

# ***Hank's Hydrologically-Challenged Haunted Hayride at Hank's Hen Hatchery***

## **A Roll and Write game**

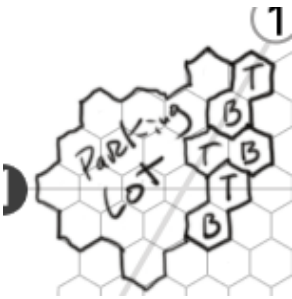
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**Version 180912**

*So, down the road some 30 miles from Beachside Bay is Hank's Hen Hatchery, the best fresh eggs in the county! And like every year, Hank is going to be offering up his haunted hayride again in the fall. But this year...YOU ARE IN CHARGE of creating it! Of course, when you took the job, no one warned you about the upcoming monsoon season....*

*Over the course of numerous stages, you will place various haunted hayride attractions on Hank's property. Then you will draw the path for the tractor to pull guests to scare them with your attractions....Unfortunately, while you are planning your tractor route, the yearly monsoon hits, and you will be coloring flooded areas of the farm. Not only that, but you have to contend with Marcie's Teenage Troublemakers on the night of the hayride.*

**YOU WILL NEED:** 3 white dice and 3 black dice, or any other color combination. 1 pen, and a map of Hank's property.



### **STAGE 1:**

First, you will need to draw in a parking lot. This is an area of 15 hexes that connect in any shape that you wish. At least one of the hexes of your parking lot will need to be on an "outer edge" hex of the map. You can write "PARKING LOT" in this area.

Eventually, you will need to place Ticket Booths next to your Parking Lot...so plan accordingly.

### **STAGE 2:**

Now, you will be building your attractions. This is done in rounds. You can stop after any round that you wish...or you must stop when all of your ticket booths have been built, if your parking lot has no more room for ticket booths, or all of your attractions have been built ( you can build 3 maximum of each ). When you build something, mark the left-most cost box for that attraction/booth.

A round consists of rolling all six dice. You can build an attraction from the white die list using the white dice, and an attraction from the black die list using the black dice. If you don't want to use a dice set to build an attraction, you must build a ticket booth instead. As the round goes on, you will be forced to build ticket booths as your options for attraction placement decrease.

### **BUILDING A TICKET BOOTH:**

A ticket booth is a two-hex area that must touch the parking lot. When you build a ticket booth, mark a cost box in the ticket booth data box. Each ticket booth costs the same amount.

THE ROUND ENDS when there is no more space for you to build a ticket booth on that map, or when you've placed your ninth ticket booth.

### **BUILDING AN ATTRACTION:**

Based on the three dice of the same color, you will first need to select a location on the map using two of the dice.

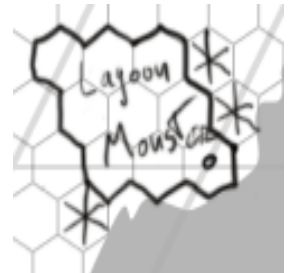
Using the circular grid markers on the outside of the map, select on one die to be used on a black line marker, and a second on a white line marker. The intersection of those grid lines is where you will build the attraction. The 3<sup>rd</sup> die determines what attraction must be built there.

Note that the white grid markers for 1 and 2 "wrap around" on the map.

- A) If two locations are open, you may choose which one to build upon.
- B) If only location is open, you can only build there.
- C) If both of those locations already have something built there, you must choose a different combination of the three dice.
- D) If no combination of location and attraction exists ( including fitting an attraction at an available location), then you must build a ticket booth.

However, if can build an attraction at that location, Mark off the left-most empty “cost box” of your attraction. The first purchase of the attraction is always more expensive. An attraction is comprised of hexes which is the scene that your guests will see, and *backstage areas*, which are places for actors to take a break and equipment that is needed to keep the attraction running. Each attraction shows the shape of the attraction you need to draw on the map, which can be flipped or rotated. One of these hexes **MUST** be placed on the selected grid location.

You can only build an attraction a maximum of 3 times.



F) After drawing the attraction area, you then have to add the appropriate number of backstage hexes to the map. These can be placed anywhere you wish, as long as they are directly next to the attraction. The example drawing of the attraction shows example locations of the backstage hexes and do not need to be followed exactly. The example to the right shows the Lagoon Monster placed at grid location 5-2, with its three backstage areas placed next to the location.

Some attractions have certain restrictions:

The Lagoon Monster, Swamp Mummy, Fog Valley, and Kannibal Kamp must all have at least an attraction hex built next to a lake.

The Creepy Tunnel and the Pumpkin Patch only score their hexes on their interior paths. Unlike all other attractions, which can score on “any side”.

When placing the backstage areas for Chainsaw Al, you cannot place them inside the “mouth” of the shape.

### STAGE 3:

Now you will draw your tractor path that you will use to pull your guests to your various spooky attractions. Additionally during this time, the lakes will begin to flood due to the ongoing October storm that has hit the area.

Stage 3 also occurs in rounds. Each round, you roll all six dice, and select a color set to be used for your tractor path. The other color set will be used to determine how much flooded area to add to your map. The round ends when you have made a single complete loop of your tractor path.

Select a hex next to a Ticket Booth as your start and finish and select the direction you are going to be drawing your line.

To start a round, roll all of your dice. Select a one color set of dice to use for your tractor path and set the other set aside for the time being to use for flooding later.

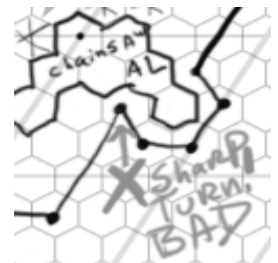
#### TRACTOR PATH:

From your current hex, select a die from your selected color set, and draw IN A STRAIGHT LINE through a number of empty hexes less than or equal to that die's value. Do this for each of the three dice.

RESTRICTIONS: You can only change direction when using a new die.

And you can't make "sharp" turns. DON'T DO SHARP TURNS.

Your tractor path cannot have "branches". At the end of the game, the tractor path must form one complete loop.



#### FLOODING:

For each die in the other color set, look at the flooding chart, and fill in that shape of hexes on the map. When placing flood areas, at least one hex of the area must be next to a previously flooded hex, or a lake.

If you are forced to flood an attraction or a backstage space attached to an attraction, flood the entire attraction.

If you are forced to flood a Tractor Path, the game is over.

The area for flood die 6 indicates a blank space in between two flood hexes. This area may be used to "jump a space" as long as one of the flood hexes meets the neighboring previously flooded/lake requirement.

STAGE 3 ends when you have completed a full loop for your tractor path.

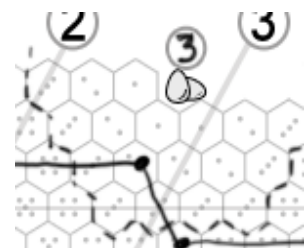
### STAGE 4:

Marcie and her Teenage Troublemakers love Halloween, because their favorite hobby on this night is to climb some trees outside of Hank's and throw eggs at the people who are getting pulled by the tractors at his hay ride.

#### EGG THROWING:

Roll all three dice, discarding 1 of them ( hint: for now, keep the sixes ). The dice you keep represent how far the troublemakers can throw eggs from their hiding spots. Thankfully, they don't have very strong arms, so any sixes you keep count as a range of 0. Assign each die to one of the four "egg" hiding spots along the edge of the map.

Do this again for the remaining two hiding spots.

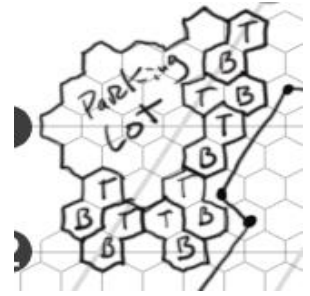


Any hex that includes a tractor path within the range of the egg will result in negative points at the end of game.

## SCORING:

### Scoring the good things:

COUNT THE NUMBER OF TICKET BOOTHS that the tractor path is next to BEFORE the path “hits” the first attraction. Multiply this value by 15 to determine your ticket booth score. In the example to the right, while the map has 7 ticket booths, only 4 ticket booths neighbor the tractor path, so only 4 count toward scoring ( 4 ticket booths time 15 = 60 points ).



COUNT THE NUMBER OF ATTRACTION HEXES next to a tractor path hex. Each attraction hex that neighbors a tractor path counts as a SCARE. Multiply this value by 10 for your scare score.

Add your scare score to your ticket booth score to get your total income from your tractor path.

### Scoring the bad things:

BAD REVIEWS represents the money lost due to people complaining online that your hayride doesn't have enough variety. For every attraction that you did not build, add up the total potential cost to build that attraction 3 times and place that overall total in this box. For example, if you did not build Fog Valley, the total cost to build it three times would be  $\$20 + \$5 + \$5 = \$30$ .

BAD VIEWS are things that you don't want your guests to see or, in the case of Marcie and her Troublemakers, things you don't want your guest dealing with. Here is the list of things you need to count:

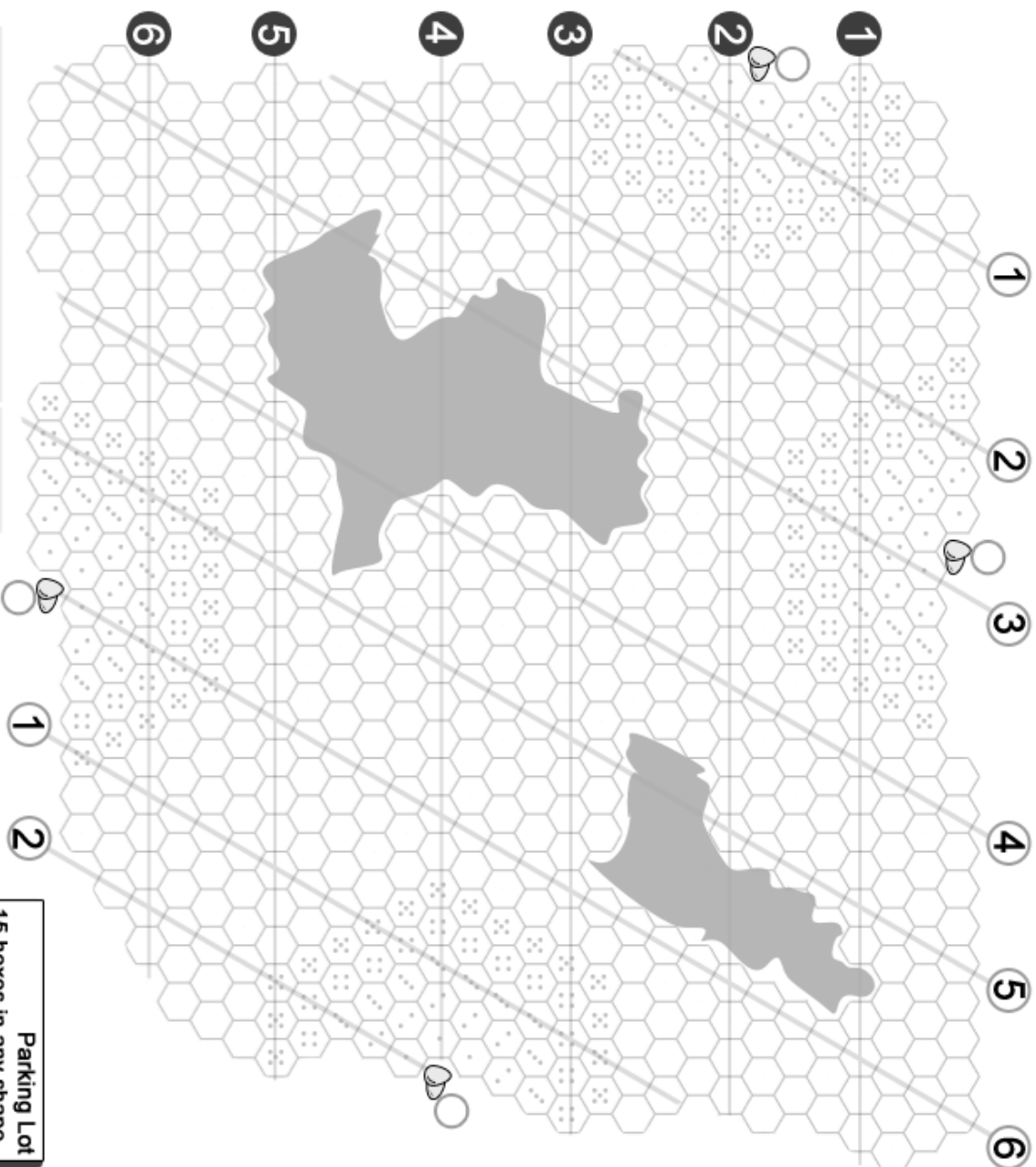
- A) For each Backstage hex that is next to a tractor path hex, add 1 bad view.
- B) For each Flooded hex that is next to a tractor path hex, add 1 bad view.
- C) For each tractor path hex that is in range of an egg thrower, add 1 bad view.

Multiply your total bad views by 2 to get your bad view score.

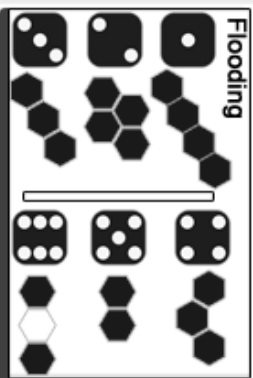
Add up all costs of the attractions and ticket booths you've built; this is your COST TO BUILD.

Add up your cost to build, bad views, and bad reviews to get your total OUTLAY.

**Your FINAL SCORE is your INCOME minus your OUTLAY.**



|               |               |        |        |                             |             |
|---------------|---------------|--------|--------|-----------------------------|-------------|
| Bad Reviews   | Ticket Booths | Scores | Income | Subtract Outlay from Income | FINAL TOTAL |
| Bad Views     | x15           | x10    |        |                             |             |
| Cost to Build |               |        |        |                             |             |
| Outlay        |               |        |        |                             |             |



**Parking Lot**  
15 hexes in any shape

Must be placed next to border

**PL**

Ticket Booth \$10

Must touch Parking Lot

PL T B

**Alien Autopsy**  
backstage(4)  
\$50 \$10

A A A A A A A A

**Chainsaw AI**  
backstage(3)  
\$45 \$35

C C C C C C C C

outside of "mouth"

**Creepy Tunnel**  
backstage(4)  
\$35 \$30

T T T T T T T T

only interior hexes score

**Witches Hollow**  
backstage(4)  
\$45 \$20

W W W W W W W W

**Lagoon Monster**  
backstage(3)  
\$20 \$10

G G G G G G G G

must be next to lake

**Swamp Mummy**  
backstage(2)  
\$30 \$10

M M M M M M M M

must be next to lake

**Mad Scientist**  
backstage(4)  
\$30 \$10

S S S S S S S S

**Fog Valley**  
backstage(4)  
\$20 \$5

F F F F F F F F

must be next to lake

**Tree of Ghouls**  
backstage(3)  
\$65 \$35

T T T T T T T T

**Pumpkin Patch**  
backstage(2)  
\$20 \$5

P P P P P P P P

only interior hexes score

**Kannibal Kamp**  
backstage(3)  
\$30 \$15

K K K K K K K K

must be next to lake

**Zombie Field**  
backstage(4)  
\$35 \$25

Z Z Z Z Z Z Z Z