# Crayonville

Crayonville is a legacy flip-and-write game in which you expand your territory and build up your village through multiple levels. Each level is a stand alone game with scoring mechanisms to declare a winner in each level. When starting a new level you will continue to expand and build on an existing village, but each player's resources are reset and evened out so that all players have an equal chance of succeeding , irrespective of their performance in previous levels. While you may play several levels in one session, each level is set up as a new game.

Components:
- Village sheet for each player: A blank hexagonal map starting with 2 wood spaces, 1 field space and 1 water space. On level 1 each player starts a city on a new sheet. The same sheets may be used through multiple play sessions as the city grows through 10 levels.
- Resource track for each player
- 20 Action cards, including 12 Harvest (3 for each resource/terrain), 2 Produce and 6 Expand
- 9 Scoring cards, 3 each of Feast, Market and Tax
- 20 Expansion cards/tiles, 5 for each terrain
- One double sided Build/Produce card for each player
- 10 tokens for tracking resources for each player
- Crayons: Yellow, blue, green and black. Players may share, but with several players you should have several sets. These are for colouring in the terrain spaces.
- Felt tip pen, for drawing buildings. Players may share.

Level setup
- Give each player a village sheet. The villages in play do not need to have been in the same game in previous levels, but they must all have completed the same levels leading up to the level you are going to play.
- Give each player a resource track with tokens, and a double sided Build/Expand-card which is placed with the Build side up.
- Provide each player with starting resources according to the level
- Check the total building values of all villages and see which has the highest total. Provide each player with extra starting resources corresponding to the difference in building value between their village and the most advanced village in the game. Each player chooses which kinds of extra resources they want.
- Make sure everyone has easy access to crayons and markers needed
- Prepare the action deck (see below)
- Shuffle the terrain tiles and place them face down on the table. Before starting level 1 each player takes 4 random terrain tiles and colors in 4 spaces on their sheet with the appropriate colors. Before level 4 each player colors in 4 grey "stone" spaces. On all other levels each player takes 2 random terrain tiles. Replace the tiles and reshuffle. "Stone" terrain tiles are only included from level 4 and up.

Preparing the action deck
- Check the markings on the cards and select the ones required for the level you are playing
- Separate the Action cards marked as starters
- Shuffle the remaining Action cards and the Scoring cards in separate piles. Remove one random card from each pile and put it back in the box without looking at it. (NB: Do not remove cards for level 1)
- Place one scoring card on the table to be at the bottom of the deck. If the level uses Tax cards the bottom Scoring card should always be Tax. Now alternately place 2 action cards and 1 scoring card until the piles are empty. You should end with one action card on top of the last scoring card.
- Then shuffle the starter cards and place these on top.

Turn sequence:
1. Flip the top card from the Action deck.
2. Each player decides if they want to use that card, or if they want to use the face up action on their Build/Produce card. Flip this card around if you do.
3. Each player performs their chosen action

The game ends when the last scoring card in the Action deck is processed. The winner is the one who has accumulated the most stars. One extra star is awarded to the player(s) with the highest number of houses, and another to the player(s) with the highest total number of remaining resources.

Actions:

- Expand
    - Each player takes three terrain tiles and chooses two that they add/color in on their map.
    - From level 5 you have the option to add an animal/fish to an existing space of the chosen terrain instead of coloring in a new terrain space.
    - Do not reshuffle the tiles until it is necessary in order to draw new ones.
- Harvest (Four types: Fish, Grain, Wood and Stone)
    - Each harvest action lets you collect resources from the corresponding territory type. Each house placed on this territory type harvests one resource from each adjacent unoccupied space of the same type.
    - Farming: In addition, each house on another territory type harvests one single "grain" resource
    - Fishing: Each boat harvests one fish from each adjacent unoccupied water space. Houses adjacent to water harvest fish in the same way.
    - Animals: For each animal in the territory, each adjacent house in the territory can harvest one Meat (the fifth column on the resource tracker sheet). A fish lets you harvest that water space twice for each adjacent boat/house.
- Build
    - Use the resources you have available to pay for new structures, and draw these in your village. You may build as many structures as you want and can afford.
- Produce
    - Each production building can receive an input of the appropriate resource from your available stock, and then return a total of 3 times the input. I.e. if you have 3 Wood you spend these to produce 9 Wood, effectively increasing your supply of Wood from 3 to 9 (i.e. you acquire 6 new wood).
    - Each building can handle a basic input of 4 units. If the building has a road, the capacity is increased by +2. If the building is upgraded within the city walls (level 9+) this capacity is increased by another +2.
    - On one single Produce action you may use a maximum of two production buildings.
- Scoring: Market
    - Sell any amount of one single resource to receive a number of stars as specified by the level scoring table
- Scoring: Feast
    - Spend food resources (grain, fish or meat) on each of your houses to receive a number of stars as specified by the level board
    - Each house may consume a maximum of 1 of each type of food. A house with a road may consume max 2 of each. A "town house" may consume 3 of each.
- Scoring: Tax
    - Calculate the tax value of your structures:
        - Normal house on road: 1
        - Tower or battleship: 5
        - Fortified Tower: 10
        - Town house on road: 3
    - Collect starts according to your total tax value as specified on the level scoring table

Buildings

| Building | Lvl | Cost | Symbol | Specifications |
|---|---|---|---|---|
| House | 1+ | 2 Wood or Stone + 1 Grain | Triangle | Build on any available land space |
| Boat | 1+ | 1 Wood | Arc | Build on any available water space |
| Production building | 3+ | 6 Wood/Stone + 2 Grain | Rectangle | Build across two adjacent spaces of the same terrain. Exception: Fish production buildings are built across one land space and one water space. Leather production must include one animal space. |
| Road | 4+ | 2 Stone | Line | Draw a line between two land spaces. The first road can start anywhere, but all subsequent roads must be connected. |
| Tower | 7+ | 10 Stone + 10 Leather + 5 Grain | Crossed Square | Build on any available land space |
| Battleship | 7+ | 10 Wood + 10 Leather + 5 Grain | Arc with Crossed Square | Build on any available water space |
| Wall segment | 8+ | 4 Wood/Stone | Line | Draw along the border between two land spaces |
| Fortified Tower | 8+ | Nothing | Hexagon | When two spaces containing towers are connected by consecutive wall segments, these towers are immediately "Fortified". Draw walls on all sides of the Tower spaces. |
| Townhouse | 9+ | 5 Fish/Grain | Filled triangle | Fill in an existing house. For a House to be eligible for upgrading, check the line of sight from the House in all six directions. If at least five directions end in a wall, then the house may be upgraded. The water line is considered "a wall" if the harbor is sufficiently guarded by Battleships. This means that it is impossible to plot a course into the city without passing through at least one space adjacent to either a Battleship or a Tower.<br>A Townhouse can only harvest from animals. |
| Upgraded production | 9+ | 5 Wood/Stone + 5 Fish/Grain | Filled rectangle | Fill in an existing production building, with the same requirements as for a House. You must check line of sight from both spaces occupied by the building. |

Level scoring table

| Lvl | Market | | | Feast | | | Tax | | |
|---|---|---|---|---|---|---|---|---|---|
| | ☆ | ☆☆ | ☆☆☆ | ☆ | ☆☆ | ☆☆☆ | ☆ | ☆☆ | ☆☆☆ |
| 1 | 2 | 4 | 6 | 2 | 4 | 6 | | | |
| 2 | 6 | 12 | 20 | 4 | 10 | 16 | | | |
| 3 | 18 | 24 | 32 | 10 | 16 | 24 | | | |
| 4 | 20 | 30 | 40 | 18 | 24 | 32 | 4 | 8 | 12 |
| 5 | 20 | 35 | 50 | 24 | 36 | 50 | 8 | 12 | 20 |
| 6 | 20 | 40 | 60 | 32 | 48 | 60 | 12 | 24 | 36 |
| 7 | 25 | 45 | 70 | 32 | 48 | 70 | 24 | 40 | 56 |
| 8 | 25 | 50 | 80 | 32 | 56 | 80 | 40 | 70 | 100 |
| 9 | 30 | 55 | 90 | 32 | 56 | 90 | 70 | 110 | 150 |
| 10 | 30 | 60 | 100 | 32 | 64 | 100 | 110 | 160 | 210 |

Starting resources

| Level | Wood | Fish | Grain | Stone | Leather |
|---|---|---|---|---|---|
| 1 | 2 | 1 | 1 | | |
| 2 | 4 | 2 | 2 | | |
| 3 | 6 | 3 | 3 | | |
| 4 | 8 | 4 | 4 | | |
| 5 | 5 | 5 | 5 | 5 | |
| 6 | 6 | 6 | 6 | 6 | |
| 7+ | 6 | 6 | 6 | 6 | 6 |

Action and scoring cards used
- Starter cards always included: 2 Expand, 1 Wood, 1 Grain, 1 Fish + 1 Stone from level 4

| Lvl | Expand | Wood | Grain | Fish | Stone | Feast | Market | Tax |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 1 | 1 | 1 | | | 3 | |
| 2-3 | 4 | 2 | 2 | 2 | | 3 | 3 | |
| 4-6 | 4 | 2 | 2 | 2 | 2 | 3 | 3 | 1 |
| 7-9 | 4 | 2 | 2 | 2 | 2 | 2 | 2 | 3 |
| 10 | 0** | 2 | 2 | 2 | 2 | 1 | 1 | 3 |

*) Do not remove a scoring card at random when preparing the action deck for level 1
**) Also remove the Expand cards in the starter set for level 10. Do not remove one random scoring card

## Wood
**STARTER**
① ② ③ ④ ⑤ ⑥ ⑦+

## Fish
**STARTER**
① ② ③ ④ ⑤ ⑥ ⑦+

## Grain
**STARTER**
① ② ③ ④ ⑤ ⑥ ⑦+

Fold and glue for double sided cards

## Stone
**STARTER**
① ② ③ ④ ⑤ ⑥ ⑦+

## Expand
**STARTER**
① ② ③ ④ ⑤ ⑥ ⑦+

## Expand
**STARTER**
① ② ③ ④ ⑤ ⑥ ⑦+

## Wood
① ② ③ ④ ⑤ ⑥ ⑦+

## Fish
① ② ③ ④ ⑤ ⑥ ⑦+

## Grain
① ② ③ ④ ⑤ ⑥ ⑦+

## Wood
① ② ③ ④ ⑤ ⑥ ⑦+

## Fish
① ② ③ ④ ⑤ ⑥ ⑦+

## Grain
① ② ③ ④ ⑤ ⑥ ⑦+

## Market
① ② ③ ④ ⑤ ⑥ ⑦+
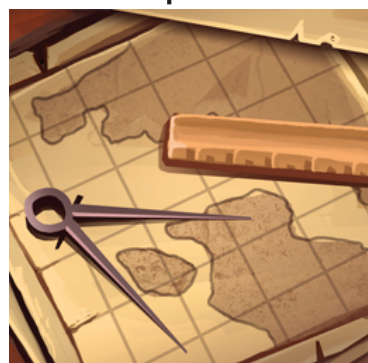
## Feast
① ② ③ ④ ⑤ ⑥ ⑦+

## Expand
① ② ③ ④ ⑤ ⑥ ⑦+

## Market
① ② ③ ④ ⑤ ⑥ ⑦+

## Feast
① ② ③ ④ ⑤ ⑥ ⑦+
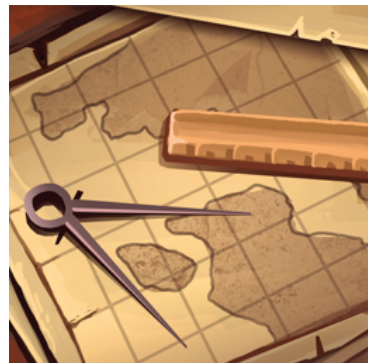
## Expand
① ② ③ ④ ⑤ ⑥ ⑦+

## Stone

① ② ③ ④ ⑤ ⑥ ⑦+

## Expand

① ② ③ ④ ⑤ ⑥ ⑦+

## Stone

① ② ③ ④ ⑤ ⑥ ⑦+

## Expand

① ② ③ ④ ⑤ ⑥ ⑦+

## Market

① ② ③ ④ ⑤ ⑥ ⑦+

## Feast

① ② ③ ④ ⑤ ⑥ ⑦+

## Tax

① ② ③ ④ ⑤ ⑥ ⑦+

## Tax

① ② ③ ④ ⑤ ⑥ ⑦+

## Tax

① ② ③ ④ ⑤ ⑥ ⑦+

Build OR Expand

Build OR Expand

Build OR Expand

Produce OR Expand

Produce OR Expand

Produce OR Expand

Build OR Expand

Build OR Expand

Build OR Expand

Produce OR Expand

Produce OR Expand

Produce OR Expand

Fold and glue for double sided cards

# Expansion terrain tiles
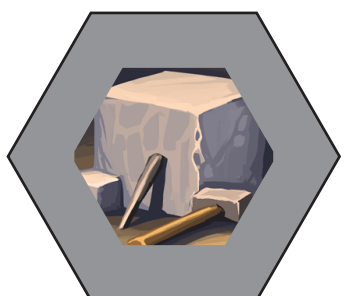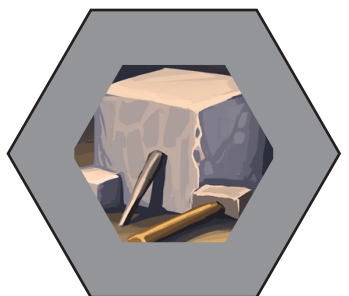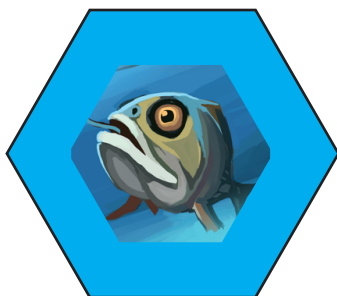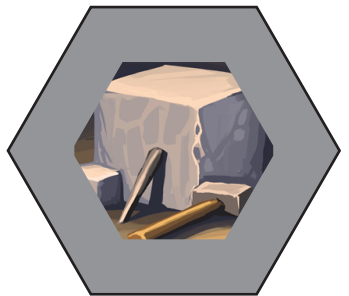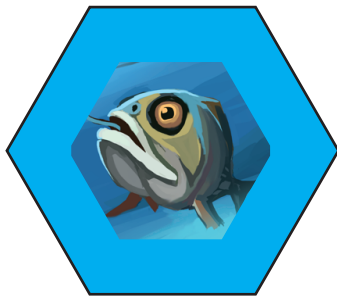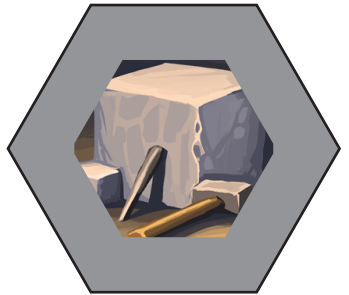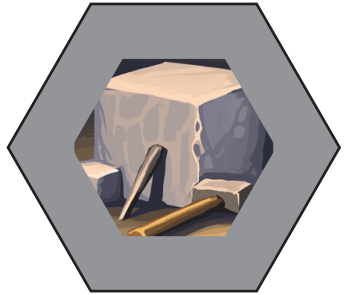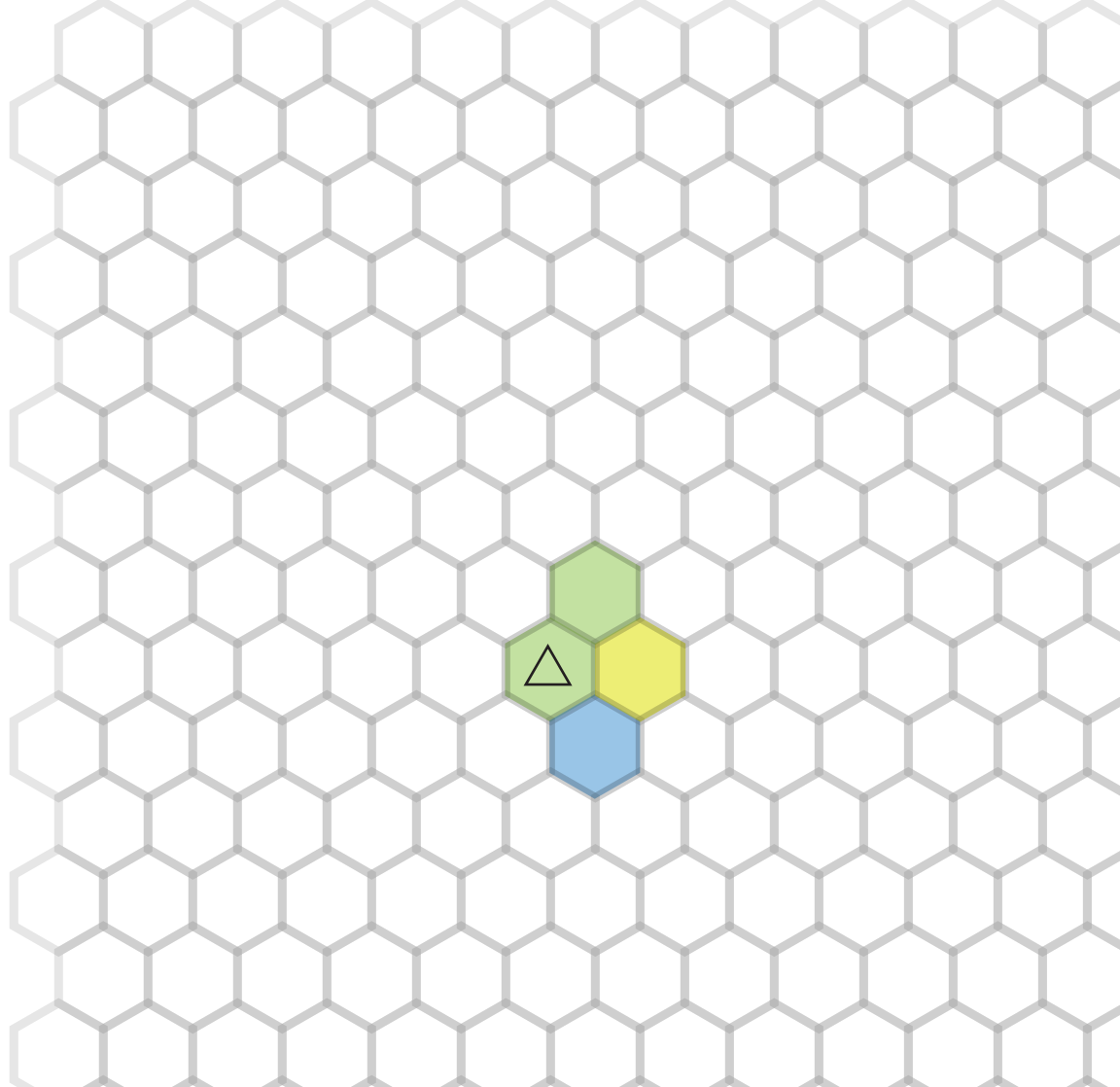
Town name:

_____

Scoring for each level:

1:　☆☆☆☆
　☆☆☆☆
　☆☆☆

2:　☆☆☆☆
　☆☆☆☆
　☆☆☆

3:　☆☆☆☆
　☆☆☆☆
　☆☆☆

4:　☆☆☆☆
　☆☆☆☆
　☆☆☆

5:　☆☆☆☆
　☆☆☆☆
　☆☆☆

6:　☆☆☆☆
　☆☆☆☆
　☆☆☆

7:　☆☆☆☆
　☆☆☆☆
　☆☆☆

8:　☆☆☆☆
　☆☆☆☆
　☆☆☆

9:　☆☆☆☆
　☆☆☆☆
　☆☆☆

10:　☆☆☆☆☆☆
　☆☆☆☆☆☆

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 10 | 100 | 10 | 100 | 10 | 100 | 10 | 100 | 10 | 100 |
| 9 | 90 | 9 | 90 | 9 | 90 | 9 | 90 | 9 | 90 |
| 8 | 80 | 8 | 80 | 8 | 80 | 8 | 80 | 8 | 80 |
| 7 | 70 | 7 | 70 | 7 | 70 | 7 | 70 | 7 | 70 |
| 6 | 60 | 6 | 60 | 6 | 60 | 6 | 60 | 6 | 60 |
| 5 | 50 | 5 | 50 | 5 | 50 | 5 | 50 | 5 | 50 |
| 4 | 40 | 4 | 40 | 4 | 40 | 4 | 40 | 4 | 40 |
| 3 | 30 | 3 | 30 | 3 | 30 | 3 | 30 | 3 | 30 |
| 2 | 20 | 2 | 20 | 2 | 20 | 2 | 20 | 2 | 20 |
| 1 | 10 | 1 | 10 | 1 | 10 | 1 | 10 | 1 | 10 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 10 | 100 | 10 | 100 | 10 | 100 | 10 | 100 | 10 | 100 |
| 9 | 90 | 9 | 90 | 9 | 90 | 9 | 90 | 9 | 90 |
| 8 | 80 | 8 | 80 | 8 | 80 | 8 | 80 | 8 | 80 |
| 7 | 70 | 7 | 70 | 7 | 70 | 7 | 70 | 7 | 70 |
| 6 | 60 | 6 | 60 | 6 | 60 | 6 | 60 | 6 | 60 |
| 5 | 50 | 5 | 50 | 5 | 50 | 5 | 50 | 5 | 50 |
| 4 | 40 | 4 | 40 | 4 | 40 | 4 | 40 | 4 | 40 |
| 3 | 30 | 3 | 30 | 3 | 30 | 3 | 30 | 3 | 30 |
| 2 | 20 | 2 | 20 | 2 | 20 | 2 | 20 | 2 | 20 |
| 1 | 10 | 1 | 10 | 1 | 10 | 1 | 10 | 1 | 10 |