



IT TAKES A VILLAGE!

INSTRUCTIONS

OVERVIEW

Players: 2–5 players

Playing Time: 30 minutes

Age: 12+

You complete the game by using *Village Cards* arranged on a 5 × 5 grid to build your eco-village.

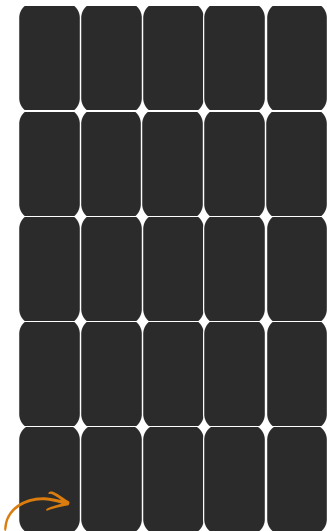
To achieve a successful eco-village, your aim is to complete the shared sustainability goals and gather as many positive outcomes as possible to achieve a positive point count.

GAME COMPOSITION

In the card deck, you will find:

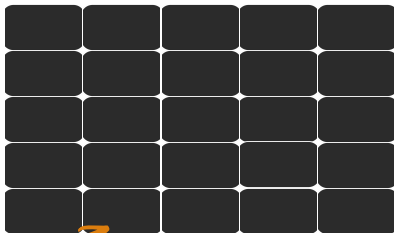
- **25 Village Cards:** Represent the village elements, alongside the category each element belongs to and the type of outcome it produces: a Misfortune card or a Symbiosis card.
- **5 Sweet Dreams Cards:** Represent special actions that are collected when a positive outcome is achieved and the player draws a Symbiosis card.
- **1 Interactions Card:** Shows the interactions between the different elements.
- **1 Common Goal Card:** Lists the common goals the village should fulfill.

5x5 GRID EXAMPLE



Cards must be positioned the same way
(portrait or landscape)!

5x5 GRID EXAMPLE



Cards must be positioned the same way
(portrait or landscape)!

******The inside of the cards is intentionally left blank. Feel free to color them in as you wish and unleash your inner artist!

SET-UP

1. Choose the Common Goals you would like to achieve. These goals will help you create a successful and vibrant eco-village. As a group, pick the same number of Common Goals as there are players. If you are playing with only two players, pick at least three goals. Common Goals can be selected in one of two ways:
 - At random using a randomising method (e.g., rolling a die)
- OR
- By the players themselves, based on what they would like to work toward

2. There are two decks in the game: the *Sweet Dreams Card* deck and the *Village Card* deck. Place the *Sweet Dreams Card* deck next to the *Village Card* deck, leaving space on the table to build the grid.
3. Place the *Interactions Card* on the table in a way that allows players to refer to it throughout the game.
4. Deal two *Village Cards* from the main deck to each player, with Side A (showing the natural element) facing up in front of them and Side B (showing the outcome) hidden underneath.

GAMEPLAY

The game is played in a sequence of turns in which each player will either:

- Play a *Village Card* from their hand by placing it on the grid.

OR

- Activate a *Sweet Dreams Card* acquired during the game.

After playing a *Village Card*, the player draws a card from the *Village Card* deck. Each player will have two cards in their hand at all times until the deck runs out. Throughout the game, all cards will remain visible to the players, placed face up on the table.

STARTING POINT

- The player with an *Inhabitant card* goes first (since the villagers need a place to stay). If no player has an *Inhabitant card* in their opening hand, the youngest player goes first. The first card can be placed anywhere on the grid. Players take turns clockwise.
- Each player must take a turn, which consists of playing a *Village Card* or activating a *Sweet Dreams Card*. A turn cannot be skipped.
- Cards can be placed anywhere within the 5 × 5 grid. They do not need to be connected. When forming the grid, cards must be positioned in the same orientation (portrait or landscape). You must stick with one or the other.
- Players work together to achieve the Common Goals and unlock special outcomes using the card categories.

COMMON GOAL CARDS

- Players must work collectively to achieve the Common Goals. There is one Common Goal per player.
- If there are fewer than three players, you should have at least three Common Goals. As a group, you may choose whichever goals you would like to achieve, either randomly or by mutual agreement.

- You will find the Common Goals on the *Common Goal Card*. Next to each Common Goal is the number of points awarded when that goal is accomplished. It is recommended that you keep track of which Common Goals you achieve throughout the game, as they will be included in the final point count.
- Once a Common Goal is achieved, it remains achieved regardless of the effects of a *Sweet Dreams Card*.

CARD CATEGORIES

Village Cards belong to 5 categories:

- Energy (YELLOW)
- Nature (GREEN)
- Inhabitants (PURPLE)
- Food (BROWN)
- Water (BLUE)

The categories interact according to the *Interactions Card*. When a newly played card is adjacent to a compatible category, the newly played card is turned over to Side B, revealing its outcome. To earn more points, players should aim to unlock outcomes using the categories.

OUTCOMES

- **Misfortune (negative outcome):**

The card is affected by an unfortunate circumstance. The player must follow the condition shown on the card for the rest of the game, unless the card is restored.



If the condition is violated, one card with a positive outcome, chosen by the players, is turned back to Side A. The restriction is then removed for the rest of the game. If there are no cards to flip, you do not need to flip a card. Congratulations, your village is already a disaster!

- **Symbiosis (positive outcome):**

The card improves, and the player draws one *Sweet Dreams Card*. They may use it immediately or save it for later. The player cannot play a *Sweet Dreams Card* and a *Village Card* on the same turn.



SWEET DREAMS CARD

- *Sweet Dreams Cards* are collected when a positive outcome is achieved. In other words, when an interaction occurs, the card is flipped over, revealing a positive outcome. These cards unlock a special action that villagers can use to achieve their sustainability goals.
- The cards are double-sided, and when a player draws one, they can choose their preferred action.



- Players may choose when to activate a *Sweet Dreams Card*. They can save it and play it during any of their turns throughout the game. Players cannot play a *Sweet Dreams Card* during the same turn in which they played the *Village Card* that earned them the *Sweet Dreams Card*.
- *Sweet Dreams Cards* produces 1 of 2 types of effects:
 1. Common Effect: Encompasses a variety of effects
 2. Restore: A negatively affected card is restored by turning it back to Side A.

- After a *Sweet Dreams Card* is played, it must be discarded.
- Note that if a *Sweet Dreams Card* changes the cards in a way that affects the Common Goals, the status of the Common Goals remains unchanged. In other words, once a Common Goal is achieved, it stays achieved.

END OF THE GAME

The game ends when the *Village Card* deck runs out and the 5×5 grid is complete. Your eco-village is finished! Now it's time to see how well your eco-village did.

Players count the points they earned using the following point system:

Ecosystem Score

Completed Common Goals: Add the points indicated on the *Common Goal Card*.

Positive Outcomes: +1 point per positive outcome.

Negative Outcomes: -1 point per negative outcome.

- Please note that if a Common Goal is not achieved, you will not lose any points. However if no goals are complete, you will lose the game
- The outcome of the game is determined by the final Ecosystem Score. If it is negative, the players lose. If it is positive, the players win.

HAVE FUN PLAYING!