

# PLEASE DON'T BURN MY VILLAGE!

SPRING 2025



20 min



2-5



10+

## WHAT IS IT?

Please Don't Burn My Village! is a market game where players manipulate the value of different treasures as they collect them.

Set in the world of **Castle Panic**, a fearsome dragon is threatening to burn all the villages in the Kingdom! Bribe with the right treasure at the right time to keep the dragon's attention while buying treasures at the Black Market and cursing the other villagers' treasures.

When there's no more treasure left, the dragon will burn all the villages except for one. Will it be yours?



## WHAT MAKES IT DIFFERENT?

- **Fantasy-Filled Fun:** This enchanting game for 2 to 5 players features fantastic treasures and the dragon from the world of **Castle Panic**.
- **Market Manipulation:** Play treasure cards to make or increase the value of a bribe. Or buy cards at the Black Market to curse a treasure.
- **Bribe the Best or Burn:** When the deck of treasures runs out, you'll score points for your bribes and lose points for unplayable cards still in your hand. Only the player with the highest score has their village spared from the dragon!
- **Simple Rules, Surprising Strategy:** With easy-to-learn rules, Please Don't Burn My Village! can be played in about 20 minutes. This makes it accessible to players ages 10+ with different experience levels, while still providing strategic depth.
- **Enticing Extra:** Includes a free new promo card for **Castle Panic** to help your team defend the castle together!

## HOW DO I SELL IT?

- **Target Audiences:** Families and gamers looking for a light, filler-level market game with a fun, approachable theme. Fans of **Castle Panic** that are looking to explore the world further.
- **Elevator Pitch:** Please Don't Burn My Village! is a quick market game for 2 to 5 players. Players play sets of treasure cards to increase the value of that treasure, then refill the market. Players can buy cards from the market, reducing the value of one of the spent treasures. This allows players to change the value of treasures their opponents have played. When the deck runs out, all treasures are scored for their current value, with treasures remaining in a player's hand scored as negative points.

**MSRP:** \$24.95

**Stock Number:** FSD 2005

**UPC:** 850680002531

**Made in Vietnam**

**Case Count:** 6

**Designer:** Simon Weinberg

**Individual Dimensions:** 9" x 6.25" x 2"

**Case Dimensions:** TBD

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