



Dundered Acre Wood Rule Set

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HTKB: Simple Games Suite: Dundered Acre Wood Rule Set

Setup

Layout the Dundered Acre Wood board.

Place the Season Track on the side of the main board.

Shuffle and deal the 5 Melt cards to the Season Track.

Shuffle each season (Spring, Summer, Autumn, Freeze) separately and place it on the Season Deck spot of the Season Track in descending order.

Place 1 set of dice (one of each color), per player, in the dice selection pool(s).

Deal 3 workers to each player.

Determine First Player, that player gains the First Player Marker.

Turns

After a player's turn, the player on their left takes their turn.

Rounds

The game is played in rounds. After each player has taken their turn, the round ends, and a new one begins. At the end of each round, the first player token passes to the player on the left.

Stages

Each stage ends when all players can no longer or choose not to take any more actions.

Order of Play

Draft:

Starting with the first player, each player selects a die.

This continues until each player has selected 2 dice per worker.

Placement:

Place a worker with the appropriately colored dice.

One die must match the section in which the worker is placed, the worker will gather this resource.

The other die must match the spot on which the worker is placed.

Example: A worker has a brown die and a grey die. It can either gather wood (brown) or stone (grey) by being placed in the brown section on the grey space or grey section on the brown space.

Any worker may always be placed on the "1" space of section to roll 1 die (of any color) for resources.

When the worker is placed, roll its dice.

Purchasing:

The player has as many resources as pips on the dice of its workers.

Starting with the first player, each player uses resources to purchase 1 card from the Season Track.

This continues until all cards on the Season Track have been purchased or all players have passed.

Reload dice:

Move workers from their placements off the board.

Move dice from their placements to the Dice Pool.

Reload Season Track:

If all 5 cards are still in the Season Track, then the right-most card is discarded.

[Optional: Discard the right-most card every round, to include the top card of the Season Deck.]

All cards still in the Season Track shift to right as much as possible.

If there are empty spaces in the Season Track, then move the top card of the Season Deck to the right-most empty space: repeat this until no empty spaces remain.

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Recruit:

If a card of a new season is added to the Season Tracker, add a worker and a set of dice to the dice pool for each player, up to 72 dice (2 dice per slot).

End Conditions

The last card of the last season is discarded.

Win Condition

The player with the most points wins. If there is a tie, then the same points with less cards wins. Ties can still occur.