

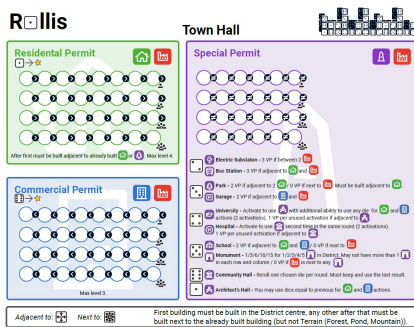
Rollopolis

1 to 4 20 minutes /

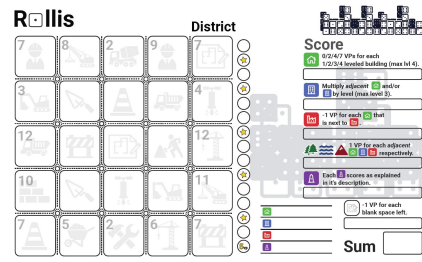
Overview

In **Rollopolis**, players are urban architects and town planners of their own district. By drafting dice, players will acquire certain permits that will allow them to build different buildings. By careful planning, smart choices and a bit of luck, players will score points and the one who gets the most at the end of the game is the winner and will be appointed as the new County Architect.

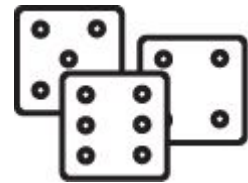
Components



Town Hall Sheet



District Sheet



Some standard dice

And pencils. Preferably thin markers in green, blue, red and purple colours, but anything will do.

Setup



For each game you will need 1 Town Hall Sheet, District Sheet for each player, 2 dice per player plus 1 additional and pencils. Keep in mind that Town Hall action space rows are marked with the player count that correspond to the number of players needed to include that row in playing.

Example: Solo players will use only row 1 of each action space. Two players will use two rows, and so on. This means that two players will have a total of 16 permits each of Residential and Commercial and 12 permits for Special buildings.

Each player rolls 2 dice, once for each starting terrain (Forest 🌲, Pond 🌊, Mountain 🏔️). After each roll sum the number of the dice and mark down one of unused starting terrains on the space with that number. If more than one space has the same number, choose any of those spaces. If all spaces of

that number are already filled with another starting terrain(s), reroll the dice. Keep in mind that faded icons on District sheet blank spaces are only for decoration and do not affect gameplay in any way!

Example: a solo player will play with 3 dice, two players will need 5 dice, three will need 7 and full table will need 9.

Example: Sarah rolls 2 dice and gets  and . She decides to draw a Mountain in the first column of the first row (space marked with 7).

Whoever designed the building last is the first player. In the likely event that nobody among the players ever designed a building, first player is the one who last built a Lego house. Or choose randomly.

Round summary

1. All dice are rolled
2. Players draft and activate dice one by one in clockwise order starting from the first player
3. Players draft and activate dice one by one in counter-clockwise order starting from the last player
4. Check for end game
5. All dice are returned to the pull and the next player in clockwise order becomes the first player

1. All dice are rolled

First player takes and rolls all available dice.

2. Players draft and activate dice one by one in clockwise order starting from the first player

Starting from the first player, each player in clockwise order takes one of the available dice and activates it immediately. (See dice activation below).

3. Players draft and activate dice one by one in counter-clockwise order starting from the last player

Starting from the last player, each player in counter-clockwise order takes one of the available dice and activates it immediately. (See dice activation below).

Each player will finish the round with the two activated dice and one die will be left in the pool unactivated by any player.

Example: Anna, John and Sarah are playing Rollopolis. Anna, as the first player, rolls all 7 dice and chooses one to activate. John is choosing one of the available 6 dice for himself. Sarah, as the last player of the round chooses 2 dice, and leaves to John 3 available dice in the pool for his second die. Anna, as the first player is the last one to draft one of the two available dice and leaves one, unselected in the dice pool.

4. Check for end game

Game ends at the end of the round in which at least one of these is true:

- All **Residential** permits are used.
- All **Commercial** permits are used.
- All **Special** permits are used.
- At least one player filled in all of his District spaces.

If game end is reached, player score points, writing them down on the District sheet. Player with the highest score is the winner.

*Example: After he activated his second die, John marked down the last, 16th, available spot, of the **Special** permits. Game ends and scores are counted.*

5. All dice are returned to the pull and the next player in clockwise order becomes the first player

If game end is not reached, all players returned their activated dice to the dice pool, next player in clockwise order becomes the first player and the new round begins.

Example: All players returned their activated dice and John is now the first player for the next round.

Activating dice

Immediately after drafting the die player must activate it. To activate a die players must do one of the following:


1. Take a **Residential** permit
2. Take a **Commercial** permit
3. Take a **Special** permit
4. Take an **Industrial** permit
5. Take a bonus





1. Take a Residential permit

To take a **Residential** permit, player writes down a number from the die on the next available spot of the **Residential** permit action. To be able to do this, previous number must be HIGHER than the one being written or 1. **Residential** permit allows player to build new Level 1 **Residential** building or upgrade existing one to the next level.

Each new **Residential** building after the first one MUST be built *adjacent* to the one already built or to the park.

If player activates **Residential** permit action with the  die, (s)he also gets to mark down his next available space on bonus track.


Maximum level for **Residential** buildings is 4.

Example: Anna takes a  die and decides to use it on the **Residential** permit action. The current last number on the **Residential** permit action is 1, and although it is lower than , 1 allows any number to be played after it on this action. She writes down a 5 and builds new **Residential** building.




2. Take a Commercial permit

To take a **Commercial** permit, player writes down a number from the die on the next available spot of the **Commercial** permit action. To be able to do this, previous number must be LOWER than the one being written or 6. **Commercial** permit allows player to build new Level 1 **Commercial** building or upgrade existing one to the next level.

If player activates **Residential** permit action with the  die, (s)he also gets to mark down his next available space on bonus track.

Maximum level for **Commercial** buildings is 3.


Example: John takes a  die and decides to use it on the **Commercial** permit. He writes it down and levels up his existing **Commercial** building. For his great accomplishment of allowing other players to use any die for the next **Commercial** permit he also gets to mark down his first space of bonus track. Getting nothing at the moment, but keep up the good work!



3. Take a Special permit

To take a **Special** permit, player writes down a number from the die on the next available spot of the **Special** permit action. To be able to do this, previous number must be different than the one being written now. **Special** permit allows player to build a **Special** building corresponding to the number from the die.


Special buildings might have different placement rules explained in their description.

Example: Sarah really likes parks so she would like to build one. Unfortunately, number 2 is the last number on the **Special** permit action, so she decides to take a  die and builds a Garage.



4. Take an Industrial permit

To take an **Industrial** permit, player writes down a number from the die on the next available spot of any other permit action, following the rules of that action space. **Industrial** permit allows player to build new **Industrial** building.

Example: Sarah takes a  die and decides to build new **Industrial** building. The current last number in the **Residential** permit action is also 5, so Sarah cannot write her number there. Lucky for her, **Industrial**

buildings require ANY type of permit, so she can write it in the **Commercial** permit action, because 3 is currently the last number there, and 5 is higher. But, she decides to use it on the **Special** permit action space, disabling John from using it for the Monument with his second die.



5. Take a bonus

Instead of using the dice for any permit, players may just activate it for bonus track on his sheet. Dice is kept by the player as activated, but number is not written anywhere.

Other placement and building rules

- **First building in the district MUST always be built in the centre space of the board. Each subsequent building must be next to the one already built.**

Example: All players must use their first permit to build a building in the third column of the third row.

- **Adjacent means that the buildings share the same side and are orthogonally adjacent.**
- **Next To means that the buildings are either orthogonally or diagonally adjacent.**

Example: Each building has 4 spaces that count as ADJACENT and 8 spaces that count as NEXT TO.

- **All buildings belong to the one of the 4 types. Difference between the number of buildings of any type can never be more than 2 to any other type, ie. you cannot have more than 2 buildings of one type more than the number of buildings of a type you have the least.**

Example: John has 1 Industrial, 2 Commercial, 3 Residential and 2 Special buildings. He takes a Residential permit and wants to build a new Residential building, but cannot, because he needs another Industrial building to be able to (1 + 2 is the max number of any type of buildings he is allowed to have right now). He decides to level up one of his existing Residential buildings instead.




Use this section of your District sheet to mark number of different types of buildings you already built, so you can easily see if you can build something or not.

- **A player cannot have more than 1 of each of Special buildings except for the Monument.**

Example: Sarah already built a Garage in one of her previous turns. Town Hall won't allow new Garage in her District, but some Monuments would be nice.

Bonus track

- Each player has a Bonus track as part of the District sheet. Bonus track is always filled from top to bottom, giving a player Joker Permit at 2nd, 4th, 7th, 10th and 13th space when marked. Last, 15th place, if marked will give a player bonus 5 points at the end of the game.
- ★ Joker Permit must be used immediately when acquired and can be used as either 1 Residential, Commercial or Industrial permit. No space on the Town Hall actions should be filled when using these permits.
- Example: Sarah uses  die for Commercial permit action and aside from gaining one Commercial (or Industrial) permit, she also marks next unfilled space on her Bonus track. It is 4th space with a star symbol on it, so she also gets Joker permit, deciding to use it as Residential one to upgrade one of her Residential buildings.

Game end scoring









As explained, game ends at the end of the round in which all permits of at least one type are used, or at least one player filled in all of his empty spaces in the District.

Scores are counted as follows:













- 0/2/4/7 VPs for each Residential building of 1/2/3/4 level.
- Each Commercial building scores points for each adjacent Commercial and/or Residential building, multiplied by its level.
- Each Industrial building loses 1 point for each Residential building next to it.
- Each Special building scores as explained in its description.
- Each starting terrain scores for adjacent building of preference; Forest scores 1 point for each adjacent Residential building. Pond scores 1 point for each adjacent Commercial building. Mountain scores 1 point for each adjacent Industrial building.
- Players lose 1 point for each blank space in their district.

Example:

Rillopolis

		District								
7	R	8		2	I	9		7	M	
3	P	R	C	C	C	4				
12	R	R	C	C	C	12	I			
10	M					11	I			
7	M	5	CH	6	H	1	I			

Score

-  0/2/4/7 VPs for each 1/2/3/4 leveled building (max lvl 4).
 $2 + 0 + 0 + 7 = 9$
-  Multiply adjacent  and/or  by level (max level 3).
 $3 + 2 + 9 + 6 = 20$
-  -1 VP for each  that is next to .
-  1 VP for each adjacent  respectively.
 $2 + 1 + 1 = 4$
-  Each  scores as explained in its description.
 $6 + 2 + 1 = 9$
-  -1 VP for each blank space left.
 $- 4$

Sum 37

Anna scores as follows:

6 points for her 3 Residential buildings (0 for Level 1, 2 for Level 2 and 4 for Level 3).

11 points for her 3 Commercial buildings. 6 points for the middle, level 3 one. 3 (level) x 2 (1 Residential plus 1 Commercial building) adjacent to it. 4 for the level 2 one (2x2, 2nd level and 2 Commercial buildings adjacent to

it) and 1 for the level 1 one (1x1, 1 for the level and 1 for the single adjacent Commercial building).

No Residential building is next to Industrial buildings so she loses no points for this.

She scores 4 points for Terrain spaces. 2 for **Forest**, 1 for **Pond** and 1 for **Mountain**.

She scores 13 points for Special buildings; 6 for 3 Monuments, 2 for Park, 2 for School, 2 for Garage and 1 for Hospital.

She loses 6 points for 6 blank spaces on her District sheet.


Her final score is $6+11+4+13-6$, so 28.

Playing solo

Solo players use 3 dice each round and draft two of them.

While playing solo players get to mark a bonus track space when writing 2 in a **Residential** permit and 5 in a **Commercial** permit action space (instead of usual 1 and 6, respectively).

Solo players may use a die for "Take a bonus" action ONLY if they are unable to fill that die number on any of the other 3 action spaces.

Example: Alexander is playing solo. He takes the  die from the pool. He wants to use it to take a Commercial permit. In this way he will get a Commercial permit AND will mark a Bonus space. But, the current last number on the Residential permit is 5, so that won't work. The last number on Residential permit is 3, so a 5 will not work there, either. So, he is left with the Special permit, and 5 is also the last number on the Special permit, so no go there, too. Unable to use it for any permit, he 'Takes a bonus' and marks next space on his Bonus Track.

Filling your district

Easiest way to fill spaces in your district is to write the first letter of each building in the space it occupies. For this to be possible, each building begins with the different letter.

For different levels of **Residential** and **Commercial** buildings use dots next to the letter.

If you want to make your District prettier, feel free to add a bit of drawings to it. Each building is marked with an icon that can be fairly easily drawn. You can mark windows on **Commercial** and **Residential** buildings to mark their levels. If you, on top of this, add markers of different colours, your District can look really great!

Special buildings



Electric Substation - Electric Substation scores 3 victory points if it shares opposite sides with **Industrial** buildings.

Bus Station - Bus Station scores 3 victory points if it is *adjacent* to **Residential** and **Industrial** buildings.



Park - Park scores 2 victory points if it is *adjacent* to 2 **Residential** buildings. It scores 0 victory points if it is *next to* **Industrial** building, instead. Park must be built *adjacent* to existing **Residential** building.

Garage - Garage scores 2 victory points if it is *adjacent* to **Industrial** and **Commercial** buildings.



University - Activate **University** to use **Architect's Hall** with additional ability to use any die for **Residential** and **Commercial** actions (2 activations, mark each activation on the building). 1 VP for each unused activation if *adjacent* to **Architect's Hall**.

Hospital - Activate **Hospital** to use **Local Community** with additional ability to reroll a die second time in the same round. You may use it on the same or different die. You still must use the last result rolled (2 uses, mark each usage on the building). 1 VP for each unused activation if *adjacent* to **Local Community**.



School - School scores 2 victory points if it is *adjacent* to **Residential** and **Commercial** buildings. It scores 0 victory points if it is *next to* **Industrial** building, instead.

Monument - Monuments score 1/3/6/10/15 victory points for 1/2/3/4/5 Monuments in your district. Each district may not have more than 1 monument in each row and column. Monuments score 0 victory points if **Industrial** building is *next to* any Monument.

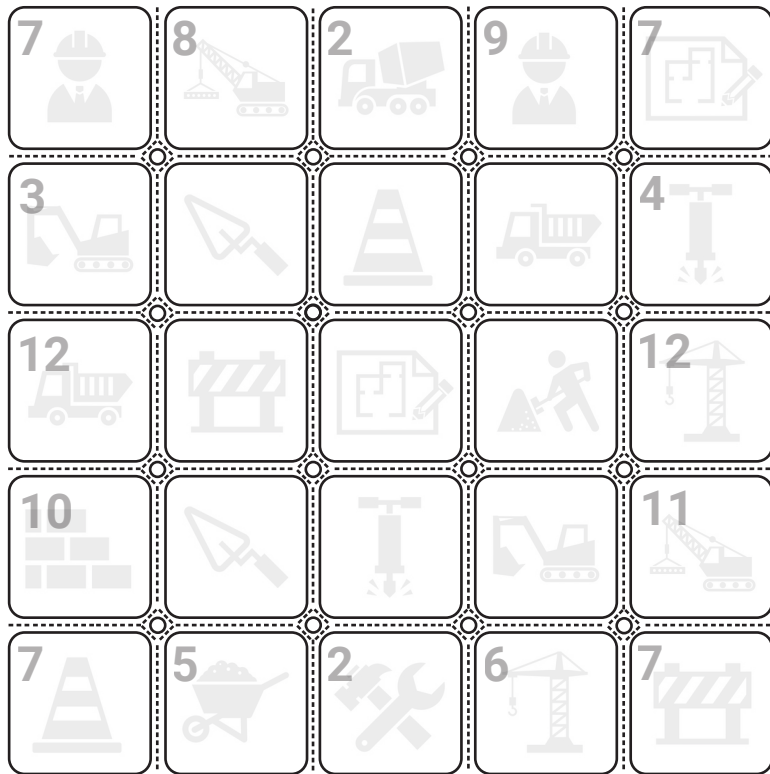


Local Community - Reroll one chosen die per round. You must keep and use the last result rolled.







Architect's Hall - You may use dice equal to previous for **Residential** and **Commercial** permit actions.

Rollop^olis









Score


 0/2/4/7 VPs for each
1/2/3/4 leveled building.

 Multiply adjacent  and
 by level.

 -1 VP for each  that
is next to .

   For each adjacent   
respectively.

 Each  scores as explained
in it's description.

 -1 VP for each blank space
left on the District board.

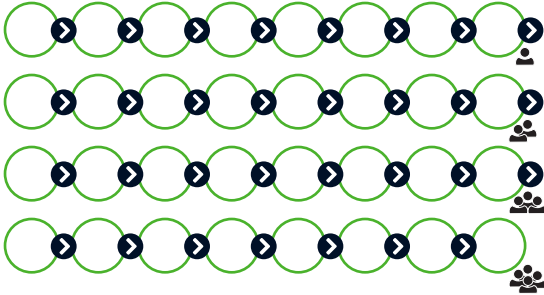
Sum



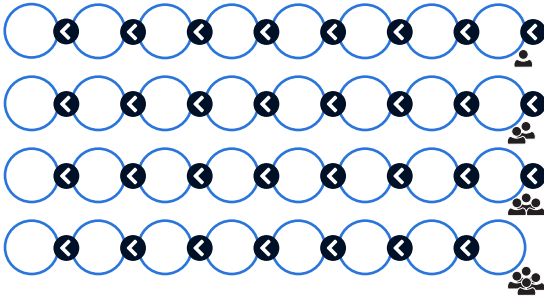
Rollop^olis



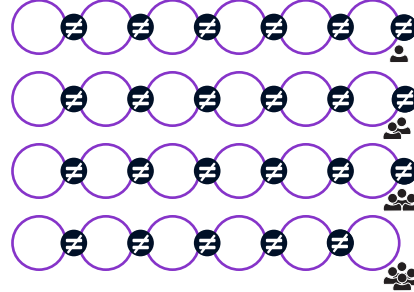
Residential Permit






































Commercial Permit



Special Permit



-   **Electric Substation** - 3 VP if between two 
-   **Bus Station** - 3 VP if adjacent to  and 
-   **Park** - 2 VP if adjacent to 2  / 0 VP if next to 
-   **Garage** - 2 VP if adjacent to  and 
-   **University** - 2 VP if adjacent to AH
-   **Hospital** - 2 VP if adjacent to LC
-   **School** - 2 VP if adjacent to  and  / 0 VP if next to 
-   **Monument** - 1/3/6/10/15 VP for 1/2/3/4/5  in District. May not have more than 1  per row and column. / 0 VP if there is an  next to any 
-   **Local Community** - Reroll one chosen die up to two times per round. Must keep the last result
-   **Architect's Hall** - You may use dice equal to previous for  and 