

# OVERVIEW



IN THIS GAME, ALL PLAYERS ARE NEIGHBORS IN AN APARTMENT BUILDING. HOWEVER, LIVING IN A CROWDED BLOCK CAN TEST YOUR NERVES, ESPECIALLY WHEN YOU HAVE NASTY NEIGHBORS.

AFTER EACH ATTACK YOU'RE UNABLE TO PREVENT, YOU'LL POP A PILL TO CALM YOUR NERVES. HOWEVER, TAKE TOO MANY AND YOU'RE ELIMINATED FROM THE GAME.

YOUR GOAL IS TO FORCE THE OTHER NEIGHBORS TO LEAVE AND BE DECLARED "LORD OF THE BUILDING!"

⚠️ "POP A PILL" = RETURN ONE OF YOUR 3 PILLS TO THE BOX

IF A NEIGHBOR RUNS OUT OF PILLS, THEIR NERVOUS SYSTEM CAN'T TAKE THE STRESS - THEY ARE FORCED TO LEAVE THE BUILDING.

IN THE END, THERE IS ONLY ONE SURVIVOR... OR NONE!

# COMPONENTS



55 CARDS



15 PILLS



1 DIE

# SETUP

1. EACH PLAYER TAKES 3 PILLS OF A SINGLE COLOR. ○○○
2. SHUFFLE THE CARDS AND DEAL 7 CARDS FACE DOWN TO EACH NEIGHBOR.
3. DEAL 3 CARDS FACE UP IN THE MIDDLE OF THE TABLE.
  - PLACE THE REMAINING DECK FACE DOWN NEXT TO THE FACE UP CARDS.
  - LEAVE SPACE FOR A DISCARD PILE TO THE LEFT OF THE FACE UP CARDS.



4. PLACE THE DIE NEAR THE FACE UP CARDS.
5. THE PLAYER WITH THE BEST SHORT STORY ABOUT BAD NEIGHBORS TAKES THE FIRST TURN.

🔄 TURNS PROCEED IN CLOCKWISE ORDER.

💡 YOU MAY LOOK AT THE CARDS IN YOUR HAND, BUT NOT AT OTHER NEIGHBORS' CARDS.



# ON YOUR TURN

## 1. DRAW

- 1 CARD FROM THE DECK
  - 1 CARD FROM THE FACE UP CARDS
- A TOTAL OF 2 CARDS
- ⚠️ REPLACE THE DRAWN FACE UP CARD WITH A NEW ONE FROM THE DECK.



## 2. ACTION

- YOU HAVE 1 ACTION, UNLESS YOU ROLL THE DIE.
- ⚠️ ON EACH TURN, YOU MAY CHOOSE TO ROLL THE DIE BEFORE YOU PERFORM AN ACTION.
- ⚠️ AFTER RESOLVING A CARD'S EFFECTS, PLACE IT FACE UP ON TOP OF THE DISCARD PILE.
- 💡 YOU ARE NOT REQUIRED TO TAKE AN ACTION.

## 3. DISCARD

- CHOOSE 1 CARD FROM YOUR HAND AND DISCARD IT.
- ⚠️ IF YOU HAVE NO CARDS IN YOUR HAND, YOU DO NOT DISCARD.
- 🚩 YOUR TURN ENDS, AND IT IS THE NEXT NEIGHBOR'S TURN.

# HOW TO USE THE DIE?

INSTEAD OF TAKING 1 ACTION ON YOUR TURN, YOU CAN ROLL THE DIE TO DETERMINE HOW MANY ACTIONS TO PERFORM.



2 ACTIONS



1 ACTION

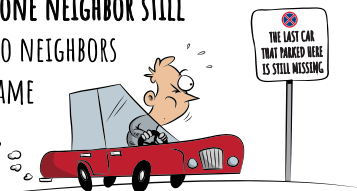


0 ACTIONS

- ⚠️ ACTIONS ARE NOT CARRIED OVER BETWEEN TURNS.
- 💡 WITH 2 ACTIONS, YOU CAN COMBINE ANY 2 CARDS FOR A STRONG ADVANTAGE.
- 💡 IF YOU ROLL THE DIE, YOU HAVE A BETTER CHANCE OF WINNING.
- 💡 IN DIFFICULT SITUATIONS, IT'S OFTEN A GOOD IDEA TO RISK ROLLING THE DIE.

# END OF THE GAME

THE GAME ENDS WHEN ONLY ONE NEIGHBOR STILL HAS PILLS REMAINING. IF TWO NEIGHBORS POP THEIR LAST PILLS AT THE SAME TIME WITH NEIGHBORLY LOVE, THERE ARE NO SURVIVORS.



# REMEMBER

- EACH CARD'S EFFECTS ARE WRITTEN ON THE CARD.
- THERE IS NO LIMIT FOR CARDS IN YOUR HAND.
- IF THE DECK RUNS OUT, SHUFFLE THE DISCARDS TO CREATE A NEW DECK.
- YOU MUST FOLLOW THE DRAW - ACTION - DISCARD ORDER ON YOUR TURN.
- EVEN IF YOU DON'T USE ALL YOUR ACTIONS, YOU STILL MUST DISCARD AT THE END OF YOUR TURN.
- YOU MAY NOT LOOK THROUGH THE DISCARD PILE UNLESS YOU PLAY A CARD WITH THAT EFFECT.
- IF YOU RUN OUT OF CARDS, YOU ARE STILL IN THE GAME, BUT CAN'T PREVENT NEIGHBORS' ACTIONS AGAINST YOU.
- WHEN A PLAYER IS ELIMINATED, THEY DISCARD ANY CARDS IN THEIR HAND.

THE OTHER SIDE OF THIS RULEBOOK DETAILS THE DIFFERENT TYPES OF CARDS.

# TIPS

- 💡 SOMETIMES IT'S BETTER TO POP A PILL THAN USE ALL YOUR REACTION CARDS DURING AN ATTACK.
- 💡 WHEN YOU HAVE 2 ACTIONS, A GOOD STRATEGY IS TO PLAY A DEFENSE CARD IN FRONT OF YOU AND THEN ATTACK A NEIGHBOR. THIS PROTECTS YOU FROM REACTION CARDS.
- 💡 PAY ATTENTION TO THE FACE UP CARDS AND THE ACTIONS OF OTHER NEIGHBORS.

# IN SHORT

ELIMINATE ALL THE NEIGHBORS, BUT WATCH OUT FOR UNEXPECTED TWISTS, AND HOPEFULLY, YOUR NERVES WILL ENDURE THE STRESS!

STOP READING!  
YOU CAN START THE GAME.



# TYPES OF CARDS



## ATTACK

12 CARDS

ON YOUR TURN, CHOOSE A NEIGHBOR AND PLACE THIS CARD IN FRONT OF THEM TO ATTACK THEIR NERVES. THEY MUST EITHER REACT OR POP A PILL.

- ⚠️ YOU MAY ONLY ATTACK ONCE PER TURN.
- ⚠️ YOU MAY NOT ATTACK ON YOUR FIRST TURN.



## REACTION

10 CARDS

WHEN YOU ARE ATTACKED, PLAY THIS CARD FROM YOUR HAND TO REDIRECT THE ATTACK TO ANOTHER NEIGHBOR. THEY MUST EITHER REACT OR POP A PILL.



JOHN DOESN'T HAVE ANY MORE REACTION CARDS (OR DOESN'T WANT TO USE THEM), SO HE MUST POP A PILL.

- ⚠️ REACTION CARDS MAY NOT BE PLAYED AS AN ACTION.
- 💡 YOU MAY NOT USE "REVERSE ATTACK" AGAINST A NEIGHBOR WHO HAS A DEFENSE CARD IN FRONT OF THEM.



## GAIN

10 CARDS

ON YOUR TURN, PLAY THIS CARD TO IMPROVE YOUR POSITION IN THE GAME.



## TRICK

10 CARDS

ON YOUR TURN, PLAY THIS CARD TO WEAKEN A NEIGHBOR OF YOUR CHOICE.



## MASS HARASSMENT

5 CARDS

ON YOUR TURN, PLAY THIS CARD TO HARM ALL OTHER NEIGHBORS.



## DEFENSE

3 CARDS

ON YOUR TURN, PLAY THIS CARD IN FRONT OF YOU. UNTIL YOUR NEXT TURN, YOU ARE PROTECTED FROM ALL ACTIONS. WHEN IT'S YOUR TURN AGAIN, DISCARD THIS CARD.



JOHN REDIRECTS DAVID'S ATTACK TO PEPA, BUT SHE IS PROTECTED, SO IT GOES TO THE NEXT NEIGHBOR - DAVID.

- ⚠️ YOU MAY NOT PLAY A DEFENSE CARD DURING AN ATTACK.
- 💡 BE CAREFUL OF "MISGUIDED POLICEMAN".



## SPECIAL

5 CARDS

ON YOUR TURN, PLAY THIS CARD TO ACTIVATE ITS SPECIAL EFFECT.

- 💡 KEEP "THEFT" IN YOUR HAND UNTIL YOU HAVE FEWER PILLS THAN YOUR NEIGHBORS.
- 💡 THE SOONER YOU PLAY "RATS ATTACK" AGAINST A NEIGHBOR, THE BETTER.

## OUR STORY

IN THE BEGINNING OF 2019, MIROSLAV GARIGOV AND KRASIMIR DIMITROV TOOK PART IN PLOVID GAME JAM. THERE, THE IDEA FOR NASTY NEIGHBORS WAS BORN, AND THE GAME WON "THE PUBLIC AWARD FOR BEST BOARD GAME."

## CONTACT US

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NASTOLA

➤ [NASTOLA.GAMES](https://NASTOLA.GAMES)



## RULEBOOK

# NASTY NEIGHBORS



2-5



15-40'



14+

LOVE IS BLIND - BUT NOT THE NEIGHBORS  
MEXICAN PROVERB

DUDE,

IF YOU'RE TOO LAZY TO READ,  
WATCH A VIDEO ON  
[NASTOLA.GAMES](https://NASTOLA.GAMES).

