



デザインタウン 第三小鎮

DESIGN TOWN

Basic



English





Components



There are 5 types of double-sided cards (front/back):
Residential Area/Apartment, Central Park/Station,
Convenience Store/Shopping Mall, Hospital/Church,
Factory/Power Plant.

Name

(front)

General Supply

Hospital

Cost

Church

Provided



Gain 1 equals to the number of you gained.

B 3-1

Upgrade Fee

Function



Play to use



When upgrade



Passive

(back)



Preparation



1. Each player takes 4 Residential Area, 1 Apartment, 1 Convenience Store, 1 Hospital, 1 Factory and 1 Central Park. Shuffle them to form your initial deck.
 2. Take 12 Convenience Store and Hospital, and 8 Factory and Central Park (according to the number above the coin symbol.) Sort them by category, and place them in the middle of the table to form the general supply. Face the side with coins up.
 3. Randomly assign a stat player. Game begins.
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- ※ Note that since all cards are double-sided, you can easily see the top card of your deck while shuffling. To maintain fairness, we recommend that you shuffle your deck underneath the table, or in any manner that can block your view from seeing it.
 - ※ You need to fulfill certain requirement to flip a card. Make sure you don't flip a card incorrectly during the game.
 - ※ If you cannot determine which side should a card be (Ex. You accidentally drop a card on the floor), shuffle it back to the deck with its front side up.



Game Sequence



Starting from the start player, in counter clockwise order, each player takes turn. On your turn, you first play cards, and then build your town.

● Play Cards

1. You play cards from the top of your deck, one at a time. The cards you played provide you cash and other functions. After you play each card, you decide whether to play an additional card, or stop to move on to building phase. ✖ Please place the cards according to the sequence they been played.
2. When you play the last card of your deck, you can decide whether to stop and move on to building phase, or not. If not, shuffle your discard pile into a new deck, and THEN decide whether to play an additional card, or stop to move on to building phase.
3. Anytime during your play-card phase, if there are 3 😞 or more among the cards you played, your turn ends immediately.
4. Cards with a ↻ on the bottom-right corner mean you can recycle it when it is in your discard pile. Anytime during your play-card phase, you can flip over recyclable cards in your discard pile to gain temporary cash or function; the recycled card still remains in your discard pile.

● Building Phase

According to the cash you gained in the play-card phase, you choose one and only one action from the following three actions, unless you gain additional action due to any card

Buy

Choose a card in general supply, pay its cost, and put it into your discard pile. The cost of a card is in the coin sign on its top-right corner.

Upgrade

Choose a card in your **discard pile**, pay its upgrade fee, and **flip it over**. The upgrade fee of a card is next to the purple arrow  of the bottom-right corner. Upgraded cards remain in your discard pile.

Buy & Upgrade

Choose a card in general supply, pay its cost **and** its upgrade fee, and put it into your discard pile with its back side up.

● Turn Ends

When your turn ends, place the cards you played into your discard pile. The player on your right begins his or her turn.

※ **Players could examine his or her discard pile at anytime.**

※ **Cash, , and functions you gained in a turn don't differ to the following turns.**



Game Ends



Whenever a player gains 8 🏆 or more during a single play-card phase, the player wins immediately!



Solo Variant



1. During preparation, take only 4 Convenience Store, Hospital, Factory and Central Park each for the general supply.
2. During Play-Card Phase, each time you shuffle your deck, you must choose a card in the supply and remove it from the game (place it back to the box.)
3. The winning condition is the same as regular game, but the player must achieve it BEFORE the supply run out of cards. When the supply is empty, you lose.
4. The upgraded apartment is removed from the game instead.



Q & A



1. How do I gain \$ through Hospital ?

Simply calculate how many 😞 you have when you play the Hospital.

If there's no 😞 before the Hospital, the first Hospital you play gives you \$2, the second gives you \$3, etc.

2. How does [Recycle] ↻ work ?

Note that recycle cost nothing, and you can do any number of recycles during your play-card phase. Simply flip over a recyclable card (card with green arrows), and gain the benefit.

3. What if I reach 😞 limit and winning condition at the same time?

The 😞 acts first, so your turn ends immediately. Next player's turn begins.

4. What if the general supply is empty?

You simply can't buy any card.