PLACES™

PLACES is an acronym for activities in our neighborhoods:

Play. **L**ive. **A**cademic. **C**ommunity. **E**mploy. **S**hop.

Hi! My name is Lila. I'm excited for you to play PLACES. I will provide tips to help your playing experience.

PLACES Bid is a fast-paced bidding game where you compete to score the most points by:

1 Bidding to buy buildings for building points

2 Bidding to buy buildings for project points

3 Saving to grow your token bank

4 Collecting buildings from each **PLACES** category

Have fun creating great **PLACES** through strategic investments and wise management! But, be careful! Will you have money to invest in the downturn or will you miss out on your favorite building? We think you will like the building art, so we won't be offended if you overpay for a beautiful building.

COMPONENTS

48 Building Cards

8-**P**lay 8-**L**ive 8-**A**cademic 8-**C**ommunity 8-**E**mploy 8-**S**hop

*See Common Questions for card value ranges

6 Project Cards

12 5-Point Tokens

70 1-Point Tokens

6 Blank Cards

Use blank cards to make your own buildings.

Building Points
Points you receive for buying the building (not necessarily what you bid or pay for the building)

13 PLACES

Activity Category
PLACES category for the building

Activity Color
Color representing PLACES category

Building
Watercolor sketch of the building

Building Name

Movie Theater

3+

Player Meeple
Identifies if the card should be used given the number of players (e.g., "3+" = use the card if there are three or more players)

SETUP

1. Give each player ten **1-Tokens** and one **5-Token.**
2. Shuffle and deal one **Project Card** to each player. Put extra cards back in the box.
3. Remove **Building Cards**, depending on the number of players, and put back in the box:

   - 5 or 6-players: none (use all cards)
   - 4-players: remove cards with a 5+ meeple
   - 3-players: remove cards with a 5+ or 4+ meeple

4. Shuffle the remaining **Building Cards** and place them face down.

> Project Cards are good to keep secret. They provide additional points for each building you buy that matches the letter/color on your Project Card.

Example of 3-player Game

Player 1

3

1

2

4+

5+

21 PLACES

13 PLACES

PLACES
bid

4

Player 2

Player 3

3

GAMEPLAY

Round 1

1. Flip over **Building Cards** from the top of the deck depending on the number of players:

   5 or 6-players: <u>**4 Cards**</u> | 4 players: <u>**3 Cards**</u> | 3-players: <u>**2 Cards**</u>

INITIAL BID

2. The youngest player goes first and starts the bidding.
3. The starting player begins by bidding a value of **Tokens** that is less than or equal to the amount of **Tokens** in their hand (no need to specify a card you are bidding on).

> I recommend pushing the Tokens matching your bid out in front of you so you remember your bid amount and ensure you have enough Tokens.

BID or PASS

4. Going clockwise, the next player either (1) bids higher than the previous bid or (2) passes. If a player passes, they can no longer bid that round.
5. This pattern continues until all but one player have passed (the highest bidder). Bidding may continue around the table multiple times until this occurs.

PAY and CHOOSE

6. <u>**Highest Bidder**</u> | Once the bidding has stopped, the highest bidder chooses one of the face-up **Building Cards** and pays the full value they bid (e.g., if they bid "8" they pay eight **Tokens**). They then lay the card in front of them in 𝕻𝕷𝕬𝕮𝕰𝕾 order.
7. <u>**Other Bidders**</u> | The remaining players who bid, in order of their bid amount, EITHER (1) Choose one of the remaining face-up **Building Cards**, pay half of their bid rounded up (e.g., if their last bid was "4" they pay two **Tokens**, if their last bid was "5" they pay three **Tokens**), and lay the 𝕻𝕷𝕬𝕮𝕰𝕾 card in front of them, OR
   Note: if any face-up Building Cards are available a bidding player must buy one
   (2) Receive two **Tokens** if there are no remaining face-up **Building Cards** to buy.
8. <u>**Non-Bidders**</u> | Players who passed without bidding receive **5 Tokens**.
   *Note: Multiple players may pass before anyone bids during a round. None of those players will receive a **Building Card**—extra **Building Cards** are discarded.*

Rounds 2+

Flip over a new set of **Building Cards** depending on the number of players as before and follow the same pattern. The highest bidder from the previous round starts the bidding.

GAME END

The game ends when one of the following occurs:
1. One or more players have a **Building Card** for every 𝕻𝕷𝕬𝕮𝕰𝕾 category after the **Building Cards** have been claimed at the end of a round, OR
2. All of the **Building Cards** have been bid on or discarded.

SCORING

If you have the most points, you win. Congratulations! You deserve some ice cream. You receive points based on the following:

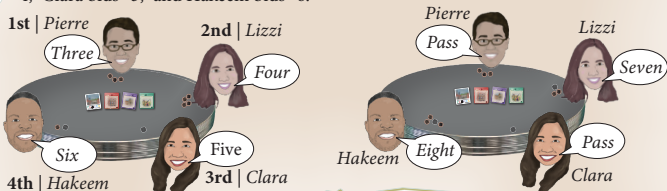| Building Cards	Project Card	Tokens	𝕻𝕷𝕬𝕮𝕰𝕾
Point value on the card	*5 points for each Building Card of the designated color*	*Face value of each Token you have*	*10 points to every player who bought a building from each color*

Example 1

Pierre, Lizzi, Clara, and Hakeem set up to play. They flip over three cards: a Hotel worth 14 points, a City Hall worth 21 points, and an Amusement Park worth 19 points.

1 Pierre begins by bidding "3." Following in clockwise order, Lizzi bids "4," Clara bids "5," and Hakeem bids "6."

1st | *Pierre* — *Three*
2nd | *Lizzi* — *Four*
Five — **3rd** | *Clara*
Six — **4th** | *Hakeem*

2 Pierre passes and Lizzi bids "7." Clara passes and Hakeem bids "8."

Pierre — *Pass*
Lizzi — *Seven*
Hakeem — *Eight*
Clara — *Pass*

3 Lizzi bids "9," and Hakeem passes, ending the round.

Pierre
Lizzi — *Nine*
Hakeem — *Pass*
Clara

4 Lizzi decides to take City Hall and pays her bid of 9 **Tokens**. Hakeem takes the Amusement Park and pays 4 **Tokens** (1/2 his last bid), leaving Clara with the Hotel for 3 **Tokens** (1/2 her last bid rounded up). Pierre bid, but a building isn't available, so he receives 2 **Tokens**.

Lizzi   *Hakeem*   *Clara*   *Pierre*
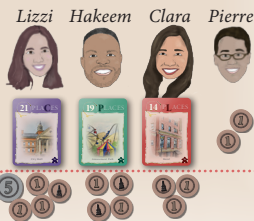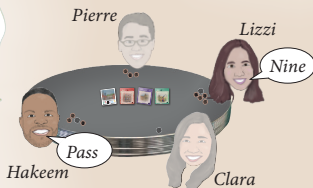
Since Lizzi won the bidding she will bid first in the next round.

Example 2

Following the same set up as Example 1, Pierre begins by passing. Then Lizzi bids "3," Clara passes, and Hakeem bids "5." Pierre and Clara both gain 5 **Tokens** because they passed before bidding and now can no longer bid because they passed.

Lizzi bids "5" and Hakeem bids "7." Lizzi bids "8," and Hakeem passes, ending the round.

Lizzi chooses the City Hall and pays her bid of 8 **Tokens**. Hakeem takes the Amusement Park and pays 4 **Tokens** (1/2 his bid rounded up). The Hotel is discarded. Pierre and Clara have already received 5 Tokens.

Q: What are the point value ranges of the **Building Cards?**

A:

	3-Player	4-Player	5/6-Player
Play	1, 12, 13, 24	6, 19	7, 18
Live	2, 11, 14, 23	5, 20	8, 17
Academic	3, 10, 15, 22	4, 21	9, 16
Community	4, 9, 16, 21	3, 22	10, 15
Employ	5, 8, 17, 20	2, 23	11, 14
Shop	6, 7, 18, 19	1, 24	12, 13

Q: What if I bid, but I don't want the available buildings left for me, can I choose to take two **Tokens** instead? Or, just not pay and not get a building?
A: No. Once you bid, if there is a **Building Card** available at the end of the round, you must select a **Building Card** and pay the required **Tokens** (the full bid amount if you are the highest bidder, half bid rounded up if you are a lower bidder).

Q: If it is my turn to pay for a **Building Card**, do I have to select the available **Building Card** worth the most points?
A: No. You can select any of the **Building Cards** available, regardless of value.

Remember your Project Cards when making this decision.

Q: What if I bid more **Tokens** than I have?
A: Whoops. This is why Lila recommended that you place the number of **Tokens** you bid in front of you. Hopefully everyone is friendly and you can find a good way to resolve the situation—perhaps just replay the round (and maybe you sit the round out and think about what you did).

Q: What if multiple players get **PLACES** on the same turn?
A: Congratulations! All players who get **PLACES** receive 10 bonus points.

Q: Can you buy more than one building for any **PLACES** category?
A: Yes.

Q: What if there is a tie in points at the end of the game?
A: Whoever completed **PLACES** wins. If there is still a tie, the player with the highest bid during the final round wins the game.

Q: Can I hide the **Building Cards** I've purchased?
A: No. They need to remain visible to everyone.

Q: Where did you come up with the idea of **PLACES**?
A: Daniel (and his friend Michael Hathorne) came up with it as a way to remember all of the activities that help make our communities great.

Q: Can I exchange a 5-**Token** for five 1-**Tokens**?
A: Yes.

Q: What if we run out of **Tokens**?
A: You can keep to the limit supplied in the game or use loose coins lying around.

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Category	Points	Building	Players	Location	Scale*
Play	1	Art Studio	3+	Concord, NC	Block
Play	6	Gym	4+	Concord, NC	Block
Play	7	Pool	5+	NA	Neighborhood
Play	12	Community Theater	3+	Concord, NC	Neighborhood
Play	13	Movie Theater	3+	Kannapolis, NC	Neighborhood
Play	18	Recreation Center	5+	Concord, NC	Neighborhood
Play	19	Amusement Park	4+	NA	Community
Play	24	Stadium	3+	Kannapolis, NC	Community
Live	2	Single Family Home	3+	Concord, NC	Block
Live	5	Home w/ Apartment	4+	Concord, NC	Block
Live	8	Apartments	5+	Concord, NC	Block
Live	11	Cottage Court	3+	Concord, NC	Neighborhood
Live	14	Hotel	3+	Concord, NC	Neighborhood
Live	17	Condominiums	5+	Concord, NC	Neighborhood
Live	20	Apartment Complex	4+	Concord, NC	Community
Live	23	Subdivision	3+	Concord, NC	Community
Academic	3	Day Care	3+	Concord, NC	Block
Academic	4	Tutoring Center	4+	Concord, NC	Block
Academic	9	Tech School	5+	Kannapolis, NC	Block
Academic	10	Elementary School	3+	Concord, NC	Neighborhood
Academic	15	Middle School	3+	Concord, NC	Neighborhood
Academic	16	Charter School	5+	Concord, NC	Neighborhood
Academic	21	Community College	4+	Salisbury, NC	Community
Academic	22	High School	3+	Concord, NC	Community
Community	3	Corner Church	4+	Concord, NC	Block
Community	4	Library	3+	Concord, NC	Block
Community	9	Fire Station	3+	Concord, NC	Block
Community	10	Courthouse	5+	Kannapolis, NC	Neighborhood
Community	15	Museum	5+	Concord, NC	Neighborhood
Community	16	House of Worship	3+	Concord, NC	Neighborhood
Community	21	City Hall	3+	Concord, NC	Community
Community	22	Religious Center	4+	Philadelphia, PA	Community
Employ	2	Coworking	4+	Kannapolis, NC	Block
Employ	5	Service Station	3+	Concord, NC	Block
Employ	8	Warehouse	3+	Concord, NC	Neighborhood
Employ	11	Bank	5+	Concord, NC	Neighborhood
Employ	14	Manufacturing	5+	Concord, NC	Neighborhood
Employ	17	Doctor's Office	3+	Concord, NC	Neighborhood
Employ	20	Hospital	3+	Concord, NC	Community
Employ	23	Skyscraper	4+	Salisbury, NC	Community
Shop	1	Ice Cream	4+	Kannapolis, NC	Block
Shop	6	Bakery	3+	Kannapolis, NC	Block
Shop	7	Bookstore	3+	Kannapolis, NC	Block
Shop	12	Game Store	5+	Mint Hill, NC	Neighborhood
Shop	13	Restaurant	5+	Concord, NC	Neighborhood
Shop	18	Grocery Store	3+	Kannapolis, NC	Neighborhood
Shop	19	Supermarket	3+	Concord, NC	Community
Shop	24	Department Store	4+	Concord, NC	Community

* This column is just for educational purposes and is not connected to game play. Our most vibrant communities are those where all of the PLACES activities are within a 5-minute walk—"block" and "neighborhood" scales. As multiple neighborhoods are created, additional activities are needed at a larger scale while still maintaining the integrity of walkability to essential needs (e.g., walking to an elementary school and busing to a high school or walking to a convenience store and biking/driving to a grocery store)—"community" scale.

PLACES

We hope that in addition to having fun playing **PLACES**, you will observe more keenly the various activities that make our communities wonderful. We also hope that you will become aware of what activities might be missing and needed to provide more vibrant, inclusive communities. Unfortunately, we could not include all types of community activities within the game, but if there is a building in your community you would like a card for, please reach out at daniel@littlestreamcompany.com. For those interested in using **PLACES** with their community groups or in the classroom, you can find additional information at www.littlestreamcompany.com.

CREDITS & THANKS

Game Mechanics: Stewart Wright
Game Theme: Daniel Wright
Game Editing and Rules: Stewart Wright
Illustration and Graphic Design: Daniel Wright
Copywriting: Daniel Wright

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THE LITTLE STREAM COMPANY

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