

TENBY

—

FAMILY RULES

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INTRODUCTION

Welcome to the family rules for **TENBY**! Here, you'll discover a variety of alternative ways to use the game components, catering to different difficulty levels.

Below is a table of contents. Under each game title you will see: a player count next to the seagull; and a difficulty scale represented by one to three bars. To place this difficulty scale in context, we imagine that a regular game of **TENBY** would sit higher than this range; thus, all of the games in this rulebook are a little less complex.

Please adapt all of the game modes as you wish. If a rule has room for interpretation, choose how you would like to interpret it, just make sure that everyone is happy!

NOTE: A lot of terminology and concepts used in these variations have been taken from the main game's rules. Please familiarise yourself with the regular **TENBY** rules before reading this rulebook, however when important concepts and mechanics are mentioned, a page in the regular **TENBY** rulebook (retail edition) has been given for easy reference.

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ONE BY ONE

In this game variation, you will attempt to be the first player to get rid of all of the cards in your hand by matching features on the top card of the **pile**!

YOU WILL NEED:  Terrace Cards only.

SET UP

Deal seven  Terrace Cards face down to each player. Each player takes these cards into their hand and keeps them secret from other players.

Place the deck of  Terrace Cards face down in the middle of the table, and reveal one card from the top, placing it face up next to the deck. This is the start of the '**pile**'.

Decide on a starting player, and you're ready to play!

HOW TO PLAY

Beginning with the starting player, and going clockwise, each player must play one card from their hand to the top of the **pile**. Once a player plays a card, the player to their left now plays a card, and so on. To play a card, it must have at least two types of features on it which match the features on the top card of the **pile**. For this game the features are: bench, bin, chimney, cloud, flower box, lamp post, porch, seagull and shutters.

- If you cannot play a card (cannot match at least two features on the top card of the **pile**) then you must instead draw a card from the top of the deck and pass your turn.
- If a card you play also matches the colour of the building, then skip the next player's turn, and go on to the player beyond them.
- If a card you play matches three or more features, then the direction of play reverses, with the player who played before you now taking another turn.
- If a card you play is a business (dark grey icon with british pound symbol at the top) then the next player draws two cards then takes their turn as normal. You can choose to play without this rule if you'd like to be more friendly!

HOW TO SCORE

As soon as a player plays their last card, they win the round, and the round ends. The winning player gains three points, and all other players lose one point per card they have left in their hand. Record each player's score. It's possible to have negative points!

Set up for a new round, following the same instructions as above. For a short game, play until one player has reached six points. For a longer game, try reaching ten, or even twenty points!



2-5

IN TENBY TOWN I SAW...

In this game variation, you will attempt to be the first player to reach 30 points, by placing **•** Terrace Cards and **●** Resident Cards in a single communal **street**.

YOU WILL NEED: **•** Terrace Cards, **●** Resident Cards, Player Pieces, and a method to track scores during the game.

SET UP

- 1 Remove all End Terrace Cards (cards with sea or pier on one edge) from the **•** Terrace Card deck, then shuffle and place the deck face down within reach of all players.
- 2 Separate **●** Resident Cards into two types: cards with goals that apply to a single **street**, and goals that apply to all **streets**. Put all cards with goals that apply to all **streets** back in the box, then from the remaining cards remove: Architect, Home Owner, Harbourmaster, Scout, and Lobster Catcher. Take the remaining 16 cards, shuffle them together, and place this deck face down within reach of all players.
- 3 Deal three **•** Terrace Cards and one **●** Resident Card to each player.
- 4 Each player chooses a Player Piece of their choice.
- 5 Finally, choose a starting player, then reveal one card from the top of the **•** Terrace Card deck, placing it face up in the middle of the table, starting the communal **street**.

HOW TO PLAY

Players take turns to place one **•** Terrace Card, adding it to the **street** in the middle of the table, then draw one **•** Terrace Card from the top of the deck to finish their turn.

When you play a **•** Terrace Card, you may only ever place it on the right side of the **street** (when looking at the **street** upright). You may never place a card on the left side of the **street**.

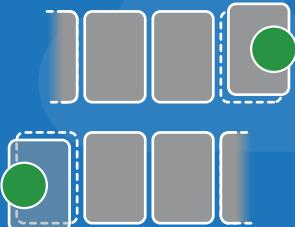


This single, communally built **street** can only ever be six cards long at the end of a player's turn. When a seventh card is placed onto the right end of the **street**, at the end of that player's turn, the leftmost card is discarded, imitating a walk through Tenby town. Create a discard pile next to the **•** Terrace Card deck.



Each time a player places a  Terrace Card, they score using the scoring condition of the card they just placed (rulebook page 12). Keep track of scores using your chosen score tracking method.

If you place a  Terrace Card and it scores no points, then in addition to drawing a  Terrace Card at the end of your turn, also draw one  Resident Card.



When you place a  Terrace Card, you may choose to place your Player Piece on that card. Score the card as normal. However, when that  Terrace Card is later discarded from the **street**, your Player Piece comes back to you, and you immediately score that card again (this could happen on anyone's turn). As the card is now on the left end, only cards to its right will generate points.

RESIDENTS: On your turn, instead of placing a  Terrace Card, you may choose to play a  Resident Card. If you do, play your chosen card in front of you and immediately score it based on the features or icons currently in the **street**. Only use the top row of scores as the **street** is never completed! After scoring, play then passes to the next player. Do not draw a new  Resident Card or  Terrace Card at the end of this turn.

GAME END: When a player reaches 30 points the end of the game is triggered. Make sure each player has had the same number of turns before ending the game. Whoever has the most points at the end of the game, wins!

2+ **SEAGULLS AND CLOUDS**

In this game variation, you will attempt to be the first player to get rid of all of your cards by being quick at spotting seagulls and clouds!

YOU WILL NEED:  Terrace Cards only.

SET UP

Shuffle all of the  Terrace Cards together, then deal out all cards face down as equally as possible, so that each player has their own face down deck of  Terrace Cards.

Choose a starting player, and you're ready to go!

HOW TO PLAY

Players take turns to draw one  Terrace Card from the top of their deck and place it face up in the middle of the table. The starting player plays a card from their deck, then the next player plays a card from their deck and places it on top of the previous card,

creating a **pile** in the middle of the table.

Every time a player places a card, at the same time that the card is being revealed (not after!), they must call out either “seagulls”, “clouds” or “none”. If the card they place has any number of the feature that they just called out (or neither if they called “none”), then each player must immediately attempt to put one of their hands on top of the pile.

The first player to put their hand on the **pile** wins all of the cards in that **pile**. That player takes the **pile** and places it face up in front of them, then plays a card from the top of their deck to start a new **pile**.

Be careful, if you’re too eager and wrongly put your hand on a card (the call and the features don’t match), then you must discard one of your won cards! Discard it to the side of the table where it clearly doesn’t belong to any player.

Keep playing until all players’ decks have been used, then count up all cards in the **piles** in front of each player. Whoever has the most cards is the winner!



In this game variation, you will attempt to cooperatively build a **town** with other players to please the residents who live there!

YOU WILL NEED: Terrace Cards, Pier Cards, Resident Cards, Start Cards, Life Ring Tokens, Round Tracker Board and Round Tracker Counter.

SET UP

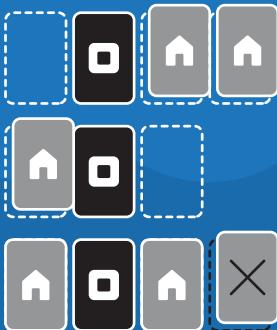
1 Shuffle the Terrace Cards and Pier Cards together to form their own separate face down decks. Place these decks to one side of the table.



- 2 Take **4 Start Cards** equal to the number of players in the game (any colours) and place them in a column in the middle of the table with some space between, creating the starting point for that many **streets**.
- 3 Separate the **12 Resident Cards** into two types: goals that apply to a single **street**, and goals that apply to all **streets**. Put all cards with goals that apply to all **streets** back in the box, then shuffle the remaining **12 Resident Cards** together. From the remaining cards, first deal two **1 Resident Cards** to each **street**, placing them face up near to each **4 Start Card**. After that, deal one **1 Resident Card** face down to each player. Each player looks at their **1 Resident Card** but keeps it secret from all other players. Return all remaining **12 Resident Cards** back to the box.
- 4 Place all **8 Life Ring Tokens** next to the **4 Terrace Card** and **4 Pier Card** decks creating a general supply. Take five **8 Life Ring Tokens** from the general supply and place them near to the face up **12 Resident Cards**, creating the shared player supply.
- 5 Deal three **4 Terrace Cards** to each player, forming their starting hands.
- 6 Finally, place the Round Tracker Board next to the decks, and place the Round Tracker Counter on the '1' space, and decide who the first active player will be.

HOW TO PLAY

OVERVIEW: The game is played over ten rounds. Each round: all players simultaneously choose a **1 Town Card** from their hand to play; the active player places all those cards into the **streets**; players draw new cards; and a new player becomes the active player. At the end of the tenth round, the game ends. If all of the residents are happy, you win!



THE ROUND: At the beginning of each round, all players choose a **1 Town Card** from their hand and place it face down on the table in front of them (a **4 Terrace Card** in the first round). Once all players have chosen a card, then reveal all cards. The active player takes all of those cards and places them into the **streets** however they wish, following the normal placement rules (rulebook, page 9).

NOTE: The longest **street** must never be more than two cards longer than the shortest **street**. Take this into consideration when choosing and placing cards.

Players are allowed to communicate, and can discuss best placement, however the current active player always has the final say. No player is allowed to reveal, suggest, nor otherwise indicate in any way what their secret **1 Resident Card**'s goal is.

Once all cards have been placed, the round ends. Beginning with the active player, each player draws one card from the top of the **4 Terrace Card** or **4 Pier Card** deck. Then, the

player clockwise of the current active player becomes the new active player. Use the Round Tracker Board and Counter to keep track of the rounds as the game goes on.

LIFE RING TOKENS

Players have a shared supply of ☀ Life Ring Tokens. Spend one ☀ Life Ring Token to play an extra card, or to draw an extra card. Move one token to the general supply.

Any player may choose to use ☀ Life Ring Tokens at any point, however all players may discuss the use of them, and may collectively decide on whether to use them or not. In the case of a disagreement, the current active player always has the final say.

- When playing a ▲ Town Card, a player should announce "I would like to play an extra card". If a player does play an extra card in a round, then at the end of that round that player still only draws one card. Do not draw an extra card.
- Similarly, when drawing a ▲ Town Card, a player should announce "I would like to draw an extra card". If a player does draw an extra card, then the player drawing an extra card chooses which card to draw, not the current active player.
- Each player's hand size can fluctuate independent of other players over the course of the game.

Players can gain ☀ Life Ring Tokens only by playing cards that have sea on one edge. All of these cards have a white tick in a purple semicircle on that edge, and most have a life ring hanging on a wooden stand in the feature area. Whenever a card of this type is placed, move one ☀ Life Ring Token from the general supply to the shared player supply.

GAME END

At the end of the tenth round, the game ends. All players reveal their secret ♀ Resident Cards. Players can assign their ♀ Resident Cards to any **street** they wish, however the face up Resident Cards are automatically assigned to the **street** they are next to. If all goals on all ♀ Resident Cards have been met (to at least the first tier of scores) then all players win. However, if not all goals have been met, then all player lose!

MAKE IT HARDER!

- A** To win, the highest tiers of scores on all ♀ Resident Cards must be met!
- B** During set up, the ♀ Resident Cards next to **streets** are placed face down instead of face up. At any point, any player can spend one ☀ Life Ring Token to secretly look at one of the face down ♀ Resident cards, without revealing it to any other player.
- C** During set up, deal each player one more secret ♀ Resident Card.
- D** During set up, only place three ☀ Life Ring Tokens in the player supply.



3-5

NAUGHTY NEIGHBOURS

In this game variation, influence your neighbours as you all build your own **towns**!

YOU WILL NEED: Terrace Cards, Pier Cards, Landmark Cards, and Start Cards.



SET UP

Shuffle all of the Terrace Cards, Pier Cards, and Landmark Cards together to form their own separate face down decks. Place these within reach of all players.

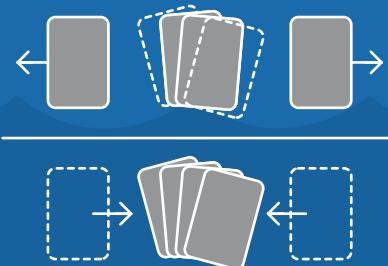
Each player chooses a Start Card and places it in front of them, starting their first **street**, then each player draws a starting hand of four Town Cards of their choice.



HOW TO PLAY

OVERVIEW: The game is played over five rounds. Each round, players pass cards to their neighbours, play three cards into their **town** (in front of them), then draw three new cards to their hand to finish the round. At the end of the fifth round, the game ends, and whoever has the most points at the end of the game wins, with points generated by the scoring conditions on Town Cards.

THE ROUND: At the beginning of each round, all players choose one card to pass to the neighbour on their left and one card to the neighbour on their right. Each player places these two cards face down on the table between them and their neighbours. Once all players have placed cards, all players then pick up the cards that have been passed to them from their neighbours.



All players now have a hand of four cards again, and choose three of those cards to play in front of them, adding to a **street** or starting a new **street** in their **town**, following all of the normal placement rules for cards (rulebook, page 9).

Once all players have played their cards, then all players draw back up to four cards in hand, choosing which decks to draw from, and drawing one card at a time if they wish.

There is no player order in this game, so be respectful of each other and work out your own system of drawing if you need.

HOW TO SCORE

At the end of the fifth round, the game ends. Each player should have played fifteen cards, making a total of sixteen cards in their **town**. Use the normal scoring conditions to score points from all **▲ Town Cards** in all **streets** (rulebook, page 12). The player with the most points wins!

OPTION: Try including **● Resident Cards** in the game. During set up, deal one, two, or three cards to each player. Score at the end of the game (rulebook, page 15).



3+

RISKY BUSINESS

In this game variation, you will attempt to outwit your opponents in a game of feature calling and bluffing!

YOU WILL NEED: **▲** Terrace Cards, and **◎** Life Ring Tokens.

SET UP

Shuffle all of the **▲ Terrace Cards** together to form a face down deck. Place the deck of **▲ Terrace Cards** and all of the **◎ Life Ring Tokens** within reach of all players.

Deal seven **▲ Terrace Cards** face down to each player forming each player's hand, then choose which player will be the first active player.

HOW TO PLAY

This game is played over a series of rounds. Each round begins with the active player calling out loud the name of a feature present on one of their cards (red house, seagull, bin etc). All players then simultaneously, and in secret, choose any number of cards from their hand to play, placing them face down and underneath their hand so that no other player can see how many cards they have placed (players may choose to place no cards).

Once all players have their hand on the table, all players reveal and turn their cards face up at the same time. Whoever's cards contain the most of the feature called by the

active player this round, wins the round. That player gains one  Life Ring Token. If there is a tie for most features, then all tied players instead draw an extra  Terrace Card.

At the end of each round discard all played cards, then all players draw one card only, regardless of how many cards they chose to play that round. Finally, the player clockwise of the current active player becomes the new active player, and a new round begins.

The first player to reach five  Life Ring Tokens wins the game!

MAKE IT MORE RISKY!

As an option, players may choose to bet any number of their  Life Ring Tokens along with their played cards, also kept secret under their hand. If you win a hand then you keep your bet and gain the same number of  Life Ring Tokens on top, in addition to the single  Life Ring Token for winning the round. If you are tied for the win, then do not gain any extra tokens but don't lose your bet. If you don't win, then lose your bet! In this version of the game, play instead to a goal of ten  Life Ring Tokens as opposed to five.



2-5

FIRST COME, FIRST SERVED

In this game variation, you will build a single **town** with all players, whilst attempting to be the player with the most points at the end of the game!

YOU WILL NEED:  Terrace Cards,  Pier Cards,  Landmark Cards,  Start Cards,  Resident Cards,  Life Ring Tokens, Round Tracker Board, and Round Tracker Counter, and a method to track scores during the game.

SET UP

1 Shuffle all of the  Terrace Cards,  Pier Cards,  Landmark Cards, and  Resident Cards together to form separate face down decks. Place them within easy reach of all

SUGGESTED LAYOUT FOR TWO PLAYERS



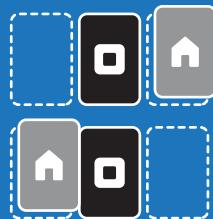
- 2 Take  Start Cards equal to the number of players in the game and place them one above another in a column in the middle of the table, with a little space between each one. These are the starts of the **streets**.
- 3 Place the  Life Ring Tokens and the Round Tracker Board next to the  Town Card decks with the Round Tracker Counter on the '1' space of the Round Tracker Board.
- 4 Each player receives a starting hand of three  Terrace Cards and one  Landmark Card, which they keep secret from other players.
- 5 Finally, decide on a starting player for the first round.

HOW TO PLAY

OVERVIEW: This game is played over a number of rounds equal to the number of players in the game, so it will be shorter or longer depending on how many players there are. Each round consists of two phases: the Expansion Phase, where players play and draw  Terrace and  Pier Cards; and the Landmark Phase where players play and draw  Landmark Cards.

EXPANSION PHASE

Beginning with the starting player, each player takes turns in clockwise order to choose one  Terrace or  Pier Card from their hand to add to any one of the **streets** (you won't have  Pier Cards on the first turn), using the normal placement rules (rulebook, page 9). Immediately on playing a card, that player scores points using the scoring condition of the card they just played (rulebook, page 12). Use the Player Score Cards and Player Score Counters to keep track of scores during the game.



Finish each turn by drawing one card from either the  Terrace Card or  Pier Card deck, player's choice.

In this game mode no new **streets** may be started! All  Town Cards must always be added to the end of an already existing **street**.

Each player will take five turns in each Expansion Phase. Use the Round Tracker Board and Counter to help keep track of how many turns each player has had. Once each player has taken five turns (played five cards), the Expansion Phase is over.

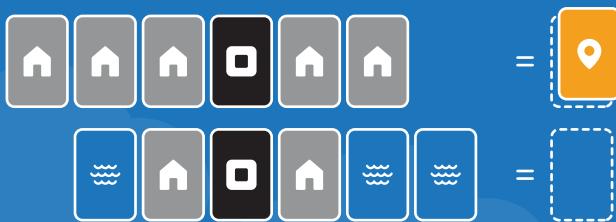
LANDMARK PHASE

Beginning with the starting player and proceeding clockwise, each player assigns their single  Landmark Card from their hand to one of the **streets**.

In contrast to the normal placement rules, in this game the  Landmark Cards are assigned to a **street** in much the same way that a  Resident Card would be in the normal multiplayer game (multiplayer rulebook, page 16). Assign a  Landmark Card by placing it

to one side of a **street** on the table. Do not place it directly into one of the **streets**.

There is however still a strict limit of one ♡ Landmark Card per **street** only.



Once a ♡ Landmark Card has been assigned, check its scoring condition, then count how many of the indicated features are in that **street**, then score points accordingly. Once a player has scored, the next player then places their ♡ Landmark Card in one of the other remaining **streets**, and so on, until each player has played their ♡ Landmark Card.

After each player has played and scored a ♡ Landmark Card, discard all of the assigned ♡ Landmark Cards to a pile next to the ♡ Landmark Card deck, then each player draws one ♡ Landmark Card to their hand. The Landmark Phase, and round, is now complete.

BETWEEN ROUNDS

In between each round, beginning with the current starting player, each player draws two ♀ Resident Cards. They choose one to keep, and discard the other.

Finally, the player immediately clockwise of the current starting player becomes the new starting player, and a new round is ready to begin.

LIFE RING TOKENS

On any turn, if a player gets no points from playing a card, then in addition to drawing a card at the end of their turn, that player also draws one ♣ Life Ring Token.

On a future turn, you may spend one ♣ Life Ring Token to play a ♀ Terrace Card or ♀ Pier Card into the middle of a **street** (between two cards). If you do, score that placed card as normal, using its scoring condition to score in both directions.

GAME END

Once you have played a number of rounds equal to the number of players in the game, the game ends. Each player reveals their ♀ Resident Cards, assigns them to the **streets** on the table (rulebook, page 15), and adds those points to their final scores. There is no limit to how many ♀ Resident Cards that may be assigned to the same **street**.

The player with the most points wins!



3-5

SHARING IS CARING

In this game variation, you will attempt to build your **town** using rotating hands of cards!

YOU WILL NEED: Terrace Cards, Pier Cards, Landmark Cards, Start Cards, and a method to track scores during the game.

SET UP

Shuffle all of the Terrace Cards, Pier Cards, and Landmark Cards together to form separate face down decks, and place them in the middle of the table.

Each player places a Start Card face up in front of them, starting their **town**.

Choose a dealer for the game. They now deal out three Terrace Cards, two Pier Cards and one Landmark Card to each player. This will be their starting hand of cards, which they should keep secret from other players.



HOW TO PLAY

This game is played over four rounds, and in each round there are five turns.

Each turn has two parts: play a card, and pass your cards.

PLAY A CARD: Each turn, at the same time, each player will ① choose one card from their hand to play. Do this in secret, hiding which card type you have chosen from all other players until each player has chosen a card to play. Once each player has chosen a

1



2

card, all players reveal at the same time and ② place it face up in front of them, either adding it to a **street**, or starting a new **street** in their **town**, following the normal placement rules (rulebook, page 9).

Score each card immediately on placing it using the scoring condition of the placed card (cards starting new **streets** will likely not generate any points).

Only one ♦ Landmark Card per **street** is allowed.

PASS YOUR CARDS: Once all players have played a card, each player then passes the rest of the cards in their hand at the same time to the player on their left.



Take further turns until there is only one card remaining in each player's hand. Do not pass this last card on to your neighbour, instead discard it, leaving each player with five cards total played this round. Once players have played their fifth card, the round ends.

FUTURE ROUNDS

To prepare for the next round, deal a new hand of three ♠ Terrace Cards, two ♣ Pier Cards and one ♦ Landmark Card to each player.

The second round follows exactly the same format, except this time each player passes cards to the player on their right.

In the third round players pass to their left again, and in the fourth and final round players pass to their right.

GAME END

At the end of the fourth round, the game ends. Whoever has the most points, wins! If there is a tie, then whoever has the most seagulls in their **town** wins! If there is still a tie, then those players share the victory!

OPTIONS

RESIDENT CARDS. At the beginning of the game, and also when preparing for each new round, also deal one ♠ Resident Card to each player. This ♠ Resident Card is part of each players hand, and can be passed between players just like all of the other cards.

When playing with ♠ Resident Cards, each player should still only play five cards per

round. This means that the final two cards of each hand are discarded, rather than just one. Only ever play five cards in a single round.

If you choose to play a **● Resident** Card from a hand, then when all players reveal which cards they've chosen, place this **● Resident** Card face down near your **town**.

At the end of the game, reveal any **● Resident** Cards you have then assign them to **streets** in your **town** and score as normal (rulebook, page 15).



LIFE RING TOKENS. During set up, each player receives three **◎ Life Ring** Tokens.

The only other way of acquiring **◎ Life Ring** Tokens during the game is to play a card with **sea** on one edge. All of these cards have a white tick in a purple semicircle on that edge, and most have a little life ring on a wooden post in the feature area. Whenever a player plays a card into their **town** with **sea** on one edge, that player gains one **◎ Life Ring** Token.

Use **◎ Life Ring** Tokens to:

- + **REPLACE A CARD IN HAND:** Before choosing a card from your hand, spend one **◎ Life Ring** Token to discard one of the cards in your hand and draw a new one. The type of card you discard and the type of card you draw do not have to match. You may do this multiple times within the same turn.
- + **PLAY A CARD INTO THE MIDDLE OF A STREET:** When placing a card into your **town**, spend one **◎ Life Ring** Token to place that card into the middle of a **street** (between two cards). Create a gap in a **street** for one card, and fill that gap with your played card. You must still obey normal edge matching rules.

THAT'S IT!

We hope you enjoy exploring the extra game modes offered in this family rulebook! It has been a true joy to come up with ways to make the components of **TENBY** go further than the multiplayer and solo versions.

As stated at the beginning of this rulebook, this game is yours to play around with. If you don't like a rule in a family game mode, then get rid of it, or replace it with something you think is better! We are so curious to see what other games might be possible, so please get in touch to let us know what you come up with.

Remember though, games should first and foremost be about having a good time. If you come up with your own rules using the components in this box, then make sure to create rules that treat everyone with fairness and kindness. If you want to make a game where you steal everyone's cards, then make sure to play with friends who are okay with that!