

MowTown

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MowTown is set in a quiet 1960's suburban neighbourhood where a competition for the best cut lawn has begun! Will you concentrate on cutting and tidying your lawn? Or will you try and sabotage your way to victory?

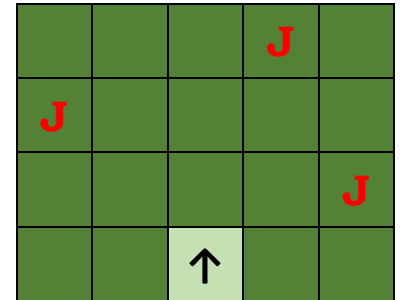
MowTown can be played by 2-5 neighbours and takes 15-30 minutes, depending on the number playing.

Print & Supply:

You will need to print one sheet of bonus cards with turn counter, one player aids with malfunction & net tokens and cut them out. You will also need one sheet with the player board and long grass tiles for each player. Cut along the dashed lines and fold along the solid lines of the tiles. You will also need 5 dice of one colour and 3 of another and a token for the turn counter.

Setup:

- Each neighbour should receive a player board, 19 long grass tiles (dark green), 3 pieces of junk (J) and a lawnmower (↑) and set them up as shown on the right.
- Place the 5 green dice and 3 special dice in the middle of the table, along with one additional junk and one malfunction & net token per player. Shuffle the bonus cards and deal one to each player. The player who most recently mowed their lawn goes first. You are now ready to begin!



Gameplay:

- Each turn you will roll the 5 green dice. Pick 3 of them to carry out the action as described below.

Number	Dice	Action	Special	Special Action
1	↑	Move Forward or remove Junk		Butterfly Net: Take a net token, if you have something thrown at you, catch & remove it
2	↶	Turn Left plus: Move or remove Junk		Leaf Blower: Remove all Junk adjacent to you
3		Place a piece of Junk on a neighbour's lawn		Weed Wacker: Cut 3 grass adjacent to you. You cannot cut grass from under junk
4	★	Roll the Special Dice		Fertiliser: Place a straight line of up to 3 grass on a neighbour's lawn
5	↷	Turn Right plus: Move or remove Junk		Dog: Remove one piece of Junk from anywhere on your lawn
6	↑	Move Forward or remove Junk		Saboteur: Give a player a malfunction token, they can only use 2 dice on their next turn

- If you don't like the result of your dice (*before* rolling specials), you may remove one dice and reroll the remaining. (ie, if you don't like the result of the 5 dice, you may remove one reroll 4 of them). You may do this until you have 1 dice left.
- If you have any star symbols, roll the 3 special dice (yellow). You can pick one result for each star rolled.
- You may then take your 3 actions (including result of special dice) in any order. You don't have to use the special dice result.
- If you move over an unobstructed long grass tile you mow it, removing it from the board.
- Junk may be removed if it is in front of your lawnmower. If there is a junk either on a long grass or cut grass, if you would move onto its square, instead, remove the junk (examples below).
- If you choose to throw junk or fertiliser at a neighbour, you may only throw one item at each neighbour, each turn.
- If you have received a malfunction token you may only roll 3 green dice, and can only pick 2 actions. Discard malfunction token at the end of your turn.
- If you have a net token, you may use it to catch junk or fertiliser that has been thrown at your lawn. Discard the net and put the junk or fertiliser back in the middle. They may not throw it at someone else.
- Instead of using a dice, at any stage of your turn you may use one of your 3 actions to turn around (180°).

Endgame:

- The number of days in the competition (turns) is dependent on the number of neighbours playing, as listed on the right.

Players	2	3	4	5
Turns	9	8	7	6

Scoring:

The player with the most points has the best lawn and lays claim to the bragging rights, for today...
Points are scored as follows (in this order):

- 2 points for each square of cut grass
- 3 points for each piece of junk on your lawn (to a minimum of 0)
- Bonus points, as shown to the right, for having the squares indicated on your bonus card cut and without junk.
- Tie breaker is most squares mowed, then if still tied least junk on lawn.

Squares	2	3	4	5
Points	3	5	7	10

Feedback:

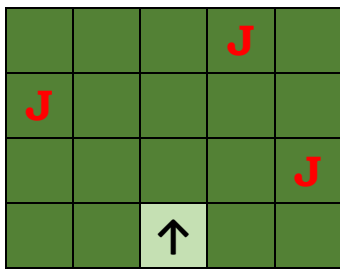
If you could fill out [this form](#) with any feedback you have I would greatly appreciate it ☺

Example Movements:

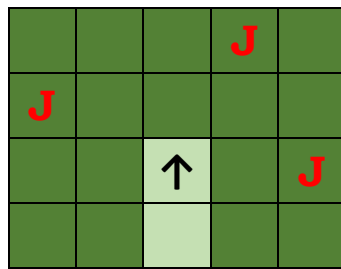
- Eg. 1: On your first turn you roll and choose to use



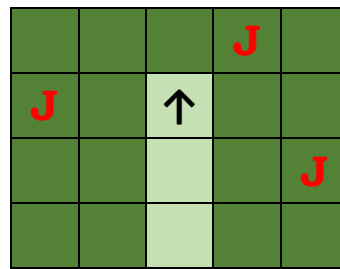
in that order.



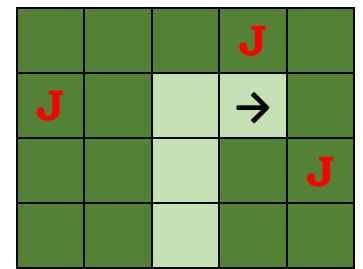
Start of Turn



Move Forward



Move Forward

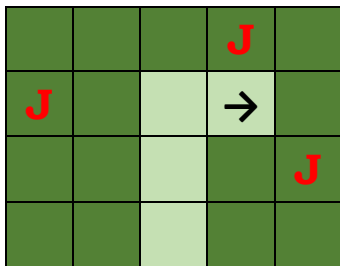


Turn right plus move

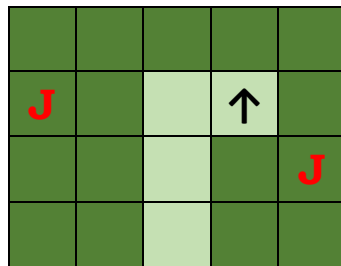
- Eg. 2: On your second turn you roll and choose use



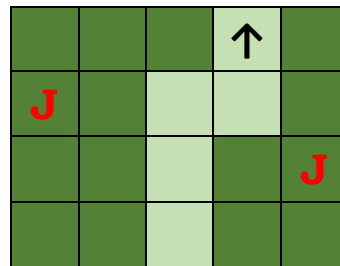
and a turn around action in that order.



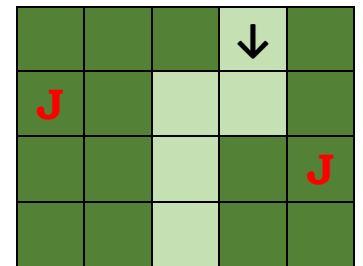
Start of Turn



Turn Left plus remove Junk

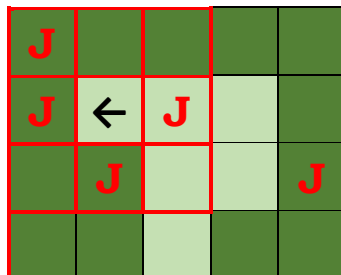


Move Forward



Turn around (180°) instead of using a dice

- Leaf Blower:** The leaf blower will remove all junk adjacent to you as outlined in red. In this example, you would remove 4 junk.



- Weed Wacker:** Will cut up to 3 long grass of your choice, adjacent to you as outlined in red. You cannot cut grass from under junk. In this example, you could only be able to cut 2 grass.

