Roll & Write
Woodcraft

Vladimír Suchý & Ross Arnold

Rulebook

Components

Set of order cards

14 yellow dice

14 brown dice

Player's sheets

Main board

Game overview

Players are representing owners of a Workshop. They are focusing on manufacturing products, gaining resources, hiring helpers, working with a wood (dice in this game).
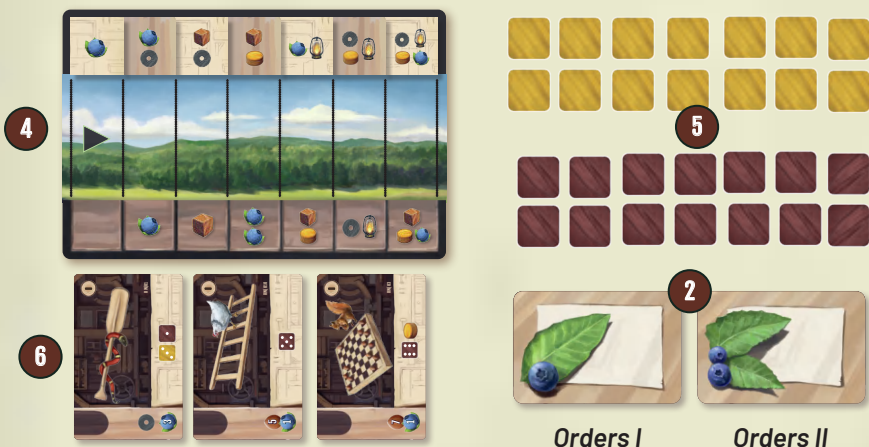
There are two types of wood. Yellow is less valuable than brown.

Who will gain the most material and produce the best products will be the winner.

Set up

1 Give each player a player's sheet

2 Sort the deck of orders by a number of phase – I or II.

3 Each player will get 2 order cards from phase I deck and will choose one to keep. The chosen order is laid down next to player's sheet. Unchosen order is put back to the bottom of the order's deck.

4 Place the main board in the middle of the table.

5 Place the set of 14 yellow dice and set of 14 brown dice near the main board.

6 Then display 3 more order cards to the common offer.

×1

Orders I   *Orders II*

Gameplay

The game consists of 6 rounds. At the start of each round players roll dice. Each round players will take 2 turns. Players could in their turn:

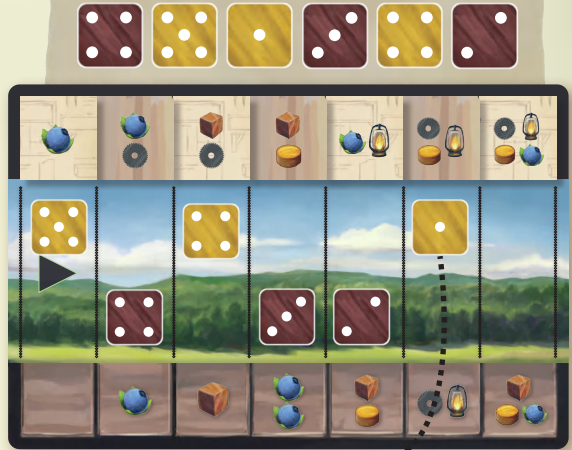**1) Gain resources (dice + bonus) or take an order**

and

2) Perform any number of free actions

Roll the Dice

Roll 3 yellow and 3 brown dice. Then sort them in descending order on the main board from left to right. If a yellow and a brown die of the same value are rolled, the brown die should be placed to the left of the yellow die. As a result of sorting, one line will be occupied by only one die. Then move yellow dice to the side with "yellow" bonuses and brown dice to the side with "brown" bonuses.

Example of rolled and placed dice:
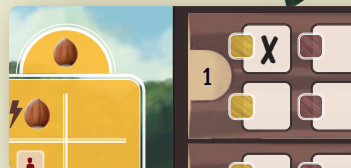

1. Gain Resources and take Orders

Now players could gain dice or order.

If players would like to take die, they will note the value of the die to their player's sheet to the corresponding slot Then all together uncover their chosen die. After that players will take their chosen dice from the pool. If more than one player chooses the same die, one player can take the die from the board and other players should take a die from the supply and set it to the correct value. Together with the die players circle resources on their sheet corresponding to their chosen die. In case there are 2 dice of the same value and colour in two lines, players could choose their bonus.

John chooses yellow 1. He will take it from the main board and circle out appropriate resources - 1 sawblade, 1 glue and 1 lantern on his player's sheet.

If the player does not want to take a die this turn they can cross out the current row and take one order from the display instead. If multiple players choose to take orders on the same turnwho are choosing orders, they are taken according to the values of player's last dice. The highest takes first. When there is tie too, players look at previous dice. In case, they are same all, players roll dice for the result. Empty space in order's display is replenished immediately.

2. Carry out free actions

Free actions are
A) Complete the Order
B) Use Resources
C) Buy and use Helper

They could be performed in any order and as many times players would like to.

A) Complete the Order

The requirements (dice and/or resources) to complete the order are shown at the bottom edge of the card. When it is completed, player will pay all required dice and dice and material by removing dice of the corresponding value and colour from the their player sheet back to the common supply. If the order requires resources, the player will cross out the corresponding circled resources from his player's sheet.

After completing the order, player will gain reward (VPs, blueberries, dice, lanterns etc.) pictured on the left side of this order and put it face down next to his player's sheet.

B) Use Resources

Players could also use their resources to adjust the value of their dice. In the game, there are scrapwoods, glue and saw blades. Similarly to the base game, they could be used in Woodcraft Roll and Write variant this way:

Glue: Players could glue together two dice. These dice could be the same or a different colour. They simply sum together values of these glued dice. The result dice has the same colour of glued ones. In case the colour of dice is not the same, players could choose whether it would be yellow or brown. For every glueing process, players will gain 2 VPs.

Sawblades: Players can use a circled saw blade to cut one die into two.

For example by crossing out one circled sawblade on their sheet they could cut dice with value 4 into two dice with value 2.

Blueberries: Blueberries which are circled on a player's sheet could be used for buying a helpers on the bottom part of it. Just cross out required number of blueberries and mark the Helper you would like to use.

Scrapwoods: For every scrapwood player circled on his player's sheet, he can icrease value of one die by one. Used scrapwood has to be crossed out. It could be done more times in one turn.

Lanterns: Lanterns are marked off on the "lantern grid". When a player completes a row or column they immediately gain the bonus depicted. If a player would gain more than 9 lanterns they would instead gain 1VP for each additional lantern. In case, there is no more unmarked lanterns, player will gain for every next gained lantern 1 VP.

Example: Completing the order

John would like to complete this order. He has yellow 1, yellow 4 and brown 1.
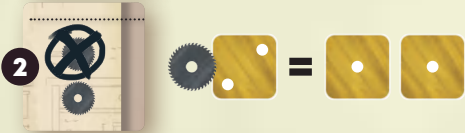
1 *He has circled out 1 scrapwood, 1 glue and 1 sawblade. John will cross out 1 glue and stick together yellow and brown 1. He will gain yellow 2 and circle out 2 VPs.*

2 *Then he crosses out 1 sawblade and cut it into two yellow 1s.*

3 *Then he will cross out 1 scrapwood. As a result John has yellow 5 so he could complete an order.*

4 *He will gain 3 VPs and 1 reputation what is taken into account during final scoring. At the end of his turn, he will put completed order face down beside his player's sheet.*

C) Buy and use Helper

Players could hire Helpers by paying blueberries. When a player crosses out the corresponding amount of circled blueberries he could mark a chosen Helper. He can use this Helper from now on.

Helpers have different types of abilities. The ones with lightning bolt icon could be used immediately. Helpers with "once per turn" ability could be used 6 times at maximum during the whole game. You could mark the corresponding white circle to notice you've used your helper in a round.

Some Helpers will give you VPs during final scoring.

Chestnut crates: Players will gain a chestnut by circling out enough resources in each row or by filling line in a lantern grid. This chestnut is immediately marked on one of chestnut crates in the middle part of player's sheet. Some of crates require one and some two chestnuts or blueberries to be activated. These crates give players VPs at the end of the game.

Nuts: Nuts are similarly to base game representing VPs in RaW variant. If players gain VPs during the game (while glueing or using Helpers or from add ons lanterns), they are circled on this track. In case there is no more uncircled nut, it is not possible to gain VPs this way.

Move the Dice

When all players end their turn, it is necessary to move all dice which are still on the main board. Players move rest of the dice according to arrow direction. *(In case of 5-player game if there is only 1 die left after a movement, roll new die of different colour from common supply and place it one step right or left according to its value.)* After moving all rest dice, players take their 2nd turn in this round the same way as it was described above.

End of the Round

After all players end their 2nd turn in actual round there is end of the round. All rest dice (if there are any) are removed to general supply. Then take 6 new ones (3 yellow and 3 brown) and create new pool by rolling them and putting them on the main board as it was described above. After 3rd round or in case of running out phase I orders, it is necessary to change orders in display with the ones with 2 on the upper right corner and two nuts on its back side. Then there is the end of the round. The game ends after 6th round.

Count the VPs on:

1 VPs scored during the game

2 VPs for Helpers

3 VPs for reputation

Players multiply number of reputation points (red ones) by number of their completed orders

4 All your VPs gained from completed orders
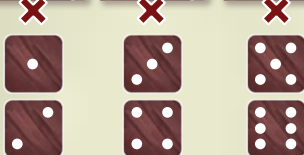
5 All your marked crates ✔

6 VPs for lanterns

Sum all these victory points. Player with the most victory points wins. When there is a tie, player with more unused resources on his sheet wins.

Solo game

For a solo mode, there are the same rules as for 2-5 player game with these exceptions. Player rolls all the dice. He will choose one from the pool, write it down to appropriate space on his player's sheet and remove this die from main board to his personal suppl in the same time he will circle out his gained resources. After that he rolls 1 yellow and 1 brown die to simulate opponents turn. Then he removes dice corresponding with opponents choose. When they vary from dice in the table, he removes the nearest lower or in case there is no lower die the nearest higher die with the same colour.

1. Roll 6 dice and choose

2. Roll 1 brown and 1 yellow die for an opponent, circle corresponding resources for him

3. Remove two dice from the 6 rolled in step 1, that match the ones from the step 2 or the nearest lower die of the same colour.

At the end of the round, the player will roll a die. When the result is 1 or 2, he removes the most left order, in case the result is 3 or 4, he removes the middle one and when there is 5 or 6 on a die, the most right order is removed.

When the player finishes the game, he should count his victory points. **50+** means he is quite good, **60+** is good and **70+** that he is excellent :)
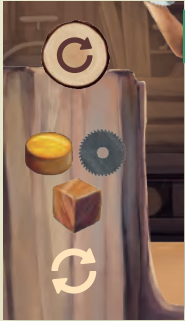
Credits

Design:
Vladimír Suchý, Ross Arnold

Graphic design, illustrations: Michal Peichl

Rules: Kateřina Suchá
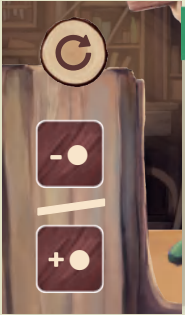
Helper effects explanation

RW/H1

Once per round you may cross out of the depicted resources but use it in place of a different resource (E.g. cross out a sawblade to add 1 pip to a die, using it as a scrapwood.)

RW/H2

Once per round you may sell resources. Gain 1 blueberry and 2 VPs for each token returned to the bank.

RW/H3

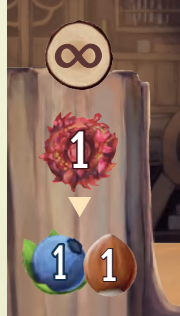Once per a round you may increase or decrease one brown die in your supply by 1.

RW/H4

Once per a round you may increase or decrease one yellow die in your supply by 1.

RW/H5

When you play this Helper, immediately gain 🎲 / 🎲 from the bank.

RW/H6

Whenever you gain a reputation, gain 1 blueberry and 1 VP.

RW/H7

Whenever you complete an order, gain 1 glue or scrapwood token.

RW/H8

When you play this Helper immediately gain 1 reputation. Player takes into account this reputation during final scoring.

Crates explanation

At the end of the game, you will gain VPs according to number of your bought Helpers: For 3 Helpers you will gain 4 VPs, for 5 Helpers you will gain 8 VPs.

At the end of the game, you will gain VPs according to your completed orders.
For example for 5 completed orders you will gain 5 VPs.

At the end of the game, you will immediately gain 1 VP. Then You will get 2 VPs for every reputation icon on your completed order.

At the end of the game you will immediately gain 3 VPs. Then you will get 1 VP for every of your marked off lanterns.

At the end of the game, you will get 1 VP for every 4 VPs gained from your completed orders.

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