

Slyville



Rulebook

Designed by: Dominika Gerasimiak, Justyna Leszczyńska,
Marek Daniluk, Mateusz Romach

Play time: 45 min

Age: 10+

Number of players: 3-5

» Introduction

Medieval cities were home to very different types of people. Not only pious monks, humble scholars and trustworthy merchants, but also those mischievous, cunning and dishonest. Welcome to the city of Slyville, where you become one of the latter kind! As head of a guild operating in one of the world's major trade and cultural centers in the Middle Ages, you will be sending your trusted henchmen to various districts to find trade bargains, make deals, and provide your organization with more power and wealth — maybe not always in a way that is completely legal, but the end justifies the means, doesn't it? After all, you want to get in the graces of the Prince, right?

Slyville is a game of pretense and deceit for 3-5 players in which managing your resources matters just as much as

your bluffing skills and the ability to figure out the opponents' strategy. Try to predict what Goods your adversaries might need, and do your best to upset their plans, but above all, secure the most valuable Deals for yourself!

» Goal of the Game

Buy cheap, sell expensive, backstab your rivals in the meantime - the formula for success!

In Slyville, the players earn Influence Points (IP) by getting Deal tiles. The goal of the game is to score at least 100 IP. If any player scores 100 or more IP in total, the current round is played until the end as normal, then you count each player's IP.

Game Components

- A** 1 main board
- B** 5 District boards
- C** 78 Goods and Influence tokens
- D** 12 Prince's Decree cards
- E** 30 Deal tiles (6 per color)
- F** 5 Guild sheets
- G** 5 decks of Action cards (7 per color)
- H** 5 Henchman tokens (1 per color)
- I** 1 Prince's Favorite marker
- J** 5 Secret Goods tokens
- K** 1 First District marker
- L** 5 Intrigue cards (optional rule)

A Main board



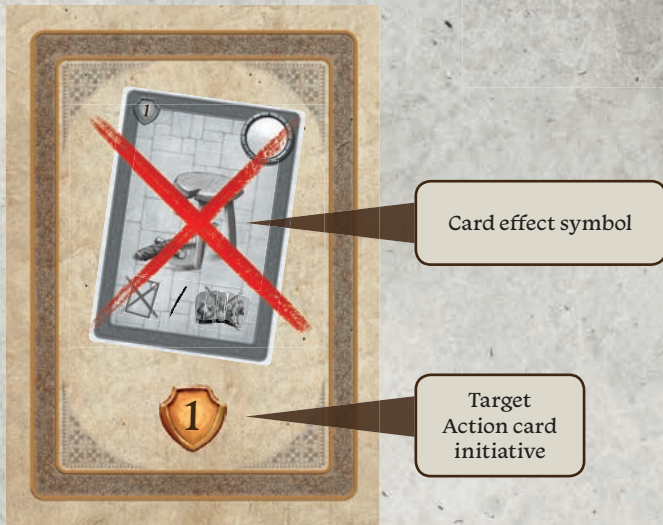
B District boards



C Goods and Influence tokens



D Prince's Decree cards



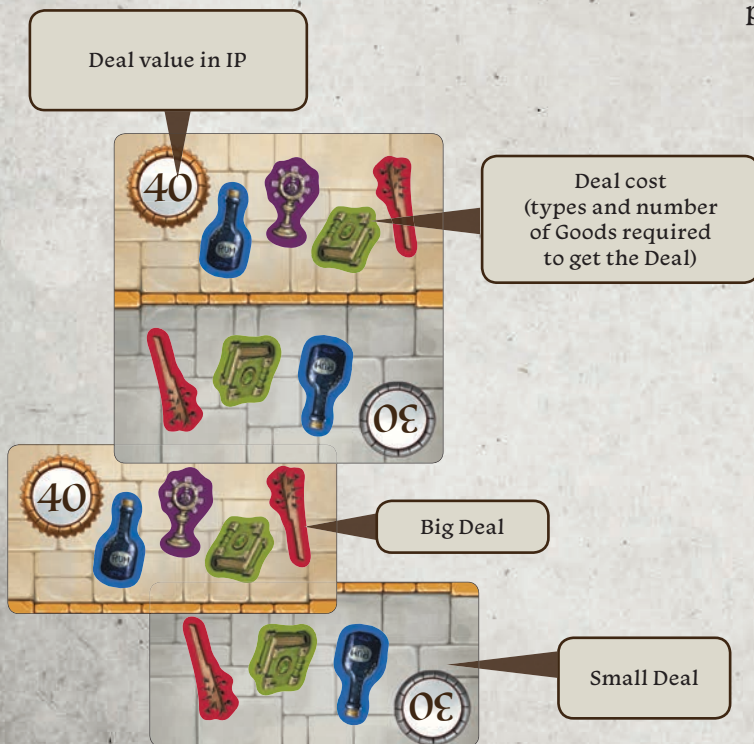
F Guild sheets



Each Guild sheet contains a representative image, spaces for Goods and Influence tokens, and a space for a Henchman token.

Only one Goods or Influence token can be placed on a single Goods space. A player may have up to 10 Goods and/or Influence tokens on their Guild sheet. If they ever have more, they must return the excess to respective pools next to the board (see: Game setup, point 5).

E Deal tiles



G Action cards

There are five Action card decks in the game, each contains the same seven cards, they only differ in color (red, green, blue, black, yellow). Each player has their own deck.



H Henchman tokens



I Prince's Favorite marker



J Secret goods tokens



K First District marker



L Intrigue cards (optional rule)



» Game setup

Slyville wasn't built in a day (although some say that the city began as a result of local peasants' prolonged drinking bout), but you should get everything in place quite quickly if you follow the plan below.

1. Place the main board in the middle of the table.
2. Shuffle the District boards and place them face up next to the main board in such a way that the top edge of each District board is connected to the edge of the main board.
3. Shuffle the Prince's Decree cards and put them face down on the main board to form the Prince's Decree deck.
4. Sort the Deal tiles according to their colors and place them in face-up piles on District boards in corresponding colors so that the top tile is always visible.
5. Sort the Goods tokens according to their colors and place them in pools next to corresponding District boards. Place the Influence tokens in a separate pool near the board.
6. Place one Goods token on each District board of the corresponding color.
7. Sort the following according to their colors, then deal to each player: a Guild sheet, an Action card deck, a Henchman token.
8. Each player receives one Goods token in the color of their Guild and places it on the Guild sheet.
9. Shuffle the Secret Goods tokens and deal one to each player. Return any excess to the box.
10. The slyest person gets the Prince's Favorite marker and becomes the starting player (in case of any dispute, the marker goes to whoever grabs it first).
11. The Prince's Favorite chooses the first District to be resolved in the first game round. Put the First District marker below the chosen District board in such a way that the marker is connected to the bottom edge of the District board.
12. Then, starting from the player to the Prince's Favorite's right and going counter-clockwise (the Favorite goes last), each player places their Henchman token on a chosen District board. Only one token is allowed in each District.
13. Take your whole Action decks to your hands and begin the game!

» Game Overview

The game is divided into rounds, each round consists of four phases:

1. Starting phase

In Slyville, every morning is a time to check the goods brought by your henchmen. It is also a time when the Prince likes to issue decrees (and for some unknown reason, he issues a new one every day, monarchs can have weird hobbies). Unfortunately, only his favorites know in advance what he has in mind...

If there is a player's Henchman token in a District, the player gets one extra Goods token from the pool in the same color as the board. This also applies to the first round of the game, so each player starts taking their Actions with two Goods tokens on their Guild sheet.

The Prince's Favorite starts the round. This player draws the top card from the Prince's Decree deck, looks at it without revealing it to the other players, then places it face down on the space for played cards in a chosen District. This Decree will affect the Actions resolved in the District.

Note: If there are no more Prince's Decree cards to draw, reshuffle the discarded cards to form another face-down deck.

Prince's Decree cards



Fair crack of the whip – The value of all Acquisition cards in this District is 1.



Not for sale – Remove the current top Deal tile from the Deal pile in this District and put it at the bottom of the pile.



No harm done – Ignore all Sabotage cards in this District. They do not get resolved this round.



Mind your business – Ignore all Takeover cards in this District. They do not get resolved this round.



Guards on the watch – Ignore all Deal cards (Big and Small) in this District. They do not get resolved this round.



No big deal – Ignore all Big Deal cards in this District. They do not get resolved this round.



Big fish only – Ignore all Small Deal cards in this District. They do not get resolved this round.



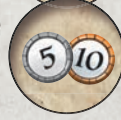
Fool's gold – Ignore all Acquisition cards in this District. They do not get resolved this round.



Lucrative rumor - Place Influence token of value 5 in this District.



More lucrative rumor - Place Influence token of value 10 in this District.



Even more lucrative rumor - Place Influence tokens of values 5 and 10 in this District.



Calm before the storm - Nothing happens.

2. Action phase

Breakfast's over, time to do business and some scheming. Make your pathetic opponents tear their hair out, but do not ever let them bamboozle you!

The Prince's Favorite chooses one Action card from their hand and plays it face down onto the played cards space on any District board. Then the next player to the left does the same, etc. The players take turns to play one card each, until every player has played four Action cards (in a 3- and 4-player game) or three Action cards (in a 5-player game).

Note: There can be more than one Action card played by the same player on a single District. There is also no limit to the number of cards played on a single District board.

3. Resolution phase

Reveal your cards and check the results of your actions. Those who prove the most cunning will have a good laugh (after all, what can possibly be funnier than a neighbor's misery?). But if your opponents have been more effective in their wickedness, that is going to hurt!

After all the players have played their Action cards, proceed to resolving the cards' effects. Start with the District currently marked with the First District marker and go clockwise.

Reveal all the cards in a single District. If there is a Prince's Decree card on the District board, resolve it first.

Then resolve the Action cards according to their initiative, starting with the lowest number (see: Resolving

Action cards, page 8). After being resolved, the cards stay face up on the card pile on the District board. Then resolve the next District board to the left, etc.

After resolving all Districts, the players take their Action cards back to their hands. The Prince's Decree card is discarded and will not be used in the game any longer, unless the whole Prince's Decree deck runs out. In such a case, reshuffle the discarded cards to form a new face-down deck.

4. Clean-up phase

In the evening you have to clean up all the mess you have done during the day. But first check if you actually need to bother with all that. Maybe there's a messenger at your door with an invitation to the Prince's palace?

First, check if any player has scored at least 100 IP. If so, the game ends immediately, see: Ending the game, page 9. Do not perform any more steps in the Clean-up phase.

If no player has scored at least 100 IP and the game continues, add one Goods token to each District. There cannot be more than five Goods on a single District board.

Note: If Goods have been taken from a District during a round, a new Goods token is added to the empty space. If the Goods have not been taken, they add up.

Finally, the Prince's Favorite marker is passed to the next player on the left, and the First District marker moves to the next District board on the left. A new round begins.

» Resolving Action cards

The order of resolving Actions on a District board is determined by the card initiative - the lower the number, the earlier it gets resolved. The first card resolved is Sabotage (initiative 1), while Acquisition cards (initiative 5) are resolved last. If more than one player has played a card of the same type on the same District board, see: Resolving ties, page 9.



Sabotage (initiative 1) - you must remove any one Action card (ignore its effect) or Henchman token (put it back onto the owner's Guild sheet) from the District.



Takeover (initiative 2) - you must place your Henchman token in this District. If your Henchman token is either in another District or on your Guild sheet, immediately move it to the currently resolved District. If another Henchman token is already in that District, it is returned to its owner's Guild sheet. There can only be one Henchman token on a District board at a time.



Big Deal (initiative 3) - you must spend Goods shown on the Big Deal side of the Deal tile in the District, and return them from your Guild sheet to the respective pools. Then take the Deal tile and score the number of IP shown on the Big Deal side of the tile. Place the tile next to your Guild sheet in such a way that it is visible for the other players, Big Deal side facing the board. If you do not have enough Goods on your Guild sheet to pay for the Big Deal, the tile stays on the top of the pile - you cannot take it and you do not score IP.



Small Deal (initiative 4) - you must spend Goods shown on the Small Deal side of the Deal tile in the District, and return them from your Guild sheet to the respective pools. Then take the Deal tile and score the number of IP shown on the Small Deal side of the tile. Place the tile next to your Guild sheet in such a way that it is visible for the other players, Small Deal side facing the board. If you do not have enough Goods on your Guild sheet to pay for the Small Deal, the tile stays on the top of the pile - you cannot take it and you do not score IP.



Acquisition (initiative 5) - the value of your Acquisition cards (the number on the coin symbol) placed on a single District board adds up.

Example: If a player has played two cards, with the value of 4 and 3, on a given District board, this player auctions the Goods on this board with the total value of 7.

The player with the highest total Acquisition value must take all Goods and Influence tokens from a single District and place them on their Guild sheet. Only one Goods or Influence token can be placed on a single Goods space. A player may have up to 10 Goods and/or Influence tokens on their Guild sheet. If they ever have more, they must return the excess to respective pools next to the board.

Note on Henchmen

Henchmen bring you extra Goods in the Starting phase and are sometimes used in the Intrigue phase if you decide to apply its optional rule (see: page 10). Note that, however, they do not affect Action card resolution, and it is not mandatory to have a Henchman in a given District to be able to play an Action card there.



Influence tokens

Some Prince's Decree cards instruct you to place Influence tokens on District boards. Treat these tokens just as Goods for the purpose of resolving Acquisition cards - the player with the highest Acquisition value in a given District takes both the Goods and the Influence tokens available in this District. They take up space on Guild sheets just as Goods do. When counting your current score, add the value of the Influence tokens on your Guild sheet to the Influence scored through Deal tiles.

» **Resolving ties**

The truth is sometimes you just can't handle everything you want to. In such cases it's good to ensure the help of decision-makers. In Slyville, flattery and empty promises are a currency as valuable as gold.

When more than one Action card with the same initiative is played on the same District board or more than one player has played Acquisition cards with the highest total value, the Prince's Favorite always decides who wins the tie.

If there is a tie on Sabotage, Takeover or Acquisition cards, the Prince's Favorite chooses which one card takes effect. Ignore the effects of the remaining tied cards.

If there is a tie on Big Deal or Small Deal cards, all of them are resolved, but the Prince's Favorite decides the order in which they will be resolved. This means that if your card is resolved after another player's, you can still take the newly revealed Deal tile if the Goods on your Guild sheet allow that.

As the Prince's Favorite always decides who wins ties, you are free to talk to this player: negotiate, threaten,

bribe or otherwise persuade him or her to act in your favor. You may promise to play (or not to play) a particular card on a chosen District in the future, not to remove his or her Henchman from the current spot, etc. However, you are not allowed to trade, give or take any game components, Influence Points, change the order of the round, or violate the main game rules in any other way.

» **Secret Goods token**

Each player gets a Secret Goods token during setup, looks at it without revealing it to the other players, then sets it aside, face down. The Secret Goods token is treated as one extra Goods token when gaining Deals, but it is usable only once. After using a Secret Goods token, reveal it and put it back in the game box.

Optional rule: Wild tokens

If all players agree before you start the game, you can decide to use your Secret Goods tokens as wild tokens. Ignore the Goods symbol shown on the token and treat it as any symbol of your choice.

» **Ending the game**

The best bard songs always end with a noble hero defeating all opponents. Now you can finally afford ordering a few ballads about yourself.

If any player gets a Deal or Influence token that makes them score 100 or more IP in total, the current round is the last round of the game. Play the round until the end as normal, then count each player's IP. The player with the most IP wins the game. If there is a tie in IP, the player who has collected the most Big Deals wins. The next tie-breaker is the number of Goods tokens still left with each player (including Secret Goods), who has the

most wins. If there is still a tie, all tied players are punished by the Prince and thrown into a dungeon for point fixing and embezzlement. The player with the second highest number of IP wins, even if they have less than 100 IP.

Optional rule: Intrigues

If you want to make your games of Slyville a bit more complex, unpredictable and, well, intriguing, you may use the Intrigue mechanics. If you do, apply the following rules:

Intrigue phase - it is a new phase in the game, played each round after the Action phase and before the Resolution phase, when all the Action cards have been played onto District boards, but not resolved yet.

Each Guild has a special individual ability called an Intrigue. An Intrigue's effect can only be applied if a player meets its requirements. During the Intrigue phase, starting from the Prince's Favorite and going clockwise, the players check if they meet the requirements of their Intrigues. If they do, they declare whether they want to use them or not. They mark their choice either by flipping their Guild's Intrigue card to the active side if they want to use it, or keeping it inactive (by default, Intrigue cards are always inactive, placed face down next to the Guild sheets). If you use your Intrigue, apply its effect immediately. For details on requirements and effects, see: next page.

After the Intrigue phase, proceed to the Resolution phase as normal. In the Clean-up phase, flip the used Intrigue cards back to the inactive side.

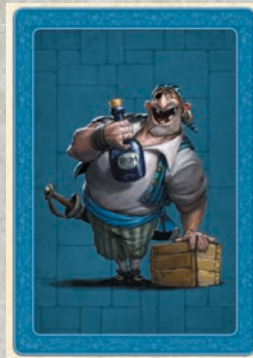


Intrigue
inactive side

Intrigue
active side



» The Guilds of Slyville



Brotherhood of Arrr!

A guild of pirates pretending to be fair and peaceful sailors has chosen the Port of Slyville as its secret headquarters. The boisterous, party-loving gang under Captain Herring busy themselves mainly with smuggling rum from exotic lands and selling it to local inns and taverns,

but they also happen to board and plunder ships on the high seas. They will sit, drink and share stories of their journeys with you, but when you start asking too many questions, be prepared for a bottle on the head!

Intrigue: Shiver me timbers!

Requirement: There are at least 2 Goods of the same type on 1 or more District boards.

Effect: You may exchange 1 Goods token from your Guild sheet for 1 of the Goods tokens that meet the above requirement.



Red Ruffians Gang

Always dressed in red, the Ruffians are the cruelest and most violent guild in Slyville. A chaotic bunch of street thugs, thieves and conmen is kept on a leash by Ulrika Krieger - a ginger-haired beauty with strong principles, an evil heart and a special affection for spiked clubs. Brute force is

her main way to win respect and influence in the city's districts, but she is always willing to listen to offers when good money can be made.

Intrigue: Scuffle

Requirement: Your Action card is on the top of the pile on a District board.

Effect: You may move this card to any other District board.



Royal Merchants Guild

Wealth, wealth is the key. In theory the Royal Merchants, commanded by sir Balthasar Goodman, are a public institution directly serving Prince Slyville himself, but they actually care about their own interests far more than they do about his. Not to mention the interests of the city's community in general. Intrigue, manipulation and embezzlement are their things and they will stop at nothing to get what they want.

Intrigue: Highborns

Requirement: You have at least 3 Goods of the same type on your Guild sheet.

Effect: You may exchange 1 of these Goods tokens for 1 Goods token from any pool.



University of Slyville

Scientia potentia est - this truth has been known since the beginning of time. Knowledge is power, power means influence. And influence means gold... a lot of it. Who wouldn't want to be rich? Certainly not the Rector of the notorious University of Slyville. He is the city's gray eminence, and Norberto, his right hand and the leader of the student fraternity, is always where good business can be done!

Intrigue: Rector's machinations

Requirement: Your Henchman is in the University District (green board).

Effect: You may choose any opponent's Action card played on the top of any pile, look at it and move it to any other District board.



The Order of St. Midas

The Order took its name from a legendary ancient king who turned everything he touched into gold. Led by the charismatic Mother Mary, the greedy nuns love gold above everything else and strive to accumulate as much of it as possible. At all costs, even if that includes selling fake relics to naive pilgrims who crowd outside the Slyville Cathedral every single day.

Intrigue: Intercession

Requirement: Your Henchman is on your Guild sheet, not the board.

Effect: You draw a Prince's Decree card and play it on a chosen District board.

Credits

Game Design: Dominika Gerasimiak, Justyna Leszczyńska, Marek Daniluk, Mateusz Romach

Creative Director / Producer: Tomasz Bar

Illustrations: Tomasz Larek, Przemysław Gul

Graphic Design: Wojciech Guzowski, Kamila Witusińska-Lange

Rulebook: Piotr Żuchowski

HEXY STUDIO: Mateusz Dąbrowski, Michał Dąbrowski, Norbert Pokorski, Michał Sapieha, Łukasz Seferyniak, Michał Sztuka, Paweł Zdanowski

CRIB SHEET

» Prince's Decree cards



Fair crack of the whip - The value of all Acquisition cards in this District is 1.

Not for sale - Remove the current top Deal tile from the Deal pile in this District and put it at the bottom of the pile.

No harm done - Ignore all Sabotage cards in this District. They do not get resolved this round.

Mind your business - Ignore all Takeover cards in this District. They do not get resolved this round.

Guards on the watch - Ignore all Deal cards (Big and Small) in this District. They do not get resolved this round.

No big deal - Ignore all Big Deal cards in this District. They do not get resolved this round.

Big fish only - Ignore all Small Deal cards in this District. They do not get resolved this round.

Fool's gold - Ignore all Acquisition cards in this District. They do not get resolved this round.

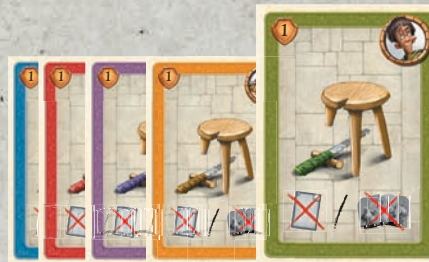
Lucrative rumor - Place Influence token of value 5 in this District.

More lucrative rumor - Place Influence token of value 10 in this District.

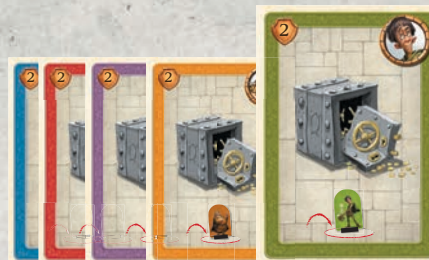
Even more lucrative rumor - Place Influence tokens of values 5 and 10 in this District.

Calm before the storm - Nothing happens.

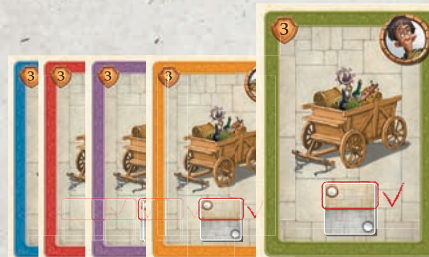
» Action cards



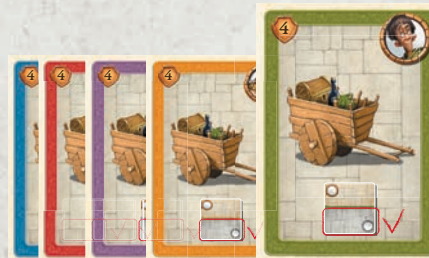
Sabotage



Takeover



Big Deal



Small Deal



Acquisition