



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).

Place 1 set of dice, per player, in the dice discard pool.

Deal 3 workers to each player.

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

Play

Round:

Stages:

Draft:

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

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

Play passes to the player on the left.

Placement:

Place a worker with the appropriately colored dice.

Play passes to the player on the left.

Purchasing:

Roll the dice associated with their placed workers.

The player has that many resources of the related color to spend on a card in the Season Track.

Play passes to the player on the left.

End of Stage:

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

Reload dice:

Move dice from the Dice Discard to the Dice Pool.

Move dice from their placements to the Dice Discard.

Move workers from their placements off the board.

Reload Season Track:

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

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.

Recruit:

If a card of a new season is added to the Season Tracker, add a worker and 2 sets of dice to the selection pool.

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End Conditions

The last card of the last season is discarded.

Win Condition

A player has the most points. The same points with less cards wins. Ties can still occur.