

ILIGTAS

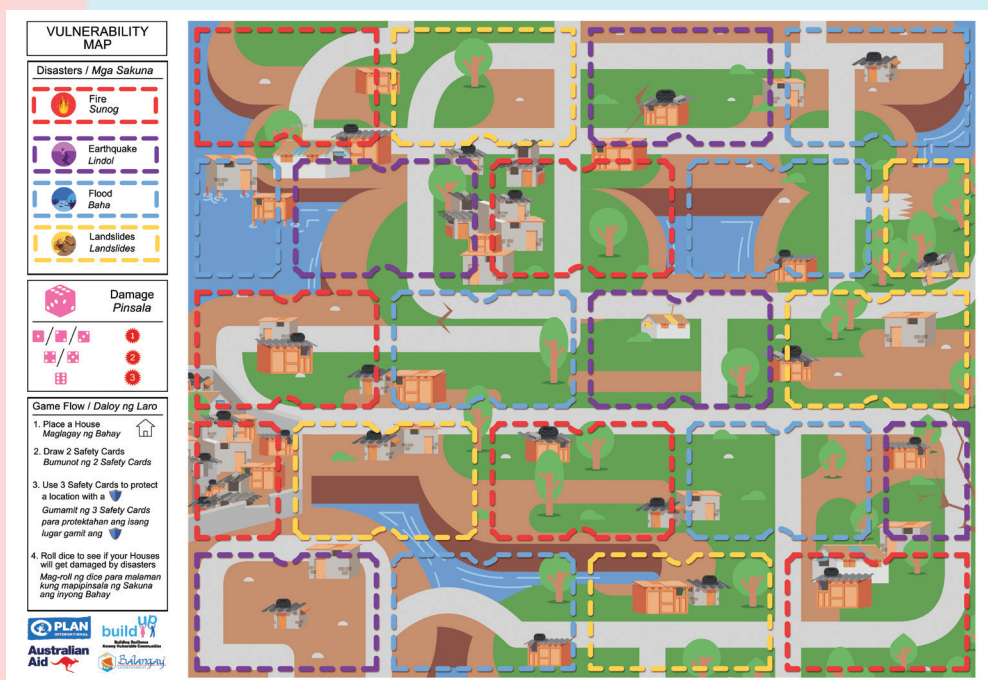
ANG SITIO MATATAG

Game Summary

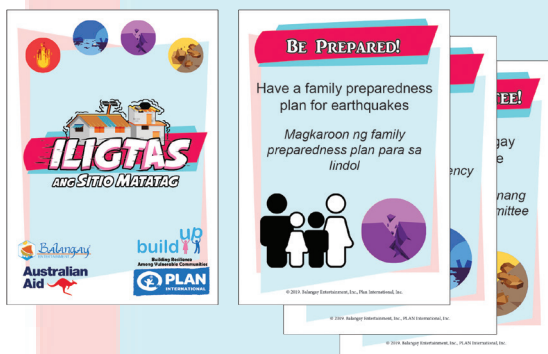
Players will build Houses and will try to protect them from Disasters.
The Player with the least amount of Damage on their Houses is the winner!
Try to lessen the damage by building Houses on areas with low Risk.
Players can also use Safety Cards to put Safety Tokens on areas.
Safety Tokens reduce damage to surrounding houses when Disasters strike.

Game Components

Vulnerability Map (1pc)



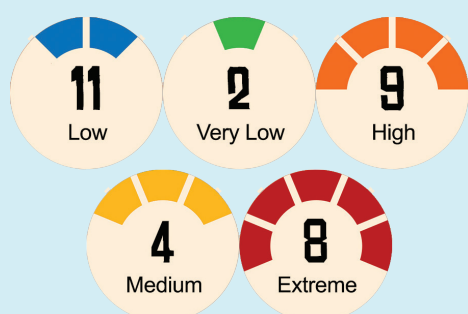
Safety Cards (56 pcs)



Dice (2pcs)



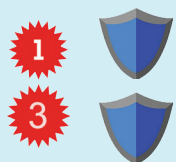
Risk Tokens (22 pcs)



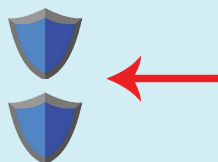
House Tokens (25 pcs)



Damage Tokens (60 pcs)



Safety Tokens (20 pcs)



Credits

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Special thanks to Aura Dagcutan and all the playtesters

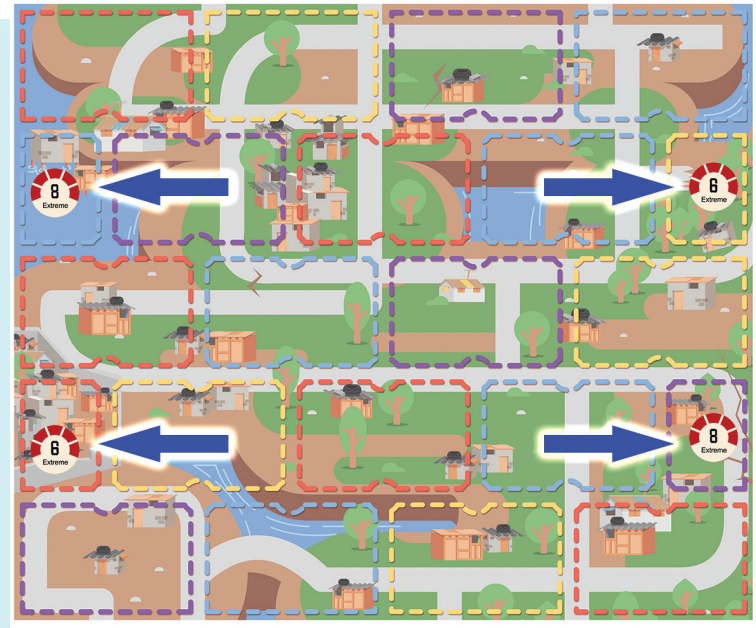


Balangay
ENTERTAINMENT



Game Setup

1. One of the players will roll out the **Vulnerability Map**, then places Risk Tokens numbered 6 and 8 in the small **Locations** on the edge of the Map.



2. Place the other **Risk Tokens** in the remaining empty **Locations**, but make sure no Risk Tokens with the same number are in adjacent Locations.



3. Each player chooses a color (from Red, Green, Blue, Yellow, and Gray), then gets **5 House tokens** of that color. (In a 5-Player game, the players only get 4 House Tokens each)

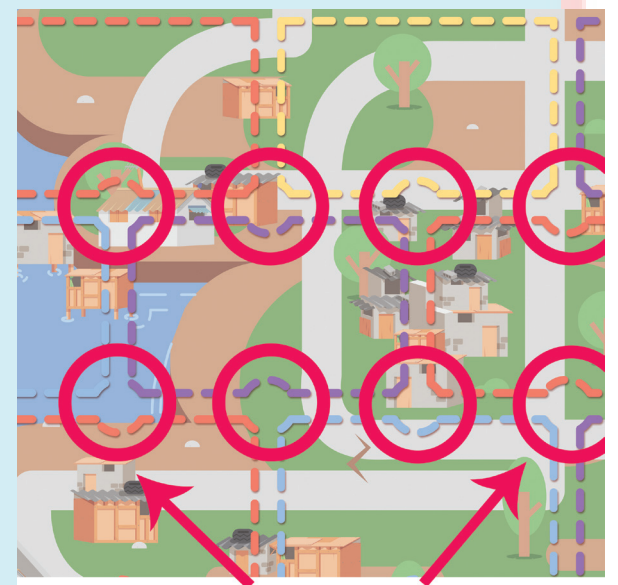
4. The youngest player will be the **First Player** (or you can determine it randomly). The turn order is clockwise from the first player.

5. All players, starting from the First Player, will put 1 House token in any house slot on the map.

REMINDER:

Take note of the Risk Levels in the three adjacent Locations that surround your House. The higher the risk, the higher the chance of a Disaster striking your house!

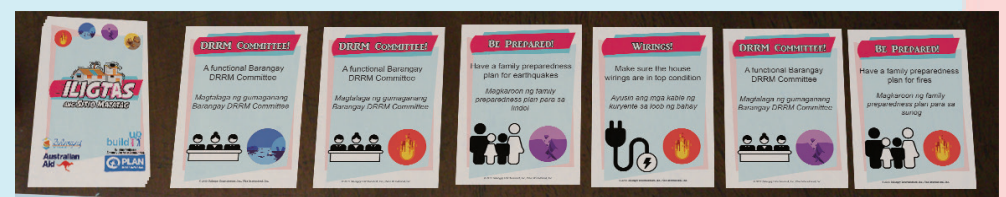
The image on the right shows an example of where you can build your House.



Examples of where you can place your House Tokens

6. After all players have placed 1 House Token on the map, the First Player shuffles the Safety Cards to form a **Deck**.

7. Draw 6 Safety Cards and put them face-up near the map. These cards will make up the **Community Planning**.



The Deck

Community Planning

8. Place the **Safety Tokens** and **Damage Counters** beside the Map where all players can reach them later when the game is played.

9. Each player then draws **3 Safety Cards** from the Deck.

10. You're now ready to start the game! Look at the back page to see what the game should look like after setting up.

Game Preview

Deck and Dice

Damage Tokens

Safety Tokens

Community Planning

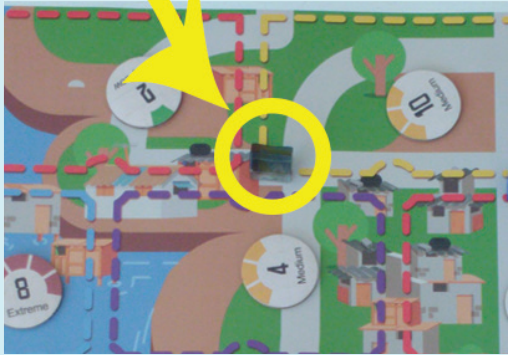
The Vulnerability Map with Risk Tokens and one House Token from each of the players

Game Flow

Players will take individual turns. Each turn is comprised of three Steps: **Build**, **Prepare**, and **Disaster**. Each player will do **ALL** the steps before the next player takes his/her turn.

Step 1: Build

During your turn, place one House token in an empty house slot. Take note of the Risk Levels in the Locations around your House.



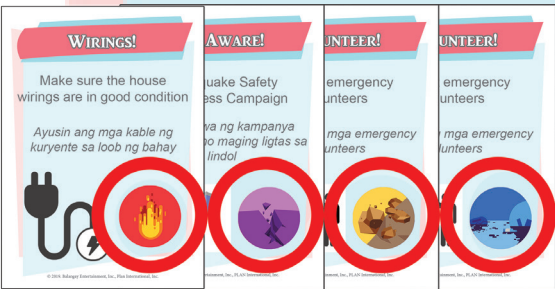
Step 2: Prepare

1. Draw 2 Safety Cards. You can draw from either Community Planning or from the Deck. Replace the cards you drew from the Community Planning by putting cards from the Deck face-up to the Community Planning.

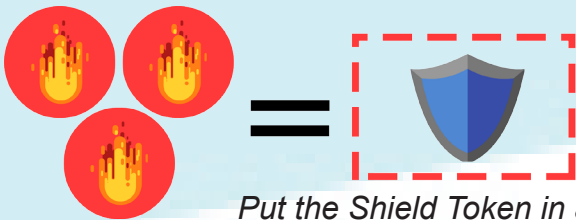


You may draw 2 cards from the deck, 2 cards from the Community Planning, or 1 from the deck plus 1 from Community Planning!

2. You may place a Safety Token in a Location. Do this by discarding 3 Safety Cards that show the same Disaster in the Location you want to protect (same icon in the card and on the map). **Read them out loud and show them to the other players.** The Safety Cards used will be put in the Discard Pile.



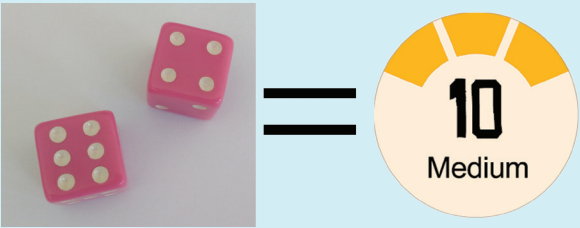
Check the Disaster icons! Play 3 cards with the same icon for the Shield Token.



Put the Shield Token in a Location with the appropriate Disaster!

Step 3: Disaster

1. Roll 2 dice to determine the Location that will be hit by a Disaster. Search for all Locations that have a Risk Token equal to the dice result. All Houses adjacent to this Location are the ones to be subjected to damage. **NOTE: If your roll equals 7, no Disaster will strike. Your turn ends and the next player takes his or her turn.**



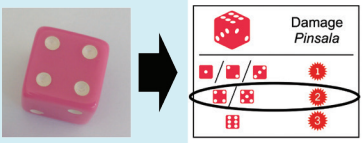
2. Roll 1 dice to determine the amount of Damage taken by the affected Houses (refer to the Damage Table shown below or on the map). Reduce the Damage for each Safety Token that is on the triggered Location. Place the Damage Tokens below the House token.

Example: After 2 dice were rolled, 10 was the resulting number. Disasters will affect the Red and Green Houses. After rolling 1 dice, the result was 4. This means the Red and Green House are supposed to get 2 damage (indicated by the Damage Table). However, since there's a Safety Token in the Location, the damage is reduced by 1. The Red and Green House each take 1 damage. The Yellow and Blue Houses don't take damage because they are not adjacent to the Location that has the Risk Token showing "10".


These houses are affected since they're adjacent to the location with the Risk Token showing "10"



These houses are not affected by the Disaster



"4" was rolled, meaning 2 damage for the houses. But since there's a Safety Token, the damage is reduced.

2 -  = 1 Damage



The Damage Tokens are put underneath the damaged houses.

3. After the Disaster Phase, the player to the left is the next to take the turn. Continue playing until all players have placed their Houses.

After that, one **Final Round** will be taken, where only the **Prepare** and **Disaster** Steps are done.

Game End

After the Final Round, all players count the damage on their Houses. **The Player with the lowest total damage is the winner!**