

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

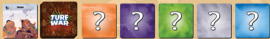
1. Give each player a **HOME**, a **GARAGE**, a **PIGGY BANK**, and a **Yard** (3×3 grid of **DIRT**).




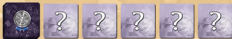
2. Give each player a **RAKE**, a **TOOLBOX**, and a **WATERING CAN** as their starting hand.



3. Shuffle the Store Deck, and put the top 5 cards face-up next to it to form the **Store**. Put **TRASH** nearby.








4. Shuffle the Neighbor Deck, and put the top 5 cards face-up next to it as 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.)
 - ▶ If you went 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 a card from your hand.
- ▶ You may sway a .


AWAY

- ▶ You may work (gain .
- ▶ You may buy a card from the Store.


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

The player who most recently did yardwork 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 face-down in your **GARAGE**.

3. Restock the Store. (Reveal the top card of the Store Deck and then add it to the Store.)




▶ Whenever a card leaves the Store, restock until the Store has 5 cards in it again.

▶ When you reveal an  **EVENT**, do its action.


TRASHING CARDS




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

PLAYING CARDS


1. Put the card face-up on top of any  **PILE** that has more  **PLACES** than cards. (Don't count the  as a card).




▶ Only play a card in another Yard if the owner's  **AWAY**.

▶ Ignore  when playing  **PESTS** or  **TOOLS**.







2. The owner of the Yard where the card was played does any  **PLAY** action on the card.

3. Pick up any  **TOOLS** that you played and put them into your **GARAGE**, face-down.

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  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



Yard 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...