

# STARVED ?



- WIP RULEBOOK -

# SPECS

Players: 4-6

Duration: 15-30 mins

Age: +7

Complexity: low

# INTRODUCTION

Starved is a game about limited resources, cooperation and betrayal.

Players will play the role of a Tribal Chieftain with the duty of making his Tribe thrive or at least, survive.

These tribes live in a period -past or future, who can tell- in which mankind cannot produce its own food and fully depends on hunting and gathering their resources from the wild.

Each season, Mother Nature, completely oblivious to the needs of your people, will provide some limited resources. On top of that, other Tribes will also look after themselves. It will be your duty, as a Chieftain, to play your cards well in the competition for the scarce food that your people can scavenge from the nature.

# **GAME MODES AND GOALS**

# NORMAL MODE

The tribe with more buildings at the end of the match, wins. In case of draw with buildings, the tribe with more beads in the barn wins.

In case of draw with buildings and beads, another year is forcefully played.

Players can forge an alliance at any point in the game if all of the involved parts have a Druid in their villages, Allied tribes will add up their buildings and beads for counting.

# COVENANT MODE

Once entered in Covenant Mode, Halls can be destroyed and the goal of the game changes to survive as many years as possible.

Note that the Covenant Mode can be initiated at any point of the match if all the tribes have a Druid and agree to initiate it.

NOTE: Pending to test Year/Season-Modifier cards for the Covenant mode.

# DRUIDLESS MODE

## and Other mods

Tribe Chieftains can decide to play the match without druids to prevent alliances. In this case, the victory condition would be the same as in the normal mode, but tribes could not forge alliances.

Other:

If you want to remove some complexity from the game, you can decide to play without some other buildings:

- Druid definitively is the one that adds the most complexity
- Followed by the Spy
- Then, the Market (you can just don't use the ability to transfer excess beads)
- Shed (can be used without upgrades for simplicity)

I would not recommend to get rid of the Witch, the Hunter and the Fisherman.

Never get rid of the poor huts, please.

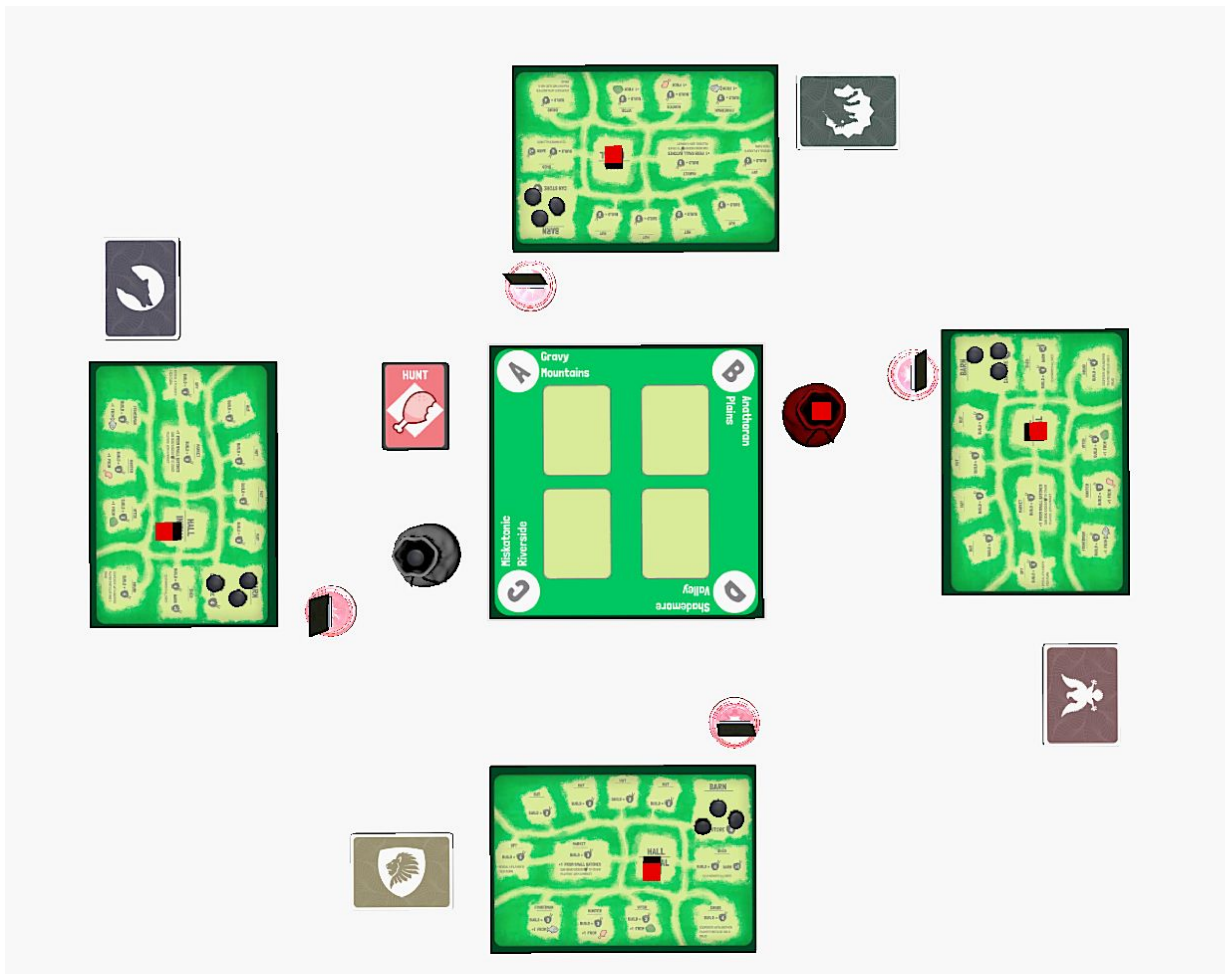


**START PLAYING**



# ITEMS

- Central mat
- 4-6 village mats
- Each tribe's (4-6) banner
- Each tribe's (4-6) deck of voting cards
- Deck of Foraging cards (20)
- Pouch of Meal Beads
- Building cubes

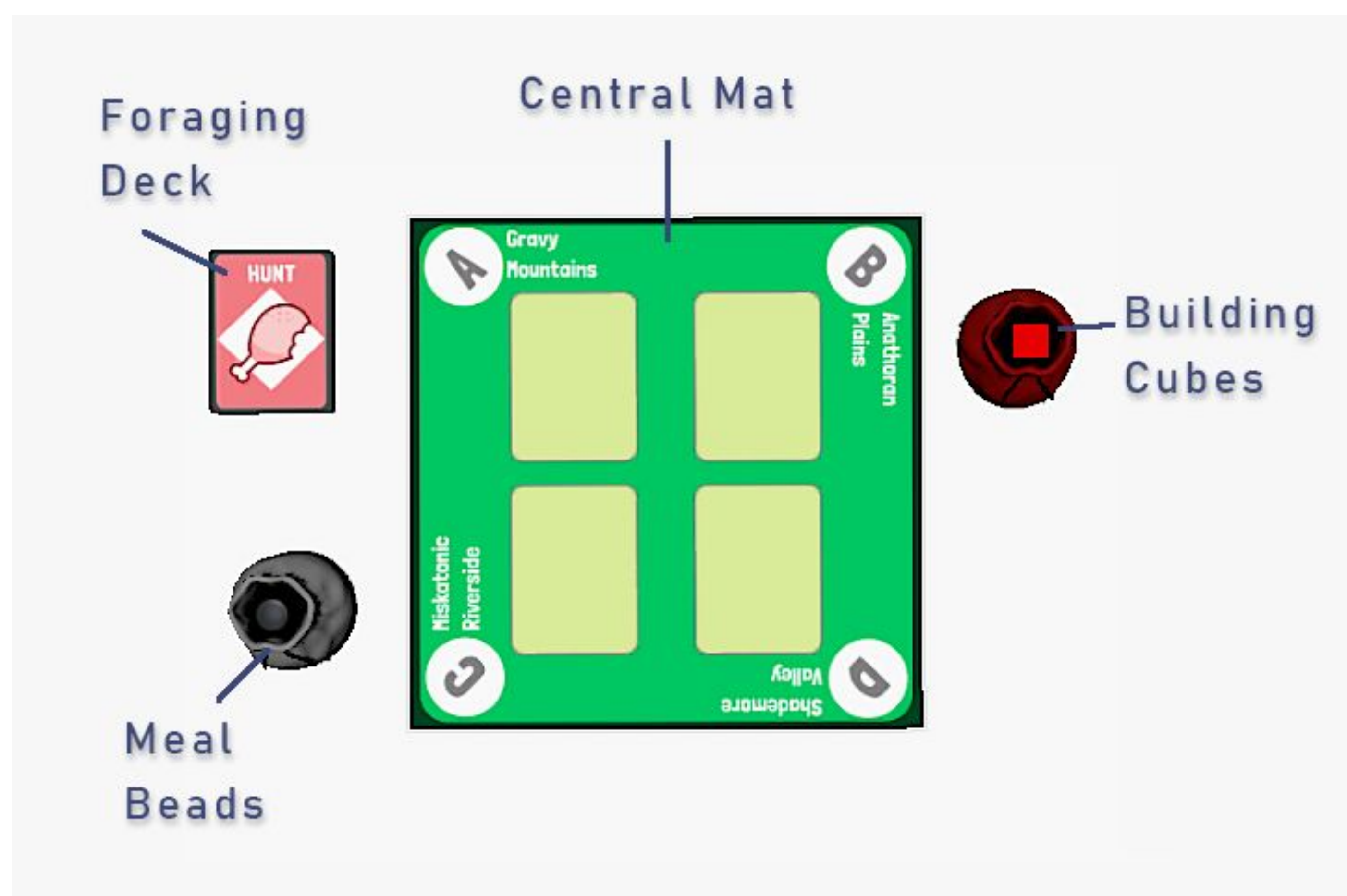




# INITIAL LAYOUT:

## Central Spot

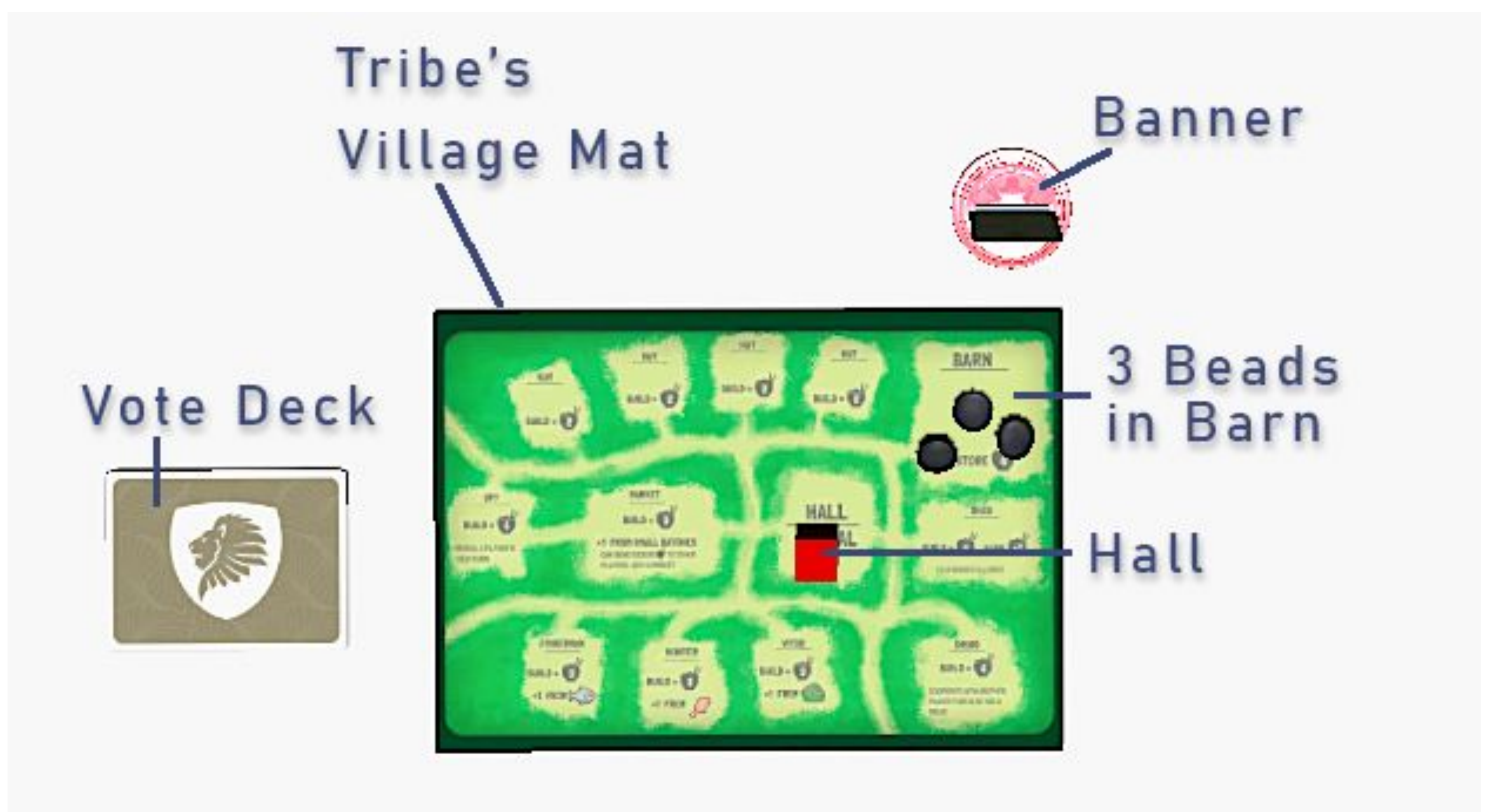
1. Place the Central mat on the center of the table
2. Place the pouch of Meal Beads and the building cubes by it, in reach of everyone
3. Place the Deck of Foraging Cards facing down near the top left corner (A) of the central mat



# INITIAL LAYOUT

## Each Tribe

1. Each player picks a village mat and places it in front of him/her
2. Each player selects which tribe he/she wants to play with and picks his/her corresponding banner and deck of voting cards (they can also grab a fistful of building cubes for the match)
3. The banner will be placed in front of the mat
4. The voting cards will be held in the hand, or just hidden from the other players' sight.
5. Each player will place a building cube at the Hall spot in the village mat
6. The barn is the only spot that does not need to be built to work
7. Each player will place 3 Meal Beads in the barn

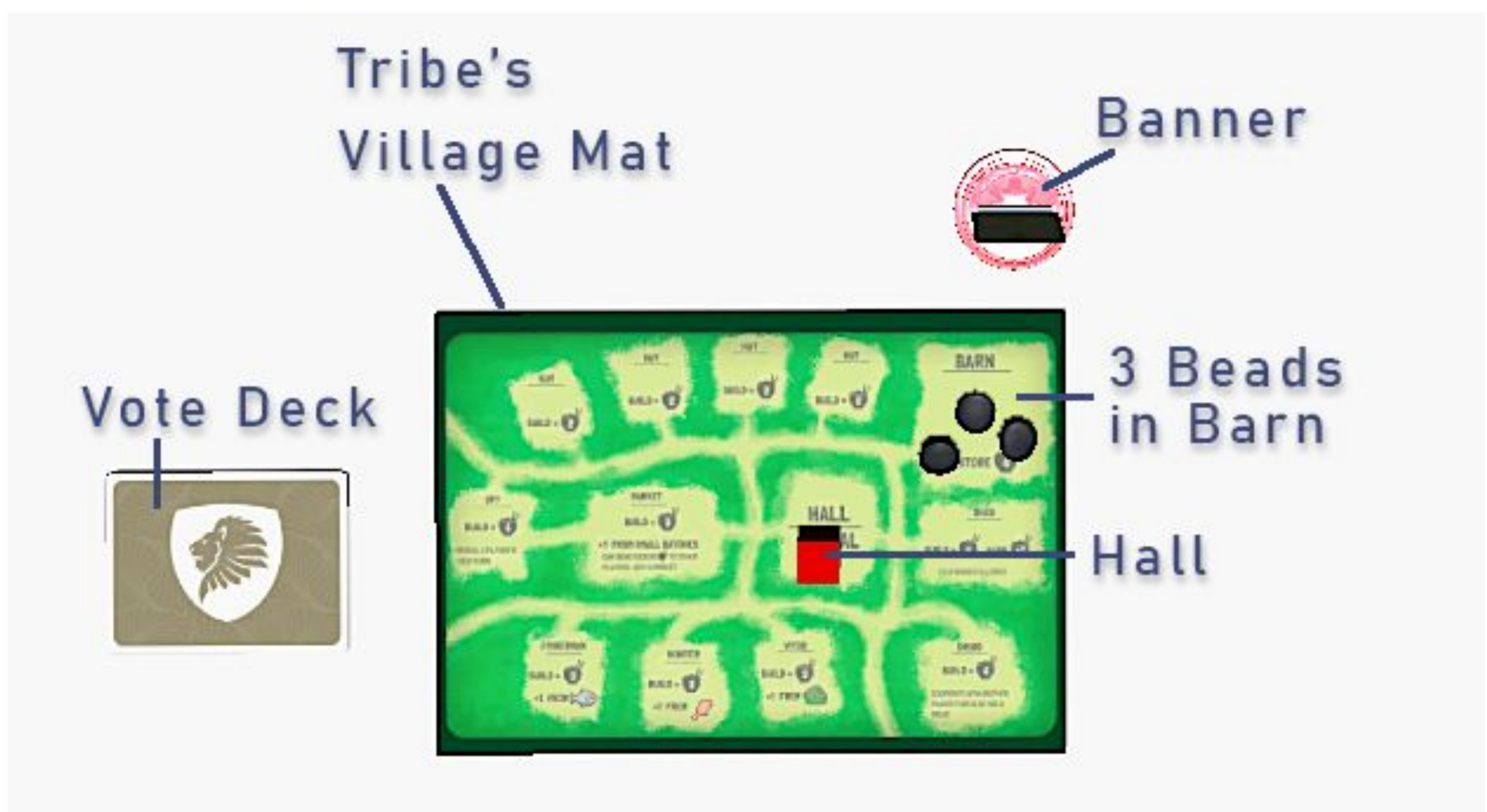




# BEFORE THE 1<sup>st</sup> TURN

Each player will decide whether to spend or keep any of the 3 Initial Meal Beads prior to the beginning of the year:

- **Savings:** Keep all 3 beads
- **Backup:** Build a Regular Hut and keep one bead
- **Resources:** Build a Witch's Hut or a Fisherman's Hut or build a Hunter's Hut and keep one bead
- **Cooperative:** Build a Market or a Druid's Hut



The cost of each building is shown on each of its spots in the village

# **MATCH AND TURNS**

# MATCH STRUCTURE

Each match is divided into years.

On each year there will be:

- 4 regular turns or **Seasons** in which players will be able to collect and spend resources
- 1 resolution turn, the Winter Solstice Festival or **Yule**, in which it will be decided if the match extends for one more year or not

We'll explain them briefly next.

If you need further detail, you can check it later on the description of each phase.

# SEASON TURNS: SUMMARY

Each Match is divided into Years The winner can be declared at the end of each year.

Each Year will have 4 regular turns or Seasons.

Each Season consists of the following Steps:

- **Dealing:** Place 4 Foraging cards in the center
- **Deciding:** Each player selects a vote for a card
- **Revealing:** All players reveal their vote at the same time
- **Collecting & Feeding:** Each player receives the corresponding resources, feeds his villagers and stores remainders or eliminates buildings that he could not feed
- **Building:** Each player decide to spend beads on new buildings



# YULE TURN: SUMMARY

The 5th round of each year will be different. Instead of a Season, it will be the Winter Solstice Festival. During the Festival, it will be decided if the match continues for another year or not:

- **Silent:** Players cannot speak during this last round
- **Dealing:** the last 4 foraging cards of the deck are placed in the center
- **Deciding:** each player votes for one card, as usual.
- **Revealing:** all players reveal their vote at the same time. After the Reveal is done, players can start to talk again.
- **Continuity:** if more than half of the players have chosen the same card, they will play for another year, otherwise, the match will be over and the winner can be declared.
- **IMPORTANT NOTE:** In the Yule, nobody gets resources, it is not about resource gathering but about coinciding or not with the other players without speaking. A player that has plenty of buildings may want to finish in order to win, while a player with few buildings may prefer to extend the match in order to flip the result.

# ADVICE

If you want to play the game right now, you have read enough.

On the next pages you'll find a more detailed description of each phase of the turn, rules, cards and buildings.

If you don't want to enter in detail now or if you are not currently arguing with another player to see who's right, you can reading if you want.

# PHASE 1: DEALING

1. At the beginning of the turn, any of the players takes the Foraging Deck and puts 4 cards on the 4 slots in the center of the board: A, B, C and D. Then the player returns the deck to its place.

# PHASE 2: VOTING

1. Each player has 4 cards in their hands, corresponding with the 4 slots in the center of the board (A, B, C and D). As the Chieftain of the village, the player will decide what their villagers will try to collect.
2. They will secretly cast one vote and they'll place it on the table, in front of them, facing down.
3. Players are allowed to talk and to trick their opponents about their intentions and even change their minds during this phase.
4. Whenever any Chieftain is satisfied with his vote, he'll state that he's ready. When the rest of Chieftains confirm they're ready too, no more changes will be allowed and they will proceed to reveal their votes.
5. At the count of 3, they will reveal their bets all at the same time.

# PHASE 3: COLLECTING

1. The player who dealt the cards in the middle will start turning up only the cards that the Chieftains have voted for. Player by player they will:
2. Check the outcome of the voted card. Most cards have different outcomes depending on how many Chieftains have sent their tribe to collect it. For instance, HUNT cards require a minimum of players to go after it in order to obtain its meals.
3. Take the corresponding amount of meal beads.



# PHASE 4: FEEDING

There can be enough beads for everyone in the village:

1. The villagers in each building will consume one of the beads. One bead is consumed per building, no matter the type.
2. The Great Hall will be always built and consuming one bead per turn.
3. The remaining beads (if any) will be stored in the barn
4. The Barn has a maximum capacity (starting at 4 beads). Any bead that does not fit into the barn is directly wasted.

There can be shortage of food:

1. If the Chieftain does not have enough food to feed the families in each of his buildings, he must take them from the stockpile in the barn.
2. If he does not have enough stockpile in the barn in order to feed his population, he will lose buildings, one per each missing ration of food (represented by a bead).
3. In case of scarcity, the Chieftain decides which buildings to lose.
4. The hall is the only building that cannot be lost

# PHASE 5: BUILDING

1. The village has several slots for building. The Chieftain will have to bring in new families to fund the new building, the cost of this process is indicated in each of the building slots.
2. If a Chieftain has enough beads in the barn, he can decide to use them to create buildings for their respective cost.
3. When funding a new building, the Chieftain will remove the corresponding beads from the Barn, returning them to the pouch and will place one building block in the corresponding slot in his village.
4. The effects of that building will start being effective from the next turn on.
5. Once all players have finished Collecting, Feeding and Building, the current turn finishes and the Phase 1 of the next turn starts.



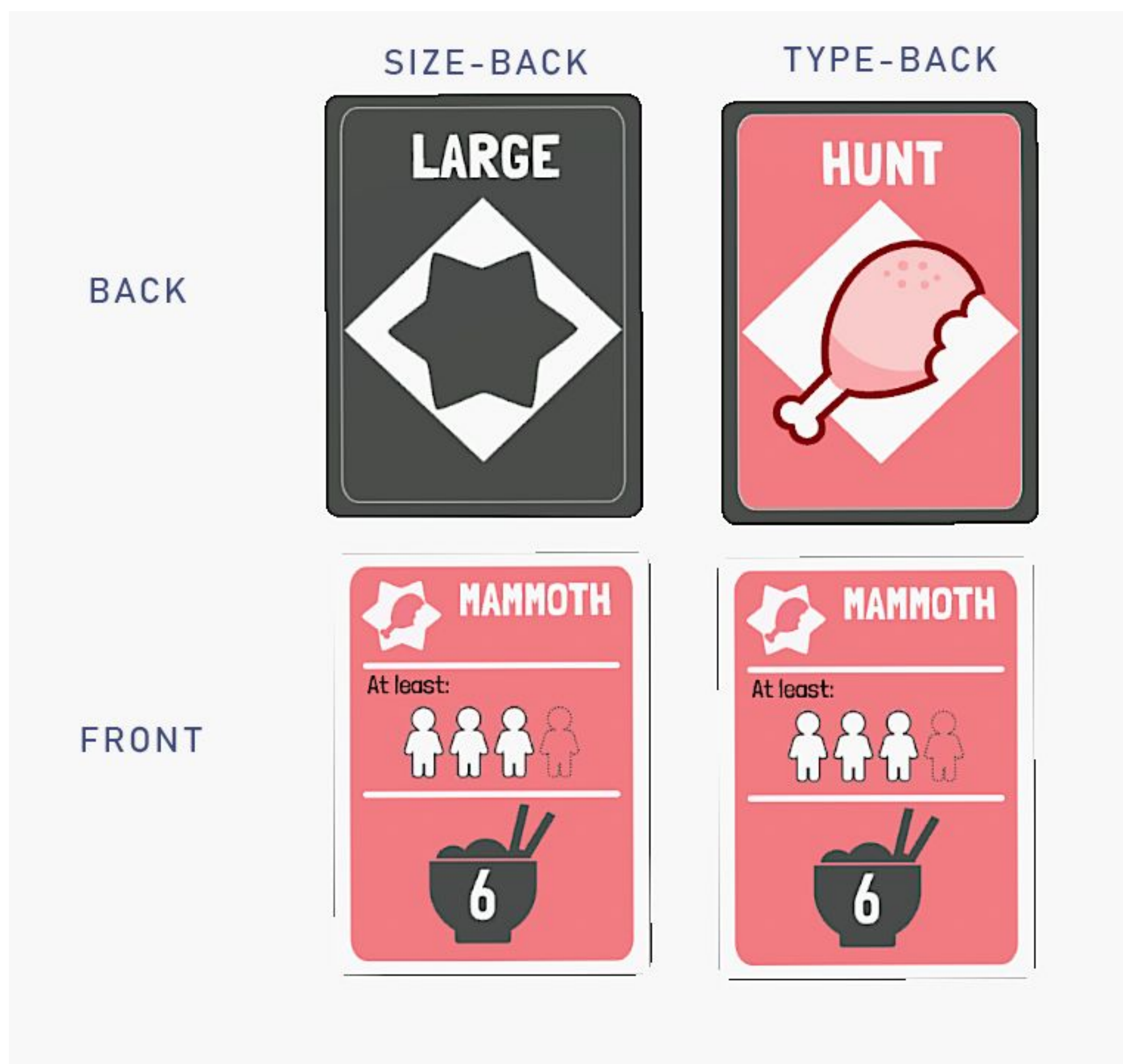
# FORAGING CARDS

# RESOURCE CARDS

There are 20 Foraging cards in the deck.

They'll be divided in 3 types: Hunt, Fish and Gather resources which can be of 3 different batch sizes (Small, Medium or Big). The larger the batch size of each kind, the more Meal Beads it gives.

There is a pair of cards of each of the 9 unique resources, each one of the cards of the pair will show either the size or the type of card on its back.



# LUCK CARDS

There're also 2 Luck cards in the deck, one representing Good Luck and one representing Bad Luck. They both have the same back, but different fronts.





# HUNT



Humans are excellent hunters. However, the success of a good hunt depends largely on the cooperation of the group to chase the prey. Hunt cards provide a very good amount of food per card, but they require a minimum of Chieftains sending their villagers to hunt the same prey in order to succeed.

The minimum amount of votes required to cash the reward is noted in the middle of the card (white-filled human figure).



If not enough players cooperate to hunt the prey, it will escape and the Chieftains that voted for that card will receive 0 meal beads that turn. If the village has the Hunter's Hut, they'll receive one bead instead of 0.

If there are enough votes, all Chieftains that voted for this card will receive the total amount of meal beads indicated in the card.

# FISH



Fishing is an excellent source of food for the tribes. There are more fishes in the waters than what Chieftains can even dream. But humans are not natural to the aquatic medium and their success depends on sneaking upon their prey.

If too many people go after the same fish card, they will scare the fish and there will be no dish on the plate that night.



If the village has the Fisherman's Hut, they'll receive one bead instead of 0.

The maximum amount of votes a fish card can receive is indicated in the center of the card.

If the number of votes does not exceed the maximum allowed, each Chieftain that voted for this card will receive the total amount of meal beads indicated at the bottom of the card,

# GATHER



Even though they are not as nutritious as a meat steak or a fish filet, the fruits from the earth cannot escape and rarely can attack back to the humans. The tribes will be able to harvest the berries, mushrooms and fruits that grow from the ground, under the condition that they peacefully share it.

There are 2 kinds of Gather cards, the small and medium ones will have a good amount of beads but must be split among all the chieftains that voted for that same card.

The large cards, on the other hand, are perdurable and hard to harvest, so cooperation is well rewarded. They will have a low base benefit, but the more people participate in the harvest, the more benefit it will retribute to the gatherers.



# **GATHER:**

## **How To Split Gathered Resources**

Sometimes it won't be possible to split the amount of resources evenly among the participants. For instance, 4 beads among 3 Chieftains.

The player which is the closest to the victory condition picks first, then it is split counter-clockwise. If there'd be a draw, the player at the left of whoever dealt the central cards goes first.



# GATHER:

## Large gathering cards

Large gathering cards work in a special way. Instead of splitting their resources, they give a better reward the more people participated in the gathering. So for instance, if 2 players participated, they will win 2 base meal beads, +1 per each player that has participated, adding up to a total of 4 beads each.

# SIZES

Each type of Foraging (hunt, fish and gather) can appear in 3 sizes: Small, Medium, Large. As a rule of thumb, the larger the resource batch, the more meal beads it has, but also the the conditions to collect them are harder.

# BUILDINGS

# THE BARN

**The Barn Stores excess Meal Beads.**

The barn is the area where the tribes can store their excess Meal Beads.

It is the only spot that does not need to be built in order to work.

It does not consume any meal bead either.



# THE GREAT HALL

The Great Hall is the heart of your village.

Unless playing in covenant mode, it cannot be destroyed,  
But it will consume one meal bead each season.

# HUTS

**Huts are cannon fodder.**

Huts are just residential places, they do not fulfill any extra function. Anyway, they still count for the victory condition. Along with the Hunter's Hut, they are the cheapest buildings in the village.

In case of losing any building in your village

# MERCHANT

**Gives +1 bead on small Foraging Cards and it allows you to share excess beads with other players and vice-versa.**

The village market has two different functions.

On one hand, it gives one extra Meal Bead for a small card, warranting a minimum of 1 bead if the tribe goes for a small batch foraging card.

On the other hand, it allows you to send to other players or receive from them the meal beads that can't fit into the barn.

Note that this transaction can only happen between 2 players that have built the market.

# SHED

**The shed improves the capacity of the Barn.**

The shed acts as an expansion of the Barn. Building the shed will increase the capacity of your barn by one.

The shed is the only building that can be upgraded.

Upgrading the shed will increase the capacity of your barn by one more.

It can be upgraded 2 times for the same cost it takes to build it the first time.

Each upgrade will increase the capacity of the barn which can reach a maximum capacity of 7 Meal Beads.

To indicate the upgrade of the Shed just add one more building cube to the spot.

An upgraded shed will not consume extra bead meals, it will still consume 1 bead.

If the building is lost, all the upgrades are also lost at once.



# FISHERMAN

**Gives +1 bead from Fish cards.**

Any time the Tribe goes after a Fish Foraging Card, it will have +1 bead from it, even if the criteria to collect the Meal Beads was not met (too many players on a Fish card) and the final outcome was supposed to be 0.

# HUNTER

**Gives +1 bead from Hunt cards.**

Any time the Tribe goes after a Hunt Foraging Card, it will have +1 bead from it, even if the criteria to collect the Meal Beads was not met (too few players on a Hunt card) and the final outcome was supposed to be 0.

# WITCH

**Gives +1 bead from Gather cards.**

Any time the Tribe goes after a Gather Foraging Card, it will have +1 bead from it, even if the player was not going to receive a bead after the splitting (2 beads to split among 3 and you are the unlucky one).

# SPY

## Reveal vote cards from other players.

The Spy Hideout allows the Tribe to reveal another Tribe's voting card.

From the moment all Chieftains announce their vote is ready until the count to 3 is finalized, the Tribe with the Spy Hideout can Shout "Spy!".

At that moment he/she can decide to either "Peek" (only he sees it) or "Reveal" (everyone can see it) the card of another Chieftain.

After the revelation, all Chieftains that have not been Spied can change their vote before revealing again.



# DRUID HUT

## Forge alliances with other players.

Allows to forge alliances with other tribes that also have the Druid Hut.

Tribes that are allied count their buildings and beads together for victory condition.

If all tribes have Druids and they decide to, they can start playing in Covenant Mode.

The match can be played without druids if you don't like players joining forces.

### How to declare an alliance

In normal seasons, Chieftains can forge alliances anytime, except during the revealing phase.

During the Winter Solstice Festival (5th turn of the year) Chieftains can only forge alliances once silence is broken after the reveal.

Any Chieftain with a Druid in his village can propose an alliance to any other Chieftain, one or multiple, that also has a Druid in the village.

If the proposal of alliance is accepted, all the members of the alliance will put their banners together.

Losing the Druid's building after the alliance is formed will not break the alliance, but will prevent the Chieftain that lost it from entering new alliances or proposing them.

Chieftains can exit an alliance at will during the same phases where alliances can be declared.

