

FREEDOM TOWN

Leaving the town

Game Rules

Information:

Freedom Town is a strategic board game designed for 2-4 players who embark on a journey to reach the train station at the end of the board. Set in a suburban town where biking and bus infrastructure is lacking, players must navigate through the neighborhood on foot, overcoming various challenges and obstacles along the way. The game combines elements of strategy and luck as players try to not die while walking.

Freedom Town is about the struggles of living in a suburban town, in terms of navigating through the roads. Cities without pedestrian infrastructure and safety are hell to live in when you don't own a car. The players want to leave this town so that is the race to the train station.

START:

2 to 4 Players start on the START spaces; you will be in the suburban part of a town. The player's objective is to get to the train station in the town center. A player progresses through the board by picking up a card from the deck.

Everyone must make it to the end of the board, if one person dies throughout the game, then the game ends and is restarted. A restart doesn't mean a lost game, anything a player has placed down in previous rounds remains on the board, but every player must return to the START space.

Spaces that are dark gray cannot be accessed by the player, as they are travel lanes for oncoming traffic. Spaces with the white stripes are crosswalks for a player. If a player ends their turn on an intersection space, you must roll a dice or coin based on the Pedestrian Fatality Rate in the [City Planning Notes \(See the Notepad\)](#). The chances of being struck by a car is 50% at the start of the game. The more times a player dies, you must mark the deaths in the City Planning Notes. **The city will lower the chances of dying at an intersection from 50% to 33% when 5 deaths have been counted. If 10 deaths have been counted, then the rate will be reduced to 16% percent.** Use a coin to decide 50%, use a 1d6 to decide 33% and 16%

CHANCE CARDS:

When the card deck runs out, resuffle the deck and continue playing. For game pieces that go with cards, if all the pieces have been used then discard the card and move 1 space on the board. In the deck of cards, the following are the cards that can be pulled.

Your walk continues! The player moves one space ahead.

You've found a bike! The player transports to the space before the next intersection.

You wait for the regular bus! The player can choose to wait for the bus, roll a 1d6 ; an even number means the bus comes and you are transported to the next normal bus stop on the map. An odd number means the bus doesn't show up. If the bus doesn't show up, you do not move this round.

Angry Nimby! The game has to restart.

A Hitch! The player moves 2 extra spaces forward on the board.

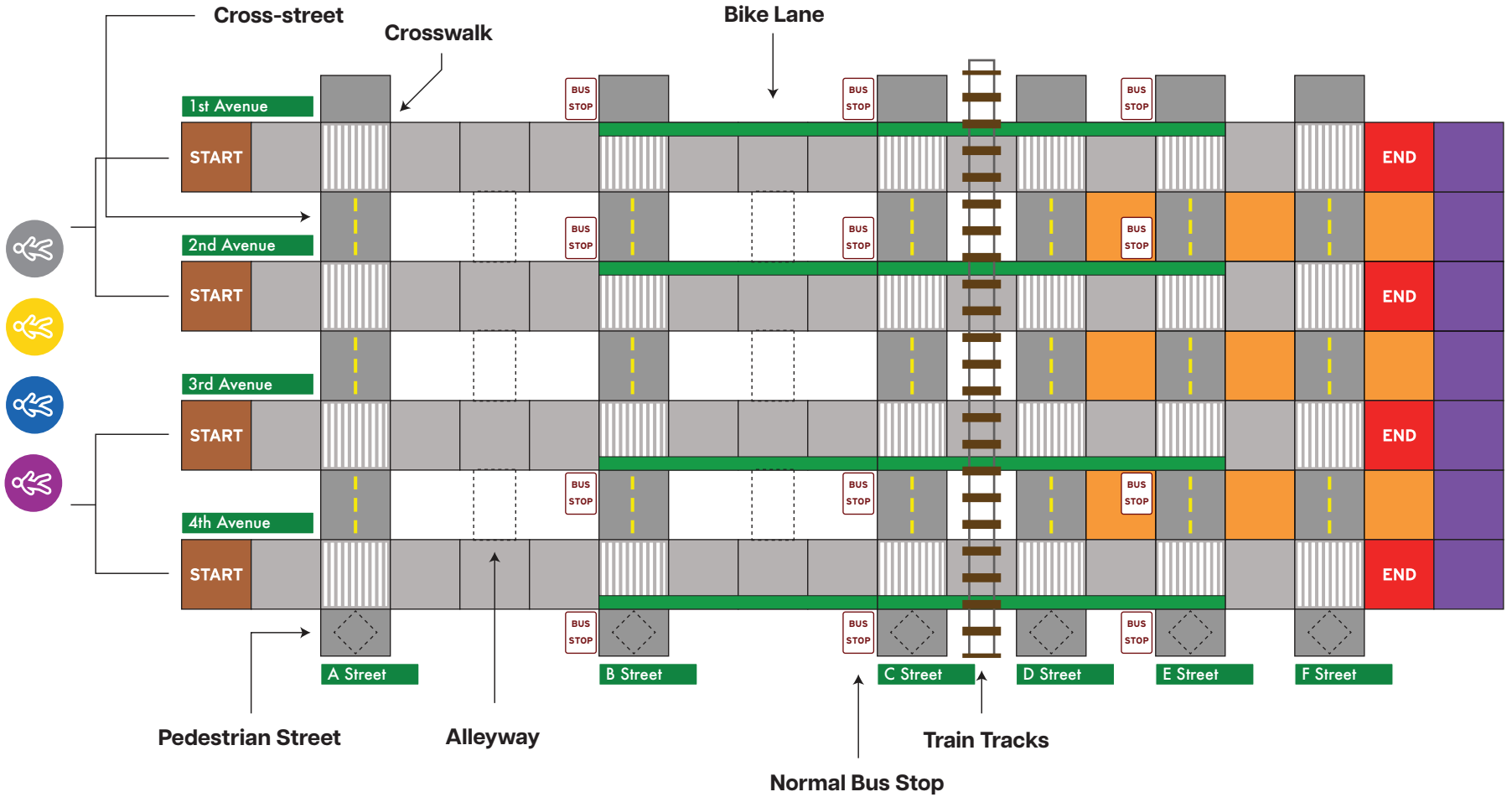
You've found an alleyway! A player can place an alleyway piece between two streets. A dotted line between streets is where you can place this piece.

Pedestrian Street! The player can convert a cross-street to a pedestrian street using a Pedestrian Street piece. A dotted rectangle below the street is where you place the piece.

Build the better bus! The player can build a Rapid Bus Lane (1-Block Wide) in the space their character is. If a player already created a Rapid Bus Lane on their road, they must place any additional BUS LANE piece(s) in front of the previous bus lane to continue it. Bus lanes can be any length, any player can use any Rapid Bus Lane as it only moves players from the start of it to the end of it. Players cannot utilize the rapid bus lane if they enter it halfway, otherwise it is a normal space.

Train! Any player can be affected by a Train going through the city if a player is on the train tracks space. If a Train strikes a player, the game has to reset, and the train will remain covering all the previous spaces besides the intersection space where the player was struck. The direction of the train is determined by a coin flip, heads the train comes from the top, tails the train comes from the south.

Map Layout



Gameplay Example

