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VILNIUS

A cooperative card game for 2 to 3 players, suitable for ages 12+
Playing time 90 minutes

Game Concept

We are writing the year 1365 AD. The Teutonic Order repeatedly assault the Grand Duchy of Lithuania. As a member of the high nobility it is your endeavor, together, to reconstruct the city Vilnius and defend it against further attacks of the Order. Grand Duke Algirdas and the people are counting on you!

Game Materials

180 playing cards, consisting of:

- 47 Building cards (26 general and 7 buildings each per player emblem)
- 42 Unit cards
- 36 Province cards (thereof 8 each per player emblem)
- 36 Order cards (“Teutonic Order”)
- 8 Destination cards (5 with the emblem of Vilnius, 3 with the player emblems)
- 4 “Vilnius” cards (blue border)
- 4 “Conquest” cards (red border)
- 3 “Strength of the Order” cards

Game Preparation

- ① Every player chooses one of the three Emblems as their Player Emblem and takes a set of cards consisting of:
 - 7 Building cards with his Emblem
 - 8 Province cards of the respective home province with their Emblem
 - 3 Unit cards (1 Farmers, 1 Townguard, and 1 Slavic Axemen)
 - 1 “Strength of the Order” card
 - 1 Objective card with the Emblem of Vilnius

Note: In a game of two players, the 7 Building and 8 Province cards which bear the Emblem that no player was assigned, are returned to the box.

Search your Building cards for the buildings Residence and Barracks and place them next to each other in the display in front of you (Residence on the left, Barracks on the right); they are now built. Leave space around them for more Building cards. The remaining Building cards form your personal supply.

Shuffle your Province cards and your Unit cards separately and place them face down as two draw piles on the side of your display.

Place the “Strength of the Order” card in your display so that there is space for additional cards next to it. Place the Destination card “Vilnius” on top of your “Strength of the Order” card in a way that everything below the number 3 is hidden.

- ② Place the general Building cards face up in the middle of the table as a general supply, separated by type.

The elements of Building cards:



- A** The Gold cost to build this Building.
- B** The Tools cost to build this Building.
- C** How much the “Strength of the Order” will increase later on.
- D** Building type. This building can only be built on the edge of another, already placed building which displays the same type.
- E** The type symbols shown on each of the edges dictate which type of building may be placed on that respective edge. If there is no type shown then no building can be placed on that edge.
- F** The building offers you the permanent ability shown here.

Building abilities:



Maximum number of Buildings




Card income



Building types



You must not build or own a Building of type .



You can store *one* Province left to this building.



You can use this Gold or Tool, respectively, *once per round*.



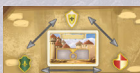
You can store *one* Unit left to this building.



Each round, someone can exchange 2 Tools into 1 Gold *once*, someone vice versa *once*.



This building is a trading spot for the two despicted goods (see **B** and **C** at Provinces, page 3).



Place *one* Province next to the card’s edge with your Emblem. Another player can use it up at a later time, placing it onto your discard pile.

- ③ Place the remaining Unit cards face up in the middle of the table as a general supply, separated by type.

The elements of Unit cards:



- Ⓐ The total number of this specific card in the game.
- Ⓑ You must own Buildings of all types shown here to recruit this unit.
- Ⓒ The Gold cost to recruit this Unit.
- Ⓓ The Tools cost to recruit this Unit.
- Ⓔ These weapons are provided for combat by this Unit.
- Ⓕ Special abilities of the Unit.

Unit abilities:



The weapons of this Unit can be distributed across several enemies.



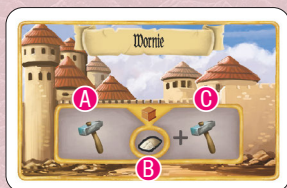
When defeating enemies with Red Skulls, this Unit is automatically regarded as the most precious Unit and will be destroyed first.



This Unit will stultify a Red Skull of an enemy it defeats.

- ④ Shuffle the Province cards face down and split them into four Province stacks of three cards each. For each of the four Province stacks, you place the four Conquest cards from left to right in ascending order.

The elements of Province cards:

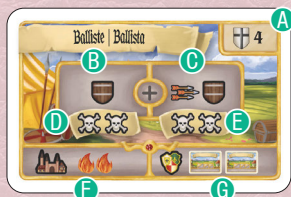


- Ⓐ The Province provides you with this base value of Gold or Tools.
- Ⓑ If you can trade the resource displayed here (through a Market or Harbor), you receive the goods shown in Ⓒ in addition to the base value.
- Ⓒ If you own the trade location required at Ⓑ, the Province provides one Gold or Tool in addition to the base value.

- ⑤ From the Order cards, sort out the three cards “**Wrong Track**”, “**Razzle-Dazzle**”, “**No enemies in sight**” (all without weapons), three “**Boost**” cards, and the card “**Final Attack**”.

Now make a face-down draw pile in which the “Final Attack” card is placed on the bottom. One of the three “Boost” cards is randomly placed on top of the pile (the other two cards will be used as markers later on, see below). Then the remaining “Teutonic Order” cards are shuffled and placed on the two cards. The three cards without weapons selected at the beginning are shuffled and placed on top.

The elements of Order cards:



- Ⓐ A card with a digit 0 to 5 is an enemy Unit with the corresponding strength.
A card with an infinity sign ∞ is a Building.
A card with an X is a unique card with special rules (“Boost” and “Final Attack”).
- Ⓑ These weapons must *always* be fended off in combat.
- Ⓒ These weapons must be *additionally* fended off in combat once the “Boost” card has been revealed and the second part of the game commenced.
- Ⓓ These skulls indicate the base losses you will *always* suffer if you lose in combat with this Unit.
- Ⓔ These skulls indicate *additional* losses you will suffer in the second part.
- Ⓕ This shows the damage that will result if this Unit is not repelled in an attack on Vilnius (see page 9).
- Ⓖ This shows the damage that will result if this Unit is not repelled in an attack on a Player.

- ⑥ Next to it, place the following Destination cards as a shuffled face-down pile:

2 players: 4× Emblem of Vilnius plus 2× Players’ Emblems.

3 players: 5× Emblem of Vilnius plus 3× Players’ Emblems.

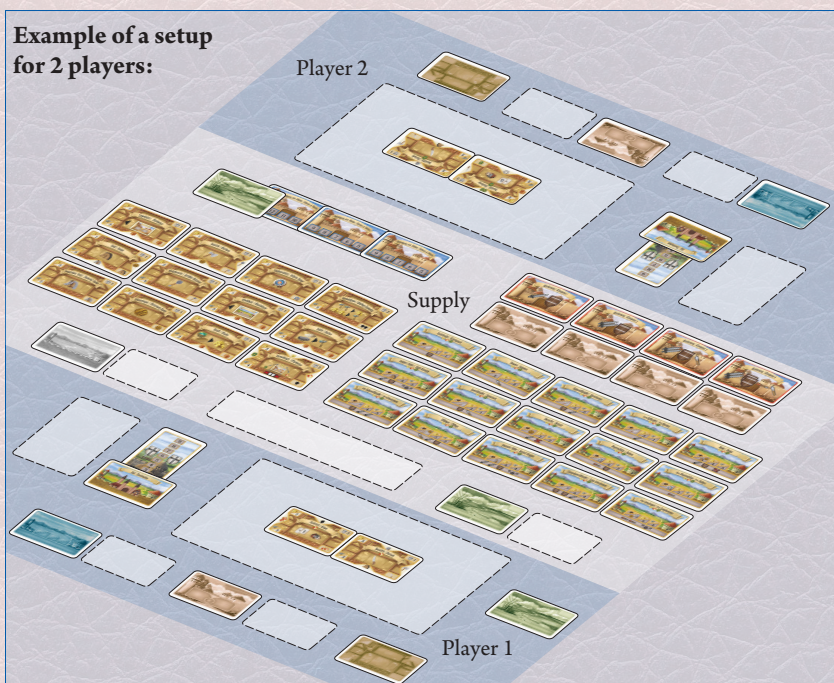
Unused Destination cards are removed from the game.

- ⑦ Place the “Vilnius” cards in a row in ascending order. For a simple game, all four cards (0-14 city points) are laid out. In a medium-difficulty game, only three cards (0-12) and in a heavy game only two cards (0-9) are laid out.

Place one of the “Boost” cards that remained in ⑤ face-down onto the row so that the highest value is visible right to it, indicating the state of condition of the city.

- Ⓢ The player who was in Lithuania last (or closest to it), starts the game and gets the remaining “Boost” card from Ⓢ as starting player marker.

**Example of a setup
for 2 players:**



Gameplay

The game is comprised of rounds, each consisting of 4 phases. The individual phases are performed by all players before the next phase is executed.

The following phases are carried out:

1. Income Phase (simultaneously)
2. Preparation Phase (consecutively)
3. City Phase (consecutively)
4. Military Phase (jointly)

At the end of each round, the player to the left of the previous starting player becomes the new starting player. The end of the game is signaled by uncovering the “Final Attack” card in the preparation phase.

You can only do it together!

You defend the city of Vilnius together and you can, at any time, discuss who should do what. All players are allowed to see the other players' hand of cards. Ultimately, however, everyone decides what they themselves want to do or not.

1) Income Phase

Important: In the first round of the game, this phase is skipped. Instead, all players take their 8 Province cards and put them into their hands.

All players draw cards at the same time in the amount of their respective income; the base income is 5 cards. The income increases by one card for each of the Estate, Palace and Manufactory Buildings.

You have a choice whether to draw cards from your Unit pile, your Province pile or any combination of them.

After you have drawn your combination of cards, take all the cards from your Storehouses and Guardhouses, as well as Bounty cards of the last round and put them in your hand.

2) Preparation Phase

In the preparation phase, each player, beginning with the starting player, draws one card from the Order draw pile in turn. The card is placed down differently depending on the type:

- An **enemy Building** (infinite strength ∞) is to be placed open, in the middle of the play area. If three Buildings are already in play, the drawn card would be discarded.

The effects of enemy Buildings:



The card income of all players is reduced by one card.

»Before an attack: Draw an additional enemy«

Before *each* attack, one Order card from the Order draw pile is revealed. If it is an enemy Unit, it is added to the attack row. An enemy Building is discarded. Boost and Final Attack are handled normally as described on page 7.

- An **enemy Unit** (strength 0 to 5) is placed in an attack row next to your “Strength of the Order” card. If the sum of the strengths of the Unit cards there is greater than or equal to your displayed attack value, an attack from the “Teutonic Order” will occur in Phase 4.

- The “**Boost**” card causes the Order discard pile to be shuffled and placed on top of the rest of the previous stack. The “Boost” card has negative effects for all players, and these take effect immediately (see page 9). Then the Boost card goes in the game box.

Important: From now on, *both* weapon sides and loss sides of the Order cards are active!

- The “**Final Attack**” card signals the end of the game. The current round is aborted *immediately* and the Final Attack begins (see page 11).

3) City Phase

In this phase, the players have some actions available to them, that they can perform as often as they like, and in any order. Each player in turn performs one action, before the next player's turn.

A Constructing Buildings

The player whose turn it is selects a Building (from the private or general supply) and pays the printed price in Gold and Tools with his Province cards. The used Province cards are placed on their own Province discard pile.

The newly built Building must be placed fitting on one edge of a Building already in the display.

Example: A Garrison can only be built to the right of the Building “Barracks”.

You may not exceed your maximum number of Buildings (initially 5) *after* construction. Estates and Palaces can always be built, as they increase the maximum number immediately.

Newly built Harbors and Markets do not affect Province cards in this phase, but only starting with the next round.

Constructing a Building does not change your current attack value immediately! This happens only after an attack in phase 4.

B Recruiting Units

The player selects a Unit for which he meets the requirement (for example, Garrison, Archery Range, Stable) and pays the price in Gold and Tools.

The used Province cards are placed on his own Province discard pile. Newly built Units are placed on his own Unit discard pile.

C Passing

This action may only be chosen once by each player and ends his city phase. He can now store unused Province cards in his Storehouses (one per Storehouse). All remaining, unused Province cards are placed on his own discard pile. For the rest of this phase, the player will be skipped until all players have passed.

Once all players have passed, the military phase begins.

4) Military Phase

The military phase is played through together in steps **A** through **E**. Only when all players are finished with one step will the next step be executed. Steps that do not apply in the current round are skipped.

A Defeating an Attack

Each player checks if the sum of the order strengths of all units in their individual attack row reaches their displayed Strength of the Order. If so, those Units take part in an attack. Otherwise, this step **A** and the following step **B** will be skipped.

Attack!

The Destination card of each respective player shows which part of Vilnius is being attacked. A card with the three Player Emblems shows that the quarter of the player, to which the preparation row belongs, is attacked. A city symbol says the general part of Vilnius is under attack. The destination of the attack is only important in the evaluation of the fight.

The attacking enemy cards are laid out on the table separated by destination so that all players can see them well. Enemies from all rows attacking the general part of Vilnius are combined.

Now *all* players can deploy their own Units to defeat as many enemies as possible (no matter their destination). An enemy is considered defeated if all weapons requested by the card are provided by Units of the players.

For example, if an enemy requires 2× shield and 1× spear, this enemy can be defeated with 2× Town Guards and 1× Farmers. An enemy can also be defeated by Units of different players together.

At any time, two identical symbols (for example, 2× arrow, even from different players) may be exchanged for any other symbol (for example, 1× shield).

A Unit can normally only be used against a single enemy, even if not all weapons are consumed. Only a Unit with the corresponding ability (see page 3) can distribute its weapons across several enemies.

Red Skulls

A defeated enemy kills one Unit of the players per Red Skull it shows. Only Units that have fought directly against this enemy can be selected to be victims, starting with the most precious Units (sum of Gold and Tools).

Player Units which are killed in battle return to the general supply and can be recruited again.

The remaining, surviving Units of the players are set aside for now, separated by owners (*not* on the discard pile). They cannot be used again in this fight.

If an enemy has been defeated, it is also set aside. Its Order value is important for the next step (☐ Plundering). Enemies with an Order value of “0” can be placed directly on the discard pile.

Damage

As soon as the players do not want to deploy any further Units for defense, the fight is evaluated. Undeclared enemy Units now deal damage to Vilnius. Depending on the destination card, the left (Vilnius) or right (player) damage comes into play.

Damage by undefeated enemies:



For each Fire symbol, Vilnius loses one point. Move the card covering the Vilnius cards one space to the right. If no more points are left, you all have *immediately lost* the game.



Either discard one stored Province card – or Vilnius will lose one point (see above). You decide. If you don't have a stored Province card, Vilnius will automatically lose one point.



Put one Building from your display back into the private or general supply (depending on the Building). It must be a Building lying at the outer rim of your display and must not be the Residence or Barracks.



Give back one Unit card from your pile to the general supply.



Give back one Province card from your pile, placing it under the fourth Province stack. It can be recaptured at a later time (see ☐ Capturing Provinces). This way, a player can come into possession of another player's Province.

Silver and Golden Skulls

Subsequently, sum up all Silver and all Golden Skulls on the destroyed and undeclared enemy cards.

Now, the players together must first destroy surviving Units (which were set aside, see page 9) whose total Tools value is at least the number of Silver Skulls, then destroy surviving Units whose total Gold value is at least the number of Golden Skulls.

Destroyed units are returned to the general supply.

Cleaning up

Finally, the undefeated enemies are placed on the enemy's discard pile and the player's own Units are placed on the discard piles of that corresponding player. Defeated enemy cards remain for the time being.

[B] Plundering

Before the defeated enemy cards are also placed on the enemy's discard pile, the players can plunder loot from them.

For every full 5 points worth of Order value, any one player may take a Province card from his supply pile and place it as a loot card next to his Buildings.

A player may only take a second Province card if each other player has already received a Province card as loot.

[C] Attacking an Enemy Building

If any Units remaining from your defense (it is possible that the enemy did not attack this turn), they can now be used to destroy one or more enemy Buildings.

The players decide together which Building should be attacked and who uses which Units to destroy the Building. (Exception: The Guard Tower must be destroyed before any other building may be attacked.)

All enemy Buildings centrally display a host of weapon symbols needed to destroy the Building. In a game of two players, you must raise any six of weapons of your choice from the displayed symbols. In a game of three players, you would have to raise all weapons shown.

If all players have chosen their Units and all required weapons could be raised, the destroyed Building is placed on the discard pile. The players, in turn, place their used Units on their respective discard pile.

Bonus

All Buildings, *except the Guard Tower*, offer a one-time bonus as soon as they are destroyed: Each player may take a Province card as loot from his supply pile (see [B] Plundering).

D Capturing Provinces

If player Units remain after step C, each of them can now (in turn, starting with the Starting Player) use their remaining Units to re-capture Provinces. To capture a Province, the player must offer the required number of weapons in Units.

The player chooses from which stack he wants to conquer a Province, and offers Units with the required weapons as shown on the Conquest card (in case of the first stack, one sword and one shield). The used Units are placed on the player's own Unit discard pile.

He then takes up to three cards from the top of the selected stack, picks one of them and places it on his own discard pile. He places the remaining, unselected cards in the order of his choice back under the previously chosen Province stack.

E New Destination

Each player who has been attacked in this round now discards his current Destination card and draws a new one from the pile (shuffle the pile if necessary).

Afterwards, he adds up the Order values of his outlying Buildings and places the new Destination card on the "Strength of the Order" card so that the calculated value is visible, at most 16 (flip the card if necessary).

If there are still unused Units, they can be stored in Guardhouses (one per Guardhouse). All other unused Units are placed on the respective discard pile.

Final Attack

When the "Final Attack" card is drawn, all players check their attack rows. Rows that have less than half of the required attack points are placed on the discard pile.

All other rows now attack Vilnius together. The destination card of the row is ignored for the final attack.

Players reveal all Units still in their hand to ward off as much of this attack as possible. The course of the fight is described in Phase 4.

Historical Context: *The Teutonic Order ravaged Vilnius and the surrounding area again in 1375. The final attack represents the fight from that year.*

End of the Game

Once the "Final Attack" has been evaluated, if Vilnius still has at least one point, the players have won the game together.

Whoever wants to know exactly which family is the highest in the Grand Duke's favor, can now calculate the Glory points, since during the battles, the players have performed glorious and less glorious actions.

Each player receives as many Glory Points as the total Order Point value of their Buildings. Additionally, they receive Glory equal to the Tools cost for each of their Units (draw and discard pile). The player with the most Glory Points can enjoy the personal favor and gratitude of Grand Duke Algirdas!

However, if Vilnius runs out of points at any time during the game or the Final Attack, players will lose immediately and Vilnius will be burned to the ground!

Smithies (Supporters on Spieleschmiede)

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