

“Farm Rollers” Rules

You have finally realized your dream of owning a small family farm, but this is a hard business and will need financial backing from the local bank. In this roll and write, market timing game, compete with other players over 12 months to rapidly update your farm, feed your livestock, and sell produce for a profit. Only the most profitable farm will get financial backing needed to survive. For 2-6 players, ages 8+, Farm Rollers takes 20 minutes to play.

Components:

3 custom dice, player sheets, pencils, 6 tiles, 1 question mark token, and 1 small board

Set-up:

- Give each player a player sheet and pencil.
- Set the dice in the middle of the table
- Set the market track/season board in the middle of the table.
- Shuffle and then place vertically the 6 produce tiles next to the market track so that each produce aligns with a number.
- Set the question mark tile next to January on the season board.

Note: there is not a start player since everyone takes their turns at the same time.



Example: set-up for 6 players in tabletop simulator

Game Overview:

The game is played over 12 rounds. Each round will represent a different month of the year.

Each round is broken down into 3 phases:

- Phase 1: Rolling and Working
- Phase 2: Selling/Feeding
- Phase 3: Reset

Game is over after the 12th round (December). The player with the most money (points) from selling crops is the winner.

Phase 1: Rolling and Working

Roll the three dice and players simultaneously choose to use the dice to do three actions allocated as they choose (and done in any order.)

- Work in the field:** for an action, circle corresponding elements (pollinator, sun, water, and fertilizer) on their field. Players must circle elements in a way that all elements circled this round are connected orthogonally.
- Work on upgrades/equipment:** for an action, elements from the dice can instead be used to cross off a hammer in the Equipment or Upgrades section in order to fix equipment or complete an upgrade. Any element can be used to cross off any hammer.



Question mark: On two sides of each die, appear a question mark. This corresponds to the an element as determined by the month.

Example: A question mark, sun, and pollinator are rolled. The question mark is water because we are in April. The example player chooses to circle a water and a sun. She uses the pollinator to cross off the first hammer on her truck.

Equipment and Upgrades

Equipment: When you cross out the fourth hammer on any equipment, you will immediately get the ongoing benefit of that piece of repaired equipment. The equipment available is:

- Truck: earn +\$2 for each crop sold in the market.
- Backhoe: When you complete a row or column, circle another element orthogonally adjacent to this circled row or column. Each player may only use this once per round.
- Tractor: When working in the field, you may circle elements anywhere; they no longer have to be orthogonally connected to other elements you circled this round.

Farm Upgrades: the compost pile, green house, beehive, and water buffalo are all one time effects. Once the second hammer is crossed out, immediately circle one of the element depicted anywhere on the board in addition to any elements circled by working in the field.

Phase 2: Selling/Feeding

When a player circles all the elements in a row or column, they must immediately do either:

Sell: sell it to the market based on current price. If multiple players sell the same good, all players get the full value. Write this number beside the row or column and circle the produce to indicate it was sold. You may sell the same crop twice from completing both the column and the row.

Fed to Animal: You may instead feed it to the corresponding animal. You will receive a variable amount of end game points based on the animal.

Phase 3: Reset

1 Reset the Market:

- Pull out all of the produce tiles that were sold this round.
- Shift all other produce tiles that were not sold up as far as they will go.
- Shuffle the sold produce tiles and then randomly place at the bottom of the market track.

2 Advance the season:

- Move the question mark token down to the next month

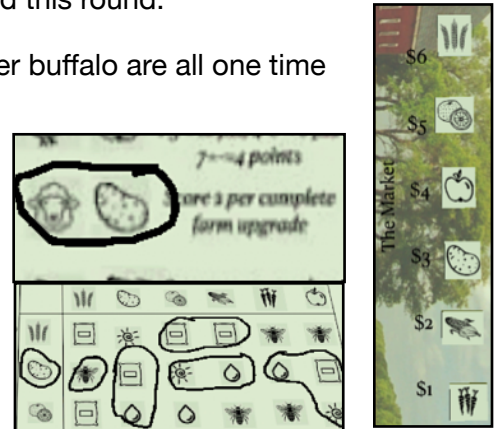
Scoring:

Once players have played the 12th round (December) the game is over and you will total points. To score, each player sums all produce sold on your rows and columns. The person with the most points is the winner. If there is a tie, whoever circled the most elements on their player sheet is the winner. If there is still a tie, victory is shared.

Variants:

7+ player: play game as normal. During Phase 3 “reset the market,” roll a normal D6. Instead of pulling aside sold produce tiles, on rolls 1-3, move the \$6 produce to the bottom; on 4-5, move the \$5 produce to the bottom; on rolls of 6, move both \$5 and \$6 produce to the bottom. Playing the game this way, you can play any number of players so long as they have a player sheet and pencil.

Solo: play game as normal. During Phase 3 “reset the market,” roll a normal D6. Instead of pulling aside sold produce tiles, on rolls 1-3, move the \$6 produce to the bottom; on 4-5, move the \$5 produce to the bottom; on rolls of 6, move both \$5 and \$6 produce to the bottom. For solo play, you win if you score 35 or more points.



Example: the example player has circled all elements in the potato row. She can sell her potatoes for \$3 or feed it to the sheep which will score 2 points per complete farm upgrade at game end.