# little village

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2 to 4 players – 8+ – 10 minutes

## ☙ Story
Players are village mayors who build new buildings.

## ☙ Goal of the game
Create the most beautiful village and score the most points.

## ☙ Setup the game
Shuffle the Objective cards, draw 3 and place them face up on the table.
Put unused Objective cards in the game box.
Give a sheet of paper, a pencil and 5 numbered cards of the same character to each player.

## ☙ How to play
Players play simultaneously until the end of the game. They will play cards and write on their sheets of paper.

## ☙ A round
❶ Each player secretly selects a card from his hand and places it face down on the table in front of him.
❷ Each player turns the card they have selected face up.
❸ Depending on the value of the card played, each player draws the corresponding building on his grid.

   **A)** If two or three players have played the same card number, they draw a building n ° 1 in their grids.

   **B)** If a player is the only one to have played a value, he draws the building of this value or of lower value.
*For example: if a player is the only one to have played a card 3, he draws a building n ° 3 or 2 or 1 in his grid.*

   • A player cannot draw more than one building per space, and two buildings must never overlap.

   • Buildings can be drawn in any direction / orientation (no direction constraints).

## ☙ Component
- 12 Objective cards.
- 20 Money cards (4 x 1; 4 x 2; 4 x 3; 4 x 4; 4 x 5).
- 4 sheets of paper.
- 4 pencils.

   • Cards played remain face up on the table between rounds.

   • When a player plays a card with a value of 1: he recovers from his hand all the cards he has played.

❹ Each player checks the corresponding Building Permit checkboxes.
•   There is no need to check for a Building Permit for buildings n°1 (they are endless).
❺ If the game is not over, return to step 1.

## ☙ End of the game
   **A)** The game ends as soon as a player can no longer draw a building in his grid.

   **B)** The game ends as soon as a player has built 8 n°1 buildings on his grid.

   **C)** The game ends as soon as 2 stack of buildings are used up (when all the permit checkboxes are filled).
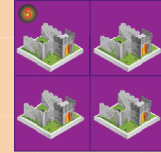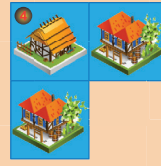
   • Players then count their points based on the goals they have completed.

   • Each objective completed earns the number of points identified on the corresponding card.

   • The player with the most points wins the game. If there is a tie, there are several winners.