

Save The Village!

User Guide

“Save the Village!” is a solitaire deck building game where you are a Village Head protecting your small village from the pandemic. Gather resources, research and build up the village’s facilities! Can your village make it through the pandemic?

Game Contents:

- Situation Deck (20 Turn cards)
- Explore Deck (30 Resource cards)
- Research Deck (10 Facility cards)
- Villager Deck (10 Action cards)
- Consequence Deck (16 cards)

What You will Need:

- A dice or 3 small pieces of paper.

Procedures

- 1) Shuffle all decks.
- 2) Draw 3 villager cards & 2 resource cards to start with.
- 3) Next, start the game by drawing a Situation Card.
(This is equivalent to a day in-game)
- 4) Decide what actions you would like to take.
 - a) 1 Villager = 1 Action per Situation to Explore & Research
- 5) Keep in mind that Research needs resources.
- 6) There are 3 outcomes for each action you take: Success/Pass/Fail
 - a) Use a dice to see your outcome.
 - i) Success (1&6)
 - ii) Pass (2&5)
 - iii) Fail (3&4)
 - b) If you do not have a dice get 3 small pieces of paper and write a word in each of them. Crumple it up, mix them up & pick one.
- 7) There are some situations where you will only have 2 outcomes, in that case:
 - a) Success/Pass (1, 2 & 6)
 - b) Pass/Fail (3, 4 & 5)
- 8) After your actions, Each held villager card will need food daily.
 - a) 1 food unit is able to provide for 2 villagers.
 - b) If you do not have enough food, recycle a Villager card.
- 9) When you are asked to recycle a card, it should be placed back in it's respective deck and reshuffled.
- 10) When you are asked to discard a card, place it in the discard pile.

Rules

- 1) You start with 3 villager cards & 2 Explore cards.
- 2) Each Villager can only have one action.
- 3) You have to draw a card before using the dice.
- 4) Use the dice to determine the outcome of each action.
- 5) Discarded cards cannot be used again throughout the game.
- 6) All cards except Situation Cards should be recycled after use.
- 7) If you lose all your Villager cards, keep drawing Situation cards until you are given the chance to get one.
- 8) Once all Situation Cards have been used, the game ends. If you do not have 4 or more villager cards and a Facility point of 35 or more, you lose.

Scorecard for Game	
65 - 100 points	Thriving Village!
35 - 65 points	Barely Survived.
0 - 35 points	You lost your village!