

How to play BITTYBURG:

Overview:

- Bittyburg plays in 20 turns and can be played with any number of players.
- Each round you will roll 2 dice and use the results to mark a zone on the city map
- Each zone will increase or decrease the town's supply of goods, money or quality of life.
- Your goal is to maximize quality of life, while keeping goods and money as close to zero as possible.

You will need:

- This playsheet, a pen or pencil, and 2 six-sided dice.

Solo Rules:

- Roll both dice.
- If you roll doubles, place a zone of the type corresponding to the number shown in any empty square on the map.
- Otherwise, choose one die to represent the zone type you will be placing this turn.
- Draw the icon for the zone type in any empty square in the row of the map corresponding to the other die.
- If there are no empty square available in the row, place the icon in any available empty space. Mark this zone with an *
- Once you've drawn a zone, mark one spot on the turn track.

Scoring:

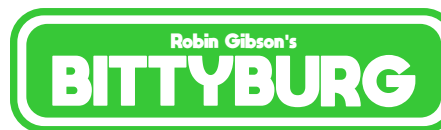
- After you fill the last space in the turn track, begin calculating the effects of each zone.
- For each zone marked with an *, lose 3 quality.
- For the second, third and fourth zone of a type in a column, lose 3 money.
- For each Municipal zone, lose 5 money and follow the text for the building you added to it.
- For the first Park zone gain 0 quality. Each successive Park produces 1 more quality.
- Residential, Commercial, Industrial and Rural zones all produce or consume goods, money or quality.
- To calculate your final score, ignore negative symbols on your goods and money totals, then subtract both from your quality.

Multiplayer Rules:

- When playing with multiple players, follow the same rules as solo.
- All players use the same dice results.
- After the last turn, roll both dice once to determine the quality penalty of all Very Legitimate Businesses.
- At the end of the game, the player with the highest score wins.

Ranking:

- < 1: You can't even do business in this town again.
- 1-10: You aren't getting reelected any time soon
- 10-20: With enough work, you just might win a reelection campaign
- 20+: You feel confident you will see another term as mayor.



Zone Types	
1	Municipal: -5 Money, <input type="checkbox"/> Town Hall: +2 Quality
2	Residential: -1 Money, +1 Quality <input type="checkbox"/> School: +1 Quality <input type="checkbox"/> Library: +1 Quality
3	Commercial: -3 Goods, +3 Money <input type="checkbox"/> Police: +2 Money
4	Industrial: -1 Quality, +2 Goods <input type="checkbox"/> Dump: +2 Goods, -1 Quality
5	Rural: +1 Good <input type="checkbox"/> Co-op: +1 Good <input type="checkbox"/> Market: +1 Quality
6	Park: +0,1,2,3... Quality <input type="checkbox"/> Rec Centre: +1 Quality

Municipal Buildings	
Build immediately in Municipal zones	
<input type="checkbox"/>	C Co-op: +1 Good per Rural
<input type="checkbox"/>	M Market: +1 Quality per Rural
<input type="checkbox"/>	S School: +1 Quality per Residential
<input type="checkbox"/>	L Library: +1 Quality per Residential
<input type="checkbox"/>	R Rec Centre: +1 Quality per Park
<input type="checkbox"/>	T Town Hall: +2 Quality per Municipal
<input type="checkbox"/>	P Police: +2 Money per Commercial, -5 Quality
<input type="checkbox"/>	F Fire: Draw a zone of your choice anywhere
<input type="checkbox"/>	H Hospital: +5 Quality
<input type="checkbox"/>	D Dump: +2 Goods, -1 Quality per Industrial
<input type="checkbox"/>	U Underground: Draw diagonal line that passes through this, +2 Quality per Zone type crossed
<input type="checkbox"/>	B Bus Depot: +3 Quality per Zone of type with fewest
<input type="checkbox"/>	V Very Legitimate Business: +10 or -10 Goods or Money. -2D6 Quality

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Planning Map					
1					
2					
3					
4					
5					
6					

Turns									

Goods	Money	Quality
Extra		
	<input type="checkbox"/> Municipal <input type="checkbox"/>	
	<input type="checkbox"/> Residential <input type="checkbox"/>	
	<input type="checkbox"/> Commercial <input type="checkbox"/>	
	<input type="checkbox"/> Industrial <input type="checkbox"/>	
	<input type="checkbox"/> Rural <input type="checkbox"/>	
	<input type="checkbox"/> Park <input type="checkbox"/>	
Totals		
Final Score		
Quality - Goods - Money		

Robin Gibson's
BITTYBURG

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