FABRICIO LEOTTI TULIO ORNELAS

HAVOCVILLE

RULEBOOK



DICE COALITION

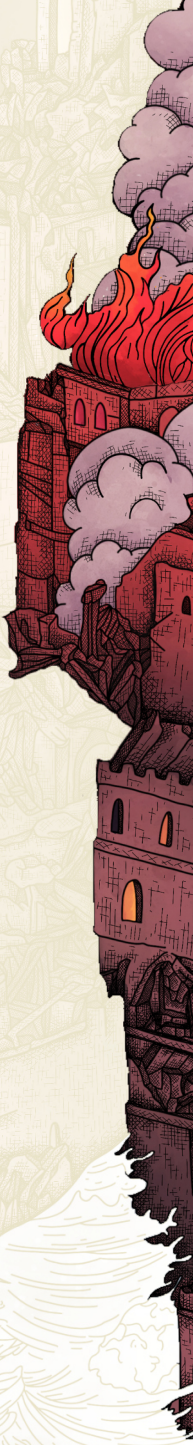
Welcome to Havocville

Power is good. Too much power, though, can be boring. And bored powerful Gods meddle with human affairs. The city of Havocville is about to find out.

As a God, you will seal the fate of places and people: monarchs from the Crown, military from the Valor, makers from the Craft and workers from the Field.

Help them shine or condemn them to fall. That is, if you can join or overcome your fellow deities with their own plans in this godly tug-of-war for the final fate of Havocville.

Succeed and become a notorious God. Fail and fall into the abyss of unknown myths.



Objective

In *Havocville*, you're a God shaping the city to your will—and scoring points to win!

Support factions—**Crown**, **Valor**, **Craft**, and **Field**—and back the right ones at the right time.

At the end of each Era, factions compete for **Dominance** in key **Aspects**, like the number of Land or People tiles. You score if your **Dominance cards** match the top factions.

Repeat a winning Dominance in a later Era for bonus points. After the final Era, the player with **the most points wins**.

Updated Rulebook

Use this QR code to check the FAQ, latest updates and other languages of the rulebook

Game components



60 People cards (12 for each faction, 12 for Mythical Creatures)



32 Dominance cards (8 for each faction)



15 Chaos cards



4 Aspect Scoring cards



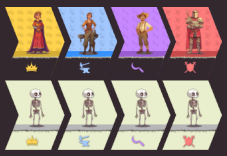
16 Scoring tokens



4 Population Row tiles



48 Land tiles (12 for each faction)



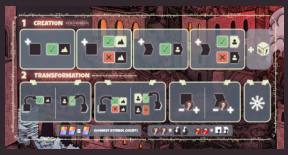
48 People tiles (12 for each faction)



1 Era Tracker tile



4 Reward dice



1 Action Board



51 Point / Power tokens



1 First Player token

Game Setup

1. Place the **Era Tracker** in the center of the table with the 3-Era side face up. Put the Era Marker on the starting circle - the one with the arrow.

2. Place the 4 **Population Row** tiles around the Era Tracker (one per side) and add 1 matching **People tile** to each.

3. Place 1 **Land tile** of each color next to the Era Tracker, touching the matching color corner.

4. Set the **Action Board** to the side. Roll each **Reward die** and place one next to each Creation action.

5. Place the 4 Aspect Scoring cards near the board. Put the matching Aspect token on each. **Use the basic side face up in your first game.**

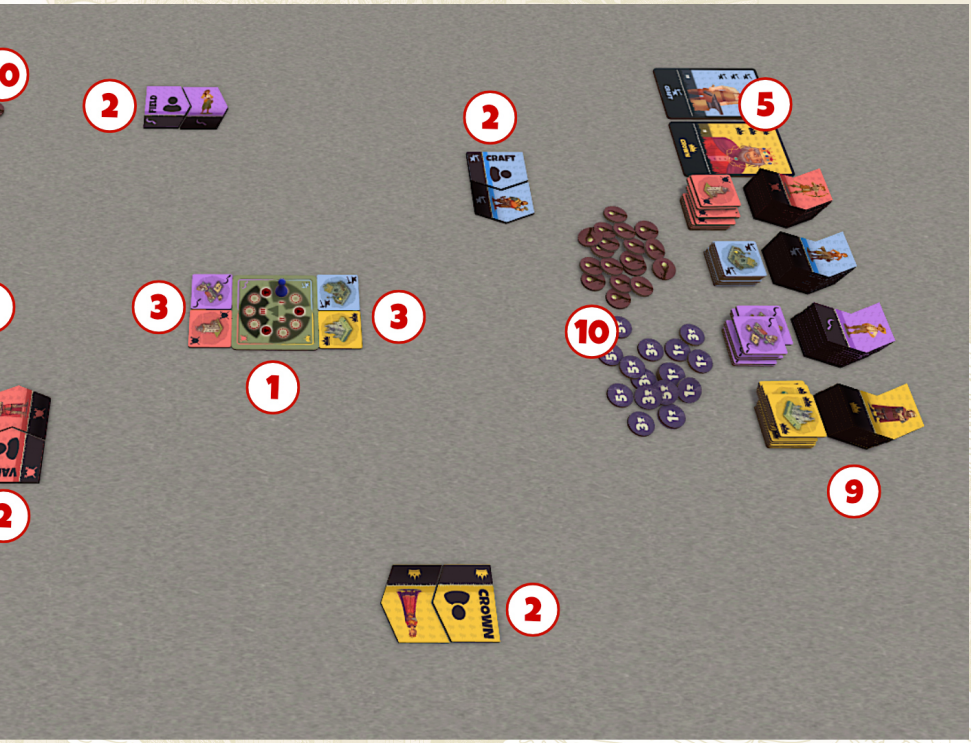
6. Create the **Dominance deck** by using 4 cards for each of the 4 Aspects in game. Shuffle and place it within reach.

7. Build the **People deck** using all base People cards and Era I cards (marked "I"), for a total of 40. Shuffle and place it next to the Dominance deck.



8. Shuffle the **Chaos cards** and place the deck face down beside the Action Board.

9. Sort **Land and People tiles by color** or symbol and place them in piles near the game area.



10. Place **Power and Point tokens** in a shared supply accessible to all players.

11. Randomly choose a First Player and give them the **First Player token**.

Player Setup

In this last setup phase, each player:

1. Draws 5 People cards and 3 Dominance cards.
2. Receives 2 Power tokens.
3. Keeps 2 Dominance cards and returns 1 face down to the Dominance deck. Once all players have returned a card, shuffle the Dominance deck.

Is this your first time playing Havocville?

There is a shorter, simpler version of the game setup intended to give you the experience of playing and scoring in a smaller time frame, so that you know how to make better decisions and long-term strategy when playing the full game.



Era tracker with 2 Eras

Do the game setup as normal, then do the following during the Player Setup:

1. Each player draws 5 People cards and 2 Dominance cards
2. Each player receives 2 Power tokens
3. Flip the Era Tracker to the side with 2 Eras

Gameplay



The game spans 3 Eras: the first two have 2 rounds each, the final Era has 3.

A round ends when all players have taken 1 turn. Turns go clockwise from the first player. On your turn, you must take 2 actions.

At the end of each Era, players score points from any Dominance cards they've fulfilled. After the final scoring in Era III, the player with the most points wins!

Turn Structure

Action Selection

During a turn, the active player must execute 2 actions. The first action is called a Creation action and is chosen from the actions in the top row of the Action Board. The second action is called a Transformation action and is chosen from the actions in the bottom row of the Action Board.

Executing Actions

Actions are always executed in the same fashion:

- the player reveals a People card from their hands.
- the **color** of the card represents which **faction** the player will interact with.
- the **number of faction symbols** on the card represents the **maximum number of Land tiles, People tiles or Power tokens** that can be used in the action.

ALLIANCES

The Gods can bring factions together. You can always play 2 non-Guardian cards of any colors (even the same) to act as one missing faction for an action.





In an Alliance, you don't add the faction symbols—use the lower number from the two cards.

Can both cards be from the same faction? Yes, but they'll still represent a different faction, and again, you only count the lowest symbol.

GUARDIANS

The gods sent Guardians to Havocville, mythical creatures that can do the work of any people and have no allegiance to any faction. Whenever a player reveals a multi-colored card, the player chooses the color that the card will represent for that action.

Can a single Guardian card represent multiple factions in a turn? No.



CREATION ACTION

As the first action in one's turn, Creation actions are guaranteed and mandatory allow players to add new tiles - People or Land - to the table, growing the city of Havocville and its population.



When executing a Creation action, do the following:

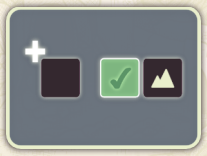
1. Choose one of the actions from the top row of the board.

2. Gain the bonus showed in the Reward die above the chosen action.

3. Gain any Power token on the pile close to the Reward die (see Consequences on p. 15).

4. Re-roll the Reward die and place it back where it was.

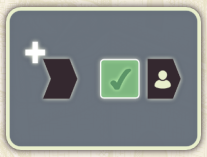
5. Perform the action. Those are the possible actions:



Add Land tiles adjacent to color matching Land tiles (i.e. same faction)



Add Land tiles adjacent to color non-matching Land tiles (i.e. different faction)

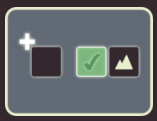


Add People tiles to color matching Population Row (i.e. same faction)



Add People tiles to color non-matching Population Row (i.e. different faction)

Creation Action - Example 1



Bob chooses "Add Land tiles adjacent to color matching Land tiles".
First, he collects the bonus depicted in the die on top of the chosen action. The die shows a Chaos symbol (✳), meaning he gets one Chaos card from the Chaos card deck. Besides that, there is one Power token (●) next to the die. Bob collects that Power token too and rolls the bonus die, putting it back in place.

Next, in order to execute the action, he must use People cards. He reveals a Valor People card (●) with 2 faction symbols on it. He takes 2 Valor Land tiles from the supply - since the card shows 2 symbols.

He places the first Land tile adjacent to another Valor Land tile. And the second one also must be adjacent to a Valor Land tile, although not necessarily the first one placed in the action. (see Land tile Placement on p.11 for details)

Bob then discards the revealed Valor People card. That's the end of his first action in the turn.

Questions

Bob doesn't have Valor People cards, can he still add Valor tiles? *Yes, he can use an Alliance, by playing any 2 People cards to represent whatever faction he needs. (See Alliances on p.7)*

When can Bob use the Chaos card he just draw? *Chaos cards can be used at any time (including other player's turns), unless the card specifies otherwise. (See Chaos cards on p.25)*

Creation Action - Example 2



Alice chooses "Add People tiles to color non-matching Population Row".

First, she collects the bonus depicted in the die on top of the chosen action. The die shows a blank, meaning there is no bonus for this action. Then she rolls the bonus die and places it back.

After that, in order to execute the action, she must use People cards. She reveals a Crown People card ( ) with 3 faction symbols on it. She takes 3 Crown People tiles from the supply - the card shows 3 symbols.

Since she chose the "non-matching Population Row" action, she can place the People tiles in whatever Population Row, except the Crown one. She places the first Crown People tile on the right most position of the Craft Population Row ( ) and the remaining tiles in the Field Population Row ( ). (see People tile Placement on p.11 for details)

Alice then discards the revealed Crown People card. That's the end of her first action in the turn.

Questions

Alice doesn't have Crown People card, but she has a Guardian People card. Is there still a way for her to play Crown People tiles? *Yes. She can reveal the Guardian People card ( ) instead and announce that it will represent the Crown faction for that action. (see Guardians on p.7)*

People Tile Placement



When adding a People tile, place it anywhere in the Population Row—at either end or between others.

You can move a People tile within the same row if it fits the action you're taking. After moving one, slide the remaining tiles left to fill any gaps.

Land Tile Placement

Tiles are adjacent if they share a side—diagonals don't count.



After moving a Land tile, all Land tiles must remain connected to each other or to the Era Tracker.

Can you move a tile that's completely surrounded? Yes, as long as nothing ends up isolated.

Transformation Action

Unlike Creation actions, Transformation actions **reshape what's already on the table**, but can't add new tiles. Besides that, they **aren't a sure thing for the active player**. Since actions are limited, other players may want a shot at using them too.

Before the active player plays a card for a Transformation, any players can call a **Challenge** to try and steal the action. If no one challenges, the active player goes ahead. If there's a Challenge, **the winner gets to perform the Transformation** instead. (see Challenge on p.15)

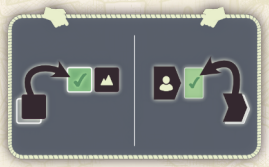


When executing a Transformation action, the player does the following:

1. Chooses one of the actions from the bottom row of the Action Board. Check the possible actions below.

2. Execute the chosen action.

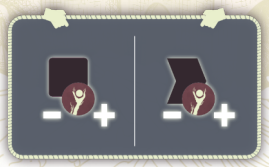
3. Alternatively, the player can decide instead to draw a Chaos card and add it to their hands. This still counts as a Transformation action and can still be challenged.



Move Land tiles to be adjacent to color matching Land tiles (i.e. same faction) **OR** move People tiles to a color matching Population Row. (i.e. same faction)



Move Land tiles to be adjacent to color non-matching Land tiles (i.e. different faction) **OR** move People tiles to color non-matching Population Row. (i.e. different faction)



Add/Remove Power tokens to Land tiles **OR** Add/Remove Power tokens to People tiles. Take Power tokens from the pool.



Draw a Chaos card. (see p.24 for more details)

Transformation Action - Example 1



As his Transformation action, Bob chooses "Draw a Chaos card". Since no other player challenged him, he draws a card from the Chaos card deck and adds it to his hand. (See Chaos cards on p.25)

Since this action does not require the use of a People card, that's the end of Bob's turn. He then draws cards from the People cards deck until he has 5 People cards in his hand. ***Notice that Bob draws one card less than if he had played a different action, reducing his chance of getting better cards at the end of the turn.***

Transformation Action - Example 2



Alice chooses "Move Land tiles to be adjacent to color matching Land tiles". Since no other player challenged her, she reveals a Craft People card ( ) with 2 faction symbols on it. That allows her to move up to 2 Craft Land tiles. She can't add new tiles to the table with this action.

She moves 2 tiles from their isolated positions and places them adjacent to other Craft land tiles, creating a bigger Craft section on the map.

Alice then discards the revealed People card. That's the end of Alice's turn. She draws cards from the People cards deck until she has 5 People cards in her hand.

Questions

What happens if Bob challenges Alice before she reveals the People card? *Alice returns her card to her hand without revealing it. Both players then choose a Champion card and place it face down. As the challenger, Bob adds a Power token to his card. They then resolve the challenge—the winner takes the action. (See Challenge on p.15 for details)*

TRANSFORMATION ACTION - EXAMPLE 3



Bob chooses "Move People tiles to color non-matching Population Row". Since no other player challenged him, he reveals a Field People card ( ) with 1 faction symbol on it. That allows him to move 1 Field People tile. He can't add new tiles with this action.

He moves one Field People tile currently placed on the Valor Population Row ( ) to the Crown Population Row ( ). He can place the tile in any position in the destination row.

Bob then discards the revealed People card. That's the end of Bob's turn. He draws cards from the People cards deck until he has 5 People cards in his hand.

TRANSFORMATION ACTION - EXAMPLE 4



Alice chooses "Add Power tokens to Land tiles". Since no other player challenged her, she reveals a Crown People card ( ) with 3 faction symbols on it. This allows her to add 3 Power tokens on top of Crown Land tiles. She can't remove Power tokens from tiles in this turn.



*She collects 3 Power tokens **from the supply** and add them to Crown Land tiles, 2 on top one and 1 on top of another. The land tile with 2 Power tokens is now considered Cursed and must be flipped to its cursed side, keeping the 2 Power tokens on it. (see Cursed and Blessed tiles on p.16)*

Alice then discards the revealed People card. That's the end of Alice's turn. She draws cards from the People cards deck until he has 5 People cards in her hand.

CHALLENGE

All players involved in a Challenge **select a People card from their hand to be their Champion** and put the card face down on the table. Challengers - not the challenged player - must also **put 1 Power token** on top of their Champion.

All players involved in the Challenge then **secretly decide how many Power tokens** they want to add to the Challenge by putting any number of Power tokens in one hand and holding the closed hand over the table.

After a count of 3, the players **reveal the number of Power tokens in their hand simultaneously**, and their selected Champions. The player with the **highest sum of Power tokens and faction Symbols in the Champion wins the Challenge** and takes the Transformation action. Ties break in favor of the defending player. If the tie does not include the defending player, the defending player chooses who wins the Challenge.

All selected Champions are discarded, but the Power tokens used from all players involved remain on the table. **They become Consequence**.

Winning challengers will execute actions during other player's turns. **They will not draw new People cards** right after the challenge or at the end of the current turn.

consequence

All Power tokens used in a Challenge are collected as consequence. After the Transformation action is executed, the winning player must add a Power token on top of either a People or Land tile they just added, moved or interacted with. Then they must add the remaining Power tokens to adjacent tiles - and tiles adjacent to those - until all Power tokens are used up **OR** there are no more valid target. Remaining Power tokens are discarded.

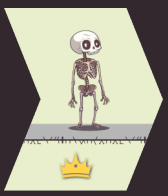
No single tile can receive more than 1 Power token for the same Consequence.

If a tile has 2 tokens on top of it, it is considered **Cursed**. (see Cursed and Blessed tiles in the box above)

CURSED AND BLESSED TILES

If a tile (People or Land) has 2 Power tokens on it, it becomes Cursed—flip it to its light side, but leave the tokens on top.

Cursed tiles can't get more Power tokens, have no color, and don't count for scoring (see Scoring, p.17).





Once both tokens are removed, flip the tile back to its faction side. This is called Blessing the tile.

If the chosen Transformation action is taking a Chaos card, the winning player must collect 4 Power tokens from the Consequence - or as many as available - and put one close to each of the Reward dice, in any given order. Remaining Power tokens are discarded.

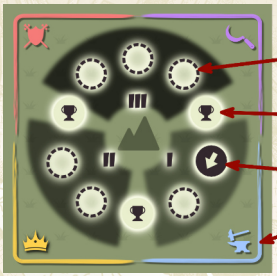
End of Turn

The turn ends after both actions are performed. The active player draws up to 5 cards from the People deck.

Only the active player draws at the end of their turn—even if someone else performed the Transformation. **Challengers do not draw cards.**

End of Round

When all players have finished their turns, move the Era Marker to the next spot on the Era Tracker. If it is a scoring spot, go to Scoring. Otherwise, proceed to the next round.



1. Regular round spot
2. Scoring spot
3. Start / first round spot
4. District corners (see District Aspect on p.23)

The Era tracker

Scoring

Phase 1: Reset & Rank Factions

1. Clear previous Aspect tokens: before scoring begins, remove all Aspect tokens from the Population Row tiles.

2. Determine Dominance: for each Aspect card, identify which faction currently ranks highest. Place the matching Aspect token on the Population Row tile of that faction. If there's a tie, **all tied factions receive the token**. (see Scoring

Aspects, p.22)

Tip: Players don't control factions—they're betting on outcomes through Dominance cards!

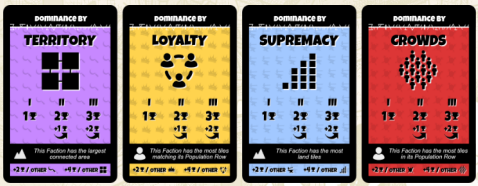


Aspect Scoring cards

PHASE 2: MATCH DOMINANCE CARDS

3. Play Dominance cards: each player may play any number of cards that match a faction + Aspect token currently on the table.

4. Remove unmatched Dominance cards: any cards on the table that do not match any current combination must be discarded (face down on the Dominance deck).



Dominance cards examples

PHASE 3: SCORE POINTS

5. Score newly played cards: each matching Dominance card played this round scores points for the current Era (1–3 points based on Era).

ERAS	I	II	III
POINTS	1	2	3
BONUS		+1	+2

6. Score carry-over cards: matching Dominance cards from previous Eras that are still valid score again—with an **carry-over bonus**.

7. Bonus score: players score bonus points for additional Dominance cards of a given faction and a given Aspect. For example: having 2 Field Dominance cards on the table scores 2 points. In the same way, having 2 Loyalty Dominance cards on the table scores 4 points.

+2 🏆 / OTHER DOMINANCE OF THE SAME FACTION
+4 🏆 / OTHER DOMINANCE OF THE SAME ASPECT

8. Didn't play any Dominance cards in this Scoring? Draw a Chaos card from the deck as compensation.

SCORING EXAMPLE 1



Land tiles are disposed as the image shows at the end of Era I. For each Land Aspect in the game - Territory and Supremacy - we determine which faction is Dominant.

***Territory:** dominance goes to the faction with the largest connected area of Land tiles. Therefore, **Crown** - connected area equals 3 - is Dominant for Territory.*



***Supremacy:** dominance goes to the faction with the highest amount of Land tiles in the city. **Craft** has 4 Land tiles and therefore is Dominant for Territory.*

A player with a Craft Supremacy Dominance card and a Crown Territory Dominance card would score 1 point for each Dominance card and keep them in the table for Era II.

SCORING EXAMPLE 2



At the end of Era II, the People tiles are arranged as shown in the image. There are two People Aspects in play: ***Crowds*** *and* ***Loyalty****.*

For ***Crowds****, the Dominant faction is* ***Crown****, which has the most People tiles (4) in its Population Row.*

For ***Loyalty****, the Dominant faction is* ***Valor****, which has 3 Valor tiles in its own Population Row—more than any other faction.*

A player with the Dominance cards shown in the image scores ***7 points*** *this Era:*

- *The* ***Craft Loyalty*** *card does not match and is discarded.*
- *The newly played* ***Valor Loyalty*** *card scores 2 points.*
- *The* ***Crown Crowds*** *card from Era I scores 2 points, plus 1 point for the* ***carry-over bonus****, for a total of 3 points.*

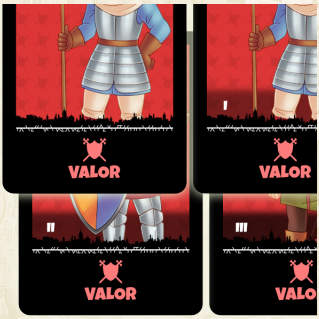


- *Having a second* ***Crown Dominance*** *card gives a* ***2-point bonus*** *for repeated faction.*

End of Era

If Era III just ended, the game is over. Otherwise, prepare for the next Era:

1. Rebuild the People deck: collect all People cards (including from players' hands). Use the base cards plus the cards for the upcoming Era (II or III). Shuffle and deal 5 cards to each player.



Examples of base card and Era I, II and III cards

2. Refresh Dominance cards: shuffle the Dominance deck. Each player may discard any Dominance cards in hand and then draws until they have 2. Set aside discarded cards and shuffle them back in afterwards.

3. Advance the Era Tracker: Move the Era Marker to the first round of the new Era.

4. Assign First Player: give the First Player token to the player with the highest score. If there is a tie, the token stays.

Winning the Game

The game ends after the final scoring at the end of Era III. **The player with the most points is declared the winner**.

If there is a tie, the tied player with the most Dominance cards on the table wins. If the tie remains, the player with the most Power tokens wins. If there is still a tie after that, the tied players share the victory.

Scoring Aspects

Land Aspects

Territory (Basic)

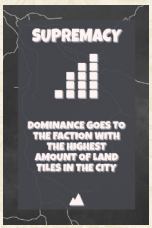


The faction with the biggest contiguous area of Land tiles in the table during the scoring will assert Dominance by Territory.



Valor dominates by Territory

Supremacy (Basic)



The faction with the highest count of Land tiles during the scoring will assert Dominance by Supremacy.



Craft dominates by Supremacy

Alignment (Advanced)



The faction with the longest (vertical or horizontal) line of Land tiles during scoring will assert Dominance by Alignment.



Field dominates by Alignment

DISTRICTS (ADVANCED)



The faction with Land tiles spread through more Districts - the quadrants of the Era Tracker tile - than other factions will assert Dominance by Districts.





Craft dominates by Districts

People Aspects

CROWDS (BASIC)



The faction with the most People tiles - regardless of color - in its Population Row will assert Dominance by Crowds.





Crown dominates by Crowds

LOYALTY (BASIC)



The faction with the most People tiles of its own faction in its Population Row will assert Dominance by Loyalty.





Crown dominates by Loyalty

INFILTRATION (ADVANCED)



The faction with People tiles in more Population Rows - excluding its own - than other factions will assert Dominance by Infiltration.





Craft dominates by Infiltration

DIVERSITY (ADVANCED)



The faction with People tiles from most factions in its own Population Row will assert Dominance by Diversity.





Valor dominates by Diversity

CHAOS CARDS

Chaos cards always present the players a **choice between 2 benefits**. When playing a Chaos card, the player must choose only one benefit.

Players can play a Chaos card at any moment during an Round, even another player's turn, unless the Chaos card specifies otherwise. For example, if the card mentions "At the beginning of your turn", that's when that card can be played. A Chaos card can't be played during the execution of another Chaos card or during the Scoring phase.

THANKS FOR PLAYING HAVOCVILLE

ACKNOWLEDGMENTS

This game would never come to be if it wasn't for all the support, hard work and love of our amazing friends and family: Leslie Quintanilla, Marcela Santos, Erika Saadi, João Capucho, Andrei Sousa, Yurick Hauschild, Emma Rudstam, Ilá Coimbra, Gustavo Maia, Mariana Ferreira, Marcelo Oikawa, Renan Carvalho, Vanessa Guedes, Victor Arias, Karina Guzzo, Fernando La Gamba e Márcia Andrade. Thank you so much for all you did for us and Havocville!

Game Profile

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Manufactured by: Hopes Game Manufacturer

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Player Turn

Each turn, a player must take 2 actions, in this order:

1. Creation action (top row of the Action Board)
    - Choose an action and gain the bonus (Reward die + token)
    - Reveal a People card to perform the action
    - Add new Land or People tiles to the board
2. Transformation action (bottom row of the Action Board)
    - Other players may Challenge before this action
    - Reveal a People card and perform the action, or draw a Chaos card
    - Move existing tiles or Power tokens — no new tiles added

After both actions, draw from the People deck until you have 5 cards.

Challengers do not draw new cards at the end of someone else's turn.

End of Era

1. Build a new People deck with base + next Era cards. Deal 5 to each player.
2. Players may discard Dominance cards, then draw back to 2.
3. Advance the Era Marker to the first space of the new Era.
4. The player with the highest score becomes First Player.

Challenge

1. Before a Transformation action, any player may Challenge.
2. Each duelist secretly selects a People card and Power tokens.
3. Reveal cards and totals. Highest total wins (ties favor the defender).
4. Winner performs the action. All used Power tokens are placed as Consequence.
5. Challengers do not draw new cards after the turn.

Scoring

1. Clear previous Aspect tokens.
2. Determine Dominance for each Aspect and place tokens.
3. Play matching Dominance cards from hand.
4. Discard unmatched Dominance cards from the table.
5. Score new Dominance cards (based on current Era).
6. Score carried-over cards (Era value + bonus).
7. Score bonus points:
    - +2 for extra cards of the same faction
    - +4 for extra cards of the same Aspect
8. If you didn't play any Dominance cards, draw 1 Chaos card.