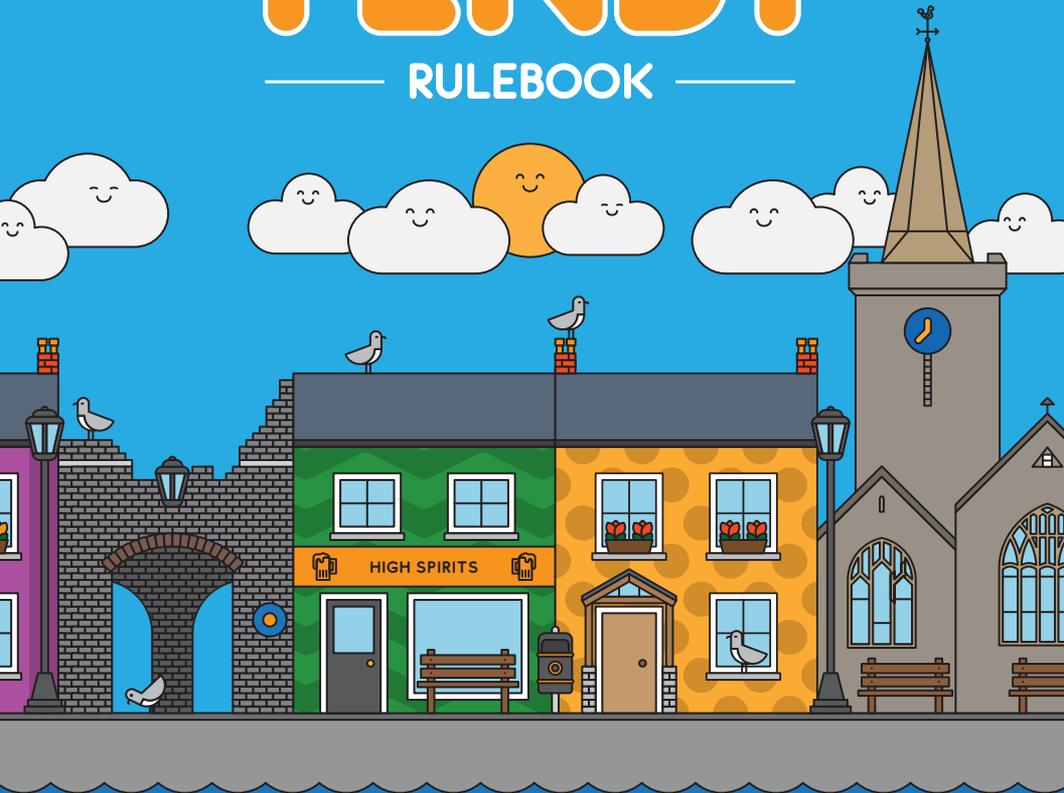


TENBY

RULEBOOK



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 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!

COMPONENTS



100 TERRACE CARDS



46 PIER CARDS



18 LANDMARK CARDS



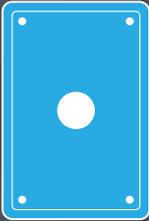
5 START CARDS



6 PLAIN END TERRACE CARDS



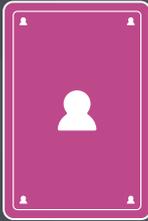
6 PLAIN END PIER CARDS



16 DAY CARDS



5 NIGHT CARDS



42 RESIDENT CARDS



12 ANCHOR CARDS



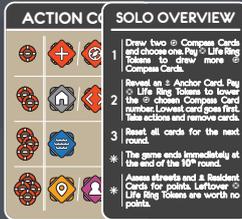
16 COMPASS CARDS



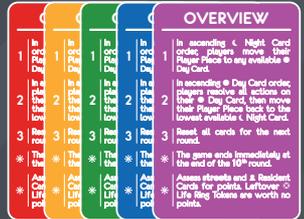
7 ACCOLADE CARDS



ROUND TRACKER BOARD



SOLO PLAYER AID CARD



5 PLAYER AID CARDS



ROUND TRACKER COUNTER



5 PLAYER PIECES



26 LIFE RING TOKENS

MULTIPLAYER RULES

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 Version only (the rules for which start on page 22).
- + There is a suggested layout for two players on page 4, however this layout is not a requirement and can be adapted to the table space you have available.

TABLE SET UP

- 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 The 🏠 Terrace Cards, ≡ Pier Cards and ♠ Landmark Cards in this game are known collectively as ▲ Town Cards. 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
- 3 Take the Plain End Terrace Cards and the Plain End Pier Cards and place them (either face up) in separate piles above the **market**.
- 4 Shuffle the 👤 Resident Cards together, then place them face down in a deck above the **market**.
- 5 Take the Round Tracker Board and place it below the decks of ▲ Town Cards, number side up. Place the Round Tracker Counter on the space numbered '1'.
- 6 Select a number of 🌙 Night Cards equal to the number of players in the game: for a four player game, use the cards numbered '1' through '4'; for a two player game use only the cards numbered '1' and '2'. Place the required 🌙 Night Cards face up in ascending order from left to right, to the right of the Round Tracker Board. Return any unused cards to the box.

SUGGESTED LAYOUT FOR TWO PLAYERS



5 CLAIM A REWARD ON YOUR TENTH DAY!

1 2 3 4 5
6 7 8 9

Thank you **10** for visiting!



9 OVERVIEW

1 In a workshop, a...

2 In a workshop, a...

3 In a workshop, a...

4 In a workshop, a...

5 In a workshop, a...

6 In a workshop, a...

7 In a workshop, a...

8 In a workshop, a...

9 In a workshop, a...



PLAYER TOWNS



9 OVERVIEW

1 In a workshop, a...

2 In a workshop, a...

3 In a workshop, a...

4 In a workshop, a...

5 In a workshop, a...

6 In a workshop, a...

7 In a workshop, a...

8 In a workshop, a...

9 In a workshop, a...

- 7 Take the ● Day Cards and shuffle them together to form a deck. Place this deck face down below the Round Tracker Board. Draw ● Day Cards equal to the number of players in the game + 1. For instance, in a two player game you should draw three cards. Each ● Day Card has a lower area with actions, and above that a sun with a number in it. Place the ● Day Cards face up in ascending numerical order from left to right, just under the ☾ Night Cards.
- 8 Place the ☉ Life Ring Tokens in a pile together, to one side of the **market**.

PLAYER SET UP

- 9 Each player chooses a □ Start Card which they place face up in front of them, starting their **town** (personal display). Then each player takes the Player Aid Card and Player Piece of the matching colour.
- 10 Whoever most recently went for a walk on a beach is the first player. That player places their Player Piece on the ☾ Night Card furthest to the left (numbered '1'), then in a clockwise direction each other player places their Player Piece in ascending order (next player on the card numbered '2' etc).
- 11 Each player draws two ♀ Resident Cards to their hand from the top of the ♀ Resident Card deck. Each player chooses one to keep, and discards the other to the bottom of the ♀ Resident Card deck.

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)

☾ NIGHT PHASE ☾

Each round will start with the Player Pieces being on the ☾ Night Cards. 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 ● Day Card as another player's Player Piece.
- + All players must choose a ● Day Card before any player takes any actions.

● 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 a player finishes 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 lowest numbered ☾ Night Card that is still available. You may never place your Player Piece on the same ☾ Night Card as another player's Player Piece. Then, discard the now used ● Day Card to a discard pile to the left of the ● Day Card deck.

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.

☽ CLEAN UP PHASE ☽

After the last player to resolve a ● Day Card 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. Arrange these cards in ascending numerical order.
 - + 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 Board.

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 any 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 14), but first let's dive into the actions given by ● Day Cards.



TERRACE ACTION

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

- + You may instead choose to gain a Plain End Terrace Card (see next page).



PIER ACTION

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

- + You may instead choose to gain a Plain End Pier Card (see next page).
- + You may instead choose to take the "Terrace Action" (including Plain End Terrace Card).



LANDMARK ACTION

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

- + 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, and discard the other to the bottom of the 👤 Resident Card deck.

- + At the start of the game, players should choose whether to play keeping 👤 Resident Cards secret, or to play with open hands.



GAIN A LIFE RING TOKEN

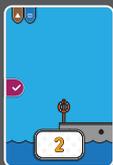
This icon allows you to gain a ☉ Life Ring Token. For each icon present on a ● Day Card, take one ☉ Life Ring Token from the supply. In the rare case that you run out of ☉ Life Ring Tokens, use any other suitable stand-in.

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. Players may choose which side to use.



+ These cards provide two points.

+ End Terraces are 'wild' in colour (see page 19 for more details).

+ End Piers can help you to 'complete' a **street** (completed **streets** are explained on page 15).

... AND 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, ♀ Resident Cards, ● Day Cards, ☾ Night Cards, and the Round Tracker Board, 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**. Only ♀ Resident Cards are kept in the hand, which may or may not be kept secret (players should decide together at the start of the game).

All ▲ Town Cards gained and placed into your **town** must conform to the placement rules, outlined in the next section.

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 11).

CARD PLACEMENT

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

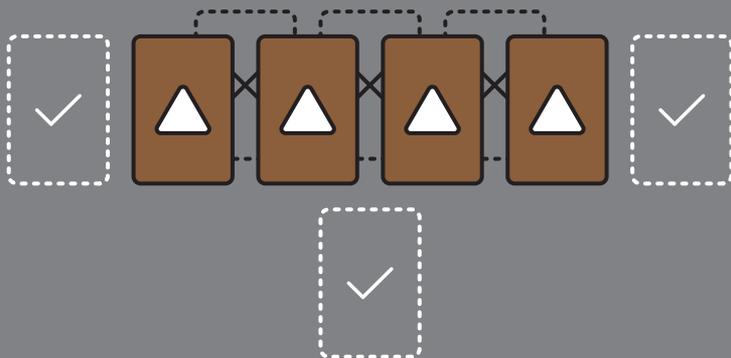
POSITION PLACEMENT

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).

There is no limit to how many **streets** a player can have.



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 display of the different kinds of edge types to help explain how this functions.

LANDMARK CARD LIMIT

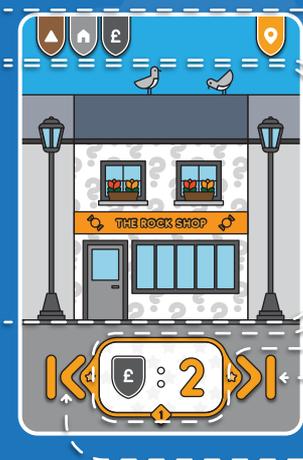
There is a strict limit of one ♡ Landmark Card per **street** only!

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 they function exactly the same regardless of position on the card.



CARD TYPES

This area shows icons which represent the card's types. This particular card has the town, terrace, and business types, and has landmark status.

FEATURES AREA

This area shows which features are on this card. A full list of features starts on page 18.

SCORING CONDITION

This area shows which feature or icon will be scored, and how much each instance is worth.

SCORING RANGE

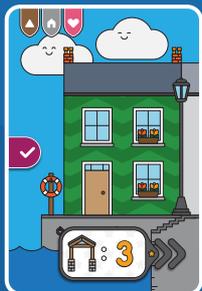
These arrows show the range for which the scoring condition will apply.

EDGE TYPE

The edges of the ▲ Town Cards are important to take note of, as it is the edges which will determine which other cards can be placed next to a card. When placing a ▲ Town Card, its edge type must match that of the card it is placed next to.

There are only three different types of edges: terrace, pier, and sea.

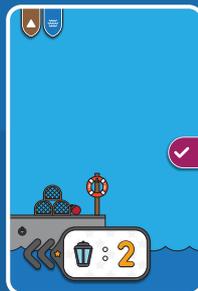
SEA



TERRACE



PIER



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 18 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 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**

USING LIFE RING TOKENS

At any point during your turn, you may spend  Life Ring Tokens to take any number of extra actions. You may do this multiple times per turn, and in any order you like, but each action should be fully resolved before taking or paying for the next action. This life ring icon with a minus symbol represents spending one  Life Ring Token.



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. There is no limit to the number of cards which can be present in the **market**.



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 the middle of a **street** to any other position in your **town**. In other words, you may move a card which is currently in between two other cards. If you do, after the card has been moved, slide all cards in that **street** together (the **street** that 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.

EXTRA ACTIONS



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.

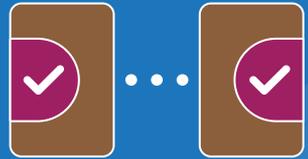


The Landmark Action and Resident Action both cost 4  Life Ring Tokens each. Pay the cost to the supply, then resolve the chosen action as normal.

COMPLETED STREETS

A '**street**' in **TENBY** is a consecutive, horizontally connected set of cards. A **street** is considered 'completed' 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 Cards**, which are explained just below, however all **Resident Cards** will score more points if the **street** being scored has been completed.

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

A CARPENTER

SHUTTERS
in a single street

ONE STREET ONLY			
#	6+	8+	10+
X	2	3	5
✓	4	6	10

A This card can only be applied to a single **street** in your **town**. For that **street**, there are three vertical tiers of scores available, based on the number of features required by that 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 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 CARPENTER

5+ SHUTTERS
in the same street

PER STREET	
X	2
✓	5

B This type of card scores for each **street** in your **town**.

In this case, for each **street** that has at least 5 shutters in it, you will be able to score points. 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. At that point, all players reveal their ♠ Resident Cards, and then all players assess their ▲ Town Cards and ♠ Resident Cards for points.

Leftover ☉ Life Ring Tokens are worth no points at the end of the game.

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 highest score from their ♠ Resident Cards wins. If there is still a tie, then those players share in their excellent representation of the town of Tenby!

SCORING

We recommend that players score their individual towns concurrently. However, if you are keen to see the other players' achievements, players may score their towns one by one for a more dramatic end to the game!

GAME LENGTH

Feel free to alter the game length to suit you. If it's your first time playing **TENBY**, or if you're looking for a shorter game, then try playing just 8 rounds. As a group, decide how many rounds you will play before the game begins.

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, however 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.

In player order (using the ☾ Night Cards), each player takes any combination of three cards blind from the top of the ♠ Terrace Card and ☼ 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 (or to not take any and gain a ☉ Life Ring Token).

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, however in the case that there is a tie for the most businesses (or any other goal), each way of using the ♣ Accolade Cards has its own tiebreak situation. Let's take a look.

♣ ACCOLADES: THE OPEN SEA

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

At the end of the game, the player(s) who won the goals given by the ♣ Accolade Cards receive the points indicated, adding them to their total score. In the case of a tie, each tied player shares the points as evenly as possible, with any remainder lost.

♣ 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, the player(s) who won the goals given by the ♣ Accolade Cards receive the points modified by the rules above, and add them to their total score. If there is a tie for a revealed ♣ Accolade Card, then each tied player shares the points as evenly as possible, with any remainder lost. If there is a tie for a secret ♣ Accolade Card, then only the player who has kept the ♣ Accolade Card secret may score, but reduces the score by 1 point per other tied player.

🏆 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 activate an 🏆 Accolade Card. An activated 🏆 Accolade Card is available for all players to compete for. When an 🏆 Accolade Card is activated, place one 🌊 Life Ring Token (taken from the supply) on that 🏆 Accolade Card to show that it has been activated. An 🏆 Accolade Card without a 🌊 Life Ring Token present is considered inactive, and will not generate any points at the end of the game.

The costs to activate an 🏆 Accolade Cards are as follows:

- 1st : 2 🌊 Life Ring Tokens
- 2nd : 3 🌊 Life Ring Tokens
- 3rd : 3 🌊 Life Ring Tokens
- 4th : 4 🌊 Life Ring Tokens
- 5th : 4 🌊 Life Ring Tokens
- 6th : 5 🌊 Life Ring Tokens

Once an 🏆 Accolade Card has been activated it may not be made inactive again. An 🏆 Accolade Card must only be activated once, by one player, to be open to be scored at the end of the game. A player does not personally need to activate an 🏆 Accolade Card to compete for that card.

At the end of the game, the player(s) who won the goals given by the activated 🏆 Accolade Cards receive the points indicated, adding them to their total score. In the case of a tie, each tied player shares the points as evenly as possible, with any remainder lost.

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 a 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 is a Start Card.

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 simultaneously act as different colours for different scoring conditions.



ICON: UNIQUE BUILDING COLOURS

This multicoloured building icon targets unique colours for scoring.

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

The building colour of a Town Card with this scoring condition 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. 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: LIFE RING TOKEN

The orange life ring with a plus sign in the middle can be found on ● Day Cards and ☉ Compass Cards. Gain one ☉ Life Ring Token.



The orange life ring with a minus sign in the middle can be found on the Player Aid Cards and the Solo Player Aid Card. Pay one ☉ Life Ring Token.



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 only 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 end terrace 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.

SOLO RULES

Welcome to the solo version of **TENBY!** This section will guide you through the set up and the rules for playing solo. First, make sure you are familiar with the multiplayer version of the game, as many of the concepts covered in the multiplayer rules are the same for the solo version, and are not covered again here. If you're good to go, then let's get to grips with how to play!

SET UP

- Form the **market** as if you were setting up for a two player game. Reveal three 🏠 Terrace Cards, two 🌊 Pier Cards and one 📍 Landmark Card, and place the 🏰 Town Card decks to the left side of the **market**. Then, place the Plain End Terrace Cards, Plain End Pier Cards, the 👤 Resident Card deck and 🌀 Life Ring Tokens to the right of the **market**.



- 2 Place the Round Tracker Board and Round Tracker Counter to the right of the **market**.
- 3 Begin your **town** by giving yourself a  Start Card of any colour. Give yourself the Solo Player Aid Card. You don't need a Player Piece.
- 4 Next, draw two cards from the top of the  Resident Card deck. Choose one to keep, and discard the other to the bottom of the  Resident Card deck.

Finally, we'll need to set up the replacement for the  Day Cards and the  Night Cards. In this version, you will need the  Anchor Cards and the  Compass Cards.

- 5 Shuffle the  Anchor Cards together to form a face down deck to the right of the **market**, with some space to the right for a dedicated discard pile.
- 6 Shuffle the  Compass Cards together to form a face down deck to the right of your **town**, with some space to the right for a dedicated discard pile.

OVERVIEW

Your goal is the same as for the multiplayer version: create the best possible **town** by building **streets** of  Town Cards and fulfilling the requirements of  Resident Cards. The game is played over exactly ten rounds, and at the end of the game you will score your **streets** and  Resident Cards as normal.

During the rounds, you will be using  Anchor Cards and  Compass Cards to determine order of play and to select actions. In between rounds, leftover  Town Cards will be discarded, and new cards will be drawn to replenish the **market**.

THE ROUND

Each round is split into three phases:

-  The Plan Phase (draft actions)
-  The Play Phase (resolve actions)
-  The Clean Up Phase (clear and replenish)

PLAN PHASE

In this phase you will first choose a  Compass Card then reveal an  Anchor Card.



First, draw two cards from the top of the  Compass Card deck to your hand. Choose one to play face up in front of you, and discard the other(s) to the  Compass Card deck's discard pile.

+ You may spend one ☉ Life Ring Token to draw one extra ☉ Compass Card to your hand to choose from. You may do this multiple times, however only ever play one ☉ Compass Card.



Second, reveal the top card of the ⚓ Anchor Card deck. Place it face up at the top of the ⚓ Anchor Card deck's discard pile. The ⚓ Anchor Cards are explained in more detail in the next section.

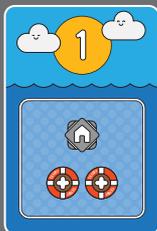
Compare the numbers (in the suns) on the played ☉ Compass Card and the revealed ⚓ Anchor Card. Whichever number is lower takes their turn first this round.

+ In the case of a tie, the ⚓ Anchor Card always goes first.

+ You may spend one ☉ Life Ring Token to lower the number on your ☉ Compass Card by -1. You may do this multiple times. In order to go first, the number on your ☉ Compass Card must be strictly lower than that of the ⚓ Anchor Card. You may lower the number on the ☉ Compass Card to zero.

PLAY PHASE

With the order of play set, let's now resolve the cards.



The ☉ Compass Cards are resolved in the same way as ● Day Cards. On your turn, take the actions shown on the chosen ☉ Compass Card in any order.

The same rules apply when taking actions as in the multiplayer version (see page 7).

Once you have fully resolved all actions, discard the now used ☉ Compass Card to the ☉ Compass Card deck's discard pile.



The ⚓ Anchor Cards resolve the same regardless of turn order, however the outcome may change based on the availability of cards left in the **market**.

On its turn, an ⚓ Anchor Card will attempt to remove all ▲ Town Cards marked with a white tick from the **market**. If the ⚓ Anchor Card goes first, discard all indicated cards to their respective discard piles. Then play passes to the solo player.

If, however, the ⚓ Anchor Card takes its turn after the solo player, there may no longer be cards in the indicated positions in the **market** to discard. If this is the case, then for each card that is unable to be discarded from the **market** by the ⚓ Anchor Card, the solo player must draw a card of the same ▲ Town Card type blind from the top of its deck and store it face down in a 'penalty pile' to one side of their town (see the game end section on page 26).

Once the ⚓ Anchor Card has been resolved, simply leave it where it is, as it should already be at the top of the ⚓ Anchor Card deck's discard pile.

After both the ⚓ Anchor Card and Ⓜ Compass Card have been fully resolved, move on to the clean up phase.

CLEAN UP PHASE

The clean up phase is carried out in the same way as for the multiplayer version.

- + 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.
- + Replenish the ▲ Town Cards using the same method as for the set up.
- + Move the Round Tracker Counter one space up on the Round Tracker Board.
- + If ever the Ⓜ Compass Card deck has no more cards in it, shuffle its discard pile together to form a new deck. You will do this at least once per game.

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

USING Ⓜ LIFE RING TOKENS

In addition to the normal actions accessible through spending Ⓜ Life Ring Tokens, in the solo version there are two other available actions, which we've already come across in the previous section. They are outlined again below for quick reference.



DRAW A Ⓜ COMPASS CARD

This action costs 1 Ⓜ Life Ring Token.

During the plan phase, before deciding on a Ⓜ Compass Card to play, draw one extra Ⓜ Compass Card to your hand from the top of the Ⓜ Compass Card deck.

- + Remember, you only ever play one Ⓜ Compass Card in a single round.



LOWER A Ⓜ COMPASS CARD

This action costs 1 Ⓜ Life Ring Token.

During the plan phase, after the ⚓ Anchor Card has been revealed, lower the value of your played Ⓜ Compass Card by -1. You may lower the value to '0'.

Both the “reveal a card” and “move a card” actions are also available in the solo player version (see page 14). The “move a card” action functions exactly the same, however in the solo version the “reveal a card” action is slightly different.



REVEAL A CARD (SOLO)

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. However, you may never add extra cards to any of the rows.

- + If the **market** is full (i.e. three 🏠 Terrace Cards, two 🌊 Pier Cards, and one 📍 Landmark Card in the **market**), then when you take this action, you must first discard one card from the **market** (from its respective row) in order to make space for the newly revealed card.
- + If the **market** is not full (i.e. there are only two out of three 🏠 Terrace Cards present), then you may reveal a card of the corresponding type to that empty space.
- + In short, the shape of the **market** must always be maintained.

GAME END

The game ends immediately after the ⚓ Anchor Card and 🧭 Compass Card have both been fully resolved in the tenth round, and no more actions can be taken.

The process for scoring is much the same as for the multiplayer version, however you must also consider the cards that may have built up in your ‘penalty pile’. The values of cards in your penalty pile are as follows:



minus
1 point
per card



minus
2 points
per card



minus
4 points
per card

Once you’ve figured out your negative score, score the rest as normal:

- + Assess your ▲ Town Cards and 🏠 Resident Cards for points,
- + Leftover ☉ Life Ring Tokens are worth no points,
- + Then, deduct the value of the cards in your ‘penalty pile’ from your total.

Add your score together and compare it against the table on the next page to see how you fared!

POINTS	ACHIEVEMENT
< 80	LOST TOURIST: Well, you were technically visiting... Better luck next time!
80 - 89	FIRST TIME VISITOR: You got the idea, maybe seek out the help of some more residents!
90 - 104	WEEKEND GETAWAY: Nicely done! Spend some more time shopping for points in the future!
105 - 119	SEASONED TOURIST: You've must have been here before! Have you visited all of the landmarks yet?
120 - 139	FREQUENT VISITOR: Good to see your face! What an excellent collection you have made. You can come again!
140 +	PART OF THE TOWN: Well you may as well just move in! Congratulations!

SOLO GAME OPTIONS

In this section you will find some extra options to be used with the solo version. Just as with the multiplayer version, we would encourage you to play at least once using only the core rules for the solo version before playing with any of the following options.

OPTION: THANKS FOR VISITING (SOLO)

At the end of the ninth round, clear all of the unused cards away as normal, however don't replenish any cards just yet. You will now receive a bonus for your stay in Tenby.

Draw any combination of three cards blind from the top of the 🏠 Terrace Card and 🌊 Pier Card decks. Choose one of these cards to immediately play into your **town**, and discard the two cards not chosen to their respective discard piles.

Then finish the clean up phase by replenishing the **market**.

OPTION: 🏆 ACCOLADES

The 🏆 Accolade Cards are mostly covered on page 17 in the multiplayer rules section, in case you need to familiarise yourself with them. However, for the solo version, you won't be competing against other players to win the goal of an 🏆 Accolade Card. Instead, there is a solo player goal to achieve in order to win that card.



Notice the '8' at the bottom right of this ♣ Accolade Card. On each ♣ Accolade Card there is a number in this position. This is the required number for the solo player to achieve the ♣ Accolade Card's goal.

In this case, the "Manager" requires that you have at least eight businesses in your town in order to achieve its goal.

♣ ACCOLADES: THE OPEN SEA (SOLO)

During set up, shuffle the ♣ Accolade Cards and randomly select three ♣ Accolade Cards to be placed face up near the **market**.

At the end of the game, if you have achieved any of the solo version goals on the ♣ Accolade Cards, then score the points indicated, adding them to your total score.

♣ ACCOLADES: CROSSWIND

During set up, shuffle the ♣ Accolade Cards and randomly select three ♣ Accolade Cards to be placed face up near the **market**.

At the beginning of the game (before choosing your first Ⓞ Compass Card), and in between each round, you must place one Ⓞ Life Ring Token (taken from the supply) on one of the three face up ♣ Accolade Cards. By the end of the game, you will have exactly ten Ⓞ Life Ring Tokens placed across all ♣ Accolade Cards (don't place one at the end of the tenth round).

+ An ♣ Accolade Card can hold a maximum of five Ⓞ Life Ring Tokens.

At the end of the game, each Ⓞ Life Ring Token on an ♣ Accolade Card will modify the value of that card by 1.

+ If you achieved a goal, then that ♣ Accolade Card will provide the points indicated, plus an additional one point for each Ⓞ Life Ring Token on it.

+ If you didn't achieve the goal, then that ♣ Accolade Card will remove points from you equal to the amount indicated, and will remove an additional one point for each Ⓞ Life Ring Token on it.

+ If you didn't achieve the goal, and there are no Ⓞ Life Ring Tokens on that ♣ Accolade Card, then that card will remove the points indicated, plus an additional five points from your score.

♣ ACCOLADES: DRIFTWOOD

During set up, select ten cards from the ♠ Landmark Card deck (at random, or of your choice), then select three ♣ Accolade Cards (at random, or of your choice), and shuffle them all together to form a hybrid ♠ Landmark Card deck (13 cards total). Place the unused ♠ Landmark Cards and ♣ Accolade Cards back in the box.

During set up, and each Clean Up Phase, reveal one card from the ♠ Landmark Card deck as normal. Any ♠ Accolade Card should be considered a ♠ Landmark Card for the purposes of taking actions. If you draft an ♠ Accolade Card from the **market**, place it in front of you with your ♠ Resident Card(s).

At the end of the game, if you have achieved any of the goals of ♠ Accolade Cards in your possession, then score the points indicated, adding them to your total score.

OPTION: SCENARIOS

Perhaps you've scored well on the table on the previous page a few times, and you're now looking for a little extra challenge? Scenarios are a great way to engage with **TENBY** in a different way, whilst still using the core solo version gameplay.

SCENARIO: CLIFF CLIMB

Use the core solo rules only. Reduce the total number of ♣ Life Ring Tokens in the supply to 5 (return the rest to the box).

At the end of the game, you must score at least 160 points.

SCENARIO: MAIN STREET

Use the core solo rules only. You are only allowed to have one **street** maximum. If you attempt to take a card that cannot be placed to the left or right end of your **street**, that card is instead discarded to your 'penalty pile'.

The "move a card" action only costs one ♣ Life Ring Token.

At the end of the game, you must score at least 120 points.

SCENARIO: FESTIVAL

Use the core solo rules, the "thanks for visiting (solo)" option, and an accolade option of your choice.

At the end of the game, you must score at least 200 points.

SCENARIO: EVEN STREETS

Use the core solo rules and any other non-scenario option(s).

At the end of the game, your **streets** must score between 30 to 60 points in order to be counted

towards your total score. If a **street's** points are lower than 30 points, or exceed 60 points, then that **street** will not count towards your final score.

At the end of the game, you must score at least 140 points.

SCENARIO: NOBODY HOME

Use the core solo rules only. Remove the 🏠 Resident Cards from the game.

Whenever you would take the Resident Action, instead take two 🌀 Life Ring Tokens from the supply.

At the end of the game, you must score at least 140 points.

SCENARIO: NO SUCH THING AS PERFECT

Use the core solo rules only. Your **streets** can only follow this exact format:



When building your **streets**, they may never break this format, though you may start as many **streets** as you like.

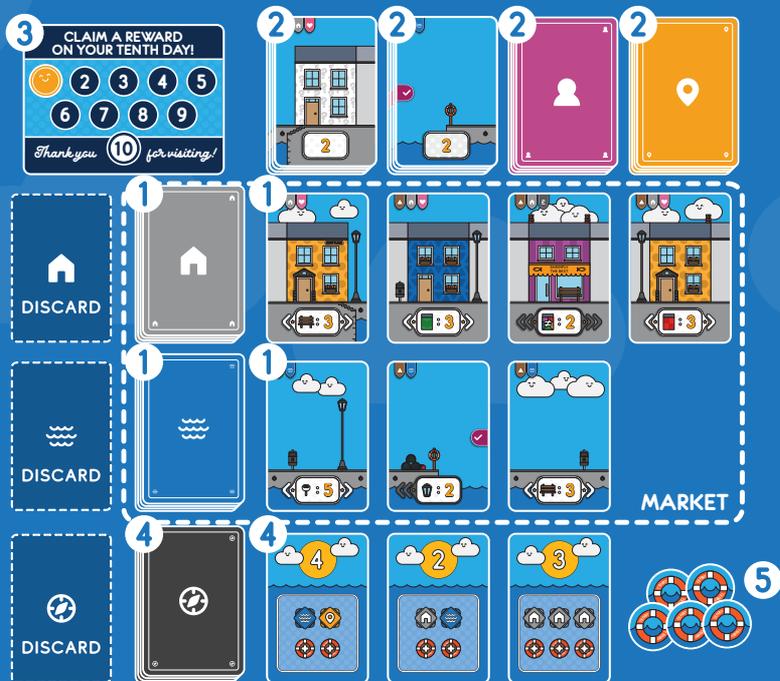
The "move a card" action only costs one 🌀 Life Ring Token.

At the end of the game, you must score at least 120 points.

OPTION: ALTERNATIVE TAKE

This alternative to the solo version works on the same principles as the core rules, but uses a different format. For this option, you will not need the 🏠 Anchor Cards or the Solo Player Aid Card (though the multiplayer life ring actions are still available).

- 1 Create the **market** by placing the 🏠 Terrace Card deck and 🌀 Pier Card deck to the left side of the **market**, and then draw four 🏠 Terrace Cards and three 🌀 Pier Cards and place them face up in two rows to the right of their respective decks.
- 2 Place the Plain End Terrace Cards, Plain End Pier Cards, the 🏠 Resident Card deck and 📍 Landmark Card deck above the **market**.
- 3 Place the Round Tracker Board and Round Tracker Counter above the **market**.



- 4 Place the 🧭 Compass Card deck directly below the 🏠 Pier Card deck. Draw three 🧭 Compass Cards and place them face up in a row to the right of the deck.
- 5 Place the 🛶 Life Ring Tokens in a pile nearby.

To complete the set up, choose a 🏠 Start Card to form your first **street**, and draw two 🏠 Resident Cards from the top of the 🏠 Resident Card deck, keeping one and discarding the other.

GAMEPLAY

Much of the gameplay is the same. However since there are no ⚓ Anchor Cards, there is a new action system.

There is no row for 📍 Landmark Cards. Instead when you take the Landmark Action, draw two 📍 Landmark Cards blind, keep one and discard the other.

The game is still played over ten rounds, and the game ends immediately at the end of the tenth round. Each round is split into three phases, and are carried out in the following order: the Compass Phase, the Play Phase, and the Clean Up Phase.

THE 🧭 COMPASS PHASE

At the beginning of the game, there are three 🧭 Compass Cards to choose from. The rightmost card (furthest from the deck) is the only card available to take. If you choose this card, take it and place it in front of you.

You may spend one 🍷 Life Ring Token to discard the rightmost 🧭 Compass Card. If you do, there will now be a new rightmost card (which is now available to take). You may do this multiple times per Compass Phase.

You may spend one 🍷 Life Ring Token to reveal a new 🧭 Compass Card. If you do, shift all of the face up 🧭 Compass Cards to the right so that you can place the new card right next to the deck. You may do this multiple times per Compass Phase.

THE PLAY PHASE

Play as normal. Resolve actions on your chosen 🧭 Compass Card and spend 🍷 Life Ring Tokens for extra actions. The only action that is altered is the Landmark Action.

When taking the Landmark Action, draw two 🗺 Landmark Cards blind from the top of the 🗺 Landmark Card deck. Choose one to play, and discard the other.

THE CLEAN UP PHASE

Discard any 🏠 Town Cards remaining in the **market** and replenish (four 🏠 Terrace Cards, three 🌊 Pier Cards). Discard your 🧭 Compass Card, and move the Round Tracker Counter one space up on the Round Tracker Board. Do not reveal any new 🧭 Compass Cards. New 🧭 Compass Cards can only be revealed by spending 🍷 Life Ring Tokens.

GAME END

It is possible to lose this game! If there are no face up 🧭 Compass Cards, and you have no 🍷 Life Ring Tokens left to reveal new ones, then you lose the game.

If you make it to the end of the tenth round, then score as normal!



TENBY

HAS A SOUNDTRACK!

Follow the QR code to go to the official album on Spotify, or search for TENBY on all major streaming platforms.

