Rolling Village!

Welcome Mayor! Design the best village possible with paper, pen and a bit of luck!

Components:
One pair of six-sided dice plus one Village Sheet and pen/pencil/marker for each player.

Objective of the game:
The players fill their **Village Grid** with **Projects** (**House**, **Forest**, **Lake**); some **Village Grid** squares have point values indicated on them: a player seeks to build **Projects** on these squares, and to build connected **Networks** of each type of **Project**. Points are scored each turn and add to produce each player's final score. At the end of the 9th turn, the player with the highest score wins.

How to Score:
Each turn, after new **Projects** have been completed (drawn) on the **Village Grid**, one **Avenue** (horizontal row) on each **Village Grid** is "**Activated**." All **Projects** on the **Activated Avenue** become **Activated** for that turn. **Projects** of the same type that are laterally (not diagonally) adjacent are considered **Connected** in a "**Network**:" as the game progresses, these **Networks** may stretch across the board, with multiple branches. If any **Project** in a **Network** is **Activated,** all other **Projects** in that **Network** are also **Activated.** The score for each turn is the sum of all the numbered squares on the grid with **Activated Projects** on them. At the end of the turn, that turn's **Activations** end.

Example of scoring (small) networks. If, at the end of the turn, Avenue [5-6] is activated, the player will score 3 points; if Avenue [7] is activated, the score will be 5 points. If Avenue [8-9] is activated, the score will be just 2 points.

How to play:

Initial Projects:
Before the first turn, one player (chosen at random) rolls two dice, indicating two **Streets** (columns) to be built on in all the villages. Each player then chooses and draws two different **Projects**, one for each of those **Streets** – he is free to choose which horizontal row each is to be placed in. The dice are then passed to the next player clockwise.

Turns:

Building Phase:
As in the Start Phase, one player rolls two dice and the die rolls indicate two **Streets** to be built on in every village, but now, the symbol on each die indicates what type of **Project** must be built on the **Street** rolled on the other (if using standard dice, consult the **Projects! Legend** on the village playmat to see what project type a number corresponds to). Thus,

FIRST DIE = one **Project** to build
SECOND DIE = **Street** (column) to build that **Project** in (in any empty position)
– and --
SECOND DIE = other **Project** to build

FIRST DIE = **Street** (column) to build that **Project** in (in any empty position)

Example. Rolling [2,4] at the beginning of the turn, each player must draw a House Symbol in column 2 in any empty box and a Forest Symbol in column 4 in any empty box.

The two projects may be built in either order. If there is no empty position in a column to build a **Project**, the player should build that **Project** in any other empty position in the **Village Grid**.

Bonus Build Phase:
During turns 3, 6 and 9, just before activating an **Avenue** and scoring for that turn, each player must build an additional **Bonus Project** in any empty position of the **Village Grid**. Each **Project** type can be drawn only once as a **Bonus** during the game: when a **Bonus Project** is built, cross out the "**Bonus!**" label below that **Project** type on the **Projects! Legend** to remind you that it's already been used.

Scoring Phase:
At the end of each turn, after **Projects** are built, one **Avenue** (horizontal row) is **Activated** for scoring. To determine which, one player rolls and adds two dice: for rolls of 3-11, all villages **Activate** the same **Avenue**, corresponding to that roll on the left side of the **Village Grids**. If the sum of the two dice is 2 or 12, each player can instead choose any **Avenue** to **Activate** in his village, seeking to score the most points possible.

On the turn tracker, there are spaces above turns 3, 6 and 9 to write the sum of the three previous turns' scores to help add up a player's final score.

After all players have written their score on the turn tracker, another turn begins, with the dice passed to the next player clockwise.

End of the Game:
After the 9th turn, the sum of all the points scored during the game will be the player's final score. The player with the highest score wins!

P.S.
From the playtester I need to know the average score of solitaire playtests to prepare a table to be compared for solo players.
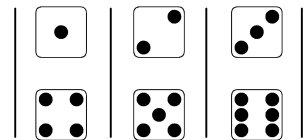
Thanks!

ROLLING VILLAGE!

	⚀	⚁	⚂	⚃	⚄	⚅
3-4	3		2	2		3
5-6		1			1	
7	2		1	1		2
8-9		1			1	
10-11	3		2	2		3

PROJECTS!

⌂ △ ○

⚀	⚁	⚂
⚃	⚄	⚅
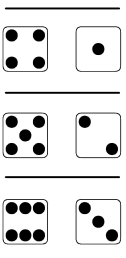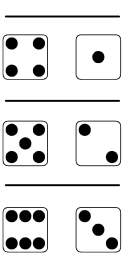
BONUS! BONUS! BONUS!

SCORE!

1	2	3	4	5	6	7	8	9
		BONUS!			BONUS!			BONUS!

TURNS!

ROLLING VILLAGE!

	⚀	⚁	⚂	⚃	⚄	⚅
3-4	3		2	2		3
5-6		1	1	1	1	2
7	2	1	1	1		
8-9		1	1		1	2
10-11	3		2	2		3

PROJECTS!

⬠ (⚀ / ⚃)
△ (⚁ / ⚄)
○ (⚂ / ⚅)

BONUS! BONUS! BONUS!

SCORE!

TURNS!

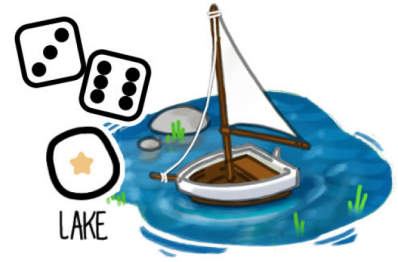| 1	2	3	4	5	6	7	8	9
		BONUS!			BONUS!			BONUS!

Rolling Village!

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Art: @ablehat
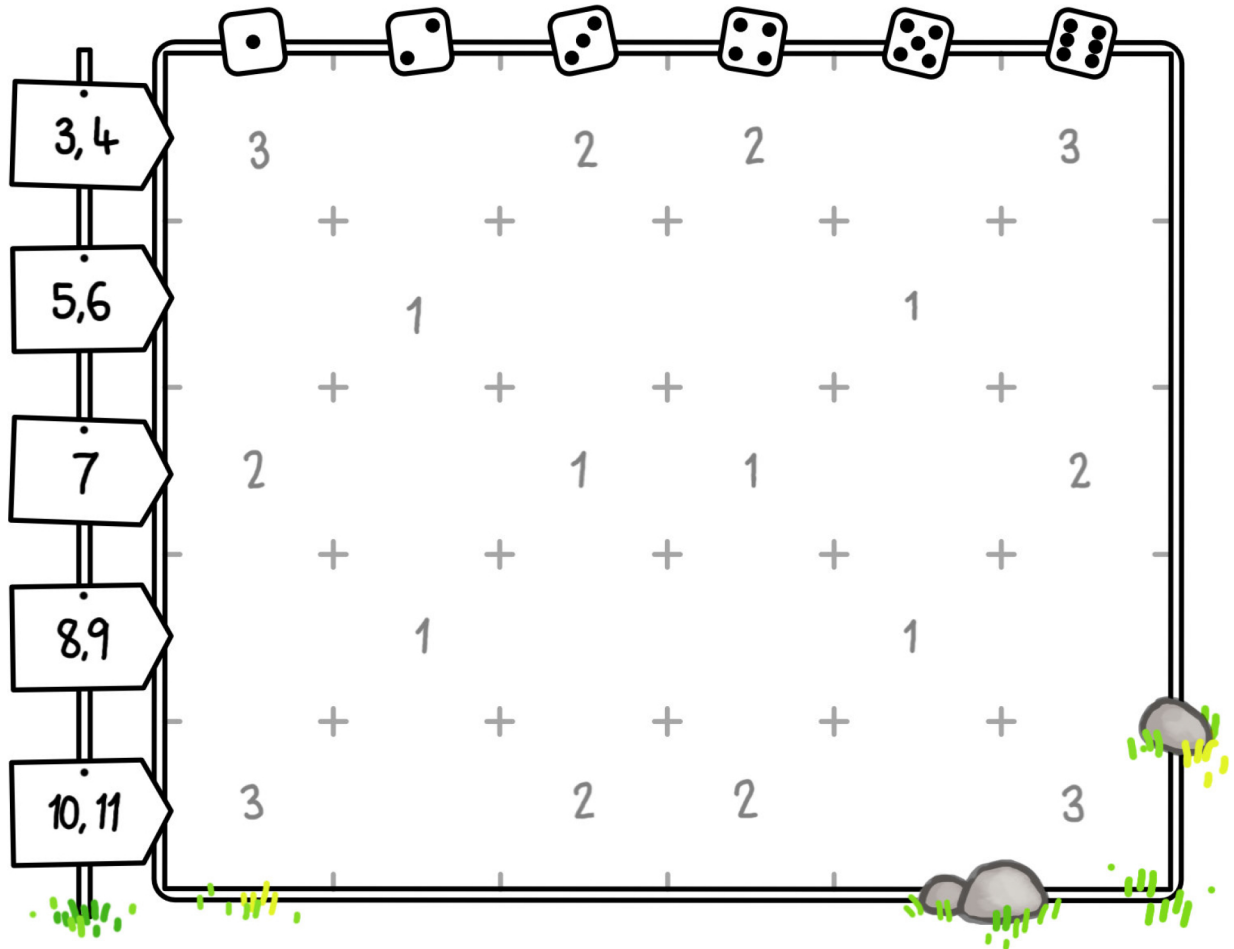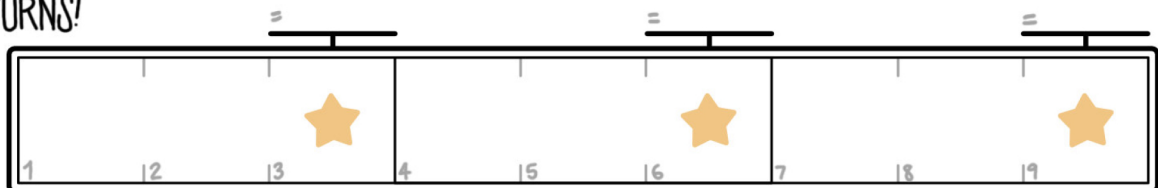
MAYOR: _____

SCORE!

PROJECTS!

HOUSE

FOREST

LAKE

	3		2	2		3
3,4	+	+	+	+	+	+
5,6		1			1	
	+	+	+	+	+	+
7	2		1	1		2
	+	+	+	+	+	+
8,9		1			1	
	+	+	+	+	+	+
10,11	3		2	2		3

TURNS!

1	2	3	4	5	6	7	8	9
		⭐			⭐			⭐

Rolling Village!

Designed by Diego Di Maggio
Art: @ablehat

MAYOR: _____

SCORE!

PROJECTS!

HOUSE   FOREST   LAKE

3,4	3		2	2		3
5,6		1			1	
7	2		1	1		2
8,9		1			1	
10,11	3		2	2		3

TURNS!

1 2 3 4 5 6 7 8 9

Rolling Village!

Designed by Diego Di Maggio
Art: @ablehat

MAYOR: _____

SCORE!

PROJECTS!

HOUSE   FOREST   LAKE

3,4	3		2	2		3
5,6		1			1	
7	2		1	1		2
8,9		1			1	
10,11	3		2	2		3

TURNS!
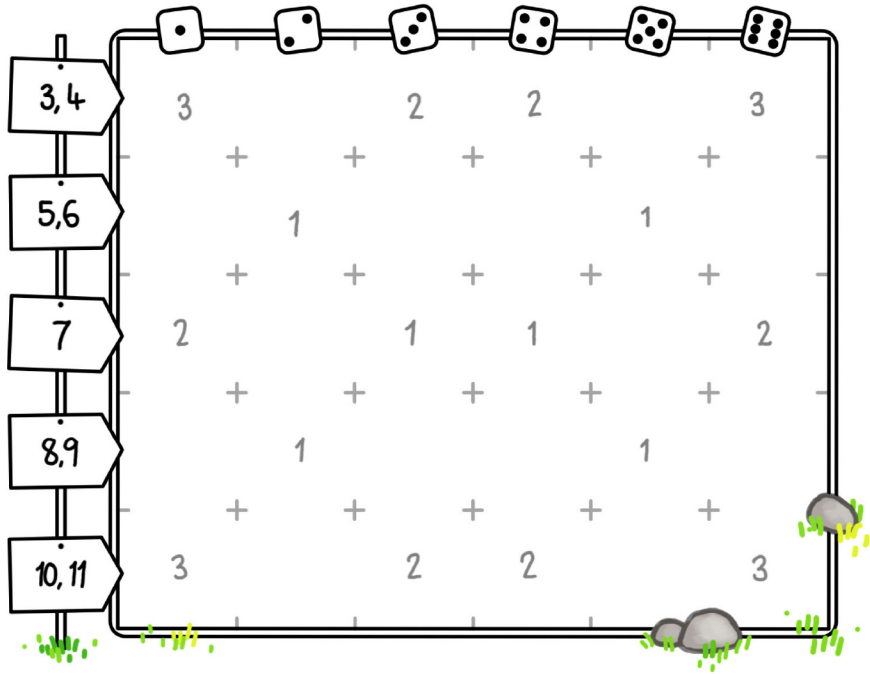
1 2 3 4 5 6 7 8 9

ROLLING VILLAGE!

3-4	③		②	②		③
5-6		①			①	
7	②		①	①		②
8-9		①			①	
10-11	③		②	②		③
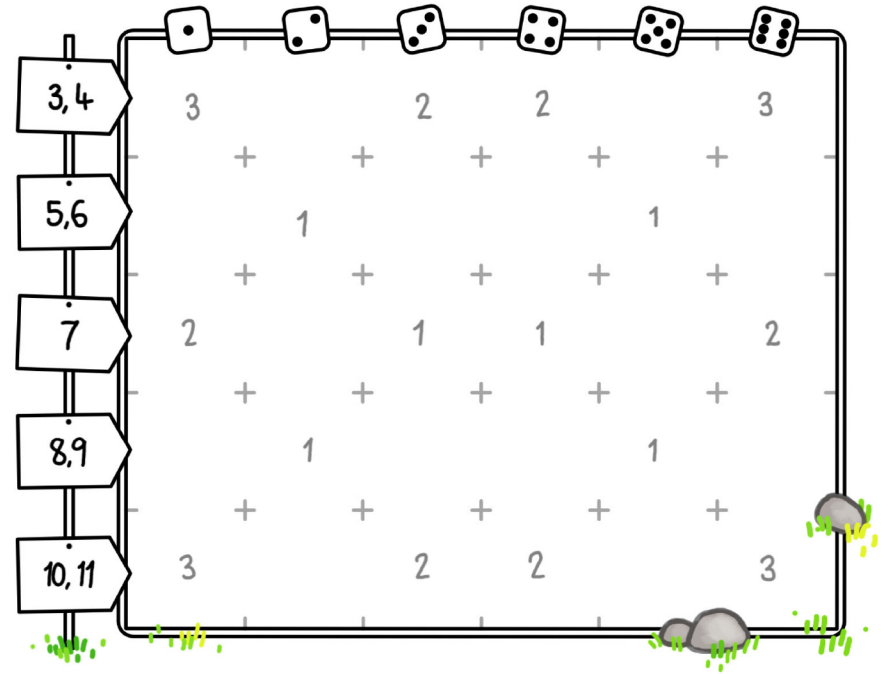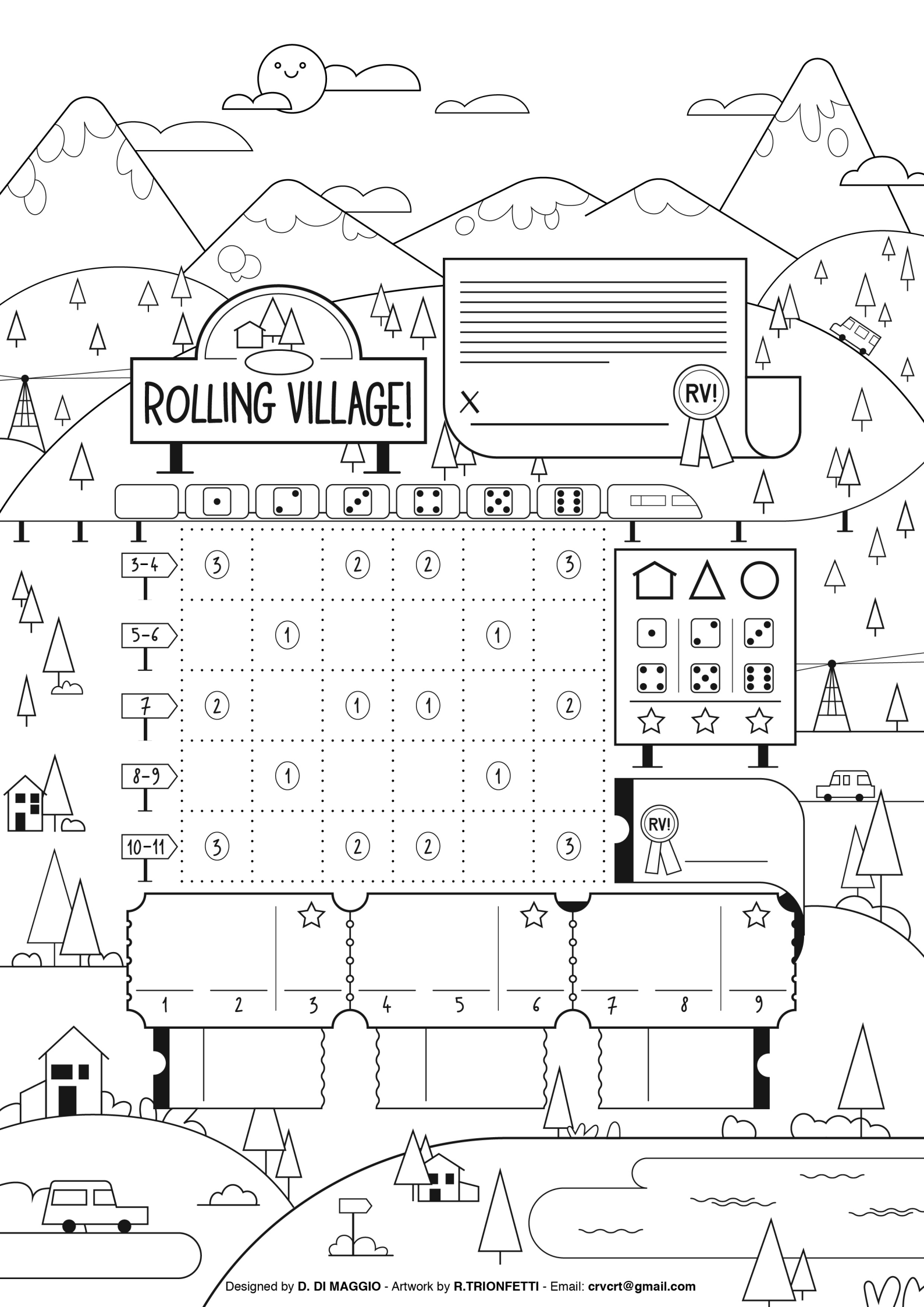
1   2   3   4   5   6   7   8   9

ROLLING VILLAGE!

X _____

RV!
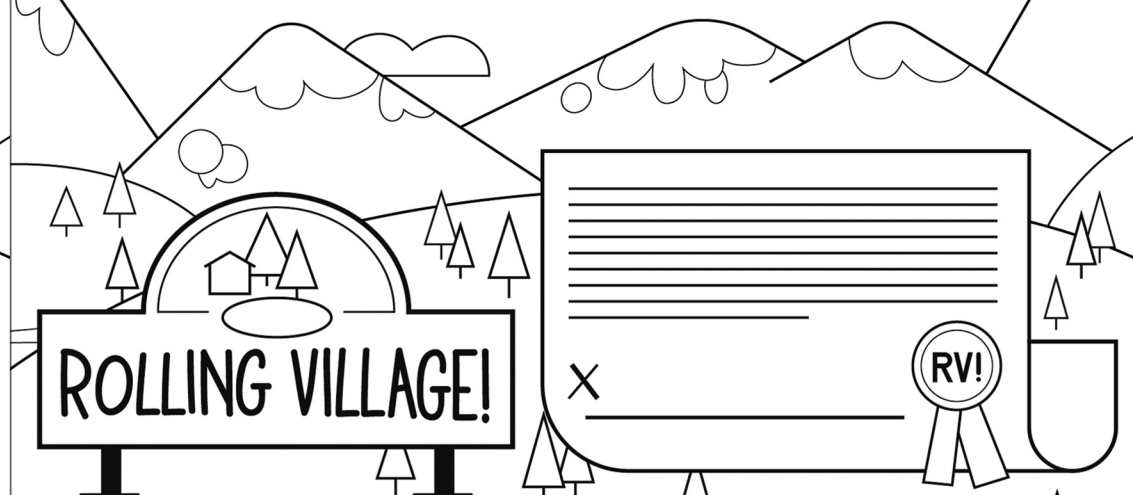
3-4	③	②	②	③
5-6		①	①	
7	②	①	①	②
8-9		①	①	
10-11	③	②	②	③

⌂ △ ◯

RV!
_____

1 2 3 4 5 6 7 8 9

Rolling Village!

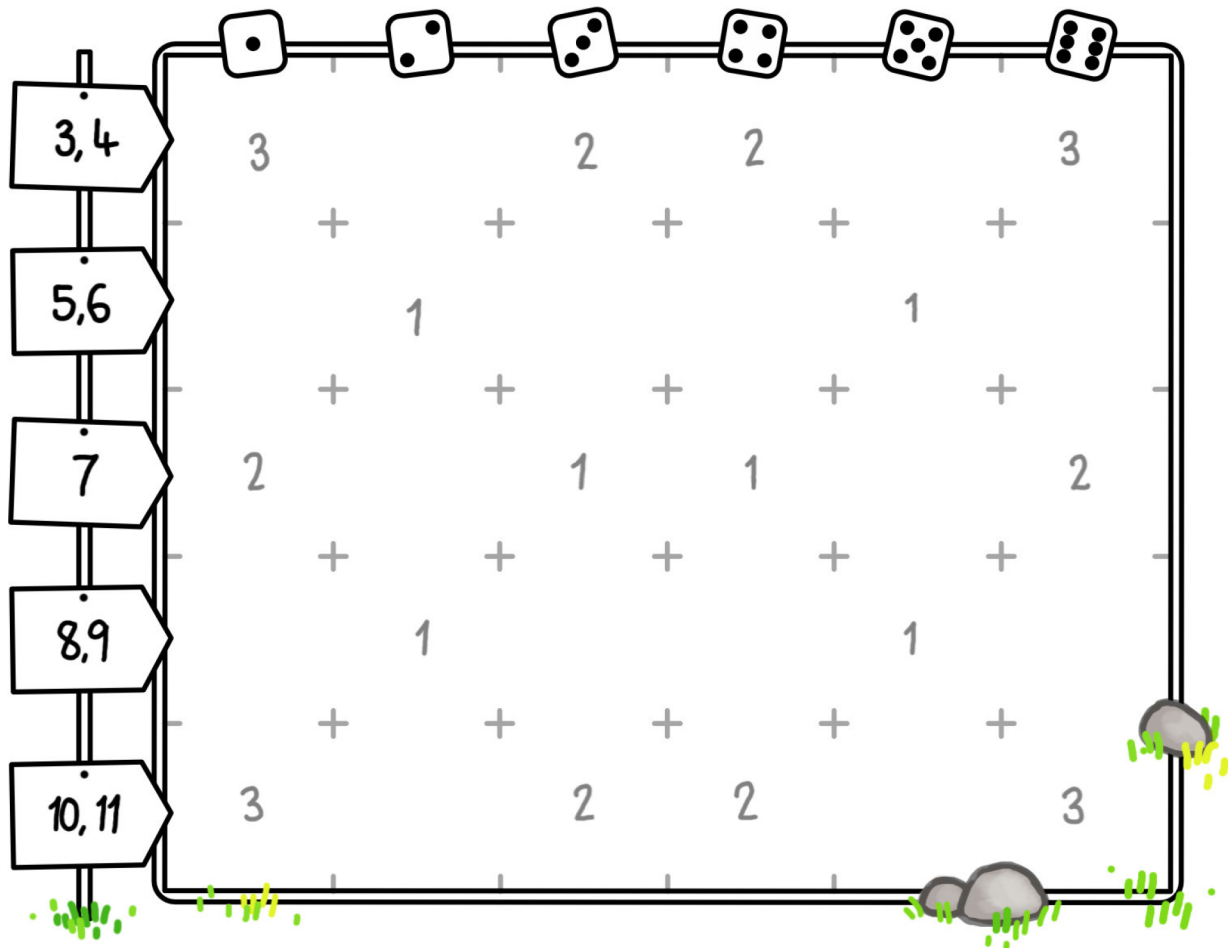Designed by Diego Di Maggio
Art: @ablehat

MAYOR: _____

SCORE!

PROJECTS!

HOUSE

FOREST

LAKE

3,4	3		2	2		3
	+	+	+	+	+	+
5,6		1			1	
	+	+	+	+	+	+
7	2		1	1		2
	+	+	+	+	+	+
8,9		1			1	
	+	+	+	+	+	+
10,11	3		2	2		3

TURNS!

1	2	3	4	5	6	7	8	9
		★			★			★