

MAYOR NAMES:					
TOWN VALUE Total the TOWN VALUE of all cards in your town					
CIVILITY BONUS 3 points if <i>Angry Mob</i> is still in your hand					
HEROIC BONUS* 2 points per <i>Hero Card</i> to the Mayor(s) with the most <i>Hero Cards</i> in their town					
VICTORY BONUS** 1 point per <i>Challenge Card</i> to the Mayor(s) with the most <i>Challenge Cards</i> in their hand					
LARGEST TOWN BONUS 3 points to the Mayor(s) with the most cards in their town					
MATCHMAKER BONUS*** 2 points per pair in your town					
TOTAL POINTS:					

*Add 1 point per hero to the Mayor(s) with the second most *Hero Cards* in their town. **Add 1 point per 2 *Challenge Cards* to the Mayor(s) with the second most *Challenge Cards* in their hand. ***ADVANCED GAME only.
Note: If 2 or more Mayors tie for any bonus, each of them get the full bonus.

PHASE ORDER & KING'S FAVOR REFERENCE GUIDE

 **Phase 1: Recruit**
Action: Select and roll for a card from the *Recruitment Pool*. A *Challenge Card* goes into your town, any other card goes into your hand.
King's Favor Bonus: Move the *Start Marker* when this Phase begins, or add 2 to a recruit roll.

 **Phase 2: Defend**
Action: Attempt to remove any *Challenge Card(s)* from your town. If successful, you may earn gold.
King's Favor Bonus: Move the *Start Marker* when this Phase begins, or add 2 to a DEFENSE roll.

 **Phase 3: Pillage**
Action: *Challenge Cards* remaining in your town may cause you to lose gold.
King's Favor Bonus: Move the *Start Marker* when this Phase begins, or avoid losing gold.

 **Phase 4: Earning**
Action: Earn gold from your *Citizen Cards*.
King's Favor Bonus: Move the *Start Marker* when this Phase begins, or earn 1 extra gold.

 **Phase 5: Build/Hire**
Action: Pay gold to the bank to move a *Building, Citizen, or Hero Card* from your hand to your town.
Notice: If any town has 9 (10 in a 2 player game) or more cards (including *Challenge Cards*), finish this Phase, end the game, and add up each Mayor's score. If not, continue to the **Reset Phase**.
King's Favor Bonus: Move the *Start Marker* when this Phase begins.

 **Phase 6: Reset**
Action: Pass the *Start Marker* to the left. Set up a new *Recruitment Pool* and start a new round with **Phase 1**.

2-PLAYER RULES

2-Player Game
During the **Recruit Phase**, each Mayor gets two turns. These turns are taken in alternating order until both Mayors have recruited 2 cards. The game will end when 10 cards are in a town, rather than 9. All other rules remain the same.



ADVANCED RULES • GAME RULINGS

Advanced Game
After mastering the basic rules, play the **ADVANCED GAME**. The **ADVANCED GAME** rules include card abilities, the *King's Favor Marker*, and card pairs. Rulings for advanced play include:

Card Abilities: An ability can be used during the Phase indicated on the card **once** per turn. Some cards allow Mayors an option to pay gold for the use of an ability. Any card with the word **VEND** also allows other Mayors to pay to use that ability during their own turn. Since the payment and its recipient(s) may vary, the information is indicated on the card. The card owner can also deny a Mayor use of his **VEND** ability.

King's Favor Marker: Mayors may earn a Favor (see **ADVANCED GAME** sections) from the King. The Favor can be used in different ways depending on the Phase. After granting one bonus, the Favor returns to the *Recruitment Pool* during the **Reset Phase**. Then, on the **Recruit Phase**, any Mayor has the chance to earn the Favor. A Mayor can hold an unused Favor for as long as he/she wishes (see the Reference Guide for ways to spend a **King's Favor Bonus**).

Card Pairs: Each Mayor receives bonus points for creating pairs (see **Game Score Sheet**).

Cards with pairing capacity, are listed on the card (see **Card Guide**). To get the bonus points, both cards of a pair must be in a Mayor's town at the end of the game. Cards of a pair can't be paired with any other cards. Example: The *Mystic Seer* can only pair with a *Citizen Card* if it isn't already in a pair.

Game Rulings
When to use a bonus: Before rolling the die a Mayor must declare the use of bonuses, i.e. card abilities, the *King's Favor Marker* bonus, the *Angry Mob*, or extra recruit rolls.

Timing: *Challenge, Building, Hero, and Citizen Cards* and their abilities take effect after the Phase in which they enter a town. If multiple rulings occur on one turn, that Mayor can choose the order they will take effect. Example: On his turn during the **Pillage Phase**, Mayor Tim will have a total **Pillage Loss** of 3g, the *Tax Collector Card* is in play, plus he wants to pay for the ability of the *Lord Card*. Mayor Tim can choose the order in which these three rulings take effect.

Extra Cards: If a card ability allows you to draw an extra card from the deck, that card goes directly into your hand. There is no **Loot Box** bonus if that card is a *Challenge Card*, however it is counted towards your **VICTORY BONUS** (see **Game Score Sheet**).



VILLAGERS & VILLAINS

www.villagersandvillains.com

© Copyright 2011 Studio 9 Inc. • Game Designer and Artist: C. Aaron Kreader
 Editors: Lisa Blecker, Susan Engle, and Rebecca Rowley
Game Time: 30-60 min. • Players: 2-5 • Ages: 9-99



Overview

The game is played over several rounds. Each round has 6 distinct Phases. During each Phase, all players (Mayors) have a chance to take specific actions. The Mayor who builds the most successful village wins.

The **ADVANCED GAME** rules are for experienced players. Skip the **ADVANCED GAME** rules if you are a new Mayor of *Villagers and Villains*.

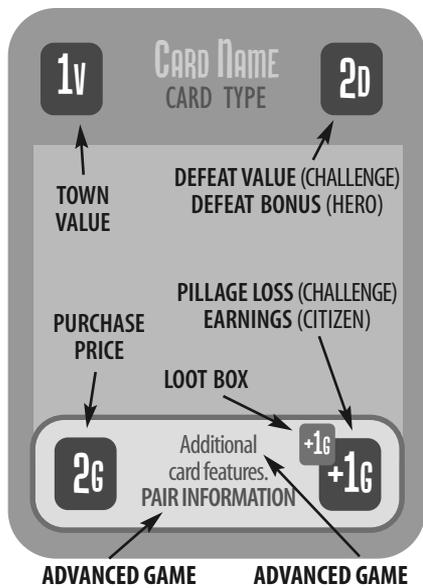
Game Objective

The Mayor earning the most points wins (see Game Score Sheet).

Components

- 100 playing cards (25 Buildings, 30 Challenges, 25 Citizens, 20 Heroes)
- 10 starting hand cards (5 Angry Mobs, 5 Deputy Mayors)
- 1 Start Marker
- 1 King's Favor Marker
- 64 gold tokens (48 One Gold, 16 Two Gold)
- 5 quick reference cards and 1 die
- 1 Game Score Pad

Card Guide



Set Up

- Deal each Mayor 1 *Angry Mob* card and 1 *Deputy Mayor* card. This is their starting hand. Remove remaining *Angry Mobs* and *Deputy Mayors* from the game.
- Give each Mayor 6 gold tokens (6g). Place remaining gold tokens in a separate pile within reach of all Mayors. This is the bank supply.
- Shuffle the playing cards to form a deck in the middle of the table. Draw the top 6 playing cards and place them face up to the left of the deck (use 7 cards if there are 5 Mayors). This is



the *Recruitment Pool*. The card farthest from the deck is in the "1" position.

4. Determine the starting Mayor and place the *Start Marker* in that Mayor's town. A **Mayor's town is the area in front of him/her**. The Mayor with the *Start Marker* will go first in each Phase of a round.

5. **ADVANCED GAME:** The starting Mayor rolls a die to determine the position of the *King's Favor Marker*. Place the marker on the *Recruitment Pool* card that corresponds with the die roll.

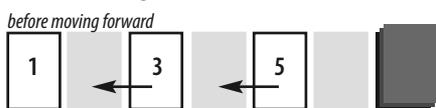
Game Sequence

There are 6 Phases in a round. Each Mayor takes one turn in clockwise order during each Phase. Begin each Phase with the Mayor holding the *Start Marker*. A new round begins when all 6 Phases end. The *Start Marker* is then passed to the Mayor on the left.

1. Recruit Phase: Each Mayor will get a card from the *Recruitment Pool*. On their turn Mayors first announce their desired card, then roll a die. The roll must be equal to or higher than the card's position to succeed. Example: If Mayor Tim



wants the 4th card in the pool, he needs to roll a 4 or higher. If he rolls a 1, 2, or 3, he fails and must take the card in the 1 position. Prior to his roll, Tim can buy extra chances to get the 4th card. However, each extra roll costs 1 gold (1g). So, if Tim has 3 gold (3g) he must decide, before rolling, to add 1, 2, or 3 extra rolls for recruitment. Each roll will give him a chance to get a 4 or higher. Tim's spent gold must go to the bank. Once Tim gets a card, he removes it from the pool. If it's a *Challenge Card*, it is placed in his town. Any other card goes into his hand. His turn ends, and play continues clockwise until all Mayors recruit a card. When a card is removed from the *Recruitment Pool* the remaining cards move forward in their



position, as shown above.

ADVANCED GAME • King's Favor: If a Mayor recruits a card with the *King's Favor Marker* on it, he/she places the marker in his/her town. This Mayor can use it to grant one bonus. Each Phase offers different bonuses (see *King's Favor Reference Guide*). Bonus options are explained in each Phase below. The following option is also available: a Mayor holding the *King's Favor Marker* at the start of any Phase can opt to keep it or use it to move the *Start Marker* to

any Mayor he/she chooses. **Once the King's Favor Marker is used, place it in the bank.**
ADVANCED GAME • Recruit Favor Bonus: The Mayor with the *King's Favor Marker* may decide to use it this Phase to add 2 to a recruit die roll.



2. Defend Phase: In turn, each Mayor may attempt to remove one or more *Challenge Cards*. A Mayor gets 1 attempt (called TOWN DEFENSE roll), plus 1 additional attempt for each hero in his/her town (called HERO DEFENSE roll). To start, a Mayor selects a *Challenge Card* in his/her town. Then, the Mayor declares TOWN DEFENSE or HERO DEFENSE to attack the *Challenge Card*. To declare a HERO DEFENSE, the Mayor selects a *Hero Card* in his/her town. That *Hero Card's* Defeat Bonus (see *Card Guide*) gets added to the HERO DEFENSE roll. TOWN DEFENSE rolls have no bonus. Next, he/she rolls a die. If the total is equal to or more than the *Challenge Card's* Defeat Value (see *Card Guide*), the *Challenge Card* is removed from town and placed in his/her hand. Defeated *Challenge Cards* can provide bonus points at the end of the game (see *Game Score Sheet*). Mayors may also receive gold for defeating *Challenge Cards*.

Gold collected is equal to the value in the Loot Box (see *Card Guide*). However, if the DEFENSE roll is less than the Defeat Value, the *Challenge Card* is not defeated. The Mayor can then try to defeat it with an unused attempt. If all attempts are used, or no *Challenge Cards* remain in a Mayor's town, or if he/she chooses not to defend, play continues clockwise.

ANGRY MOB OPTION: A Mayor can play the *Angry Mob* card, if it's in his/her hand. This option will add 3 to any DEFENSE roll and must be declared before rolling. Once used, remove the *Angry Mob* from the game. A Mayor who never uses the *Angry Mob* will gain a 3 point bonus at the end of the game (see *Game Score Sheet*).

ADVANCED GAME • Defend Favor Bonus: The Mayor with the *King's Favor Marker* may decide to use it this Phase to add 2 to a DEFENSE roll.



3. Pillage Phase: If *Challenge Cards* remain in a Mayor's town, that Mayor may lose gold. Each Mayor takes a turn adding up the total Pillage Loss (see *Card Guide*) on *Challenge Cards* in his/her own town and transfers that amount in gold directly to the bank. If a Mayor has no gold, there is no effect.
ADVANCED GAME • Pillage Favor Bonus: The Mayor with the *King's Favor Marker* may decide to use it this phase to avoid losing gold.



4. Earning Phase: In turn, each Mayor may receive gold from the bank. The amount gained is equal to the total Earnings (see *Card Guide*) from all *Citizen Cards* in his/her own town.

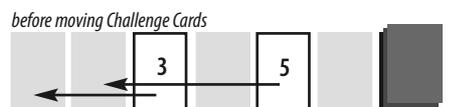
ADVANCED GAME • Earning Favor Bonus: The Mayor with the *King's Favor Marker* may decide to use it this Phase to gain 1 extra gold from the bank supply.



5. Build/Hire Phase: In turn, each Mayor selects a *Building*, *Hero*, or *Citizen Card* from his/her hand to add to his/her own town. Cards in town are always face up. Mayors must place gold in the bank equal to the Purchase Price (see *Card Guide*) on the selected card. Mayors with insufficient gold or cards cannot build or hire. **Mayors may only add 1 card to their town in this Phase**—except when using an **ADVANCED GAME** card ability. When a town has 9 (10 in a 2 player game) or more cards (including *Challenge Cards*), the GAME ENDS after this Phase is completed.



6. Reset Phase: The Mayor with the *Start Marker* passes it to the Mayor on the left. The new owner of the *Start Marker* resets the *Recruitment Pool*. To reset the *Recruitment Pool*, remove any non-challenge cards in the *Recruitment Pool* from the game. Next, slide all *Challenge Cards* to the lowest possible



positions. Then deal new cards to the *Recruitment Pool* until it returns to 6. Use 7 cards if there are 5 Mayors (see **SET UP** step 3). The Mayor with the *Start Marker* begins a new round on **Phase 1**.

ADVANCED GAME • Reset Rule: If the *King's Favor Marker* is in a Mayor's town or on a *Challenge Card*, it remains there. Otherwise, roll a die to determine its new position in the *Recruitment Pool* (see **SET UP** step 5).



Game End

The game ends when any town has 9 (10 in a 2 player game) or more cards (including *Challenge Cards*) when **Phase 5** ends. The game will also end if no cards remain in the deck. The Mayor earning the most points wins. **Use the Game Score Pad to add up each Mayor's points.**