

Village Pillage

A fast-paced game of luck and cunning for 2-5 players
by Tom Lang and Peter C. Hayward

It's another beautiful day in the village!

Your farmers are hard-working and defenseless, your walls are strong and true, your raiders are loveable underdogs, and your merchants are hiring the finest folk that turnips can buy.

Everything would be perfect if it wasn't for those HORRIBLE OTHER VILLAGES!

Ugh, you hate them so much!

So you've got a plan to beat them, once and for all.

You're going to become a KINGDOM. All you need is three royal relics, to prove your right to rule. Those other villages will finally see who's boss!

Unless... they beat you to it.

Components:

- 20 starting cards (marked with an egg)
- 20 market cards
- 5 double-sided bank cards
- 72 turnip tokens
- 15 relic tokens
- Rulebook

Objective:

Be the first village to collect 3 relics.

Setup:

1. Each player takes 1 of each of the starting cards (starting cards have an egg in the corner)

( **Farmer**,  **Wall**,  **Raider**, and  **Merchant**). This is the player's hand.

2. Each player takes 2 turnips and a bank card.

2 player game: Use the side of the bank card labelled "Duel".

3. Place 1 turnip beside your bank card - this is your **Stockpile**.
4. Place 1 turnip in your **bank**.
5. Put any unused bank and starting cards aside - they will not be used this game.
6. Place the relic and turnip tokens into the middle of the table, easily reachable by all players. This is **the Supply**.

7. Shuffle the market cards into a face-down deck, and then draw the top 4 cards, placing them face-up in a row visible to all players. This is the **Market** – the cards available for purchase during the game.

Playing the Game:

Each round consists of 3 phases: *Plan, Resolve, Refresh*.

Plan phase:

3-6 player game:

Each turn, all players simultaneously choose 2 of the cards from their hands and place 1 face-down to their left and 1 face-down to their right. Each of these cards will interact with the player on that side. Your 2 cards may be the same type, if you have them.

2 player game:

On your first turn: Place 2 cards from your hand face-down in front of you, one behind the other. The card in front will interact with your opponent in the resolve phase, and the card behind will interact next turn.

On all following turns: Place 1 card behind the card already on the table. It will interact next turn. You may look at your own planned cards at any time.

Resolve phase:

Once everyone is ready, all cards are turned face up and resolved.

2 player game:

Only reveal and resolve the card closest to your opponent.



Cards resolve in the order shown on the Bank card. All cards of the same type resolve simultaneously.



Each card only affects the opponent on the side it's played. Card effects are explained in full on page 4.



Cards can have different effects depending on the type of card your opponent plays. When your card resolves, it uses the effect with the icon matching your opponent's card type.

For example, if you play this  against a , you would STEAL 1 from that opponent and BANK 1 of your turnips.

If you play it against a , , or , you would GAIN 1 and BANK 1.





Not all cards have all icons. If a card is missing an icon, it has no effect when played against that card type.

For example, if you play this  against a  or , you would STEAL 4 from that opponent.

If you play it against a  or , it has no effect.



 **Merchants** are special. They have a different effect depending on whether you can afford to buy a relic or not.

For example, if you play this  when you **can't** afford to buy a relic, you must instead buy 1 card from the market.

If there is any confusion about card effects happening at the same time, check page 5.



Your Bank:

Your bank starts with 1 turnip, and further turnips can be moved here with a BANK effect.

Turnips in your bank can be spent as normal but are usually safe from STEALING.

Your bank can hold a maximum of 5 turnips.
(4 turnips in a 2 player game)

Refresh phase:

After cards have been resolved, players pick up all their resolved cards and a new round begins.

2 player game: Only pick up the card that resolved this turn. The other card moves forward and will resolve next turn.

Game End:

As soon as a player collects 3 relics, that player wins and the game is over.

If multiple players buy their third relic at the same time, the winner is the player with the most turnips remaining.

If multiple players have the same amount of turnips, the tied player with the most cards in hand is the winner. If there is still a tie, everybody wins! The true kingdom was the times we shared.

Card Effects

GAIN: Take turnips from the common supply and add them to your stockpile. There is no limit to the number of turnips a player can have in their stockpile.

BANK: Move turnips from your stockpile into your bank. Turnips in your bank can be spent as normal, but are safe from **stealing** unless otherwise specified. Your bank cannot hold more than 5 turnips. (4 turnips in a 2 player game)

STEAL: Take turnips from your opponent and add them to your stockpile. Turnips cannot be stolen from a bank unless otherwise specified. If the player does not have the full amount available to steal, just take as many as you can.

EXHAUST: The exhausted card resolves, but cannot be played next turn. It is placed face-up next to its owner's bank instead of returning to their hand. Its owner may play their other cards as normal. During the next turn's **Refresh** phase, the exhausted card returns to its owner's hand, ready to be played again.

BUY RELIC: Buy your next relic. If your played card allows you to buy a relic, you **must** buy one if possible. In a 3-6 player game, your first relic costs **8** turnips, the second costs **9** turnips, the third costs **10** turnips and wins you the game.

In a **2 player game**, your first relic costs **6** turnips, the second costs **7** turnips, the third costs **8** turnips and wins you the game.

BUY CARD: Pay the number of turnips shown on your card to the supply, and take a card from the market into your hand. As soon as a card is bought, draw a new card to replace it in the market. If your played card allows you to buy a market card, you **must** buy if possible. If you can't afford to buy a new card, do nothing.

There is no limit to the number of cards a player can have in their hand.

TIEBREAKERS:


When multiple players buy cards at once, they are bought in order from the player with the fewest turnips to the player with the most turnips. Break ties by flipping a coin.

Cards of the same type resolve simultaneously, not one after another.

eg: Nicole has 1 turnip. Tania's Raider steals from Nicole, while Nicole's Raider steals from Tom. Tania would only get 1 turnip; Tania can't steal the turnips that Nicole just stole from Tom.

Between cards of the same type, GAIN goes before STEAL, which goes before BANK, which goes before BUY.

If 2 players STEAL from the same player and there are not enough turnips to go around, they split the turnips evenly. and any remainder goes to the player with the higher steal (if both players have equal steal, flip a coin to determine who takes it). Cards which steal from the Bank do so **AFTER** the split.

If a player plays 2  Merchants, they choose the order in which to resolve them.

OTHER NOTES:

- The turnip supply is unlimited. If you run out of turnips, use potatoes, carrots, or whatever root vegetable you have lying around.
- If the deck and market run out, "BUY CARD" abilities have no effect. The game otherwise continues as normal.
- If you're an experienced pillager wanting a longer, more challenging game, try playing a 2 player game using the 3+ player bank cards.
- If you're playing with more than 3 players, you'll need your neighbors to keep an eye on the players you don't directly interact with. Negotiate alliances to bring down your common enemies, then betray your new friends when they least expect it.

Visit villagepillage.com for a video tutorial.

CREDITS:

Design: Peter C. Hayward and Tom Lang

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FARMER



Gain 3

Icons: Green wheel, red X, blue brick, yellow diamond

FARMER



Gain 3

Icons: Green wheel, red X, blue brick, yellow diamond

FARMER



Gain 3

Icons: Green wheel, red X, blue brick, yellow diamond

FARMER



Gain 3

Icons: Green wheel, red X, blue brick, yellow diamond

FARMER



Gain 3

Icons: Green wheel, red X, blue brick, yellow diamond

WALL



Steal 1 Bank 1

Gain 1 Bank 1

Icons: Red X, green wheel, blue brick, yellow diamond

WALL



Steal 1 Bank 1

Gain 1 Bank 1

Icons: Red X, green wheel, blue brick, yellow diamond

WALL



Steal 1 Bank 1

Gain 1 Bank 1

Icons: Red X, green wheel, blue brick, yellow diamond

WALL



Steal 1 Bank 1

Gain 1 Bank 1

Icons: Red X, green wheel, blue brick, yellow diamond

WALL

Steal 1 Bank 1

Gain 1 Bank 1

RAIDER

Steal 4

RAIDER

Steal 4

RAIDER

Steal 4

RAIDER

Steal 4

RAIDER

Steal 4

MERCHANT

Buy relic | If unable: Buy card for 1

MERCHANT

Buy relic | If unable: Buy card for 1

MERCHANT

Buy relic | If unable: Buy card for 1

MERCHANT

Buy relic | If unable: Buy card for 1

MERCHANT

Buy relic | If unable: Buy card for 1

FLORIST

Gain 5 Opponent steals 2
 Gain 5

MASON

Gain 4 Steal 1 Bank 2
 Gain 4

RAT CATCHER

Gain 6
 Gain 4

INNKEEPER

Gain 5 and a free market card
 Gain 4

PICKLER

Gain 4
 Gain 4 Bank 2

MINER

Gain 5 Exhaust target
 Gain 4

LABYRINTH

Steal 5 Exhaust target
 Gain 1 Bank 2

CATHEDRAL



Steal 3 Bank 1

Buy a card for 1

TOLL BRIDGE



Steal 2, including banked
Steal unbanked first.

Bank 2

MOAT



Gain 2 Steal 3

Bank 2

Opponent gains 1

TREASURY



Steal 2 Bank 4

Gain 1 Bank 4

DUNGEON



Gain 1 Steal 1 Bank 1

Gain 1 Bank 2

BERSERKER



Steal 6

Opponent steals 1

OUTLAW



Steal 5

Steal 4
Buy a market card for free

VETERAN



Steal 6

Exhaust Veteran

BURGLAR



Steal 4
including banked
Steal unbanked first

CUTPURSE

Steal 6

Opponent steals 1

TRAPPER

Steal 4 Gain 1

Steal 1

BARD

Buy relic

If unable: Gain 1
Take top card from the deck

DOCTOR

Buy relic

If unable: Gain 2
Exhaust opponent's card

BANK

RELICS

8

9

10

BANK

RELICS

8

9

10

BANK

RELICS

8

9

10

BANK

RELICS

8

9

10

BANK

RELICS

8

9

10



Designed by Peter C. Hayward and Tom Lang, with art and graphic design by Tania Walker. Special thanks to Tom McLean, Darrell Louder, Jessa Morgen, Nicole Perry, and Roxy Hayward.

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