



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 are three royal  
relics, to prove your right to rule. Then  
those other villages will see who's boss!

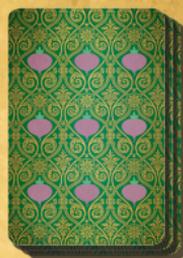
Unless...they beat you to it.



## COMPONENTS



20  
starting cards



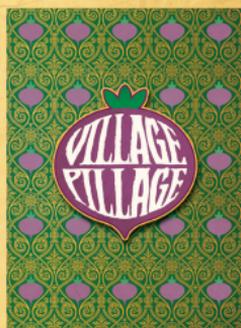
20  
market cards



5  
bank cards



1 chicken  
(for flipping)



1 rulebook



15  
relic tokens



72  
turnip tokens

3

## OBJECTIVE

Be the first village to collect all 3 relics.



The Sceptre  
of Beet-Downe



The Rad-ish  
Throne



The Crown of  
Brassica

## OVERVIEW

Relics don't come cheap. You're going to need turnips. LOTS of turnips. Compete simultaneously with the players on both sides of you by playing a card on your left and a card on your right. Play Farmers to earn turnips, Raiders to steal turnips, and Walls to defend yourself against those untrustworthy neighbors of yours. Can you believe they want to steal YOUR turnips? And don't forget to send out your Merchants! They'll recruit new villagers and trade turnips for relics!



## ICON GLOSSARY

### STARTING CARD



Your basic villager starter kit. They're tried, and true, if a bit...medieval. Any card **WITHOUT** this icon is a market card.

### TURNIP



The mighty Medieval Dollar. Use your Merchant to spend them on stronger cards and fancy relics. : 2 turnips.

### FARMER



Gains turnips fair and square. Vulnerable to Raiders.

### WALL



Protects your turnips from Raiders, but won't gain you many turnips.

### RAIDER



Steals turnips from Farmers and Traders. Weak against Walls and other Raiders.

### MERCHANT



Recruits new villagers and buys relics. Vulnerable to Raiders.

## SETUP

1. Every player takes one each of the 4 starting cards. These are marked with an . Each player should now have an identical hand of 4 cards:



2. Each player takes  and a **Bank** card.

## 2 PLAYER GAME

Use the side of the **Bank** card labelled 'Duel'

3. Place  beside your **Bank** card - this is your **Stockpile**.

4. Place  in your **Bank**.

5. Put any unused **Bank** and starting cards aside - they will not be used this game.

6. Place the relic and  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.

## ◆◆◆◆◆◆◆◆◆◆ GAMEPLAY ◆◆◆◆◆◆◆◆◆◆

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

### ◆◆◆◆◆◆◆◆◆◆ PLAN PHASE ◆◆◆◆◆◆◆◆◆◆

#### **3-5 PLAYER GAME:**

Each turn, all players simultaneously choose 2 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 of 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:

1

2

3

4



FARMERS

WALLS

RAIDERS

MERCHANTS

The card you play to your left only affects your neighbor on the left. The card you play to your right only affects your neighbor on the right.

Cards of the same type resolve simultaneously.

**Card effects** are explained in full on page 12.

Cards have different effects depending on the type of card your opponent plays.

Play this  against a  to **STEAL 1** from that opponent, and **BANK 1**.

Play it against a , , or  to **GAIN 1** and **BANK 1**.



If a card lacks an icon, it has no effect when played against that card type.

Play this  against a  or  to **STEAL 4** from that opponent.

If played against a  or : no effect.



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

If you play this  when you can't afford a relic, you must instead **BUY 1** card from the Market.



Tiebreakers are explained in full on the back page of the rulebook.

## BANK



Your **Bank** starts with **1**.  
Move more turnips into your  
**Bank** with a **BANK** effect.

You can spend banked turnips  
as normal, but they are safe  
from **STEALING** unless  
otherwise specified.

Your **Bank** can hold a maximum of **5**

In a 2 player game, the maximum is **4**

## 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 all 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, all tied players win! The true kingdom was the times we shared.





## CARD EFFECTS

**BUY RELIC:** Buy your next relic. If your played card allows you to buy a relic, you must buy one if possible. In a 3-5 player game, your first relic costs **8**; the second costs **9**; the third costs **10** and wins you the game.

### 2 PLAYER GAME

The first relic costs **6**; the second costs **7**; the third costs **8** 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 it if possible. If you can't afford a new card, do nothing.

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



## TIPS

- ♦ The **Supply** of turnips is unlimited. If you run out of turnips, use potatoes, carrots, or whatever root vegetable you have lying around.
- ♦ If the **Market** runs out of cards, **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.

For a video tutorial, visit  
[VillagePillage.com](http://VillagePillage.com)



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◇◇◇◇◇◇◇◇◇◇ [VillagePillage.com](http://VillagePillage.com) ◇◇◇◇◇◇◇◇◇◇

Jellybean

[Jellybean-Games.com](http://Jellybean-Games.com)

## 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 chicken.

◆ Cards of the same type resolve simultaneously, not one after another. For example:

Nicole has . Tania's  steals from Nicole, while Nicole's  steals from Tom. Tania only gets . Tania can't steal the turnips Nicole just stole from Tom.

◆ Between cards of the same type, effects resolve in this order:

1. **GAIN**    2. **STEAL**    3. **BANK**    4. **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 chicken to determine who takes it).

◆ If a player plays two merchants, they choose the order in which to resolve them.