



VILLAGES

RULE BOOKLET
4TH EDITION



INTRODUCTION

Villages is a card game of colonization and warfare. Each turn, you'll draw and discard cards to collect matching sets of the same color. Once you have a set of 3 or more, you can lay it down on the table ("building a village" with those cards) and earn **gold coins** (🟡) for each card at the end of the round.

Then, if another player's village contains a card you want, you can try to steal it from them by challenging them to a one-on-one battle. The unit with the highest **power** (🔴) ultimately wins, but each unit's unique abilities will drastically affect their performance in battle. Knowing when to use which unit is key to achieving victory.

Finally, getting rid of all the cards in your hand before anyone else will earn you some bonus gold and bring the round to an end.

The first player to earn **100 gold coins** over multiple rounds is the winner!

IN A TINY KINGDOM NOT SO FAR AWAY...



MILORD! THE OTHER SCOUTS AND I HAVE RETURNED. WE BRING URGENT NEWS!

CAN IT WAIT? I'M PLAYING A GAME AND I HAVEN'T FOUND A SAVE POINT IN A WHILE...



UNFORTUNATELY, IT CAN'T. WE DISCOVERED A NEW LAND FILLED WITH GOLD!

GOLD?! SEND OUR BEST PEASANTS TO CLAIM THIS PLACE FOR OUR KINGDOM!



BUT OTHER KINGDOMS HAVE ALSO FOUND THIS PLACE. THEY GATHER FOR WAR!

CURSES! THEN WE TAKE IT BY FORCE...AS SOON AS I FIND A SAVE POINT.



CONTENTS

- **72 game cards**
 - 60 unit cards (6 colors, 10 cards each)
 - 7 gray animal cards
 - 5 gray building cards
- 1 High Score card
- 1 Low Score card
- 5 reference cards

SETUP

Shuffle the game cards, deal **8** cards to each player, and place the rest face-down on the table to form the **deck**. Then, flip over a number of cards equal to the number of players to form a **discard pile**.

The player sitting to the left of the dealer goes first and play moves clockwise from there. The dealer's job also moves clockwise from one round to the next.

YOUR TURN

Each turn consists of up to four **phases**. The draw phase must always be done first, but the others may be done in any order. Note that the ability text on some cards will give you optional variations of these phases.

Phases of a Turn:

- **Draw:** Draw 2 cards. Always first.
- **Build:** Build 1 village. Optional.
- **Give:** Give away up to 3 cards. Optional.
- **Act:** Discard 1 card **OR** attack.

DRAW PHASE

The first thing you will always do at the start of your turn is **draw 2 cards**. You can draw 2 cards from the top of the deck, 2 cards from the top of the discard pile, or draw 1 from each. You may look at your first card before deciding where to draw your second card from.

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BUILD PHASE

At any time during your turn, you may **build 1 new village**. A **village** is a set of 3 or more unit cards of the same **color**. To build a village, place these cards down on the table in front of you. You may also add additional cards from your hand to your existing villages at any time during your turn.

It is possible to build up to 6 villages total, one for each color. However, you can only build 1 new village per turn; if you have multiple sets of 3 or more matching cards in your hand, you will need to wait until your next turn to lay down the second set.

ANIMALS/BUILDINGS

Gray cards are special. There are two types of gray cards: **animals** and **buildings**. You can't build a village using only gray cards, but you can add gray cards to any other village as long as certain requirements are met.

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In order to add animals to a village, that village needs to contain a **Farmer**. Likewise, in order to add buildings, a village requires a **Builder**. A single Farmer or Builder can support an unlimited number of animals or buildings, respectively. If the Farmer or Builder is destroyed or kidnapped, any existing animals or buildings remain, but no more can be added.



Also note that animals and buildings do not count toward the 3 units needed to build a new village.

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To build a village, you need 3 units of the same color.



Adding a Tavern requires a Builder. Since this set doesn't have one, the Tavern can't be added.



There is a Builder in this set, but only 2 units. The Tavern doesn't count toward the 3 unit requirement.



This set has 3 matching units, and one is a Builder, so this village can be built.

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GIVE PHASE

At any time during your turn, you may **donate up to 3 cards** from your hand directly to other players' villages. The cards you give away must match the village's color and meet any applicable animal/building requirements.

The reason for giving your cards to other players is mainly to empty your hand of negative points at the end of the round. It can be used as a diplomatic tactic. Also, if giving away a few gold coins' worth of cards earns you the bonus gold for being the first to empty your hand, it is usually worthwhile to do so.

ACT PHASE

At any time during your turn, you must **take one action**. Available actions include discarding 1 card from your hand to the top of the discard pile **OR** launching an attack on another player's village. You must always take an action before you end your turn, but you may spend your build or give phases after your action is finished.



BATTLE

If another player's village contains a card you want, you can try to steal it. This can be done by spending your action phase to **attack** the other player's village. Battle takes place in five steps.

Steps of Battle:

- 1) Choose an **attacking** unit
- 2) Choose a **defending** unit
- 3) Compare **power**
- 4) Choose a **reward**
- 5) **Regroup** or pay up

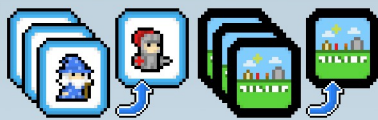
ATTACKING UNIT

First, the **attacking** player must choose one of their units to send out. This unit can be chosen from one of the player's villages **OR** from their hand.

Units that are chosen from a village are left face-up, while units played from the hand (also called **hired units**) are played face-down.



Once an attacking unit has been chosen, the attacking player moves it to an open spot on the table and declares that he is attacking a specific village with this unit.



DEFENDING UNIT

Next, the **defending** player must choose one of their units to send out. This unit can be chosen from the village that is being attacked **OR** from their hand. Units who are living in villages that are not under attack can not participate in the battle, with the exception of the Archer.

Again, units that are chosen from a village are left face-up, while units played from the hand (also called **hired units**) are played face-down.

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Once the defending unit has been chosen, the defending player moves it out to meet the attacking unit.

COMPARE POWER

Once both units have been chosen, flip over any face-down cards. Read the ability text of both cards and apply bonuses or take other actions as written.

The unit with the higher **power** (🔴) wins. In the case of a tie, the attacking unit wins.



Unit abilities can have a dramatic impact on battle, so read them carefully. In this battle, the Wizard attacked the Knight. Because both units are blue, the Wizard's -3 penalty was activated. Meanwhile, the Knight's ability gives him a +1 bonus for defending.

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CHOOSE REWARD

If the attacking unit won the battle, the attacking player gets to choose a **reward**.

Available rewards:

- Destroy the defending unit
- Kidnap the defending unit
- Kidnap any unit or animal in the defending village

If the attacking player chooses to **destroy** the defending unit, that unit goes to the defending player's **graveyard**. Each player has his or her own graveyard, which is set aside until the end of each round. Any card that is "destroyed" goes into its owner's graveyard. The gold value of these cards count as negative points during scoring.

If the attacking player chooses to **kidnap** a unit or animal, he puts that card into his hand. Note that buildings can't be kidnapped.

If the defending unit won the battle, the attacking unit is destroyed, but no further rewards are chosen.

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REGROUP/PAY UP

Any units remaining on the battlefield who originally came from a village return home.

Any remaining hired units (units played directly from the hand) are destroyed. This represents paying the unit for his or her services and is the price to pay for playing the card face-down.

After this step, the battle is over and the attacking player can continue their turn as normal.

END OF ROUND

When any player discards, gives away, or otherwise loses the last card in their hand during their turn, the **final turn** begins. All other players get one last turn. After that, the round is over and scoring begins.

The final turn can also be triggered when the deck runs out of cards. In this case, players can continue to draw from the discard pile as needed.

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To calculate your score, add up the **gold coins** (☉) shown on the cards in your villages. Next, subtract the gold coins shown on any cards left in your hand or your graveyard. Finally, add 10 if you were the first player to empty your hand. You don't get the 10 bonus gold if you weren't the first player to do so.

Scoring:

- 1) **Add up** your villages.
- 2) **Subtract** your hand and graveyard.
- 3) **Add 10** if you emptied your hand first.

The final result is your **score**. Have a scorekeeper write this number down and add it to your running total.

If no one has earned **100 gold coins**, assign the High Score and Low Score cards to the appropriate players, shuffle all of the game cards, and play another round!

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EXPANSIONS

There's more to Villages than the cards in this box! Playing with expansion decks adds exciting new cards and mechanics to the game.

In order to play with a Villages expansion, you can customize your deck before playing by switching out base game cards for expansion cards of the same color and type.

Deckbuilding Rules:

- Each color must contain **10 units**.
- Each color must be able to **support animals and buildings**.
- You must include **7 animals** and **5 buildings**.

When following the rules above, you can either choose each card you want to exchange, or start with the animal/building support units and add random cards from that color to fill in the rest.

It is also possible to simply pile everything together, if you want to play with all cards at once!

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LOCATION CARDS

The Distant Lands expansion introduces **Location** cards. These represent the various lands you discover. Draw one of these cards before each round, replacing the previous card. All players must follow the listed rules for the entire round.

DARK+LIGHT CARDS

The Ghost Town expansion introduces Dark and Light cards.

Dark is simply an additional unit color that can be added to the game, although they do not support animals or buildings (and are exempt from the related deckbuilding rule). Also, the units that form this color are not found in any other color.

Light cards are true wild cards that can be added to any village, even as one of the 3 units needed to build a new one. However, they are still considered Light units when they are part of a different color village, and they can not form villages on their own.

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DUAL COLOR CARDS

The Holiday Pack expansion introduces **dual color** cards. These are cards that belong to two colors and are considered to be both colors simultaneously. This means they can be added to villages of either color, and unit abilities that depend on color (as seen on the Ace and Wizard) will activate for either color. For example, a green Ace facing a red/green Santa will activate his "+3 power against units of the same color" ability.



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CONTACT AND FAQ

Thanks for playing Villages! Visit the Fridgecrisis Games website at www.fridgecrisis.com for contact information, answers to frequently asked questions, and more.

This game was printed and shipped by The Game Crafter, an awesome print-on-demand service that makes it easy to create and sell your own card or board games. If you have an idea for a game, chances are The Game Crafter can bring it to life. Check them out at www.thegamecrafter.com. You can find Villages and its expansions at www.thegamecrafter.com/games/villages.

All game content designed and created by
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