

# Tollero

CASUAL VERSION



## GAME OVERVIEW

On your turn, expand the city by adding tiles and then place *Floor* tokens to gain majority control over the tiles. The player with the most ★ tokens at the end of the game wins.

## COMPONENTS



54 City tiles



4 Downtown tiles  
(front/back)



1 Initial Contract tile



54 Victory Point tokens (★)  
(14 × 1★, 16 × 3★, 10 × 5★, 8 × 10★, 6 × 25★)



80 Floor tokens (20 × 4 colors)

## SETUP

1. Place the neutral *Initial Contract* tile in the center of the table.
  2. Randomly choose which side of each *Downtown* tile to use. Arrange them as you like, around the *Initial Contract* tile. This downtown area and the *City* tiles added to it later will form **the city**.
  3. Shuffle the *City* tiles and stack them face down to create a draw pile, placed to the side of the play area.
  4. Place the ★ tokens to the side of the play area.
  5. Choose a color and receive 20 *Floor* tokens, which make up your personal supply.
  6. Randomly determine the first player.
- Each player receives a number of ★ based on the number of players and their position in turn order, following this table:

	1 <sup>st</sup> Player	2 <sup>nd</sup> Player	3 <sup>rd</sup> Player	4 <sup>th</sup> Player
2 Players	5	0	-	-
3 Players	5	2	0	-
4 Players	5	3	1	0

### NOTE

During the game, keep your ★ tokens hidden.

7. Draw a *City* tile and keep it face down in front of you. You may look at it at any time.

Setup for 3 players.





# GAMEPLAY

The game begins with the first player, then each person takes their turn in a clockwise direction until everyone have placed all their *Floor* tokens.

On your turn, perform the following steps in order:

1. Expand the city → 2. Build → 3. Draw a *City* tile

## 1 Expand the City

Place the *City* tile you have, connecting it to the city.

### PLACEMENT RULES

You must place your tile so that at least one of its sides touches **the side** of an existing tile in the city.

#### Examples:

- 1 **Valid Placement:** The tile outlined in green touches the side of another tile.
- 2 **Valid Placement:** The tile outlined in green touches the sides of multiple tiles.
- 3 **Invalid Placement:** The tile outlined in red does not touch the side of any tile.



The tile you place must extend at least one of the city's canals.

#### Examples:

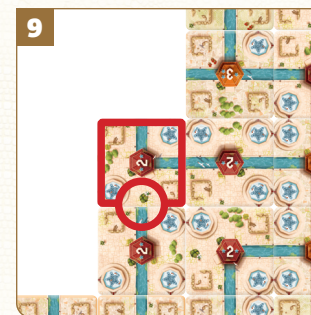
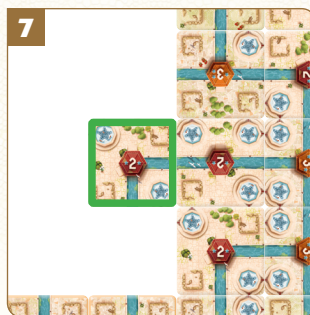
- 4 **Valid Placement:** The tile outlined in green connects to at least one canal in the city.
- 5 **Valid Placement:** The tile outlined in green connects to several canals in the city.
- 6 **Invalid Placement:** The tile outlined in red does not connect to any canal in the city.



All canals must either connect to other canals or face an empty space. You cannot create dead ends.

#### Examples:

- 7 **Valid Placement:** Each canal on the tile outlined in green is either connected or faces an empty space.
- 8 **Valid Placement:** All canals on the tile outlined in green are connected.
- 9 **Invalid Placement:** The tile outlined in red creates a dead end (circled in red).





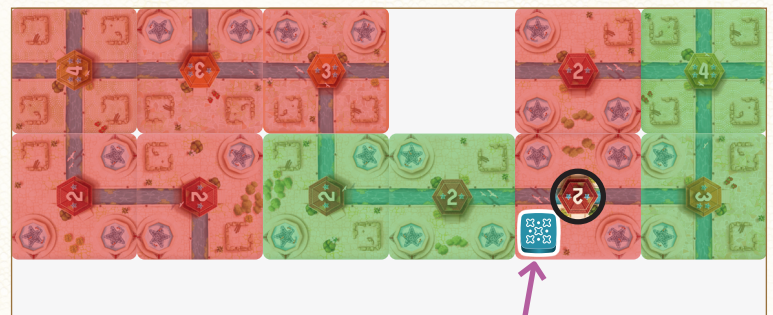
## 2 Build



There is no limit to how many *Floor* tokens can be stacked on the same space.

**Important:** A building consists of *Floor* tokens from **only one player**!

## THEN PLACE A SECOND FLOOR TOKEN



### 3 Draw a City Tile

3



# END OF THE GAME

The end of the game is triggered as soon as all players have placed all their *Floor* tokens.

## Final Scoring

The following scorings may grant you additional ★, to be added to any obtained at the beginning of the game.

### CITY TILES

Score each *City* tile individually. They grant ★ equivalent to the value shown at their center (2, 3, or 4).



☀ The player with the **tallest** building on the tile scores the ★.

☀ In the event of a tie for a *City* tile's scoring, the tied player with the most *Floor* tokens on the tile wins. If the tie persists, no one scores the ★.

### BUILDING VALUATION

A building is valued if it is "pointed to" by at least one fountain. Each *Floor* token earns 1★ for every fountain pointing toward it.



*Example: Here, the building earns 6★; 3 Floor tokens valued twice each.*

**After adding up all ★, the player with the highest score wins the game. Any ties remain unresolved.**

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**Gilles TURBIDE** • "Thanks to the Board Date 2 Project, which allowed me to present the game to the Sit Down! team during a certain pandemic. A special thanks to the Quebec authors from the Lab who share ideas and feedback with me every week. Thanks to my children: Rosie, Enzo, Zia & Éloi, who are my first testers, and to Geneviève, who allows me to pursue my passions. Thanks to the entire Sit Down! team, especially Michaël, for the game's development."

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**SIT  
DOWN!**