



RULE BOOK

A Note From The Designer

Pariahs uses game mechanics that you're probably familiar with (deck building, worker placement, and a bit of area control), but it presents those ideas purely with cards, and probably in some ways that may not feel familiar (for instance: each player has their own pool to build their deck from, and a player's cards serve multiple duties - from being their actual workers, to being placed in different places, in different ways, to represent multiple things in the game).

In **Pariahs**, cards are used for **everything**, this includes representing zones, spaces, or areas that you would likely find on a game board in another game utilizing a similar set of mechanics.

The **Location Cards** and **Station Cards** are physically "cards," and they are referred to as such in the **SET UP** and **THE CARDS** sections of this rule book. However, outside of those sections of these rules, and most importantly, when mentioned in in-game text, they're never referred to as "cards." Instead, they're referred to as the places and spaces they represent in-game.

The bulk of this rule book's contents focus on explaining what the various cards represent and do within the context of this game. **THE CARDS** section of the rules offers a lot of information on how the cards interact and are used (most of the game's rules can be found on the cards themselves). The **PLAYING PARIAS** section of the rules uses the information presented in the **THE CARDS** section, and shows the structure and flow of the game. This rule book exists to explain how the game works. It does not explain how to make the right choices or excel at the game; that is for you, the player, to discover. When in doubt, do what the card says, in the order presented.

Thank you for playing **Pariahs**. I hope you enjoy this game as much as I enjoyed creating it.

John Clowdus / Small Box Games

PARIAHS - 2 Players | 45-60 Minutes

In your planet's far future, you seek support to become your Society's **Pariah** (*one sent out to form a new Society with other Pariahs*). But, you're not the only one who wishes to become the Pariah.

PARIAHS is a deck building, worker placement, area control game of multi-use cards.

Players will play cards from their personally crafted deck to the Locations to use effects, gain additional cards for their deck, get Devotees, earn Converts, and attempt to have the most Influence at the Locations; with the ultimate goal of securing Support.

After 6 rounds, the player with the most **Support** wins and becomes the Pariah.

The goal of the game is to have the most Support when the game ends.

For a how to play video, please visit: smallboxgames.com/pariahs

Yellow Player Contents

48 Yellow Follower Cards
1 Yellow Reference Card
5 Yellow Station Cards:
 Yellow Support Card
 Yellow Your Deck Card
 Yellow Devotees Card
 Yellow Converts Card
 Yellow Supplicant Deck Card

Blue Player Contents

48 Blue Follower Cards
1 Blue Reference Card
5 Blue Station Cards:
 Blue Support Card
 Blue Your Deck Card
 Blue Devotees Card
 Blue Converts Card
 Blue Supplicant Deck Card

Other Contents

2 The Well Location Cards
2 The Stage Location Cards
2 The Hall Location Cards
2 The Circle Location Cards
1 Initiative Deck Card

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SET UP

Players are encouraged to sit next to each other. Separate the cards using the Contents list.

Place the **8 Location Cards** in a row in the middle of the play area between the players, ensuring that Locations of the same name are placed next to each other.

Place the **Initiative Deck Card** in the area above the Location cards.

Players choose a **Color** and take all of the cards of their Color (*these contents are identical aside from their indicating Color & illustrations*). Each player places their **Support Card** above the Location Cards on their side of the play area. This will be their **Color** for the entire game.

Each player places their **Your Deck Card**, **Converts Card**, **Devotees Card**, and **Supplicant Deck Card** in a row in their play area. Each player's **Reference Card** can be placed anywhere convenient for the player to access.

Then, each player takes their **48 Follower Cards** and removes the 12 cards of *Class 1 (indicated by the lines in the top corner)*. Each player shuffles their 12 Class 1 Follower Cards together and then randomly chooses 3 of these cards and places them face down under the **Initiative Deck Card**. Each player places the remaining 9 Class 1 cards in a face down deck on their **Your Deck Card**, forming their starting deck.

Next, each player shuffles their remaining 36 Follower Cards and places them in a face down deck on their **Supplicant Deck Card**, and then places the top 3 cards of their Supplicant Deck to the side of their Supplicant Deck face up, forming their **Supplicants**.

Finally, the 6 Follower Cards that were placed under the **Initiative Deck Card** are randomized, forming the **Initiative Deck**, and the game begins.

SET UP DIAGRAM



There should be 6 Follower Cards (3 of each Color) in the Initiative Deck beneath the **Initiative Deck Card**, and each player should have a starting deck of 9 Follower Cards on their **Your Deck Card** (these cards should all be Class 1). Each player's remaining Follower Cards should be on their **Supportant Deck Card**, with the top 3 cards being revealed, showing their **Supportants**.

THE CARDS

There are several different types of Cards in **Pariahs**.

Follower Cards (48 Blue & 48 Yellow)

Follower Cards represent the people in the game's Society. Each Follower Card is either **Yellow** or **Blue** (indicated by the card back and *Color Icon* in the card's top corner), belongs to 1 of the 4 **Classes** (indicated by the number of lines below the card's Color Icon) and has an **Influence Value** (indicated by the number in the card's Color Icon). Finally, each card has an **Ability**.

Each player begins the game with a deck of 9 Class 1 Follower Cards of their Color. Over the course of the game, players will gain new cards for their deck.

Follower Cards are multi-use, and are placed a variety of ways for various effects, and to track different things (this is covered later in the rules).

Follower Cards of a player's Color are *their* Follower Cards. Follower Cards of the other player's Color are *opposing* Follower Cards.

There is no discarding. There are no discard piles. Players may not look at face down cards

Throughout these rules, and in in-game text, if "card" is ever referenced, it is always referring to Follower Cards, unless otherwise stated. Additionally, Follower Cards are the only cards that are ever drawn, placed, or otherwise moved.

INFLUENCE
& COLOR

CLASS

ABILITY



Location Cards (8 Location Cards)

Location Cards represent important Locations in the world of **Pariahs**. Each Location Card has a **Name**, **Influence Value**, a **space**, and an **Effect**. These cards are stationary and never move. Later in these rules, and in in-game text, these cards are simply referred to as **Locations**.

There are 8 Locations (**The Well**, **The Hall**, **The Circle**, and **The Stage**). While each Location is unique, each shares a **Name** with another Location. Each Location has a **space** where players can place cards, granting Influence and Effects. A card in a Location's space is referred to as "**placed**."

There can **never** be more than 1 card at a single Location.

There can **never** be more than 1 card of the same Color at 2 Location of the same name.

*Example: There can never be a Blue Follower at both of **The Well** Locations.*



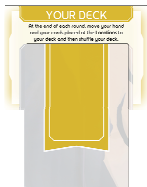
This reminder icon is found on Locations where the Location's effect allows the player to use their placed card's Ability.



These 2 Location Cards are both named **The Hall**. While each offers unique Effects, 2 cards of the same Color can never occupy the spaces of the 2 **The Hall** Locations at the same time.

Station Cards (5 Different Cards, 2 Copies Each)

The **Station Cards** (***Your Deck**, **Devotees**, **Converts**, **Supplicant Deck**, and **Support Cards***) represent different areas where cards will be put throughout the game, in various ways, to track things during the game. Each of these Station Cards are stationary and are never moved. Each player has a set of these 5 Station Cards in their Color.



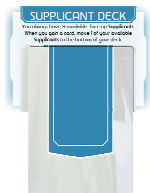
A player's **Your Deck Card** denotes where a player's deck is and offers a space to place their deck of cards in their Color. Throughout the game players will draw cards, and add cards to, their own deck. The cards in a player's deck are **always** of their Color.

A player's **Supplicant Deck Card** denotes their deck of potential **Supplicants** (*the 3 face up cards available to the player to add to their deck*).

The cards in the Supplicant Deck are always face down. However, the player always has 3 face up cards supplied from their Supplicant Deck to the side of their Supplicant deck, forming their **Supplicants**. If a card is ever removed from a player's Supplicants, for any reason, it is immediately replaced by the top card of the player's Supplicant Deck.

Important Game Terminology: Gain When a player is directed to “*gain x card(s)*,” they move x of their Supplicants to the bottom of their deck.

Important Game Terminology: Shun When a player is directed to “*shun x card(s)*,” the indicated card(s) are moved to bottom of the Supplicant Deck of the card(s)' Color.



Initiative Deck Card

The **Initiative Deck Card** denotes the **Initiative Deck**. At the start of the game, the Initiative Deck is seeded with 6 random Class 1 cards (3 Yellow and 3 Blue), which are shuffled together, and used to determine who takes the first turn each round. It also reminds players to draw their 5 cards at the beginning of each round.

PLAYING PARIAHs

Pariahs is played over 6 rounds. Each round, players will alternate taking turns. When the round ends, players secure Support several ways. At the end of 6 rounds, the game ends, players secure Support for the cards in their decks, and the player with the most Support wins.

Playing Pariahs - Rounds

Pariahs is played over 6 rounds.

At the beginning of each round, several things happen in the following order: each player draws 5 cards from their deck and then the bottom card of the Initiative Deck is revealed.

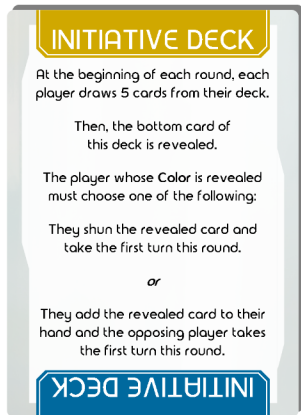
The player whose **Color** is revealed from the Initiative Deck **must** choose one of the following:

They shun the revealed card and take the first turn this round.

OR

They add the revealed card to their hand and the opposing player takes the first turn this round.

Note that each player will be given this choice 3 times over the course of the game, but the order in which they'll make that choice will be randomized each game.



Playing Pariahs - Player Turns

When a player takes a turn, they place 1 card from their hand face up on a **Location's** space and follow its Effect in the order presented. A card in a Location's space is referred to as "**placed**."

A player can never place a card at a Location where a card is currently placed.

A player can never place a card at a Location if a card of their Color is currently placed at another Location of the same Name.

Note that some abilities and effects allow players to move or exchange placed cards. Exchanging or moving never counts as placing and never triggers a Location's Effect.

If a Location's Effect allows the player to use the **Ability** of the card they placed, they do so in the order presented and to the best of their ability.

After placing 1 card and following the Location's Effect, the player's turn ends.

If there are 8 cards placed at the Locations **and/or** if the opposing player could not place 1 card during their next turn, the round ends.

Otherwise, the round continues and the opposing player takes a turn.

Example: It's the Blue Player's turn. The arrows indicate the 3 Locations where they could place a card.



*They cannot place at **The Stage**. They cannot place at **The Hall** because there is already a card of their Color at the other **The Hall**. This leaves 3 options: either of **The Circle** Locations or **The Well**.*

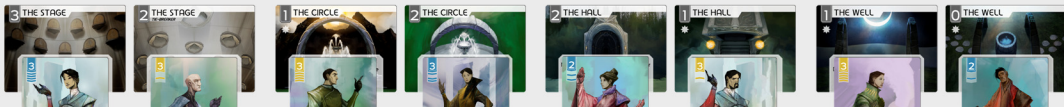
Playing Pariahs - Ending The Round

When a round ends, the player with the most **Influence** at the Locations secures 1 **Support**.

A player determines their Influence by combining the Influence of their placed cards and the Influence of the Locations where they are placed.

In the event of a tie, the player placed at *The Stage - Tiebreaker* Location wins the tie.

Then, each player who has 1 placed card of each of the 4 **Classes** secures 1 **Support**.



*It's the end of the round. Both the Yellow and Blue players have **17 Influence**. However, the Yellow player is placed at ***The Stage - Tie-Breaker***, so they secure 1 Support. The Blue player has 1 card from each of the 4 Classes, so they secure 1 Support.*

When the round ends, each player moves all of the placed cards of their Color at the Locations, as well as any cards remaining in their hand, to their deck and shuffles their deck. If it wasn't the 6th round, a new round begins.

Playing Pariahs - Ending The Game

The game ends after the 6th round. When the game ends, each player reveals the cards in their deck and adds together the **Influence** of those cards. For each 10 **Influence** a player has in their deck (rounded up), they secure 1 **Support**.

The player with the most **Support** wins. In the event of a tie, the player with the most cards in their deck wins the tie.