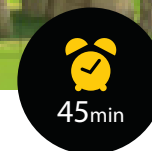




CASUAL PLAYERS

Coming July 2019



# Little Town

## Light strategy

- \* Resource management game
- \* Simplicity of rules but depth of play
- \* Progression of the mastery of the game (no randomness)

Shun & Aya Taguchi

Sabrina Miramon



\$29.99

## HOW IT PLAYS

In this highly tactical and interactive game, create the best combos to build the most effective and attractive piece of land and secure your victory!

When a new land full of resources is discovered, the air in the village is full of competition: the new architects will have four days to build the most functional buildings in the new city!

In each round, give strategic orders to your workers: either send them build new architectures, or make them harvest new resources (such as wheat,

fish, wood or rock), which you will need for your constructions... but also to feed your workers after each day, if you want to avoid a serious penalty!

But be careful: if your workers need resources on areas owned by opponents on the board, you will have to pay them too!

To reach your goals, it will be crucial to decide which placement is the best for each worker and each building, to make the best out of the natural resources provided by the various areas.

## CONTENTS

- 1 Board
- 29 Building tiles
- 15 Objective tiles
- 1 "Active player" token
- 24 Worker pawns
- 28 House pawns
- 60 Resource cubes
- 24 "Gold Coin" tokens
- 60 Victory Points tokens
- 1 Hammer token



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