

TENBY



**MULTIPLAYER
RULES**

COMPONENTS



INTRODUCTION



Croeso i Ddinbych-y-Pysgod!



Welcome to Tenby!

Tenby is one of the most beautiful towns in Wales. Wander our colourful streets, walk along our piers with some scrumptious fish and chips, and relax on our stunning beaches with a nice cold ice cream and a warm feeling in your heart.

The aim of **TENBY** is to create the best **town** you can using the available cards. On your turn, you will add terraces, piers and Tenby town's landmarks into your **streets**. If you can persuade a hard working local resident to help, you might just pick up some extra points! Whoever has the most points at the end of the game is the winner!

SET UP

Separate all of the cards into piles of the same type.

- + The following set up guide is for the multiplayer version of this game. Set aside the ♣ Anchor Cards, ⌚ Compass Cards and the Solo Player Aid Card - these are all for the Solo Play Variant only (see the separate "Solo Rules" rulebook).
- + There is a suggested layout for two players on page 7, however this layout is not a requirement and can be adapted to the table space you have available.



THE TOWN CARDS

The ♠ Terrace Cards, ≡ Pier Cards and ♡ Landmark Cards in this game are known collectively as ▲ Town Cards.

- 1 Form the '**market**'. Shuffle all of the ♠ Terrace Cards together, then form a face down deck on the left side of the **market**. Do the same for the ≡ Pier Cards and the ♡ Landmark Cards, creating a column of three decks with the ♠ Terrace Cards at the top, the ≡ Pier Cards in the middle, and the ♡ Landmark Cards at the bottom. Leave some space to the left hand side of the decks for discard piles.
- 2 Complete the **market** by drawing cards from the top of each deck of ▲ Town Cards, placing them face up in rows to the right of each deck. The number of cards drawn is equal to the formula below.

- ♠ Terrace Cards = number of players + 1
- ≡ Pier Cards = number of players
- ♡ Landmark Cards = number of players - 1

OVERVIEW

Your goal is to create the best possible **town** by building **streets** of ▲ Town Cards and fulfilling the requirements of ♠ Resident Cards.




TENBY is played over exactly ten rounds.

During each round, players will draft ● Day Cards to select which actions they have access to on their turns, thereby growing their **towns** or adding to their ♠ Resident Cards. In between rounds, leftover ▲ Town Cards will be discarded, and new cards will be drawn to replenish the **market**.

At the end of the game, players reveal their ♠ Resident Cards, and the **town** with the most combined points amongst their ▲ Town Cards and ♠ Resident Cards wins.

THE ROUND

Each round is split into three phases, which always happen in the following order:

-  Night Phase (draft actions)
-  Day Phase (resolve actions)
-  Clean Up Phase (clear and replenish)

The ● Day cards and ☾ Night Cards are closely connected to each other. The ☾ Night Cards provide the order in which players will select ● Day Cards. The ● Day Cards provide the order in which players will take their turns that round, and will also set the ☾ Night Card player order for the following round.

● DAY PHASE ●

The Player Pieces on ● Day Cards show the order in which players will take their turns; a player's turn is when they are resolving their ● Day Card.

When each player has finished their turn, they will move their Player Piece back to a ☾ Night Card.

- + In ascending numerical order, and beginning with the player whose counter is on the lowest numbered ● Day Card, each player resolves all actions on their ● Day Card, before play passes on to the next player (the player whose counter is on the next lowest numbered ● Day Card).
- + Should there be any ☼ Life Ring Tokens (in addition to icons of ☼ Life Rings) on a player's ● Day Card, that player gains all of those ☼ Life Ring Tokens.
- + Players can resolve actions on their ● Day Card, and use ☼ Life Ring Tokens to purchase extra actions, in any order they choose.
- + Once a player has resolved all of their actions, but before the next player begins their turn, that player must move their Player Piece to the ☾ Night Card furthest to the left (lowest number) that is still available. You may not place your Player Piece on the same ☾ Night Card as another player. Then, discard the now used ● Day Card to a dedicated discard pile to the left of the **market**.

After all players have taken their turns, there will be one ● Day Card left not used by any player. Don't worry, leave it where it is for the moment.

☾ NIGHT PHASE ☾

At the start of each round the ☾ Night Cards will already be populated by the Player Pieces. The order of Player Pieces on the ☾ Night Cards shows the order in which players will choose ● Day Cards.

In ascending numerical order, starting with the player whose Player Piece is on the number '1' ☾ Night Card, each player takes their Player Piece and places it on any available ● Day Card.

- + A ● Day Card is considered available if there is no Player Piece on it. You may never place your Player Piece on the same card as another player's Player Piece.
- + All players will choose a ● Day Card before any player takes any actions.

CLEAN UP PHASE

After the last player has completed their turn, the clean up phase begins.

1. Place one ☼ Life Ring Token on the one remaining ● Day Card not chosen by any of the players, and leave it there for the next round.
2. Remove all remaining face up ▲ Town Cards that weren't chosen this round, discarding them to separate piles to the left of their respective decks.
3. Replenish the ▲ Town Cards using the same method as in the set up:

| | |
|------------------|-------------------------|
| ▲ Terrace Cards | = number of players + 1 |
| ≡ Pier Cards | = number of players |
| ◊ Landmark Cards | = number of players - 1 |

4. Replenish the ● Day Cards by drawing cards until there are a number of cards equal to the number of players in the game + 1. As one ● Day Card is always carried over from the previous round, the number of cards drawn to replenish will always equal the number of players in the game.

+ At the beginning of a round, there should always be one more ● Day Card than the number of players in the game.

5. Move the Round Tracker Counter one space up on the Round Tracker Card.





That's it! A new round is now ready to begin!

WHAT IF A DECK RUNS OUT?

If at any point there aren't enough ▲ Town Cards or ● Day Cards left in their decks to replenish the board, simply shuffle that deck's discard pile together to form a new deck. In all cases, ensure that all cards in a deck have been drawn before shuffling that deck's discard pile to create a new deck.

ACTIONS

Great, you now understand how the round works, but what are you actually going to be doing each turn? The good news is that there are only ever five actions that ● Day Cards give you, and three of them are pretty much the same!

-  Terrace Action
-  Pier Action
-  Landmark Action
-  Resident Action
-  Life Ring Token

There are a few things to keep in mind when choosing or resolving actions.

- + You can take actions in any order you choose.
- + Once chosen, an action must be fully resolved before taking any other action.
- + If you do not wish to take an action available to you, you may forfeit that action and take a ☉ Life Ring Token instead. If so, you must decide to do this before you take the action (not after you've drawn a card blind, for instance).

Some other actions are available to players through the spending of ☉ Life Ring Tokens (see page 15), but first let's dive into the actions given by ● Day Cards.

SOME HELPFUL CONCEPTS...

- + The '**market**' is the area of the table populated by decks of ▲ Town Cards and face up ▲ Town Cards to be drafted. All discard piles, ● Day Cards, ☾ Night Cards, and the Round Tracker Card, are not part of the **market**.
- + Your '**town**' is the area directly in front of you, where you will be creating your **streets** of ▲ Town Cards.
- + There is no 'hand' for ▲ Town Cards. When you 'gain' a ▲ Town Card from the **market**, that card goes directly into your **town**. The only cards that you will ever have in your hand are ♀ Resident Cards, which are kept secret from other players until the end of the game.
- + All ▲ Town Cards gained and placed into your **town** must conform to the placement rules, outlined in the next section (starting on page 10).



TERRACE ACTION

This icon allows you to gain one face up ♀ Terrace Card of your choice from the **market**, or to gain one ♀ Terrace Card blind from the top of the ♀ Terrace Card deck.

- + Any time you take this action, you may instead choose to gain a Plain End Terrace Card.



PIER ACTION

This icon allows you to gain one face up ≡ Pier Card of your choice from the **market**, or to gain one ≡ Pier Card blind from the top of the ≡ Pier Card deck.

- + Any time you take this action, you may instead choose to either gain a Plain End Pier Card, or to take the "Terrace Action".



LANDMARK ACTION

This icon allows you to gain one face up ♀ Landmark Card of your choice from the **market**, or to gain one ♀ Landmark Card blind from the top of the ♀ Landmark Card deck.

- + Any time you take this action, you may instead choose to take either the "Pier Action", or the "Terrace Action" (including Plain End cards).



RESIDENT ACTION

This icon allows you to gain one **Resident Card**. Draw two cards blind from the top of the **Resident Card deck**, choose one to keep in your hand (secret from other players), and discard the other to the bottom of the **Resident Card deck**.



GAIN A LIFE RING TOKEN

This icon allows you to gain a **Life Ring Token**. For each **Life Ring icon** on a **Day Card**, take one **Life Ring Token** from the supply.

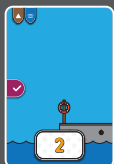
There may be a number of **Life Ring Tokens** present on a **Day Card** that a player has selected. If so, at the start of their turn, that player takes all of those tokens.

PLAIN END TERRACE/PIER CARDS



Any time you take the **Terrace Action** you may instead choose to take a **Plain End Terrace Card**, and any time you take the **Pier Action** you may instead choose to take a **Plain End Pier Card**.

+ These cards are double sided, with the **Left End** and **Right End** options on either side.



+ These cards provide two points.

+ End Terraces are 'wild' in colour (see page 21 for more details).

+ End Piers can help you to 'complete' a **street** (completed **streets** are explained on page 16).

CARD PLACEMENT & ANATOMY

When placing a **Town Card** into your **town** it must follow the placement rules outlined on the following pages. To fully understand the placement rules however, we must also take a look at the anatomy of the **Town Cards** (on page 12).

CARD PLACEMENT

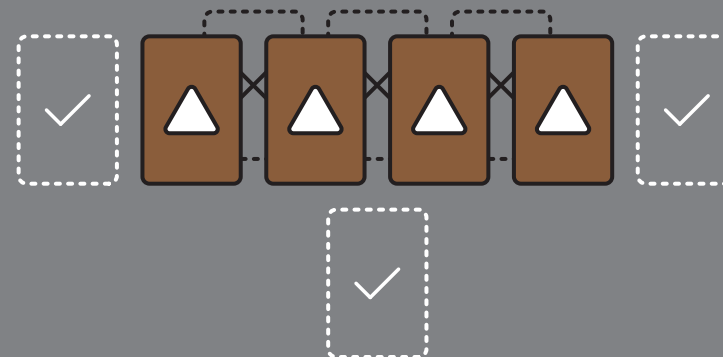
There are two main rules to consider when assessing a **Town Card** for placement: position placement, and matching edges.

POSITION PLACEMENT

If you have chosen an action that allows you to gain a **Town Card**, you have two options for its position:

- + Place the card at either end of an already existing **street**, or
- + Begin a new **street** with the card (place it by itself).

You may never place a gained card in the middle of a **street** (between cards).



MATCHING EDGES

All **Town Cards** in your **town** must fit together pictorially. In other words, each **Town Card's** edges must match those of the card(s) adjacent to it.

On the next page is a table of the different kinds of edge types to help explain how this functions.

LANDMARK CARD LIMIT

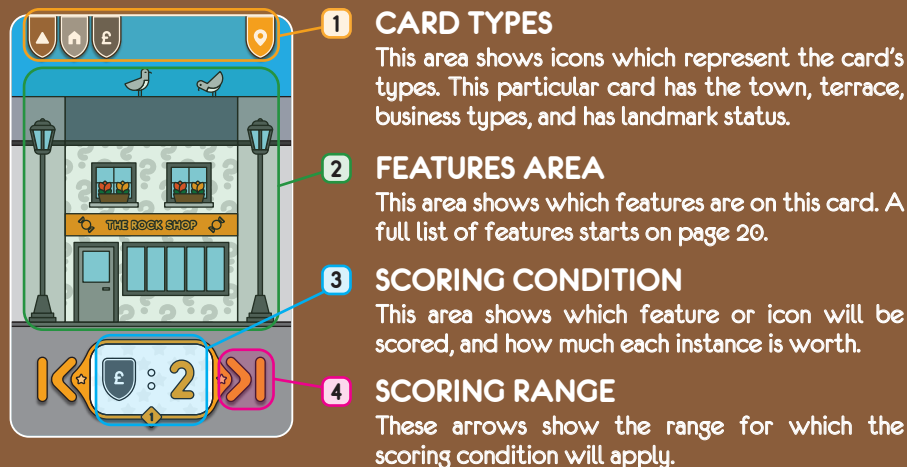
There is a strict limit of one **Landmark Card** per **street** only!

STREET LENGTH

There is no limit to how long a **street** can be.

CARD ANATOMY

Almost all ▲ Town Cards have the following four elements: card types, a features area, a scoring condition and a scoring range. The exact position of the scoring condition and range may vary on some cards but function exactly the same.



EDGE TYPE

The edges of the ▲ Town Cards are important to take note of, as these will determine which other cards can be placed to either side.

There are only three different types of edges: terrace, pier, and sea. When placing a ▲ Town Card, its edge type must match that of the card it is placed next to.

The most common combinations of edge types are: terrace on both sides (mid terrace); and pier on both sides (mid pier).

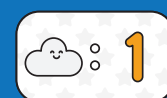
| # | Town Card Edge Type | Left Edge | Right Edge |
|---|-------------------------|-----------|------------|
| 1 | Left End Terrace | Pier | Terrace |
| 2 | Mid Terrace | Terrace | Terrace |
| 3 | Right End Terrace | Terrace | Pier |
| 4 | Left End Pier | Sea | Pier |
| 5 | Mid Pier | Pier | Pier |
| 6 | Right End Pier | Pier | Sea |
| 7 | Left End Terrace (Sea) | Sea | Terrace |
| 8 | Right End Terrace (Sea) | Terrace | Sea |

SCORING

In **TENBY**, players gain points by using the scoring condition of a card to score for features on the cards adjacent to it. Although you may want to keep a rough idea of how many points you have in your **town**, ▲ Town Cards are only assessed for their final scores at the end of the game.

SCORING CONDITION

Most scoring conditions have two parts: a scoring feature on the left and a number on the right. For each scoring feature that is within the scoring range (explained below), you will gain the number indicated on the right in points.



For instance, the scoring feature of this scoring condition is a 'cloud'. Each individual cloud within the scoring range will be worth one point at the end of the game.



Some cards don't have a scoring feature in their scoring condition, only a number. These cards are simply worth points equal to the number shown at the end of the game.

See page 20 onwards for a full list of features and icons.

SCORING RANGE

The scoring range is the range over which the scoring condition will apply. The range only applies to the **street** in which the card is in.



A single white arrow scores for the card immediately adjacent. Single white arrows always point in both directions, so the total range would be one card to the left and one card to the right.
+ White arrows never score for features on their own card.



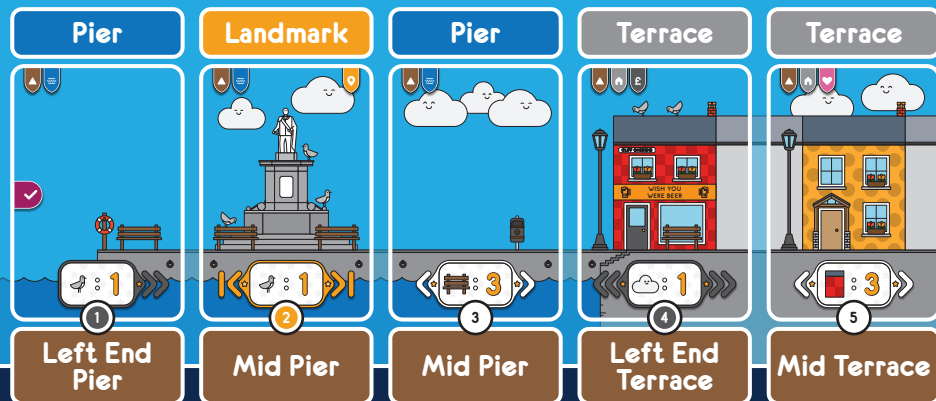
Double grey arrows score for cards up to two distant. Double grey arrows may point in both directions (total range of four cards) or in one direction only (total range of two cards).
+ Double grey arrows never score for features on their own card.



A single gold arrow and gold line scores for the entire **street**, including for the card with the scoring condition on it. On ♠ Landmark Cards that are pier end cards, there will only be one direction shown, but the card functions exactly the same.

SCORING EXAMPLE

Below are five ▲ Town Cards with various features and scoring conditions. Above the cards are the deck of cards they belong to, and below are their edge types.



① Seagulls score one point each up to two cards distant. There are three seagulls on the ♡ Landmark Card to the right, and none on the ≡ Pier Card beyond, making a total of three seagulls.

= 3 points

② Seagulls score one point each for the entire **street** including on this card. There are three seagulls on this ♡ Landmark Card, and two on the ♠ Terrace Card to the right, making a total of five seagulls.

= 5 points

③ Benches score three points each on the two cards immediately adjacent to this one. There are two benches on the ♡ Landmark Card to the left, and one on the ♠ Terrace Card to the right, making a total of three benches.

= 9 points

④ Clouds score for one point each up to two cards distant. There are two clouds on the ♡ Landmark Card and three clouds on the ≡ Pier Card to the left, and two on the ♠ Terrace Card to the right, making a total of seven clouds.

= 7 points

⑤ Red terraces score three points each on the two cards immediately adjacent to this one. There is one red terrace on the ♠ Terrace Card to the left.

= 3 points

The current total score for this **street** = 27 points

LIFE RING ACTIONS

At any point during your turn (and perhaps multiple times per turn) you may spend ☼ Life Ring Tokens to take any number of extra actions usually available on ● Day Cards, as well as actions only accessible by using ☼ Life Ring Tokens.

☼ Life Ring Tokens are not worth any points at the end of the game. If there are no cards in the **market** that immediately help you, consider using ☼ Life Ring Tokens to reveal more cards to the **market** or to move cards around in your **town**.

REVEAL A CARD



This action costs 1 ☼ Life Ring Token.

Draw any one card from the top of any ▲ Town Card deck and place it face up in the **market** in its respective row.

MOVE A CARD



This actions costs 2 ☼ Life Ring Tokens.

Choose any one card in your **town** and move it to any other position in your **town**.

In contrast to normal placement rules, you may move a card into the middle of a **street**. In other words, you may place a moved card in between two other cards. If you do, slide all cards in the desired **street** to one side to make space for the newly moved card.

You may also move a card from within the middle of a **street** to any other position in any position in your **town**. In other words, you may move a card from in between two other cards to any other position. If you do, after the card has been moved, slide the cards in the **street** together (in the **street** the card was moved from) to close up the gap. Never leave a gap behind.

The final position of the moved card and any affected cards must still conform to the normal edge matching rules. You may not move a card if it means breaking the normal edge matching rules.

PAY FOR ● DAY CARD ACTIONS

Didn't get the action you wanted? No problem, just use ● Life Ring Tokens!



The Terrace Action costs 2 ● Life Ring Tokens. Pay the cost to the supply, then resolve the action as normal.



The Pier Action costs 3 ● Life Ring Tokens. Pay the cost to the supply, then resolve the action as normal.



The Landmark Action and Resident Action both cost 4 ● Life Ring Tokens each. Pay the cost to the supply, then resolve the chosen action as normal.



COMPLETED STREETS

A 'street' in **TENBY** is a consecutive, horizontally connected set of cards. A **street** is considered 'completed' in Tenby when it has the sea at both ends. All cards that have sea as an edge type also have a white tick in a purple box to help you out.

There is no obligation to complete any of your **streets**, however you may wish to do so in order to access the higher scores provided by ● Resident Cards.



RESIDENT CARDS

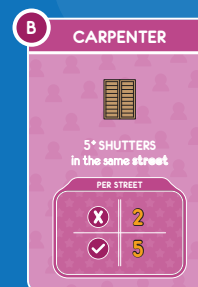
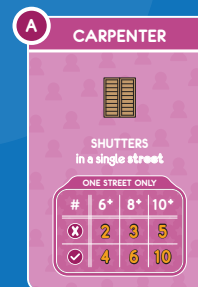
At the end of the game, after the final player has finished their turn, all players reveal all of their ● Resident Cards and assess them for points.

There are two main types of ● Resident Card:

- + Cards that score for a single **street** only, with different tiers of scores.
- + Cards that may score for multiple **streets**, but have only one tier of scores.

Additionally, almost all ● Resident Cards will score more or less points depending on if the **street** has been completed or not.

Let's take a closer look at the two versions of the 'carpenter', which scores points based on the presence of shutters.



A This type of card can be applied to one **street** only in your **town**. Within that **street**, there are three vertical tiers of scores available, based on the number of features required by the resident to be present in that **street**.

In this case, if you have at least 6 shutters in that single **street**, then you will be able to access the first tier of scores. If you have at least 8 shutters, then you can access the second tier, and with 10 or more shutters you will access the highest tier of scores. If you have five shutters or less, you will not be able to score with this card.

If the **street** is incomplete then you will score using the first row of points. However if the **street** is completed then use the second row with higher scores (marked with a white tick).

B This type of card scores for each **street** in your **town** that fulfils the required condition.

In this case, for each **street** that has at least 5 shutters in it, you will be able to score points.

In this case, for each **street** that is incomplete but has at least 5 shutters, you will score 2 points. For each completed **street** that has at least 5 shutters, you will score 5 points. Do not score any points for a **street** that has 4 or less shutters present.

GAME END

The game ends immediately after the last player has taken their last available action at the end of the tenth round.

- + All players reveal their ● Resident Cards
- + All players assess their ● Town Cards and ● Resident Cards for points
- + Leftover ● Life Ring Tokens are worth no points

The player with the most points wins!

In the case of a tie, the player with the most completed **streets** wins. If there is still a tie, then the player who has the most ● Resident Cards wins. If there is still a tie, then those players share in their excellent representation of the town of Tenby!

You can use the Score Pad and/or the Player Score Counters to help you score at the end of the game. If you use the Player Score Counters, place your Player Aid Card on its scoring side, and place the three counters on the three 'o' spaces to begin scoring.

GAME OPTIONS

Here you'll find a couple of extra options for rules to add into the game. You can combine them as you wish.

We would recommend that you play at least one game of Tenby before exploring the extra game options given here.

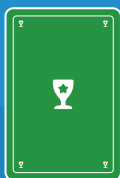
OPTION: THANKS FOR VISITING!

At the end of the ninth round, after the final player has finished their turn, clear all of the unused cards away as normal, however don't replenish any cards just yet. All players will now receive a bonus for their time in the town of Tenby.

In player order (using the ♣ Night Cards), each player takes any combination of three cards blind from the top of the ♠ Terrace Card or ♣ Pier Card decks. Each player must choose one of these cards to immediately play into their **town**, and then will discard the two cards not chosen to their respective discard piles.

Once each player has selected and played a card, finish the clean up phase by replenishing the **market** and the ● Day Cards, ready for the final round to begin.

OPTION: ACCOLADES



Accolades are a small set of additional goal cards, with each card having a single goal on it.

There are multiple ways to engage with the ♠ Accolade Cards, depending on what kind of game you would like, but first let's take a look at an example card.



This ♠ Accolade Card is the 'Manager'. It will give the player who has the most businesses in any town (amongst all players) 10 points at the end of the game.

All ♠ Accolade Cards have this same format. In the case that there is a tie for the most businesses (or any other goal), then all players share the points as equally as possible, with any remainder lost.

ACCOLADES: THE OPEN SEA

During set up, shuffle the ♠ Accolade Cards and randomly select one, two or three ♠ Accolade Cards to be placed face up near the **market**, easily visible to all players.

At the end of the game, before (or as) scores are being assessed, the player(s) who achieved the goals given by the ♠ Accolade Cards receive the points indicated, adding them to their total score.

ACCOLADES: EBB & FLOW

During set up, shuffle the ♠ Accolade Cards and randomly deal one ♠ Accolade Card face down to each player. Each player looks at their card and decides if they want to reveal that card, or to keep it secret.

- + Any ♠ Accolade Card that is revealed is open to any player to achieve, however the points given by that goal are increased by 5 (to 15).
- + Any ♠ Accolade Card that is kept secret is only available to that player to achieve, however the points given by that goal are reduced by 5 (to 5).

A player who chose to keep their ♠ Accolade Card secret may choose to reveal their ♠ Accolade Card at any time, but must pay ● Life Ring Tokens equal to the current round number to do so. Once an ♠ Accolade Card is revealed, it is open to all players to achieve, and will now give 15 points for that goal.

Once revealed, ♠ Accolade Cards may never be made secret again.

At the end of the game, before (or as) scores are being assessed, the player(s) who achieved the goals given by the ♠ Accolade Cards receive the points modified by the rules above, and add them to their total score.

ACCOLADES: HIGH TIDE

During set up, shuffle the ♠ Accolade Cards and randomly select a number of cards equal to the number of players in the game + 1 (for three players, four cards will be selected). Place those cards face up near the market, easily visible to all players.

At any point during a player's turn, they may spend ● Life Ring Tokens to commit one of their Player Score Counters to an ♠ Accolade Card. Committing a Player Score Counter (of any colour) to an ♠ Accolade Card will activate that card. Any ♠ Accolade Card without a Player Score Counter present is considered inactive, and will therefore not generate any points at the end of the game.

The costs to commit Player Score Counters to ♠ Accolade Cards are as follows:

- 1st : 3 ♠ Life Ring Tokens
- 2nd : 4 ♠ Life Ring Tokens
- 3rd : 5 ♠ Life Ring Tokens
- 4th : 6 ♠ Life Ring Tokens
- 5th : 7 ♠ Life Ring Tokens
- 6th : 8 ♠ Life Ring Tokens

Only one Player Score Counter is required to be committed to an ♠ Accolade Card in order to activate it. Once a counter has been committed to a card, no more counters can be committed to that card.

At the end of the game, before (or as) scores are being assessed, the player(s) who achieved the goals given by the activated ♠ Accolade Cards receive the points indicated, adding them to their total score.

FEATURES & ICONS



ICON: TOWN

The brown shield with a white triangle shows that this card is a ▲ Town card. When scoring for ▲ Town Cards, each town icon counts as one instance.



ICON: TERRACE

The light grey shield with a white house shows that this card's base type is a 'terrace'. When scoring, each terrace icon counts as one instance.



ICON: HOME

The pink shield with a white heart shows that this card's subtype is a 'home'. When scoring for homes, each home icon counts as one instance.



ICON: BUSINESS

The dark grey shield with a white pound shows that this card's subtype is a 'business'. When scoring, each business icon counts as one instance.



ICON: PIER

The blue shield with a white wave shows that this card's base type is a 'pier'. When scoring, each pier icon counts as one instance.



ICON: LANDMARK STATUS

The yellow shield with a white map pin shows that this card has ♠ Landmark Status. When scoring for landmarks, each map pin icon counts as one instance.



ICON: START CARD

The black shield with a white empty square shows that this card has ♠ Start Status.

ICON: BUILDING COLOURS

Most sections of terrace have a coloured building. The five main colours are: **RED** with squares; **YELLOW** with circles; **GREEN** with zig zags; **BLUE** with triangles; and **PURPLE** with stripes.

When scoring for colour, each single coloured building counts as one instance.



There are also **WHITE** buildings with a question mark pattern, found on the Plain Terrace End Cards and some ♠ Landmark Cards. **WHITE** buildings are considered wild, and can function as any colour.

When scoring, all **WHITE** buildings can be any colour you choose, and the same building may be freely chosen to be different colours for different scoring conditions without any negative effect.



ICON: UNIQUE BUILDING COLOURS

This multicoloured building icon targets unique colours for scoring.

When this icon is used on the scoring condition of ▲ Town Cards, it will score for each unique building colour surrounding the scoring card. When scoring, each uniquely coloured building counts as one instance.

All ▲ Town Cards with this scoring condition will have a building on it, however that building's colour will never affect that card's scoring condition. In other words, if a card with this scoring condition has a building on it whose colour is **GREEN**, then a **GREEN** building within the scoring range will still score as one instance.

When this icon is used on a ▲ Resident Card, each unique building colour counts as one instance.



FEATURE: BENCH

When scoring, each bench counts as one instance. There is a maximum of two benches on a single card.



FEATURE: BIN

When scoring, each bin counts as one instance. There is a maximum of two bins on a single card.



FEATURE: BINOCULARS

When scoring, each mounted pair of binoculars counts as one instance. There is a maximum of one pair of binoculars on a single card.



FEATURE: CHIMNEY

When scoring, each individual chimney counts as one instance. There is a maximum of two chimneys on a single card.



FEATURE: CLOUD

When scoring, each individual cloud counts as one instance. Clouds may overlap, but still score each individually. If in doubt, count the faces. There is a maximum of four clouds on a single card.



FEATURE: FLOWER BOX

When scoring, each flower box counts as one instance. Don't count individual flowers, only the boxes containing the flowers. There is a maximum of three flower boxes on a single card.



FEATURE: LAMP POST

When scoring, each lamp post counts as one instance. The lamp without a post on the five arches ♡ Landmark Card counts as one instance. There is a maximum of two lamp posts on a single card.



FEATURE: LOBSTER BOX

When scoring, each individual lobster box counts as one instance. There is a maximum of three lobster boxes on a single card.



FEATURE: PORCH

When scoring, each porch counts as one instance. There is a maximum of one porch on a single card.



FEATURE: SEAGULL

When scoring, each seagull counts as one instance. Seagulls may have different poses or orientations, but they are all seagulls. There is a maximum of three seagulls on a single card.



FEATURE: SHUTTERS

When scoring, each pair of shutters counts as one instance. There is a maximum of three pairs of shutters on a single card.



ICON: TOWN CARD

The brown card with the ▲ Town Card symbol indicates a card in any **town**. This icon is only used on ♠ Accolade Cards.



ICON: STREET END

The purple semicircle with a white tick indicates the end of a **street**. This icon is not targeted for scoring, but helps keep track of which **streets** are completed.



ICON: COMPLETED STREET

The purple circle with a white tick indicates a completed **street**. When scoring, each completed **street** counts as one instance.



ICON: INCOMPLETE STREET

The purple circle with a white 'X' indicates an incomplete **street**. This icon is not targeted for scoring, but is used on ♠ Resident Cards for scoring purposes.

On most pier end cards you will see a life ring hanging on a wooden post. This is not a feature that is scored, and is not linked to the ♡ Life Ring Tokens.

On most terrace end cards you will see a street sign. This is also not a feature that is scored, and is just for flavour.

The street names and business names are all fictional.

A NOTE TO TENBY TOWN

Though every effort has been made to preserve the accuracy of the depictions of the landmarks of Tenby town, some flexibility in their representation was taken in order to serve the game. This may mean that, for instance, a landmark's exact location, its surroundings, or its dimensions may have been adapted.

We hope this doesn't cause any offence to anyone who holds Tenby close to their hearts. This game is, and was always intended to be, a celebration of the town.

THANK YOU

It is my sincere hope that the fine folk of Tenby love their town being in a game as much as people have loved playing it! This project has been a dream to bring to life. Thank you to the incredible Kickstarter community for backing it!

I am massively indebted to everyone who has made the creation of **TENBY** possible. Most of all to my partner Jessie who has endured many variously enjoyable playtests and kept me on track, but also to the many, very generous people who gave their time to play and talk about their experiences.

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