

TURF WAR

OBJECTIVE

Play cards to build up points in your Yard, and sway Neighbors for extra points. When the last Neighbor is swayed, the player with the most points wins.

**LEARN BY VIDEO AT
TURFWAR.INFO**

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SETUP

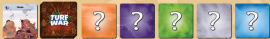
1. Give each player a **HOME**, a **GARAGE**, a **PIGGY BANK**, and a **YARD** (3×3 grid of **DIRT**.)



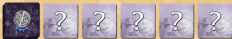
2. Give each player a **RAKE**, a **TOOLBOX**, and a **WATERING CAN** as their starting hand.




3. Shuffle the **STORE DECK**. Put the top 5 cards face-up next to it (*the **STORE**.*) Put the **TRASH** nearby.








4. Shuffle the **NEIGHBOR DECK**. Put the top 5 cards face-up next to it (*the **unswayed**  **NEIGHBORS**.*)




5. Each player starts with  in their **PIGGY BANK**.


YOUR TURN


1. Do all  **START** actions in your **YARD** (in any order).
2. Turn your **HOME / AWAY** card to  **HOME** or to  **AWAY** (you always choose which side you want face-up.)
 - ▶ When you go from  **AWAY** to  **HOME**, pick up all cards from your **GARAGE** and put them into your hand.
3. Do any or all actions on **HOME / AWAY's** face-up side:

HOME

- ▶ You may play one card from your hand.
- ▶ You may sway one .

AWAY

- ▶ You may work (gain  5.)
- ▶ You may buy one card from the **STORE**.




4. Do all  **END** actions in your **YARD** (in any order.)

The player who most recently did yard work goes first.



WORKING

When you work, add  to your **PIGGY BANK**.







BUYING CARDS




- 1.** Select a card from the **STORE** and pay its  (*in the card's upper right corner*) from your **PIGGY BANK**,
- 2.** Put that card into your **GARAGE**.
- 3.** Restock the **STORE**. (*Reveal the top card of the **STORE DECK** and then put it into the empty **STORE** slot.*)
 - ▶ When a card leaves the **STORE** for any reason, restock.
 - ▶ When you reveal an  **EVENT**, do its action and put that  **EVENT** card onto the bottom of the **STORE DECK**.

PLAYING CARDS


 **TOOLS** – Reveal the card, do its  **PLAY** action, and then put it into your **GARAGE**.



 **ORNAMENTS**,  **PLANTS** &  **FEATURES** – Put the card face-up on top of any unoccupied  **PLACE**. (Any one card occupies one  **PLACE**.) Do the card's  **PLAY** action if it was played onto your **YARD**.

 **PESTS** – Put the card face-up onto any card or  **PILE**. Do the card's  **PLAY** action if it was played onto your **YARD**.







► Only play a card on a rival's **YARD** when they're  **AWAY**.

SWAYING NEIGHBORS

1. If the  **NEIGHBOR** has  **CRITERIA**, your **YARD** must contain everything listed. (For example, swaying **AMELIA** requires 3 or more  **ORNAMENTS** in your **YARD**.)



2. If the  **NEIGHBOR** has  **BRIBE**, do the . You must complete the  in full. (For example, swaying **THOMAS** requires that you pick up 2 cards from your **YARD** and put them into another player's **GARAGE**.)

3. Put the  **NEIGHBOR** in front of you (“in your **SWAY**.”)






- ▶ You can't sway a  **NEIGHBOR** away from a player.
- ▶ Don't restock after swaying a  **NEIGHBOR**.

TRASHING CARDS

To trash a card, put that card face-up in the **TRASH**.

GAME END & SCORING

When the last of the 5  **NEIGHBORS** in the row is swayed, the game is over. Add up  **VICTORY POINTS** from your **YARD** and **SWAY** to determine your score.

- ▶ The  **VP** value of some cards changes based on the cards in your **YARD**. (For example, **GARDEN GNOME** is worth  **2** for every  **PLANT** in your **YARD**.)
- ▶ The highest total  **VP** wins.
- ▶ In a tie, the person with more  in their **SWAY** wins.

Questions? Go to **TURFWAR.INFO** for a full card-by-card guide, videos, and variant rules.



HOME player's...



Event



AWAY player's...



Ornament



Neighbor



Plant



Pile



Feature



Victory Points (VP)



Pest



Dollar value



Tool



At the start of each of your turns...



At the end of each of your turns...



When you play this...



When you go from **AWAY** to **HOME**...



CRITERIA: To sway this, your **YARD** must contain...



BRIBE: To sway this, you must do...