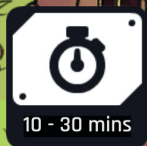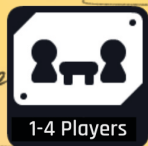# Panchayat

1-4 Players | 14+ | 10 - 30 mins

## BACKGROUND

In olden times, a group of five village elders called the Panch ('five' in Sanskrit) governed villages in India. This gave rise to the word Panchayat, meaning 'the rule of the five'.

As a leader of the Panchayat, take command and turn a barren piece of land into a thriving village. Will you succeed in making your Panchayat flourish?

## AIM OF THE GAME

In Panchayat, players race to make their village the best by winning the most Victory Points. In order to do this, they will place buildings in their village in the right place and at the right time and earn bonus points.
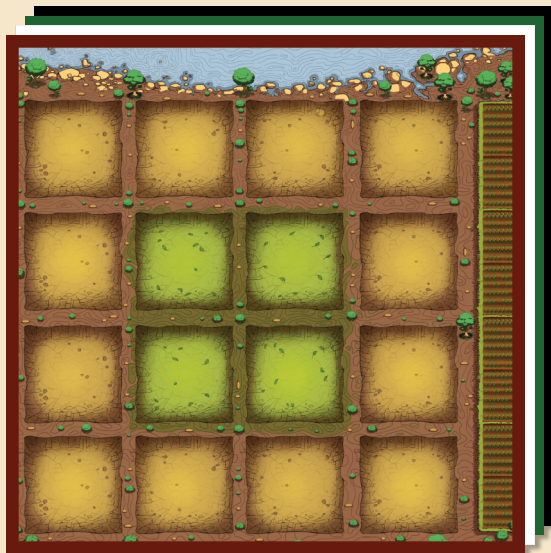
4 Village Boards



1 Score Board



72 Building Tiles



20 Adjacency Bonus Tiles



4 Reference Cards



5 Solo Objective & 5 Zamindar Discards Tiles (for Solo mode only)



18 End Game Bonus Tiles



12 Placement Bonus Tiles



4 VP Tokens



4 Player Markers

# KEY CONCEPT

Panchayat has 18 different Buildings, classified into 1 of the 5 Building Types: General, Commercial 🏛, Industrial 🏭 Residential 🏠 and Utility 🏘.



Victory Points (VP)

Building Name

Building Type

Bonus Effect

2

## SETUP

1. Shuffle all the Building Tiles and place them forming a face-down Deck.

> When playing a 2-Player or a Solo game, refer to the respective sections for details of the setup .

2. Take the top 3 Building Tiles and place them face up in a row. Allocate space for 2 more tiles to be placed below this row. This will be referred to as the Old Buildings.

3. Allocate space for another row of 3 cards to be placed above the Old Buildings. This will be referred to as the New Buildings. Allocate some space for Discard pile .

4. Place the Score Board and the VP Tokens near the Building Tiles Deck.

5. Shuffle the End Game Bonus Tiles and choose 4 Tiles at random and place them face up near the Building Tiles Deck.

**EVERY PLAYER RECEIVES:**

6. 1 Village Board,

7. 1 Reference Card, kept near their Village Board,

8. 1 Player Marker, placed on the 0 spot of the Victory Point (VP) track of the Score Board,

9. 1 Adjacency Bonus and Placement Bonus Tiles at random, placed face up on 2 separate squares of their choice on their Village Board.

10. The player who most recently visited a village is the first player.

**1**

Panchayat

Discard

**8**

**4** 50

**6**

**9** For every Building near river. **1**  Build here **2**

**7**

**3** New Buildings

**2** FLOUR MILL  POTTERY  HOUSES

Old Buildings

**5** HOUSE & TEMPLE — HOUSE & FLOWER STALL — SCHOOL & TEMPLE — TEA SHOP & RESTAURANT

4

# GAMEPLAY

The game of Panchayat lasts eight rounds. In each round, starting with the first player and moving clockwise, each player must take three separate actions in order: Collect Building Tiles, Place Building Tiles, and Score Victory Points.

## COLLECT BUILDING TILES

**1** Take the top 3 Building Tiles from the **Deck** and place them face up in the space allocated for the **New Buildings**.

**2** From the 6 visible Building Tiles collect any 2 Tiles. You can take either:
i) any tile from the **New Buildings**,
ii) any top tile (completely visible) from the **Old Buildings**,
If your first pick is the top tile of any **Old Buildings** columns, you can pick the next visible tile from that column as your second pick.



1 — FLOWER STALL  +2 Temple
2 — GRANARY  +1 Farm
3 — WELL  +2 House & -1 River

> Some Utility tiles change the number or location of Building Tiles you can collect. Refer to the Utility Tiles section on pg. 11.



3 — STATUE
4 — SCHOOL  +2 Pandit House
5 — TEMPLE  +1 if in Village Center & -1 Industry
2 — POST OFFICE
6 — RESTAURANT  +1 Statue
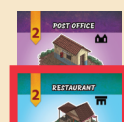
If Ron takes School (4) or Restaurant (6) as their first tile, they can take Statue or Post Office as their second tile.

**3** Place the remaining **New Building** Tiles in any of the columns in the **Old Buildings**, such that 3 columns are present in the **Old Buildings**. Place the Building Tiles so that the building name and victory points are visible.
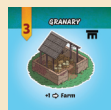


Ron takes the Temple & Well Tiles from here.
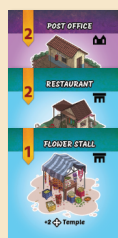
Ron stacks the Granary and the Flower Stall Tiles so that 3 Building Tile columns are visible.

If you wish to place a Building Tile in a column that already contains 3 Building Tiles, move all the 3 Building Tiles to the Discard pile (face up) and then place the Building Tile in that column.
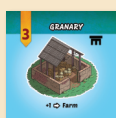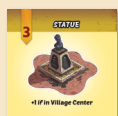
During a later turn, Ron wishes to place the Quarry in the right-most column of Building Tiles.
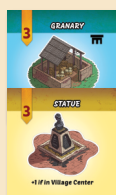
Ron moves the 3 Building Tiles from that column to the discard pile, then places the Quarry in that column. They also place the Statue in another column.

If the Building Tiles Deck runs out, shuffle the Tiles from the Discard pile and create a new Deck.

The Post Office Building Tile allows you to select Tiles from the Discard pile. Refer to the Utility Tiles on pg. 12 for more details.

# PLACE BUILDING TILES



**1** Place the 2 chosen Building Tiles on any 2 squares on the Village Board that do not have a Building Tile. You may place it on top of an Adjacency or Placement Bonus Tile.

**2** If a Building Tile is placed on an Adjacency or Placement Bonus Tile, remember to add the corresponding points shown on the Bonus Tile.

Remove the Bonus Tile from the Village Board and keep it face down.

> The Railway Station Building Tile allows you to move a Building Tile on your Village Board. Refer to the Utility Tiles on pg. 7 for more details.

Ron places the Well and the Temple Building Tiles on their Village Board.

# SCORE VICTORY POINTS



**1** Move the Player Marker on the Score Board according to the Victory Points earned in the round. The Victory Points are shown on the top left of the Building Tile. In addition, some Building Tiles earn bonus Victory Points based on their location and the timing of the placement.

If the Victory Points cross 49, take a VP Token and continue moving the Player Marker forward from 0. If the Victory Points cross 99, then flip the VP Token to show 100 and continue moving the Player Marker forward from 0. At the end of the game, add the VP to your score on the VP track.

Ron earns 5 Victory Points : 4 for the Temple and 1 for the Well.

**Building Tiles can have different scoring bonuses.**

## Adjacent to Other Buildings

Some Building Tiles (e.g. Pandit House) earn or lose Victory Points for each near (orthogonally adjacent) Building Tile based on the condition mentioned on the Tile.

> Remember to check the condition for Building Tiles that were placed in earlier rounds and score Victory Points for them.

## Natural Landscapes
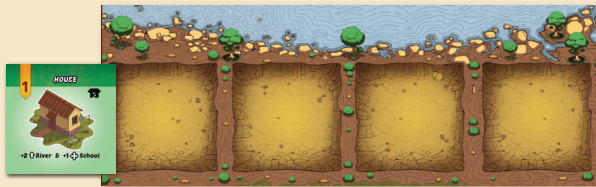
**Tiles near River** - Earn points if they are placed in any of the 4 squares in the top-most row of the Village Board.

**Tiles in The Village Center** - Earn points if they are placed in any of the 4 squares in the center (in green color) of the Village Board.

**Tiles near Farm** - Earn points if they are placed in any of the 4 squares in the right-most column of the Village Board.
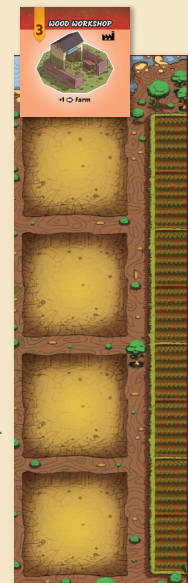
## Placement Bonus Tile

Placing the right type of Building Tile on a Placement Bonus Tile earns 2 additional Victory Points.

For example: Placing any industrial Building Tile on the Placement Bonus Tile shown to the right.
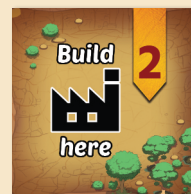
## Adjacency Bonus Tile

Placing a Building Tile on an Adjacency Bonus Tile earns 1 additional Victory Point for every Building Tile that meets the condition on the Bonus Tile.

Note: This includes the Building Tile that is placed on the Adjacency Bonus Tile.

Placing a Building Tile on the Bonus Tile now would earn 3 additional Victory Points
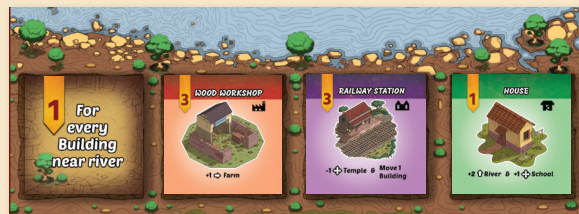
Placing a Building Tile on the Bonus Tile now would earn 4 additional Victory Points

# END OF THE GAME

The game ends after all players have completed 8 rounds. All Village Boards should have 16 Building Tiles placed on them. Players check the end-game scoring and decide the winner.

# END GAME SCORING

After all players have completed 8 rounds players check for 3 additional ways to increase their Victory Points:

## 1. Most Cowsheds

The player who has placed the most Cowsheds on their Village Board will earn 10 Victory Points. In case of a tie, all tied players will earn 10 Victory Points each.

## 2. End Game Bonus Tiles

If a player has the largest number of Building Tiles mentioned on an End Game Bonus Tile, they earn 5 Victory Points. The players must have at least 1 of each of the Building Tile mentioned on the End Game Bonus Tile. In case of a tie, all tied players will earn 5 Victory Points each.

## 3. Groups of the same Type

All players earn 2 Victory Points for each Building Tile in the largest group of Commercial, Industrial, Utility and Residential Building Tiles. A Building Tile is considered to be in a group if it is orthogonally adjacent to another Building Tile of the same type.

Note: Players earn points for groups of all 4 Building Tiles types. The General Building Type is not considered for end game scoring.



Ron's Village has 3 Residential Buildings, 5 Commercial Buildings, 1 Utility and 2 Industrial Buildings in groups. Hence, Ron earns 6, 10, 2 and 4 Victory Points for a total of 22 Victory Points.

The Pottery does not earn extra points since the largest Industrial group has 2 buildings (Quarry & Wood Workshop).

The General Tiles are not considered for End Game scoring.

The player with the most Victory Points is declared the winner. In case of a tie, the player with the largest group of Building Tiles of any type is declared the winner.

## UTILITY TILES

All Utility type Building Tiles give a bonus action once placed on the Village Board.

### Post Office

During the Choose Building Tiles phase you may choose the top-most Building Tile from the Discard pile. You can also choose the new Building Tile revealed on the Discard pile as your second Tile.

This is an ongoing ability and can be used throughout the game.

| | | |
|---|---|---|
| **FLOWER STALL** 1 · +2 ⟷ Temple | **GRANARY** 3 · +1 ⟷ Farm | **WELL** 1 · +2 ⟷ House & -1 ⟷ River |
| **1** | **2** | **3** |

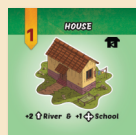| | | |
|---|---|---|
| **STATUE** 3 / **SCHOOL** 1 · +2 ⟷ Pandit House | **TEMPLE** 3 · +1 if in Village Center & -1 ⟷ Industry | **POST OFFICE** 2 / **RESTAURANT** 2 · +1 ⟷ Statue |
| **4** | **5** | **6** |

**HOUSE** 1 · +2 ⟷ River & +1 ⟷ School

**7**

## Railway Station

During the Place Building Tiles phase you can move one Building Tile on your Village Board to an empty square.

The Building Tile that is moved does not score or lose any additional points when it is placed in a new square. Any points that were earned by this Building Tile in previous rounds are not lost.

This is a one-time ability and can be used only once during the game. Rotate the Railway Station Tile by 90 degrees to indicate that you have used the ability.
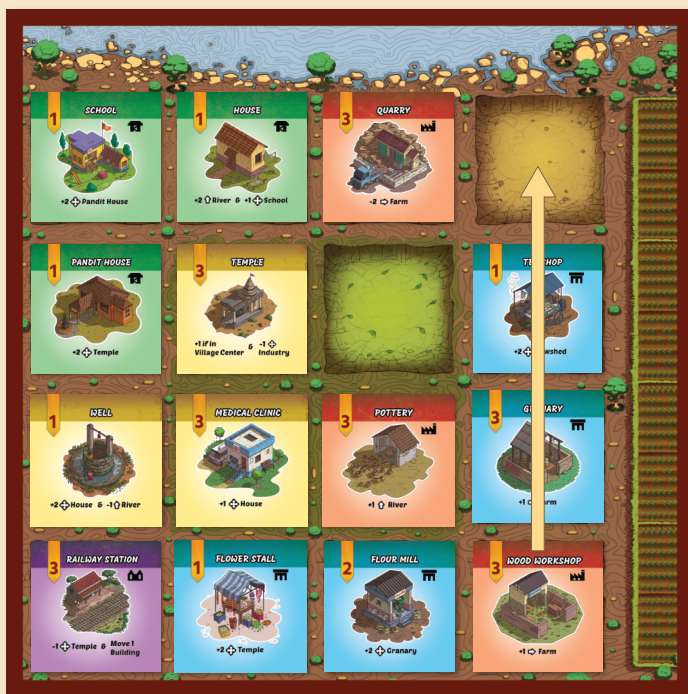


Ron uses the ability of the Railway Station to move the Wood Workshop to the top.



Ron rotates the Railway Station to indicate that they used its abilities.

## Police Station

During the Choose Building Tiles phase you may choose one more Building Tile and reserve it. Place the extra Building Tile near your Player Board. During any future turns, you will choose only one Building Tile. You can then place the reserved Building Tile on your Player Board. The reserved Building Tile will score points as normal.

This is a one-time ability and can be used only once during the game. Rotate the Police Station Tile by 90 degrees to indicate that you have used the ability.



Ron uses the ability of the Police Station to take three Building Tiles. They place two of them and reserve the Tea Shop for later. They rotate the Police Station. In a future turn, they can place the Tea Shop and score points.

## Bus Stop

Any time during your turn, you can remove one Building Tile from your Village Board and place an available Building Tile on that square. The removed Building Tile should be placed in the discard pile.

Replacing a Building Tile does not change the points gained.

This is a one-time ability and can be used only once during the game. Rotate the Bus Stop Tile by 90 degrees to indicate that you have used the ability.
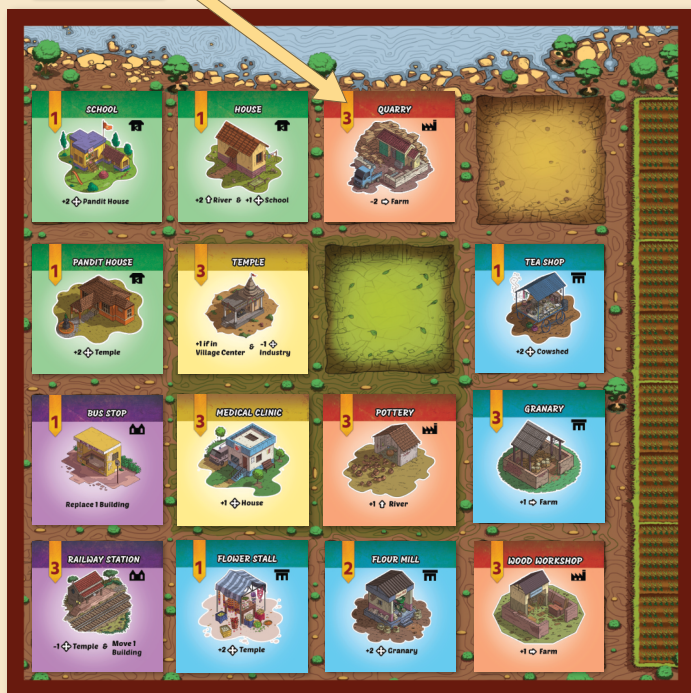


Ron uses the ability of the Bus Stop to replace the Quarry with the House.

Ron rotates the Bus Stop to indicate that they used its ability. The Quarry is placed in the discard pile.

## 2-PLAYER MODE

In a 2-player game, remove the following Building Tiles during the game setup and play the game as normal:
- 3x Cowshed & House
- 2x Temple, Granary, Pandit House, School, Pottery, Quarry & Wood Workshop
- 1x Medical Clinic, Well, Statue, Post Office & Railway Station

The backs of the Building Tiles will have two red dots ● to indicate that they are to be included in a 2-player game.

## SOLO MODE

In the solo game, you play against the Zamindar, an imaginary opponent, who wants to thwart your plans.

## SETUP

1. Remove all Tea Shop and Cowshed Building Tiles. Additionally, remove the below Tiles:
   - 3x House, 2x Temple, Granary, Pandit House, School, Pottery, Quarry & Wood Workshop
   - 1x Medical Clinic, Well, Statue, Post Office, Railway Station, Restaurant, Police Station & Bus Stop

   The backs of the Building Tiles will have one red dot ● to indicate that they are to be included in a solo game.

2. Shuffle the remaining Building Tiles and place the Tiles forming a face-down Deck. Take the top 3 Building Tiles and place them face up in a row, referred to as the Old Buildings. Allocate some space for 3 Building Tiles to be placed above the Old Buildings. This will be referred to as the New Buildings. Allocate some place for the Discard pile .

3. Place the Score Board near the Building Tiles Deck and place the Player Marker on the 0 spot of the Victory Point (VP track) of the Score Board.

4. Take any one Village Board and Reference Card. (Steps 2 - 4 are similar to the multiplayer setup.)

5. Choose a scenario from the list of Solo Scenarios. Take the Solo Tile and the Zamindar Discards Tile corresponding to the scenario and place them face up near you.

   If this is your first Solo Mode, it is recommended to start with the Scenario 1 - A New Beginning.

# GAMEPLAY

You must take three separate actions in order: Collect Building Tiles, Place Building Tiles, and Score Victory Points. The three actions are played similarly to the multiplayer gameplay. After you play your turn, you must take action on behalf of the Zamindar.

The game ends after you complete the three actions of your eight round.

# RULES FOR ZAMINDAR'S ACTIONS

The Zamindar aims to prevent you from achieving your objectives. Their actions are to move Building Tiles to the Discard pile whenever possible.

The actions that you must take on behalf of the Zamindar are:

1. Take the top 3 Building Tiles from the Deck and place them face up in the space allocated for the New Buildings.

2. Discard two Building Tiles in the below order:
   I. A Building Tile mentioned in the Zamindar Discards (if available as part of the New Buildings or the top Tile from the Old Buildings),
   II. The left-most Tile from the remaining New Buildings. If no other Tile was discarded, then discard the two left-most Building Tiles from the New Building Tiles.

3. Move the left-most Building Tile from the New Buildings to the Old Buildings in the following priority:
   A. Vacant column,
   B. The column with maximum Tiles. In case of a tie, choose the left-most column.

4. Place any remaining New Building Tiles in a column that is to the right of the recently placed Building Tile. If the recently placed Building Tile was in the third column, place the Building Tile in the first column.

In Scenario 1, since the School is listed above the Granary and Temple on the Zamindar Discards' Tile, discard the School.



Discard the Flower Stall as it is the left-most Building Tile in the New Buildings.



Move the Granary from the top row to the last column of the Old Buildings. Move the Well to the first column of the Old Buildings.

# SOLO SCENARIOS

## Scenario 1 - A New Beginning

A new family would love to settle in your village. The man works at the granary, the woman visits the temple regularly and their children attend school.

### Goal

A House, School, Granary and Temple adjacent to each other and finish with a score of 80 or above. Note: At least one building should be adjacent to two other buildings.

### Zamindar Discards

Temple, Granary. House, School

## Scenario 2 - Village Center

The center of the village is like its heart. People gather there on a regularly to chat and eat.

### Goal

At least 1 Statue and 1 Restaurant in the village center. Finish with a score of 80 or above.

### Zamindar Discards

Restaurant, Statue, Flour Mill, Pottery

## Scenario 3 - Commercial Boom

Your village has attracted the attention of a rich businesswoman. She would like to see developed commercial spaces.

### Goal

At least 5 Commercial buildings and at least 3 Houses, each House adjacent to at least 1 unique Commercial building. Finish with a score of 80 or above.

### Zamindar Discards

Flour Mill, Flower Stall, Restaurant, Granary

## Scenario 4 - Industrial Impact

The village is focussed on industries.

### Goal

At least 3 unique Industry buildings. A Commercial building adjacent to each Industry building. Each Commercial building counts only once. Finish with a score of 86 or above.

### Zamindar Discards

Pottery, Quarry, Wood Workshop, Granary

## Scenario 5 - Green Revolution

The village elders are looking for a green village. Industries are now forbidden from being built in the village.

### Goal

At least 2 Houses and no Industry buildings. Finish with a score of 86 and

### Zamindar Discards

House, Granary, Temple, Medical Clinic

Do visit our website
https://kheogames.com
for additional scenarios.

# Panchayat

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