

Prototype Rulebook V1.3 Not Final



Ages 8+



1-5 Players



20-30 Minutes

Rolling Acres

A Roll, Draft, & Write Game

Congratulations! You've inherited a farm from your great-great thrice removed Aunt Mildred. This farm hasn't been worked in decades so you are pretty much starting from scratch. You also probably don't know how to farm! Layout your inherited farm the best you can to earn more points than the neighboring farms.

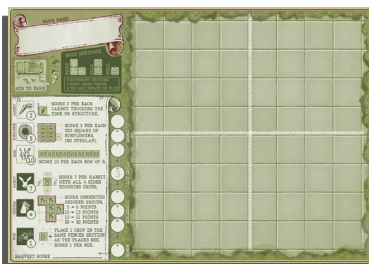
Components

Pad of farm sheets
6- Production Dice
1- Bounty Die

6 - Farm Layout Cards
5- Pencils
2- Scoring guides

Setup

- Give each player a farm sheet and a pencil.
- Place the game box lid in the center of the table, hollow side up.
- For each player in the game, add 1 Production die to the box top. Then add 1 extra Production die so there is 1 more dice than number of players.
- Add the Bounty die to the box.
- Select Farm Layout cards to use for the game. Pick either the 'A' or 'B' side of the card and make sure there is exactly 1 card matching each Production Die face. (New players should play the 'A' side configurations. Experienced players may want to play all 'B' side or a mix of 'A' and 'B' sides.) Place them on the table so everyone can see them.
- Write your farm's name on the sheet.
- Draw the three starting buildings on your sheet. (Barn, Silo, Well)
 - Each building should be drawn entirely in a unique quadrant.
 - Buildings may not share a quadrant.
 - The buildings may be rotated or flipped.
- **When everyone has drawn buildings, pass the sheets to the player on your left.**
- The player who most recently visited a farm is the lead player and goes first.



B-sides features alternate bountiful layouts.



How to Play

Rolling Acre's is played in turns. Each turn one player will roll all the dice. Then each player will choose a die and add the result to their farm. Continue until one persons farm is full.

ROLL THE DICE
CHECK THE BOUNTY DIE
PICK A PRODUCTION DIE
PLAN YOUR FARM
PASS THE DICE

Roll the Dice

The lead player rolls all the Production Dice and Bounty Die. Rolling the dice inside the box lid will make the next steps easier.

Check the Bounty Die

The lead player tells the rest of the players the Bounty Die result then places it on their farm sheet. Each Production Die result has 2 possible layouts: **Basic or Bountiful**. Basic layouts are always available. Bountiful layouts are only available if the matching Bounty Die face is rolled that turn.

Sun- Bountiful Crops- Players **MAY** use optional Crop layouts this turn.

Heart- Bountiful Livestock- Players **MAY** use optional Livestock layouts this turn.

Sun & Heart- Beautiful Day- Players **MAY** use the optional layouts for both Crops and Livestock.

Pick a Production Die

The lead player picks one Production Die from the box and places it on their farm sheet. Then slides the box towards the player on their left (if it's out of reach). That player then picks a Production Die from the box and places it on their sheet. Picking dice and sliding the box continues until the final player picks a die.

One production die will NOT be chosen each round.

Crops= Carrots, Sunflowers, Corn

Livestock= Rabbits, Chickens, Bees

Plan Your Farm

After selecting dice, players add their chosen crop or livestock to their farm. They do not need to wait for everyone to make their dice selection.

Placement rules:

- Only empty spaces may be filled.
- Selections may be rotated or flipped in any direction keeping the same shape as the example.
- Sun & Heart permit players to use the alternate layouts for the round, but it is not mandatory. They may still use the basic layouts.
- Drawing Crops and Livestock across section fences is OK.

Pass the Dice

When all players have completed their planning, return all dice to the box lid. The player to the left of the previous lead player will roll the dice next.

END OF THE GAME

The game end can trigger in two different ways.

1. A player fills every space on their farm sheet.
2. A player chooses a die that they cannot fit on their farm.
(Note: A player may choose a die during that die's bountiful day. If either layout will fit on their farm, they must use the layout that fits.)

If either of these situations happen, all players complete their turn. The game is now over and moves to the scoring phase.

Ending the Game & Scoring

SCORING

Tally your score in the circles provided on your farm sheet. Spaces are only considered touching or adjacent if they are orthogonally adjacent (touching on a flat side). Spaces diagonal to each other are not considered adjacent.

BONUS SCORING

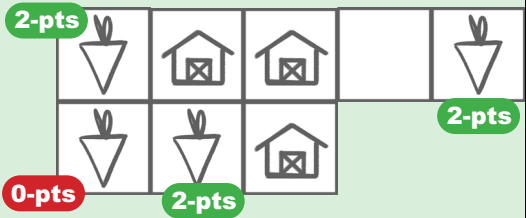
Speed Bonus: The player that triggered the end of the game earns **3-POINTS**.

CROPS SCORING

CARROTS

Carrots earn 2 points for touching either a building or the edge of the farm.

Carrots may not score more than 2 points per carrot.

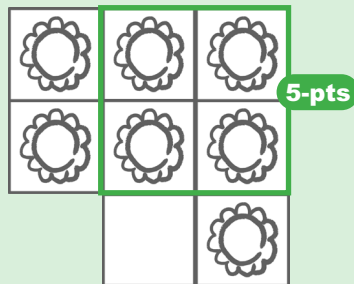


SUNFLOWERS

Draw a 2x2 square around sunflower spaces to make a sunflower patch.

Each patch earns 5 points.

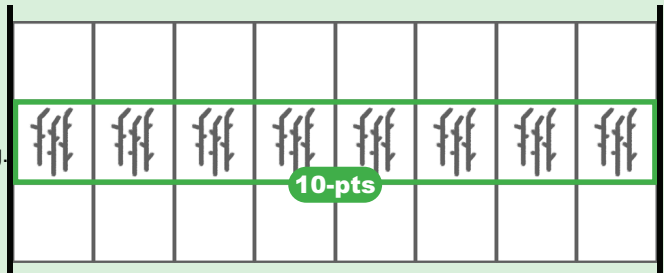
Patches may not overlap.



CORN

Earn 10 points for each row of corn that is 8 spaces long.

Corn rows must touch opposite sides of the farm.



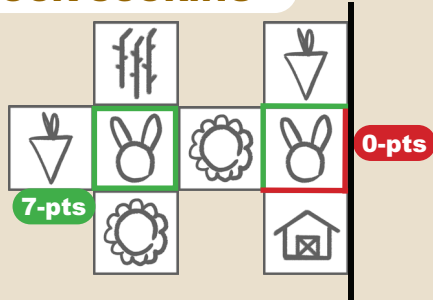
Ending the Game & Scoring

LIVESTOCK SCORING

RABBITS

Rabbits earn 7 points if all 4 sides are bordered by crops.

If 1 side is not connected to a crop, the rabbit scores zero points!



CHICKENS

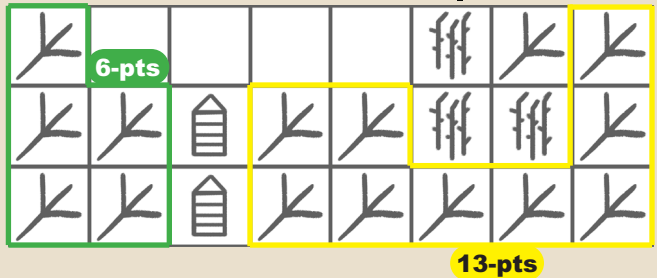
For 5 connected chicken spaces earn 6 points.

10 spaces= 13 points

15 spaces= 21 points

20+ spaces= 30 points

Separate groups score separately!



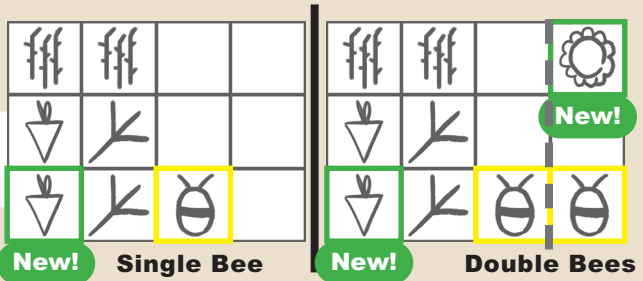
BEEES

Earn 1 point per bee space.

When placing a bee add 1 space of any crop anywhere in the bees quadrant.*

If placing 2 bees, add 2 crops anywhere in their section. Bees can be placed across fences.

**Note: If there is space in the quadrant.*



Alternative Game Modes

Little Farmers- Younger players can use the following modifications:

1. Place their buildings all in the corners or center of their farms.
2. Give them access to the alternative layouts each turn, regardless of the Bounty Die roll. Older players can continue to use the Bounty Die results like the standard game.

Solo Farming

1. During set up place your buildings wherever you like.
2. Roll 2 Production Dice. The die that lands furthest to the left of the table will be the crop or livestock you take for the turn.
3. Ignore the bonus for going out first for the game.
4. Try to beat your high score!



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