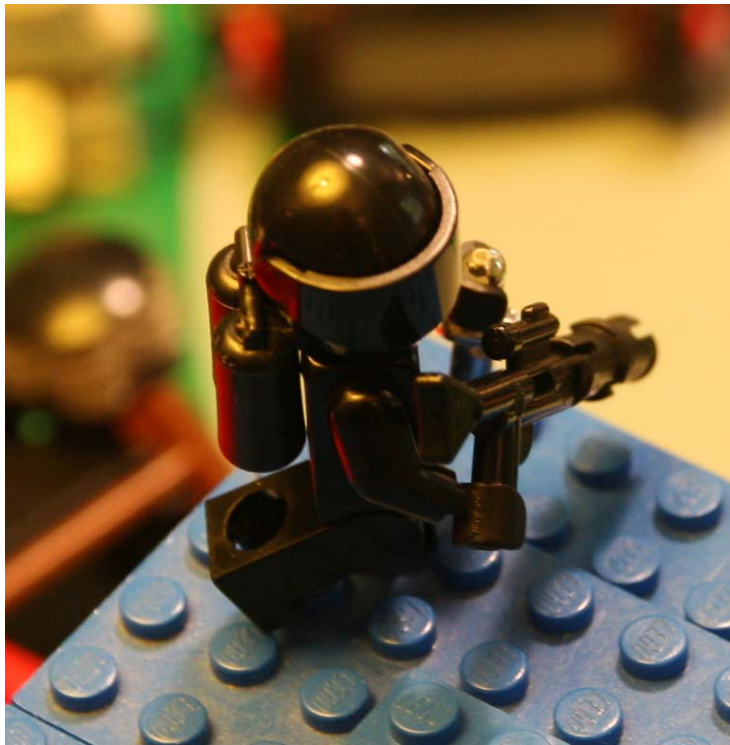


LEGOTOWN RULES

2008 edition


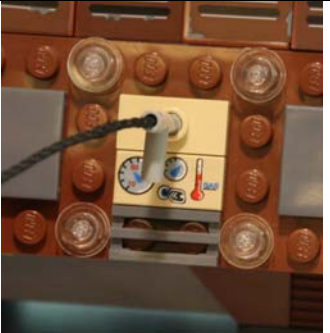




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Photos and writing by Joshua Trahan

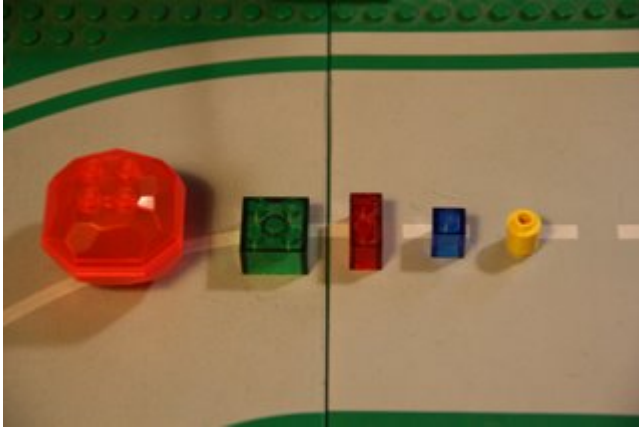
Unbreakable laws

Law	Example	Solution	
Gravity	No flying (cars, people, ETC).	Use a hovercraft	
No large devices in small spaces	A nuclear missile hidden in a wrench.	N/A	
Death	If you get shot, you're probably dead.	Body armor	
Injuries	If you broke your leg, then you can't move very fast.	N/A	
Evading laser-fire	If you're being shot at, you can't easily evade.	Don't get shot at!	
You cannot always hit your mark	If you try to shoot someone, you won't hit them all the time.	Target Practice	
Fuel	Vehicles need fuel to move; the bigger the car the more expensive the refill.	Drive a smaller car	

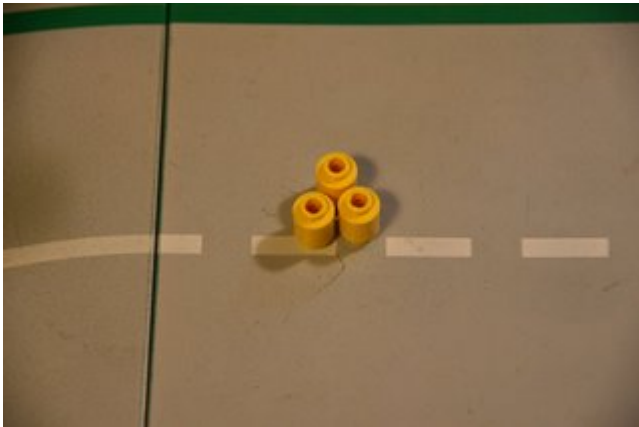
Random things happen	You might get mugged if you walk into a dark alleyway.	Carry a sidearm	
Forgetting	Forgetting to reload your gun (only implies to projectile weaponry).	N/A	
Getting drunk	If you drink too much beer, you might not be very stable.	Don't drink.	
Winning	In a bet, you can lose.	N/A	
You can't change history.	If you do something, you can't change it.	Think before you act.	
Getting drafted.	You might get drafted into slave labor. It's not very likely (luckily).	N/A	
Food	Eat, or you die. (You don't need to drink). You don't need to eat very often.	N/A	
Starting a company is expensive.	Starting a company costs about \$40 in the currency (page 3)	Get cash (page 3)	

The Basics of Currency.

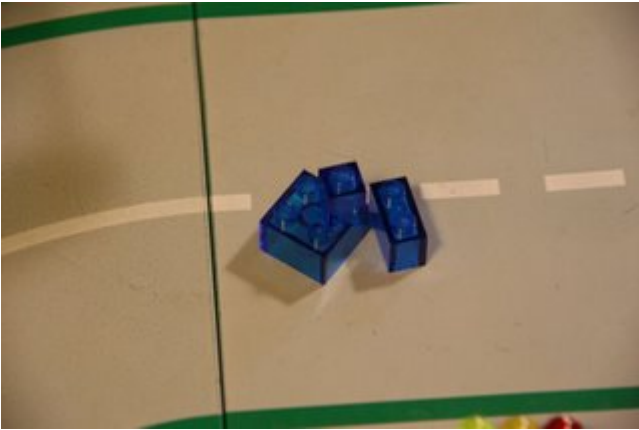
The basics of currency in the town are kind of simple;



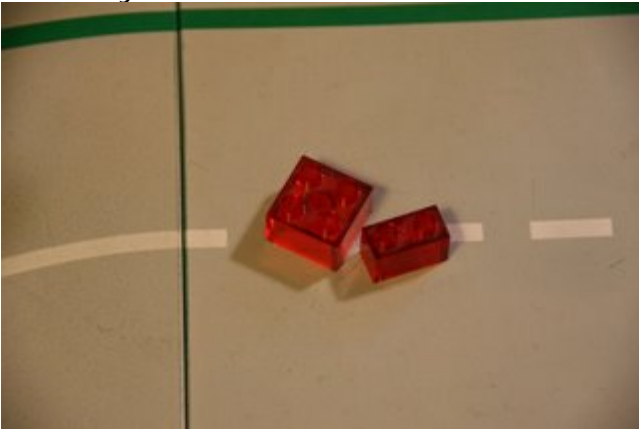
These (above) are the 5 basic amounts. (Note: Due to the shortage of money in the town, items cost much less than in real life (I.E a car might cost 25).)



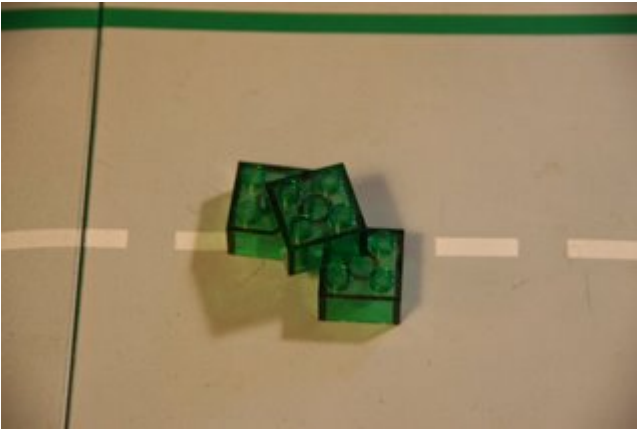
Gold (above) is the most common of the money, and its value is 1.



Blue Crystal is the second most common. It is worth 10.



Red crystal is the second rarest. Its value is 50.



Green crystals are more common. They are worth 100.



Orange crystals are the least common; (I have a total of 4). They are worth 1000.

Note (#2): the value is per stud. (I.E one stud of blue is worth 10, 2 studs of blue are worth 20. ETC)

Making Money

Each minifig starts off with \$30.

Basic ways of making money;

Begging	Time consuming, and doesn't get very much money, if any.	
Be employed by a businessman	A very good way to make money, but you don't get to choose your paycheck. Usually the easiest and quickest way to make money.	
Start your own company	Expensive, hard, but very good for making a lot of money fast.	
Types of things to sell		
<ul style="list-style-type: none"> • Food • Weapons (needs a permit) • Tools • Ornamental trinkets 	<ul style="list-style-type: none"> • Hats and helmets • Junk (a.k.a raw materials) • Everything you come across • Slaves (Dangerous) 	
Sell trinkets and other small items	Slow and time consuming. Sometimes fun. Makes somewhat good money.	
Become a Detective.	Requires wit and quick thinking. Very good way to make money.	

ETC

Dangerous ways of making money;

Become a mugger	Slow to make money, not recommended. Mildly Dangerous
Become a thief	Somewhat fast way to make money. Mildly Dangerous
Become a smuggler	Costs a lot to buy a ship. Good way to make money. Mildly Dangerous
Become a bounty hunter.	A fast, sometimes fun way to make money. Very Dangerous

Become a murderer.

A fast and bloody method of making money.

Very Dangerous

Over-throw the government and seize the bank.

A very fast way to make very good money.

UNBELIEVABLY DANGEROUS!

Become a government agent, take information and sell it.

A very good way to make money

UNBELIEVABLY DANGEROUS!

Become a government agent, try to take down criminals.

A very good way to make money

UNBELIEVABLY DANGEROUS!



ETC

Laws of Phoenix

(Laws can be broken, but you might get fined!)

Law	Punishment if broken
No cars that cannot fit on the road without driving in the breakdown lane.	Minor fine of \$5
No murdering, mugging, or other criminal activity. (not strictly enforced)	None
No using or selling weapons without a permit. (not strictly enforced)	Minor fine of \$5
No flying a full sized starship in the town.	Fines of up to \$50 or prison sentence
No "Borrowing" other peoples cars. (not strictly enforced)	Minor fine of \$10 <i>(note: you do not need to return the car after you are fined)</i>
No slaving random civilians.	Fine of up to \$30 <i>(note: you can enslave people that you have a grudge against)</i>
No vandalizing buildings.	None <i>(note: only applies to buildings)</i>
No holding someone for ransom (not strictly enforced)	The amount of money you were going to ransom them for
No creating traffic jams just for pleasure. (not strictly enforced)	Prison sentence
No killing other people because they were in the way. (not strictly enforced)	Minor fine of \$1
No parking your car in the center of the road.	Fine of up to \$10
No plundering buildings whose owners "randomly died"	Minor fine of \$1
No using nuclear weapons without a permit.	Minor fine of \$1



No using flame-shooting weapons on other people.	Minor fine of \$1
No committing suicide in public areas.	Seeing as you're dead...
No making other people commit suicide in public areas. (not strictly enforced)	Minor fine of \$1 <i>(note: only applies to public areas)</i>
No declaring yourself supreme ruler of the universe. (not strictly enforced)	Minor fine of \$1
No landing your spaceship in the middle of a public area.	Minor fine of \$2 <i>(Note: you do not need to move it after the fine)</i>
No bungee jumping without a cord. (not strictly enforced)	None

Note: all punishments and laws are subject to change.

END