

# THE NEIGHBORHOOD

A 12ish minute game for 2 players

Many summers ago in The Neighborhood, the kids on either side of the street declared war on each other. Not understanding what war really is, they decided to do what they were good at: comparing each other with arbitrary traits until one side was defeated!

Goal: Defeat the other side of the street - your opponent - by recruiting **7 Characters** onto your side!



Setup:

1. Players, try to sit next to each other if possible!
2. Place all 18 Characters **Profile-Up** (the side without traits) in front of the two players. The kids call this area the **Sidelines**, apparently. Cute.
3. Before the game begins, each player picks 4 Characters from the Sidelines for their hand.
  - a. Not sure who to pick? Don't worry about it! Just go with who seems interesting or funny to you.
  - b. You can view your Characters' Traits, but **keep the Traits secret!**
  - c. Play rock-paper-scissors (no shoot) to see who picks 1 first. Then the other player picks 1, then the other player... and so on.

## Gameplay:

1. This war is split up into a series of Battles.
  - a. See 'Battle Turn Order' for further notes. Ooh, rules foreshadowing...
2. The winner of a Battle can **Recruit 1 Character** from the Sidelines!
3. Keep Battling until one player's team has grown into a **7 Kid Army!** That team has won the game and won the war!

## Battle Turn Order

1. Draw **3 Trait Cards** from the deck at the top of the board and place them side by side, face up.
2. Choose **up to 2 Characters** from your hand to 'fight' in this Battle!
  - a. Place the Characters on the table, **Profile-Up**
3. Don't have any Characters that you like? **Before choosing your cards,** you can **Trade 1 Character from your hand** for a Character in the Sidelines!
  - a. 'Wait, I can't see the specific traits of Sidelined Characters!' you exclaim. Ah, but you **can see their name and picture!**
  - b. Be sure to leave your original Character **Profile Up** in the Sidelines!
4. When both Players have chosen their Characters, flip them **Traits Up!**
5. Add up the total Traits for each Character that also appear on this round's Trait Card. The player with the most Traits wins the Battle!
  - a. Ties go to the player with fewer Characters. Have an equal number of Characters? Uh.... just pretend the round didn't happen!
6. The losing player, if they want, can **Steal** 1 of the opponent's Characters!
  - a. Choose a character from your hand and a character from their hand, then SWAP THEM! **Your opponent is powerless to stop you!**
7. Now, the winning player - the player with the highest total score - can **Recruit** 1 additional Character from the Sidelines to add to their team!
8. Place the Battle's Trait Cards in a discard pile, somewhere off to the side
  - a. If the pile fills up, shuffle them back together and start again!