

# The Froot Farmers' Loot

A press your luck strategy game for 2-5 players (v0.3)

Assemble the game by printing the [The Cards](#) and [The Dice](#).

## About

In the village of Froot there is a group of farmers who meet up to play a game of strategy and chance. Each farmer brings a basket with 20 pieces of their freshest fruit. The farmers also bring their own special pair of 6 sided dice. In the game, they play cards and roll their dice in an attempt to empty the other's farmer's fruit baskets while protecting their own. The last farmer with fruit left in their basket wins all of the farmers' fruit.

The main way to remove or replace fruit from baskets is to pick a farmer's dice to roll against opponents. Since the farmers have altered their dice, each pair of dice is more likely to win against certain pairs AND more likely to lose against others. This means the farmer who chooses last has an advantage. But if they wait too long to pick dice, they'll lose out on their chance to roll and have to remove fruit from their basket. To make things more interesting, the farmers can play cards to help their strategy or Influence the roll by flipping the order of which dice are better than the next.

Farmers must outsmart their opponents while pressing their luck if they hope to take home a bountiful basket of delicious fruit!

## The Farmers' Dice

Over the years the farmers have altered their dice from the normal 1-6 in an attempt to to gain an advantage when rolling against certain other farmers in certain situations. A math nerd might call these [non-transitive Grime dice](#). Non-Transitive means that just because A has a better chance of beating B, and B of beating C, it does not follow that A has a better chance of beating C.

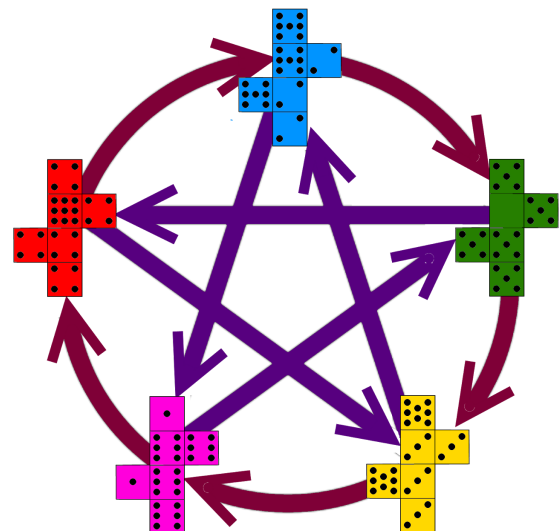
Each Farmer colored their unique dice based on the fruit they grow: The Berry Farmer has Blue; The Dragon Fruit Farmer has Magenta; The Olive Farmer's has Olive; The Banana Farmer has Yellow; The Apple Farmer has Red. The diagram to the right shows which farmer's dice typically rolls higher (arrows) than another farmer's dice.

## The Farmers' Cards

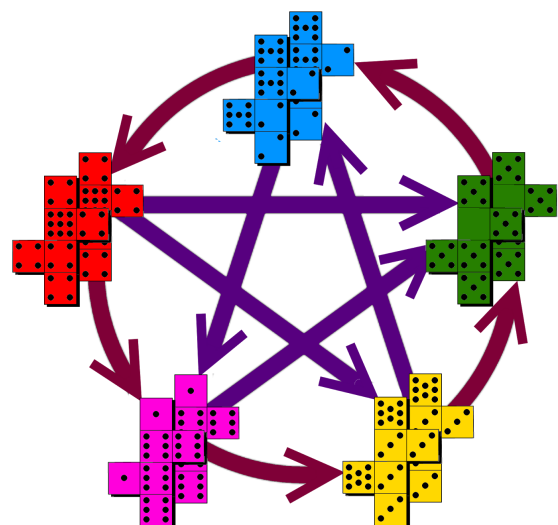
In addition to rolling dice, the farmers have a deck of cards to play. There are 3 categories of cards. Action cards are used to help farmers build a strategy or help them pick the right dice at the right time. Loot cards work to remove or add fruit to the basket of the farmer with the winning roll. Influence Cards will change the rules for determining which farmer wins the round's dice roll.

## Setup

Each farmer starts with 20 pieces of fruit in their basket. Use a D20, pennies, or a piece of paper to keep track of how much fruit is left in each basket. Deal 3 cards to each farmer to start. Choose who goes first.



ONE DIE



TWO DICE

# Game Play

The game is won by the last farmer with fruit in their basket who did the best job of winning (or strategically losing) dice rolls against their competitors. The game has multiple **Rounds** in which each farmer will take a turn. During their **Turn** farmers will perform some combination of moves: **Paying the Ante**; **Playing Cards**; **Picking Dice to Roll**. When every farmer has completed their turn, there is a **Roll of the Dice** to see who takes the round's loot.

## A Round

Before starting a new round, each farmer must have between 3 and 7 cards in their hand. If a farmer has fewer than 3 cards in their hand, they must draw to replenish their hand to 3 cards (e.g. 1 card in hand, draw 2). If a farmer has more than 7 cards, they must discard down to 7. The round ends when each farmer has finished making moves for their turn and the dice have been rolled. After the round is finished, the farmer beside the previous round's starting farmer will go first. If a reverse Action was played, its effect remains until another reverse is played. This includes reversing who goes first to start the next round.

## A Turn

During a turn a farmer will make between 2 and 4 moves. Moves include paying the ante, playing cards, and picking the dice. A farmer **MUST** 1) **pay** an ante card that goes face down into the round's loot. 2) **pick** whether or not to roll the dice. Additionally, a farmer **MAY play** up to two more cards. These played cards do not go into the round's loot. **(!) Paying, playing, and picking moves can be performed in any order.** A farmer's turn has ended when they are out of moves or have chosen not to play more cards.

## Pay the Ante

One card from a farmer's hand **MUST** be used to pay the ante (like poker) to contribute to the round's loot. Antes are placed face down. This ante can be any type of card and will be collected by whoever wins the round. Loot cards are primarily used as an ante and will reward or damage the winner of the roll.

## Play Cards

The 2 optional cards played must be of Action or Influence type. Action cards' instructions are followed before placing the card into the discard pile. Influence cards are played face down in front of the farmer.

## Picking to Roll

**(!) A maximum of 3 farmers may choose to roll in any given round.** If you choose to roll dice, you can pick ANY farmer's pair of matching color dice that hasn't already been picked this round. If a farmer chooses **NOT TO ROLL**, they must remove 2 pieces of fruit from their basket. If a farmer resumes their turn after a stall and cannot pick a dice, they must remove 1 fruit. If a farmer starts their turn and cannot pick a dice, they must still pay the ante with any card that **IS NOT** a Loot type. If they play an ante, they remove 0 fruit from their basket; if they cannot pay, they lose 1 fruit.

## Rolling the Dice

When everyone has finished their turn, farmers who are rolling will flip over their face down Influence cards. If there is a Go Low Influence on the table, whoever rolls the lowest wins. If there is a Double Influence on the table, farmers must roll two dice and sum their pips. Whoever has the best roll collects the loot with all the ante cards. All farmers who lose on the roll take 1 damage. If any Damage or Reward Loot type cards are won, they are played by the winner and discarded (unless otherwise specified on the card). If only one farmer chose to roll, they automatically get the loot. If no farmer choose to roll, all ante cards are discarded.

## Clarifications

**When is my turn over?** - You may end your turn once you have payed the ante and picked whether to roll. If you exhausted all of the moves (paying, playing 2, and picking), your turn is over. All moves for a turn can end up not being played consecutively.

**Stalling Your Turn.** - Farmers may separate moves in their turn by playing Stall Actions. After stalling, play continues around the table until everyone has taken their turn. For example, you first play an ante card and then play to 'Skip' the next farmer. Their neighbor begins (or resumes) their turn. Once play returns to you and you've finish your moves, the farmer who was skipped begins (or resumes) their turn.

**Play at any time.** - Certain cards say they can be played at any time. This means it doesn't need to be your turn to play the card. However, you must not have already both of your Play moves.

**Negated Influence** - You should never have more than 1 Double or Go Low on the board when rolling. They negate each other.

**Our draw deck is empty!** - Shuffle the deck and make it into a new draw pile.

**You can't use my dice!** - When a farmer picks to roll, they can choose any dice pair. They cannot, however, choose dice that have already been picked during that round unless they have an action card that permits this.

## Mnemonic

One way the farmers help memorize which dice has an advantage over another is to think of each fruits' color. When ordered alphabetically they form a chain: **Blue Berries > Magenta Dragon Fruit > Olive Olives > Red Apples > Yellow Bananas > Blue Berries**. This means the Red Apple Farmer's dice typically beats the Yellow Banana Farmer's Dice, which wrap around typically beats the Blue Berry Farmer's dice.

There's also a second chain where the dice are ordered by the fruit color's word length: **Red > Blue > Olive > Yellow > Magenta > Red**. The chain ordering the Fruit colors alphabetically is stronger (i.e. wins more often) than than the word-length chain when throwing a single dice. When throwing two dice because a Double Influence is in play, the Fruit color's word-length chain reverses. When rolling with a Go Low Influence in play, the chains reverse.

## Experimental Rules

These are optional rules (for now) that may improve the game play. Beginners (and play testers) should start with a few games using only the basic rules and add these later.

**Extra Lost Fruit for Not to Rolling** - If you choose not to roll, you must remove +1 piece of fruit for each farmer that has already chosen not to roll. If you're playing 3-Max and 3 Farmers have already chosen to roll BEFORE you've started your turn, no extra damage is taken.

**5-Max** - All Farmers may choose to roll dice, instead of only 3. Just know that this changes the math and decision making about which Fruit dice is the better choice.

**Multi-Rolls** - Instead of rolling once to decide the winner, roll until the one farmer has won 2 or 3 rolls.

**Shift the Numbers** - Since we're still trying to balance the game, it might be useful to try shifting the reward/damage numbers. Here are some options: Subtract 1 from the Remove Loot's Number; Treat all Draw Action cards as Draw 2; Add or Subtract 1 piece of fruit to the Recover Loot Cards.

**House Rules** - The farmers have been changing this game for decades. No reason why new farmers can't shake things up a little bit. If a farmer comes up with a better rule or wants to tweak or eliminate existing rules or cards, the farmers can choose to play with the changes before the game starts. There are even blank template cards to write down what you've created. If it's something really good, please let me know about it.

## Experimental Cards

Cards marked with "Experimental" in the bottom left are cards that tweak the gameplay. As this game is in early stages, it's hard to say how much fun these will be or if there are broken rules. For the beginners (and play testers), the first few games should be played without these Experimental cards by removing from the deck before play. Later, try different combinations to see how they affect your playing experience.