



By Robert Skipper, March 2020

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Instructions

PLAYERS 1 - 16

This game has players use their own materials to create it. There is not a limit on the number of cities that can be added to one game. It is recommended, however, that a maximum of four cities be played at one time so that the game doesn't take too long. 1 – 4 people can play on each team.

Avg. playtime \approx 2.5 hrs

THE PREMISE

You are a city planner. You have gone off into old farmlands and have to build a city from scratch, but you don't have the luxury of many resources. What you make is what you have, and nothing more. Your town, whatever you choose to call it, is yours to grow to success. Your objective? Establish a fully subsistent town with 200 people. Don't worry about the other towns – this is a game of strategy. The first team to make it to 200 people, alive at the end of their round, wins.

SUPPLIES

Overall:

- 1 set (pair) of standard six-sided dice

Per team you will need:

- 1 sheet of paper (8x11.5 in. minimum)
- 1 pencil AND eraser
- 1 whiteboard (or a dry erase marker friendly plastic surface) [or electronic device]
- 1 dry erase marker [or some tally marking/note taking app]

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SETUP

1. Fold the paper. Each team should fold the paper eight times lengthwise (hamburger) and four times widthwise (hotdog). The result should be a paper with 32 rectangles.
2. Each rectangle is representative of a FIELD. Each team should draw a house in one of the rectangles and a factory in another rectangle. Your art is not relevant for points, but hey, let's have fun here. It is recommended to not put the factory adjacent to the house.
3. Divide the whiteboard into three columns (two lines). Title the first column 'People,' the second 'Food,' and the third 'Materials.' [Or set up three categories on your electronic note taking app]
4. Draw four individual tally marks in the 'People' category to indicate the starting population.
5. Name the town and write you town name somewhere on the map.
6. Roll the dice (if the number rolled is 7, re-roll). The number rolled is the town number. Write it down next to the town name.

TURN INSTRUCTIONS

1. Each turn is representative of a year gone by. At the beginning of the turn, calculate the number of people and the number of resources that the town has produced (See attached chart to see production numbers).
2. Build as is desired and as resources are available (See attached chart for consumption numbers). If desired, a building can be destroyed and made into a field. By the next turn this field can produce food. One must wait until the next round to build on a place where a building was destroyed.
3. Feed the people. For each year[each turn], one person will consume one unit of food. If there are more people than there are food units, the excess number of people die of famine. In other words, erase one food unit for every person that is in your town. Only the people that eat get to live.
4. Roll the dice. If a 7 is rolled, then everyone gets an additional person. Whenever a city's number is rolled, that city suffers a plague and 1 person per house in that city dies.

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Unit Tallying Shorthand:

| = 1 unit

○ = 5 units

□ = 10 units



PRODUCTION NUMBERS

PER ROUND/YEAR

House.....1 Person
Field.....1 Food Resource
if laterally or diagonally
positioned to house
Factory.....1 Material Resource

BUILDING MODIFIERS

School.....+1 Resource per Field or Factory
Church.....+1 Person per House
Office.....Converts Houses to Apartments,
+10 cap. per House
Basilica.....+5 Person per House
University.....+5 Resource per Field or Factory



BUILDING COSTS AND UPGRADES

House*.....1 Food Resource
1 Material Resource
School.....2 Food Resources
2 Material Resources
Church.....1 Food Resource
2 Material Resources
Factory.....3 Material Resources
Office.....2 Material Resources
University.....4 Pre-existing Schools**
2 Food Resources
2 Material Resources
Basilica.....4 Pre-existing Churches**
1 Food Resource
2 Material Resources

*1 House has a max capacity of 20 people.

**Must have already been built on a previous turn. The pre-existing buildings are destroyed.

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[Sample Winning City]

