

THE VILLAGERS GAME

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KEY GAME OBJECTIVE:

Accumulate **at least 15 cards** according to the goal established by the village.

GAME RULES:

PLAYERS

There are 4 playing villages: **BLUE**, **RED**, **ORANGE**, and **GREEN**.

Important rule: As much as possible, **PLEASE WEAR YOUR COLORS** to class.

CATEGORIES

1. There are 3 categories of goals:
 - a. **EMPIRE:** Your culture values strength and resources. You believe other values come from power and wealth.
 - b. **WELL BEING:** Your culture values happiness, safety, health, and other areas related to general well being.
 - c. **CIVILIZATION:** Your culture values cultural, technological, scientific, and engineering advancements.
2. At the beginning of the game, you must declare a key category. You must also decide how you will support the values expressed by this category through the accumulation of cards.
 - a. For instance, group "A" has chosen "Well Being" as their key category. In order to support the values expressed by this category, they plan to accumulate the following cards: 5 medicine cards, 5 food cards, and 5 water cards.
 - b. There are no specific rules for the number of resource cards needed to express the values of a certain category – you can divide the cards in any manner you wish. All you need to do is explain **WHY** you decided on certain cards (for instance, the same group "A" might have chosen to accumulate 15 medicine cards).

CARDS

The following cards are available:

- | | |
|-------------|---------------|
| 1. Weapons | 7. Population |
| 2. Food | 8. Riches |
| 3. Medicine | 9. Science |
| 4. Wood | 10. Energy |
| 5. Soil | 11. Culture |
| 6. Water | 12. Territory |

CHALLENGES

1. Occasionally you may receive certain challenges.
2. You may choose to solve the challenges or you may pass them on to other teams as plagues.
3. If you choose to solve a challenge, you will win 3 additional resource cards as a reward.
4. If you choose to pass on a challenge as a plague you will lose 1 card drawn randomly from your pile.

REACHING YOUR OBJECTIVE

1. You reach your objective by accumulating resource cards that follow your original plan (i.e., by accumulating the number of cards you planned to accumulate early in the game).
2. Each class you will randomly draw 3 resource cards.
3. Other resource cards may be obtained by:
 - a. Trading with other groups peacefully and through negotiation
 - b. Winning from other groups during an act of war
 - c. Purchasing from the "bank" (i.e., the instructor). To purchase a specific card you must provide the bank with 3 cards of any type/category.

GOING TO WAR

1. You declare war to "steal" certain cards from other villagers.
2. Villagers must show you what cards they have upon request.
3. A village may declare war at any time during the times assigned for the game.
4. To "steal" a card the village must use "weapons" cards and dice.
 - a. The defending village must also use its "weapons" cards.
 - b. The attacker and the defending village use as many dice as the number of weapons cards (up to 3)
 - c. In the case of a tie (for all dice), no one loses a card.
5. For each loss attacking and defending villages lose one weapons card (the weapons cards lost are returned to the instructor).
 - a. Each side may only lose ONE weapons card per battle regardless of the number of dice played.
 - b. The attacker may only win ONE resource card per battle regardless of the number of dice played.
6. The "going to war" rules above may be changed by negotiation between the two parties (both villages MUST agree, regardless of the number of weapons cards or winning/losing status).
7. **IMPORTANT RULE:** Any time a village is involved in a war it automatically **LOSES** cards held of the following categories:
 - a. Population (1 card per war).
 - b. Culture (1 card per war).