor points and use special effects.
2. Additional round: The game can be extended by 1 round. If you end the game without the additional round, you gain a Reward Gem.
3. Occupancy Round: Receive Honor points by receiving Residents in the houses you have built.

※ Instead of adding all of these 3 rules, you can also add any of these 3 rules selectively.

### ● Land cards

The players each have 4 Land cards at the start of the game. Thus, they are each managing the Lands corresponding to their Land cards. The players each place their Builder piece on the Land with the smallest number among the Land cards in their hand. This is their starting point.



Discuss and arrange a way to deal 4 Land cards to each player (such as dealing them randomly or drafting them).  
The players each place their 4 Land cards face up in front of them (next to their individual sheet).

◆ How to Draft the Land Cards

1. Shuffle the Land cards and form a deck. Then draw 4 cards from the top of the deck and place them face up in a row.
2. The first player takes 1 to 3 cards from among these 4 cards, and then draws the same number of cards from the deck to replenish the card row.
3. The subsequent players take the cards in the same manner. After they have taken 1 to 3 cards each, take turns in the reverse order (starting from the last player in the turn order) to take the remaining cards from the card row until the players have 4 cards each.
4. End the drafting after the players have taken 4 Land cards each.

※ In a game with 3 or fewer players, set aside the remaining Land cards.

- You gain 1 Honor point when you build a house on the Land with the number matching that of your Land card. (Immediately advance your score marker on the scoring track.)
- If you build a house on the Land for which you do not have the Land card, receive the corresponding Land card from the stock or from the player who has that card. (※ In this case, you do not gain the Honor points.)
- If another player builds a house on the Land matching the Land card you have, give the Land card to the player who has built the house.
- If you do not have any house built on the Land matching the Land card you have at the end of the Building Round, you lose 2 Honor points per such Land card. Then put that Land card back into the box.

### ◆ Special Effects of Land Cards

The Land cards each have special effects that can be used once during the game. The special effects vary depending on the type of Land.



One of the White dice rolls can be turned to "0" or doubled.



Increase one of Green, Red or Black die roll by 1.



Swap the dice rolls of Green and Black dice.



Gain or return 1 "Material 1".

- ※ You can use the special effect during your turn of each step in the Builders' Action Phase.
- ※ After using a card's special effect, turn the card sideways to indicate that it has been used.
- ※ If a Land card's special effect is used and then the card falls into another player's hand, its special effect is reset and can be used again.

## ● Additional Building Round

One year (4 rounds) has passed, and the arrival of the new relatives (Occupancy Round) is approaching.

However, some Builders may not have completed their work sufficiently.

The King is generous and grants such Builders an additional Building round.

On the other hand, the Builders who finish building without an additional round are rewarded.

After the 4 Building rounds, choose whether or not to have an additional round as follows.

### ◇ Choosing Whether or Not to Participate in the Additional Round

1. The players each indicate whether or not to participate in the additional round by their Turn Order markers.

2. Hold your Turn Order marker in your hand if you will participate and do not hold it if you will not. Then everyone put out and open their hands at the same time.

3. The Builders who will not participate in the additional round each receives the Reward Gems of the number matching the number of the players who will participate in the additional round.

Ex) • If 3 Builders will participate and 1 Builder will not, the 1 Builder receives 3 Reward Gems.

• If 2 Builders will participate and 2 Builders will not, the 2 Builders receive 2 Reward Gems each.

(※ If everyone will or will not participate, none of them will receive any Reward Gem.)

4. Only the Builders who have expressed that they will participate will play the 5th round.

## ● Special Rules for the Additional Round

• In the Preparation Phase, Materials are supplied but the Tree is not planted.

• In the Dice Distribution Phase, instead of distributing the dice, the players each roll the 6 dice and place them in their Dice Area.

• If you do not like the dice rolls, you can reroll all the dice once.

(※ You cannot reroll only some of the dice.)

## ◆ Scoring in the Building Round (Advanced Rules)

When the 5 rounds including the additional round (or 4 rounds without the additional round) are over, calculate the scores in the Building Round.

### ● Points from Materials

• Return the unused Materials in your hand to the stock and you lose 1 Honor point per Material.

• If you do not have any unused Material in your hand at the end of the game, receive 1 Honor point.

### ● Points from Land Cards

• Return your Land cards without any house built on them. You will lose 2 Honor points per such card.

• Receive Honor points according to the value of each Land card on which you have built your houses.

Lawn land ... 3 pts

Cobbled land ... 2 pts

Brick land ... 1 pt

Mud land ... 0 pts

※ In the advanced rules, the points from the King's Reward Gems are not calculated at this point.

After the scoring in the Building Round is over, proceed to the Occupancy Round.

※ If playing only the Building Round to save time, calculate also the points from the King's Reward Gems and determine the winner according to the points gained up to this point.

## ● Occupancy Round

After a long journey, the Prince and the bride's family arrive at this country. It is time to welcome the new relatives to the King's new town.

### ◆ Occupancy Round Setup

1. Determine the turn order.

- > Not having participated in the additional round
- > Having built more houses
- > Having more Reward Gems
- > Having one's Builder on a Land with a smaller number

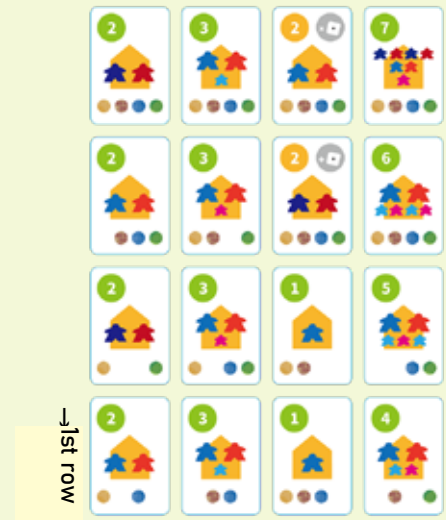
Place your Turn Order markers in ascending order according to the above stated criteria with higher preference to the criteria in the upper lines.

2. Shuffle the 16 Resident cards face down.

Then place them face up in rows.

Arrange them in a 4 x 4 grid. The bottommost row is the 1st row.

3. Check how many people can reside in each of your houses.



### ◆ Occupancy Conditions

Each Resident card has on it the points to be gained by residency, Resident icons, and the icons indicating the type of Land they can move into. If the size of your house and type of Land where it is located meet the occupancy conditions, you can receive the Resident.

#### ● The Number of People Who Can Move In

(The number of people who can move in) is equal to (The base points of the house).

- ※ You cannot have 2 families move into 1 house or have 1 family move into 2 houses.

#### ● The Land to Move In

Each Resident card can only move into the Land matching the Land icon on the card. The Resident card with 4 Land icons can move into any Land.

#### ● Houses on the King's Land

Only "the Prince and his bride" and "the bride's parents" can move into the houses built on the King's Land.

You gain bonus points if you manage to have "the Prince and his bride" or "the bride's parents" move into the houses built on the King's Land.

※ You can have "the Prince and his bride" and "the bride's parents" move into houses built on a Land other than the King's Land. However, in such a case, you receive only the usual points for moving in without the bonus points.

#### ● Bonus points for "the Prince and his bride"

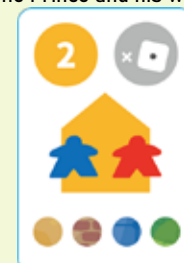
If you manage to have "the Prince and his bride" move into a house on the King's Land, roll 1 die and receive the points matching the die roll doubled.

#### ● Bonus points for "the bride's parents"

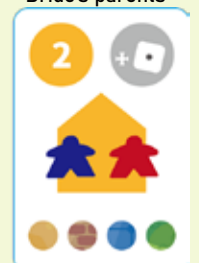
If you manage to have "the bride's parents" move into a house on the King's Land, roll 1 die and receive the points matching the die roll and 2 additional points.



"The Prince and his wife"



"Bride's parents"



## ◇ Occupancy Round: How to Play

1. The start player takes a card of the family they want from the bottommost row of 4 Resident cards.

※ You can pass if there is not any card that meets the occupancy conditions.

※ If everyone passes, move the bottommost row of 4 cards to the topmost row and resume the game.

2. Announce to which house you will have the Resident card you have taken move into and place it partly on top of the Land card where the house is located.

※ When you do this, the Resident card and the house must both meet the occupancy conditions.

※ If you do not have a house that can receive the Resident card you have taken, you lose 2 points and the Resident card is placed at the topmost row of the column from which you have taken the card.

3. Add the points on the Resident card to your score and advance your score marker.

4. Slide down the column of cards from which the card was taken so that there are 4 cards at the bottommost row at all times.

5. The turn of play moves to the next player to perform Steps 1 to 4.

### ● Higher Priority to Receive Residents at a Back Row

Using the **King's Reward Gem**, you can take a card from a row other than the 1st (bottommost) row.

By placing a **Reward Gem** on a Resident card, you can take the card immediately behind it.

Can take this.

Place a Gem.

The Gem placed on the card will be taken by the player who takes the card.



Can take this.

Place a Gem.

To take a card in the 2nd row, place a Gem on the card in the 1st row of the same column. To take a card in the 3rd row, place a Gem each on the cards in the 1st and 2nd rows of the same column.

### ◆ End of the Occupancy Round

If all of your houses become full by receiving Residents or there are no more Resident cards that you can receive, announce that you will go out, take your Turn Order marker and go out of the Occupancy Round.

When all the players have announced to go out or when all the Resident cards in the play area run out, end the Occupancy Round.

### ◇ Occupancy Round: Scoring

If there is any house that has not received any Resident at the end of the Occupancy Round, the owner of such a house loses 2 points for each of such houses.

Receive 1 Honor point for each Reward Gem. The player with the most Reward Gems also receives 5 additional Honor points.

※ In case of a tie between 2 players, they receive 3 points each. In case of a tie between 3 or more players, they do not receive any additional Honor points.

## The player who has gained the most Honor points wins.

※ In case of a tie, the tied players shall share the victory.

The descriptions on the standard rules of the first edition ends here.

The later pages provide the descriptions on the "Easy New Rules" added from the second edition.

# Easy New Rules (Supplied with the Second Edition)

This is a new set of rules to play the game more easily in a shorter time with the fun to build the houses unchanged!

## Setup

- Place the Land tiles.
- Build the castle.
- Individual Space Setup
- Shared Space Setup

The above procedures are the same as those in the standard rules. See P.2-3.

### ● Land cards

Shuffle the 16 Land cards face down and form a deck.

Take 4 cards from the top of the deck and place them face up in a row.

### ● Resident cards

Shuffle the 16 Resident cards face down and form a deck.

Take 4 cards from the top of the deck and place them face up in a row.

### ● Tree tokens

Place the 4 Tree tokens on the Lands with the numbers matching that on the face-up Land cards. Place the 5th Tree token on the King's Land.

### ● Turn Order

Determine the start player in whatever way you like and take turns clockwise.

Place the Turn Order markers in ascending order from left to right on the King's Land. The number above the cell with the leftmost marker indicates the current round, and the color of that marker indicates the start player of that round.



Place the Turn Order markers on the King's Land at the beginning of each round to indicate the turn order.

## Game Flow

The game proceeds with the following 2 phases.

**1. Positioning Phase:** The players each roll their White dice and place their Builder piece on the Land with the number matching the sum of the White dice rolls.

**2. Building Phase:** The players each roll their Green, Red and Black dice, receive Materials and build houses.

All the players take turns to perform the actions in the above phases. This counts as 1 round. Play 4 rounds.

After 4 rounds, calculate the score and the player with the most Honor points wins.

### 1. Positioning Phase

1) The players each roll 3 White dice and place them in the designated space on their individual board.

2) Add up the 3 dice rolls and place your Builder piece on the Land with the matching number.

※ If your White dice rolls form a 3 of a kind (such as 3 "1"s) or run (such as "2", "3" and "4"), you can place your Builder piece on the King's Land. (Optional)

※ If there is a Tree on the Land where you move to, you receive 1 Material token ("Material 1", "2", "3" or "4") according to the number of the current round when you move there.

### 2. Building Phase

Take turns from the start player of the current round.

In your turn, first resolve the dice rolls, and then build a house with Materials. After building a house, you can build more houses (or expand them) if you still have Materials.

#### 1) Resolve Dice Rolls.

Roll the Green, Red and Black dice and place them in the area on your individual board.

Resolve the effects of each die. Each die has two types of effects.

Choose which type of effect to apply. You may also choose not to apply either type of effect.

Green ... Receive a Material with the matching number. / Receive a Gem.

Red ... Receive a Material with the matching number. / Reroll White dice.

Black ... Receive a Material with the matching number. / Receive a Land card.

#### 【Common Effect: Material Acquisition】

You can receive a Material with the number matching the die roll. However, you cannot choose to receive a Material by all the 3 dice rolls at the same time. Also, you cannot receive multiple Materials of the same size at once.

Only, if the dice rolls of the Green, Red, and Black dice are all the same (3 of a kind), you can receive 3 Materials of the same size and use any one effect in addition.

Ex ① : With the dice rolls of "Green 5", "Red 3" and "Black 2", the player chooses to receive "Material 5", "Material 3" and 1 Land card.

Ex ② : With the dice rolls of "Green 4", "Red 4" and "Black 1", the player cannot receive multiple Materials of the same size at the same time, so they choose to receive "Material 4", "Material 1" and 1 Gem.

Ex ③ : With the dice rolls of "Green 4", "Red 4" and "Black 4", the player chooses to receive 3 "Material 4" tokens and apply the Red die's effect to reroll the White dice.

Example 4: With the dice rolls of "Green 1", "Red 1" and "Black 2", the player, who does not want Materials, chooses to receive 1 Gem and 1 Land card and chooses not to apply the Red dice's effect.



## 【Green: Gem Acquisition】

With the Green die roll, you can choose to receive a Gem(s) instead of receiving a Material. You can receive 1 Gem for the die roll of "1" to "5" and 2 Gems for the die roll of "6".

Place the acquired gems in the designated area on your individual sheet.

### ○ Effects of Gems

- After building a house, you can pay 1 Gem (return it to the stock) to reroll the White dice, move your Builder, and build more if you have Materials. The Gem is also used for taking over another Builder's house.
- The Gem counts as 1 point in Scoring.

## 【Red: Rerolling White Dice】

With the Red die roll, you can choose to reroll White dice instead of receiving a Material. You can reroll the number of times matching the Red die roll. At each reroll, you can reroll any number of White dice.

When you have determined the White dice rolls, move your Builder piece to the Land with the number matching the sum of the dice rolls. You do not need to use up the available number of rerolls.

※ You cannot reroll the dice other than the White dice.

## 【Black: Land Card Acquisition】

With the Black die roll, you can choose to receive a Land card(s) instead of receiving a Material. From among the 4 Land cards placed on the table, you can receive 1 Land card for the die roll of "1" to "5" and 2 Land cards for the die roll of "6".

Place the acquired Land card in front of you, and then draw a card from the top of the deck to replenish the slot from which you took the card.

### ○ Land Card Effects

- You can use a special effect once per card in each round.
  - ※ The effects of the Land card are the same as those in the standard rules. See P. 11.
  - ※ The Yellow effect is immediately available. The Red, Blue and Green effects will be available from the next round.
- During scoring, you gain 3 points if you have any Land card with the number matching that of the Land on which your house is built and 1 point if you have any Land card corresponding to the Land on which only another Builder's house is built. If you do not have any house built on the Land matching the Land card you have, you lose 1 point per such a card. ※ You score for each Land card, not the number of houses on it. Even if you have multiple houses on a Land card, the points from that Land card remain the same.

## 2) Build Houses.

After resolving dice rolls, use the Materials you have to build houses on the Land where your Builder is located.

### 【How to Build a House】

1. Combine the Materials you have to form a house with the floor area of "2 x 2", "2 x 3", "2 x 4", or "3 x 3".
2. Put on a Roof token matching the floor area of the house.

### 【How to Expand a House】

1. Remove the Roof of an already-built house, and then add a floor(s) or increase the floor area. (You can do both of them.)
  2. Put on a Roof token matching the floor area of the house.
- ※ You can also expand another Builder's house and take it over. If you do, pay 1 Gem to that Builder.

## ◆ What to Do After Building a House

After you build or expand a house, do as follows.

### [1. Add Points.]

1. Add the base point of the house. (The base points are indicated also on the individual sheets.)

※ In case of an expansion, add the difference in the base point between before and after the expansion.

2. Check the 6 types of bonus conditions and add the bonus points if the conditions are met.

3. Add the base point of the Land according to the value of the Land where you built the house.

Lawn ... 3 pts Cobblestone ... 2 pts Brick ... 1 pt Mud ... 0 pts

4. Advance the score marker on the scoring track.



※ You receive the right for a bonus when your score marker stops or passes on "10", "20", "30" and "40" on the scoring track. (You can also waive your right.)

(10/20/30)... Roll 1 die and receive 1 Material according to the die roll.

(40)... Receive 1 Reward Gem from the King.

[House Base Point Chart]

	1	3	5
	2	5	8
	3	7	11
	4	9	14

※ The penthouse counts as 1 pt.

Building a house on a

Land with a Tree: 1 pt



Building the 2nd house

on the same Land: 1 pt



Building one's 5th

house: 1 pt



Building the largest

house so far: 1 pt



Building houses on all 4 consecutive Lands in a row:

1 pt per house



Building houses on all the Lands in a 2 x 2 grid:

1 pt per house



### [Notes on the Bonus]

※ For each Land with a Tree, you gain 1 bonus point.

※ The bonus for the 2nd house is not applicable for the 3rd and later houses.

※ The bonus for the 5th house is not applicable to the 6th and later houses.

※ The bonus for the largest house is for the single largest house built so far among not only your own but all the houses.

※ The player who builds the 1st house in the game unconditionally receives the bonus for the largest house.

※ The house size is compared according to the base points. The houses with the same base points are counted as of the same size.

※ The 4-Land bonus (single row or 2x2 grid) is applicable even if the houses include those not belonging to the current player. In such a case, the owners of the houses each receive the bonus.

※ Only the largest house bonus is applicable when expanding a house.

### [2. Take a Resident Card]

Take one of the 4 face-up Resident cards in the play area. Draw a card from the top of the deck to replenish the slot from which you took the card.

※ You do not need to move the Resident card immediately to the house you have built. The Residents will move in to the houses at the end of the game.

※ If 16 houses have already been built and Resident cards have run out, you cannot gain a card even if you build a house.

※ When taking over another Builder's house, take any one card from among the Resident cards owned by the previous Builder of the house. You cannot take a Resident card from the play area.

※ When you expand the house you have built, you do not gain an additional Resident card. The number of your houses is always the same as the number of your Resident cards.

### ● After Building a House

If you still have Materials remaining, you can build more on the same Land.

Also, by paying 1 Gem (returning it to the stock), you can reroll all 3 White dice once and move to another Land and build more.

※ If you move to a Land with a Tree, you gain a Material.

※ You cannot reroll the Green, Red and Black dice.

If you cannot do anything, end your turn.

### ◆ End of the Round

The round is over once everyone has taken their turn. Remove the Turn Order marker of the start player from the King's Land.

※ In case of a 2- or 3-player game, move the start player's Turn Order marker to the unoccupied cell at the end. If there is not any unoccupied cell at the end, remove the marker.

## Scoring

When the 4th round is over, calculate your scores. Calculate your Honor points related to the following items.

### ● Points from Materials

- Return the unused Materials in your hand to the shared space and you will lose 1 Honor point per Material.
- If you do not have any unused Material in your hand at the end of the game, receive 1 Honor point.

### ● Points from Land Cards

- For each Land card you have, if you have your house on the corresponding Land, you receive 3 Honor points, and you receive 1 Honor point if you only have houses of another player on the Land. You lose 1 Honor point for each Land card on which you do not have any house. (The score for the Land card does not change even if you have multiple houses of the same type on a Land.)

### ● Points from Resident cards

- If you have the Residents indicated on your Resident cards move into your houses, you receive the points indicated on the Resident cards.
- If you fail to have the Residents indicated on your Resident cards move into your houses, you lose the points indicated on the Resident cards.

(The occupancy conditions are the same as those in the standard rules. See P. 13)

### ● Points from Reward Gems

- Receive 1 Honor point for each Reward Gem.

## The player who has gained the most Honor points wins.

※ In case of a tie, the tied players shall share the victory.

# 王様の新しい街

Saicol

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