

TINY TOWNS FORTUNE

In *Tiny Towns: Fortune*[™], the creatures of the forest have found a way to trick each other into thinking shiny bits of metal have arbitrary value.

It's very useful—so much so that you can use this thing called “money” to get other creatures to give you any resource in return. If only gaining shiny bits weren't so difficult!



EARN MONEY BY BUILDING MULTIPLE BUILDINGS AT ONCE

... BUT SPEND IT WISELY

Gamblers' Den

2. When constructed, gain 2 if you have exactly 1.

Jeweler

4. When constructed, spend 1. If you can't, all other players gain 1 at the end of the round.

Estival Festival

4. When constructed, you must spend 2. At game end, leftover are worth 2 each.

Tithe Barn

Feeds all adjacent buildings. Feeds any number of additional buildings anywhere for 1 for every 2 buildings.

Oddity Shop

2. Each can store 1 resource. When another player names a resource, you may place it on . Other players may take this resource and gain 1 at the start of their turn as Master Builder.

Statue

When constructed, gain 1 for each building type you have 3 or more of in your town.



*Actual components may vary.

TINY TOWNS™ BASE GAME REQUIRED

WWW.ALDERAC.COM/TINY-TOWNS

QUESTIONS? EMAIL CUSTOMERSERVICE@ALDERAC.COM

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 children under 3 years of age.

CONTENTS

- 1 rulebook
- 6 Chest boards
- 30 wooden coins
- 10 wooden Resource cubes
- 12 Building cards
- 10 Monument cards
- 1 Score pad

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