

STASH SETUP & GAMEPLAY GUIDE

THE STORY

The foreboding bellow of a horn echoes across the town, as the townsfolk flee to the hills. The village is left unguarded, and raiders are on their way to pillage and plunder the loot! You are the villain of this story. But be careful, you're not the only one. Play your cards right and take home the biggest stash!

THE BASICS

To win, you must accumulate the most points of Loot in your Hoard by the end of the game. Loot is accrued by raiding the Village, and placing it into a Chest. Chests can be burned or stolen by other players and must be stashed into your Hoard to protect it.

SETUP

1. Shuffle the Villain cards face down, and players randomly choose one each. Unselected Villain cards are placed aside.
2. Each player secretly looks at their Villain's identity and keeps it hidden from other players, face down.
3. Remove the Reminder cards and shuffle the remainder of the deck (called "The Village"). Deal each player 3 cards into their hand.
4. The player with the most valuable item on their person takes the first turn. The definition of "valuable" may be open to interpretation. Alternatively, if no consensus is reached, the youngest player may start.

TURN STEPS

1. On their turn, a player must choose to either:
 - a. "Raid" - Draw one card from the Village, and then play a card from their hand, OR
 - b. "Reveal" - Turn their hidden Villain card right-side-up and play that card instead.Players may only play one card per turn. The played card is placed face-up into a single pile called a "Chest" directly in front of that player.
2. After each card is played, the turn passes clockwise to the next player. See the reverse of this sheet to learn about card types.
3. Play continues even after there are no cards left in The Village. The game ends once there are no cards remaining in any players' hands.

SCORING

The game ends when all cards have been played from players' hands. Each player sums the value of the stashed Loot cards in their Hoard. Action cards do not contribute to a player's score. If a player did not reveal their Villain card, that player adds 3 points to their score.

CARD PLACEMENT

The Village and Burn Piles must be in the centre of the table, within reach of all players.

A player's Chest is a face up pile in front of the player, and can be interacted with by all players until it has been stashed. Interaction is done using Action cards (see overleaf). Stashed Chests are placed in a safe zone to the right of the player, this is their "Hoard."

The Villain card remains hidden face down to the left of the player until it is revealed.

Players should take care to hide the value of all played cards, with only the top-most card revealed in any pile.

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Watch the video tutorial instead!



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THE VILLAGE



BURN PILE



PLAYER'S CHEST



PLAYER'S HAND



PLAYER'S HOARD



VILLAIN CARD



TURN OVER FOR
<< CARD TYPES

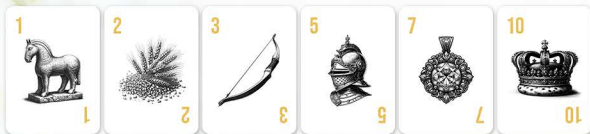
CARD TYPE GUIDE

There are three different card types. Loot cards, Villain cards and Action Cards.

Some cards will add to a player's score, whilst other allow them to perform an action instead.

Two reminder cards with card distributions are also included (not pictured); remove these cards during setup.

LOOT CARDS



x8

x7

x6

x5

x3

x1

Once stashed into the Hoard, the value printed on each card adds to the player's overall score.

VILLAIN CARDS



x1

x1

x1

x1

These can be revealed and played as their matching action.

If not revealed before the end of the game, each is worth 3 points.

ACTION CARDS



x9

x3

x3

x3

These allow players to perform an action.

They do not directly contribute to the player's overall score.

STASH: Protect your loot.

Players must play a STASH card into their Chest to protect their Loot from other players and add to their overall score.

After playing a STASH card into their Chest, that player moves all cards from the Chest into a safe zone called their "Hoard".

A stashed Chest in the Hoard is considered safely removed from play and can no longer be interacted with by other players.

STEAL: Steal some loot.

After playing a STEAL card, that player chooses an opponent's Chest and takes all the cards from it.

They add those cards into their own Chest. Until that Chest is stashed into the Hoard, it is still vulnerable to other players' actions.

TRADE: Trade your hand.

After playing a TRADE card, that player chooses up to three cards in their hand. If the player has no cards in their hand, they choose zero.

Without looking, they choose the same number of cards from another player's hand, and exchanges the chosen cards for their own.

Both players must keep the identity of the traded cards secret.

BURN: Destroy some loot.

After playing a BURN card, that player chooses any Chest and places it face-up next to The Village.

This is the "Burn Pile". Players cannot interact with the Burn Pile. Players can choose to burn their own Chest.

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