



KOMPLEXITOWN



AIM OF THE GAME

The game “Komplexitown” simulates the construction of a town by different teams, the so-called families. The families work together to build a town with at least 20 houses. If they fail, they all lose. The families try to build the most valuable houses possible, as each house scores different points. Each family must document their own building projects and points and prove it at the end of the game to win.



TEAMS AND OTHER ROLES

There are four families: Fano (1), Arka (2) Nova (3), Lumina (4). These are the families who want to construct buildings in the city. Each player belongs to a family and to a function team.

There are four function teams (A to D), which must approve and supervise the building projects. The members of the function teams may not carry out their official duties for their own family (issuing signatures, making entries in lists, updating scores, checking and documenting construction)

The function teams and all their members are obliged to process all requests and applications immediately and not to give preference to any family.

Membership of families and function teams is controlled by so-called seal cards. These are assigned to the players before the game and may not be swapped.

The functional teams are controlled by the coaches.

Irregularities, rule violations or cheating are penalized with a point deduction for the respective family.



KOMPLEXITOWN

A. Design:

This team is responsible for ensuring that the forms are filled in correctly, including the Sudoku puzzles.

B. Finance:

This team must always document the current score of all families in a way that is clearly visible to everyone. The points must be updated at the same time as a house is built.

C. Engineering:

This team meets every 15 minutes and checks that all houses have been built correctly. Buildings with formal errors must be removed by this team. This team also decides how high buildings may be built on the game board.

D. Construction:

The construction team documents the construction of the entire city. It keeps a list of all buildings, which is displayed next to the game board. This list must always be up to date and may only be edited by members of the construction team.



END OF THE GAME & WINNING OPTIONS

In principle, the game is played for points. A family receives points for building a house. The number of points is made up of two components.

a) Principle: The later the house is built, the more points.

The first house scores one point, each additional house scores one point more. This means that the fourth house on the game board scores four points, regardless of who built the previous houses.

Each team must ensure that their points are correctly documented.



KOMPLEXITOWN

b) Principle: The more valuable the building site, the more points.

Each building site on the game board has a value. Not all of them are indicated on the game board. The other values can be calculated according to the rules of a 5x5 Sudoku. These rules are noted on the game board. The value of the plot is added to the points from a).

The game ends after 60 minutes.

There are three ways to win:

a) The family with the most points wins, but only under two conditions: A total of more than 20 houses have been built by all four families and no other family has less than half the number of houses of the winning family.

b) A family builds a continuous connection with its houses from one side of the building site to another side of the building site. This way of winning counts more than winning by points but may only be claimed at the very end of the game. If several teams have managed to make this connection, it does not count as a win for any team.

c) A family wins if it uncovers a cheating or gross violation of the rules by another family. This report may also only be made after the end of the game. This way of winning counts more than the previous winning options.



KOMPLEXITOWN



COURSE OF THE GAME

The game lasts 60 minutes.

Then it is decided which team has won.

There are boxes representing the houses and a large “building site” in the main room. Each box must contain a folded form that provides information about the building. The form must always remain in the box and may only be taken out briefly to work on it.

Each family can start a building project by taking a crate and a form from a central supply in the main room. The entire family must gather and unanimously decide to start the building project. To do this, a form must be filled in as follows: The family must correctly solve the Sudoku puzzle on the form. The number and the building site must be entered on the form and all family members must sign the form.

Houses may not have the same number as another house. These numbers must start with 1 and define the value of the house when awarding points.

Each family may only work on one box at a time. This means carrying the box around, opening it, removing the slip of paper, signing the slip of paper or having it signed.

The family takes care of getting all the missing signatures from all the function teams one by one. Only when all the signatures have been obtained can the building be placed on the game board.

Now they can start the next building project.



KOMPLEXITOWN



FURTHER RULES OF THE GAME

The first building must be built in the center of the building site. Each additional building must be attached to the side of an existing building (corners do not count) or placed on top of an existing building.

Families can use their round seal cards to reserve exactly one building space for themselves at any time.

During the game, unexpected events can occur, which are communicated via corresponding warnings on the game board. Ignoring these events leads to disqualification.
