# METEOR TOWN

version 1

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|----|----|----|
| 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 |
| – | – |   |   |   |   |   |   |   |   |   |   |

+ 1vp

+

+

+

+ + 

+

Previous meteor dice are wild

Double vp when selling

+

+

End game: 1 vp for every undestroyed building

Trade 1:1

↑ vp

End game: 8 vp

↑ vp

↑ vp

↑ 6vp

End game: 1 vp for each used

+

+

vp

# Meteor Town rules

Meteor Town is a free, solo roll and write game where you try to build up your town that is plagued by a never-ending meteor shower.

## What you need
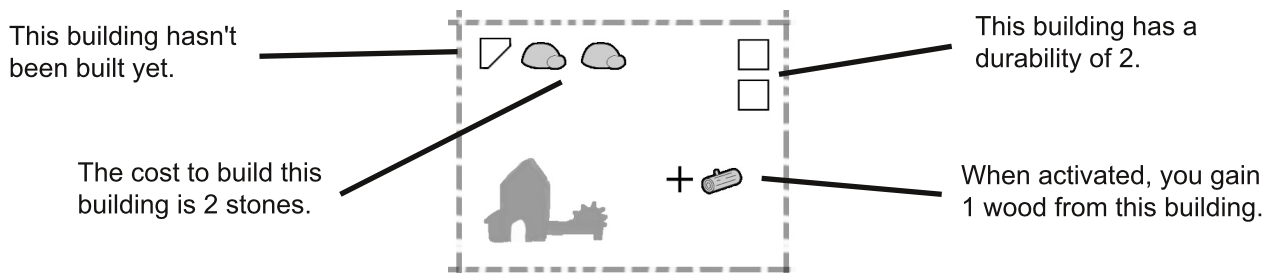4 regular six-sided dice, a pen or pencil and 1 sheet of the Meteor Town game.

## Sheet overview
Meteor Town is played over 12 turns. During each turn, you'll roll 4 dice and use those dice to collect resources, build new buildings, score points and... let meteors rain down on your town. Try to score the most victory points (vp) at the end of the game.

You sheet is divided into 3 parts:

### Your town (at the top)
This consists of 24 buildings separated into 6 columns, with 4 buildings for each die face (column). The 6 buildings at the bottom are already built, the others are not. Each building has several icons:

This building hasn't been built yet.

This building has a durability of 2.

The cost to build this building is 2 stones.

When activated, you gain 1 wood from this building.

- In the top left corner is a box that can be checked to show that the building has been built.
- In the top middle is the cost to build that building.
- In the top right are one or more boxes that show the building's durability.
- to the right of the image is the bonus you get when the building is activated.
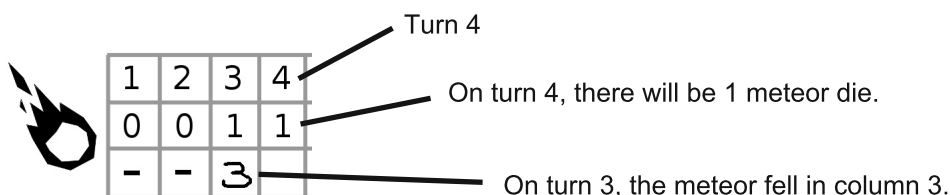
### Resource tracks (bottom left)
Keep track of your resources (grain 🌿, wood 🪵, stone ⬭ and clovers 🍀) and victory points (vp) here. You start the game with 1 grain and 1 clover (marked with dots.) Whenever you gain a resource, add a dot to the next empty box. Whenever you spend a resource, cross out that dot. Whenever you gain victory points, write down the number in the next empty box.

1 Used stone

2 Victory points

2 Grain available
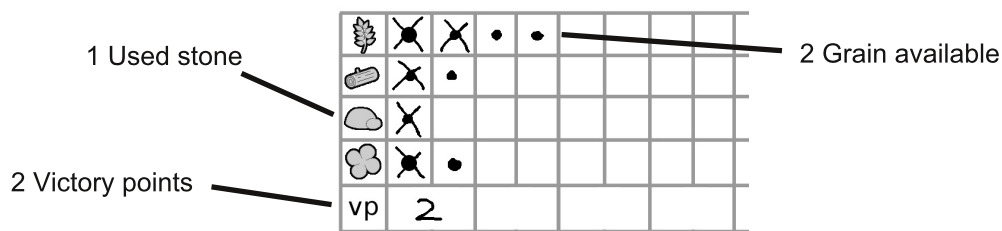
### Turn tracker (bottom right)
The top row shows the turns from 1 to 12. The second row shows how many meteors fall in that turn. The third row is where you keep track of where the meteors fell.

Turn 4

On turn 4, there will be 1 meteor die.

On turn 3, the meteor fell in column 3.

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| 0 | 0 | 1 | 1 |
| – | – | 3 | |

# Turn structure
During your turn, follow these steps in order:

## 1. Roll all 4 dice

## 2. Re-roll dice
There are 2 ways to re-roll dice:

- If you rolled any numbers equal to the meteor strike from the previous turn, you must re-roll those dice until you roll a different number.

*example: you roll 1, 3, 3 and 6 and in the previous turn, the meteor hit column 3. Now you have to re-roll both 3's*

- You may use a clover to re-roll any or all of the dice. You may use multiple clovers in one turn.

## 3. Assign dice
Your dice can have 3 different roles: Town dice, Modifier dice and Meteor dice.
The number of each depends on the number of meteors (as shown in the turn and meteor tracker)

0 meteors: 3 Town dice and 1 Modifier die
1 meteor: 2 Town dice, 1 Modifier die and 1 Meteor die
2 meteors: either 1 Town die, 1 Modifier die and 2 Meteor dice      -or-      2 Town dice and 2 Meteor dice

The Town dice are used to activate your buildings and the Meteor dice will damage your buildings.

## 4. Use Modifier die
The Modifier die can be used to alter one of the other dice by adding or subtracting the numbers. This cannot be used if the number would go above 6 or below 1. You may also choose not to use the modifier die this turn.

*example: you roll 1, 3, 3 and 6, and a single meteor hits this turn. You decide to use the 1 as Modifier to turn one of the 3's into 4. Then you choose 4 and 6 as Town dice, and 3 as the Meteor.*

## 5. Meteor strike
For each Meteor die, choose a constructed building in the column that matches the die roll and check one of the durability boxes on the right. If all durability boxes on a building have been checked, that building is destroyed and can no longer be used.
If you cannot check a box because there are no buildings left in that column, instead draw a crater (the dotted line above the die number) You cannot build new buildings in a column with a crater.
If a meteor falls in a column with a crater, draw a crater in one of the adjacent columns and destroy all buildings in that column.
Finally, choose one of the Meteor dice and write that number in the turn tracker. During your next turn, any dice that roll that number must be re-rolled.
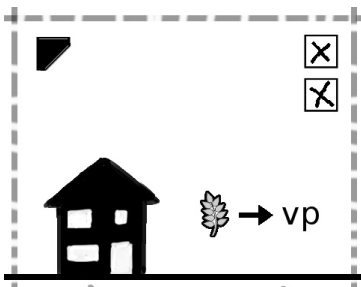


*Example: You choose a die that rolled a 2 as your Meteor die. Then you choose this building in column 2 and check one of the durability boxes.*
*All the durability boxes of this building are now checked, which means this building is destroyed and can no longer be used.*

## 6. Activate buildings

Activate all the buildings in the columns that match your Town dice. You can choose the order in which to activate your buildings, but you have to activate all buildings in one column before you activate any in a different column.

Most building will give you resources when activated. This is shown by a plus ( + ) followed by a resource. When such a building is activated, you gain one of that resource. Add a dot to the appropriate resource track.

Some buildings have an arrow symbol. This means that resources can be sold for victory points here. When you activate the building, you can sell any number of the shown resource.

The hammer symbol ( <img> ) lets you build 1 new building in any location. To build a building, simply pay the required resources as shown at the top of that building space and then mark the box in the top left of that building to show that it has been built.

The die symbol ( <img> ) means that you can roll one die and use it as a Town die, after using your other Town dice. You may only activate one building with this roll.

Some buildings don't have to be activated and provide permanent upgrades or end-game bonuses as long as the building is not destroyed. The buildings with end-game bonuses have "End game" text. The other buildings are detailed below.

Special buildings. You don't have to activate these buildings to use them:
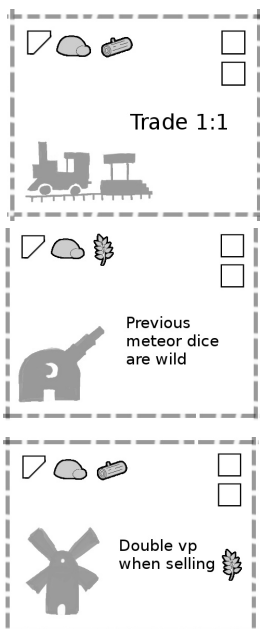


**Train station**
Whenever you sell resources or build buildings, you can use any resource as any other resource.

**Observatory**
When you roll dice and they show the number of the previous meteor strike, instead of re-rolling those dice, you may set those dice to the number of your choice.

**Windmill**
When you sell grain for victory points at your starting building in column 2, you get 2 vp for each grain.

You may choose not to activate a building if you don't want to.

After activating your buildings, start the next turn.

# End of the game

After activating your buildings in the 12th turn, the game ends. Add any victory points from "End game" buildings to your victory point total, then subtract 5 vp for each crater in your town. Now you have your final score. Can you do even better next time?