


# Rule Book!

GREY FOX GAMES

## Components

2 Score Pads, 4 Pencils, 1 Pig Start Player Marker, and 9 Veggie Dice (3 Green Lettuce Dice, 3 Red Tomato Dice, 3 Orange Carrot Dice).



## Overview

In Harvest Dice you will be taking turns rolling and drafting dice in order to plant veggies in your garden or feed them to your pig. Keep an eye on the ever-changing market though, you want to make sure you have plenty of desirable veggies in your garden come harvest time!

## Set-Up

Each player recieves a score sheet and a pencil. The start player takes the dice and the start player marker. *(The last person to have eaten a vegetable is the start player. Alternatively, you can roll for it.)*

***NOTE: In a 2 player game you will only play with 2 dice of each color (6 dice total)***

The rules assume you are playing the basic version of the game. Where the advanced game differs from the basic game, advanced rules will be noted in a box like this one.



BASIC





ADVANCED

## Game Play

**The start player rolls all the dice into the center of the table to form the dice pool. Beginning with the start player, then continuing clockwise around the table, each player will select any 1 die from the available pool until only 1 die is left.** ***In 2 & 3 player games the player going last will draft 1 fewer die.***

**When a player selects a die they must either PLANT IT in their garden or FEED IT to their pig.**

**PLANT IT - A player may plant the die in their garden by drawing a picture of the vegetable it represents (Green die Lettuce, Red die Tomato, Orange die Carrot) The vegetable must be drawn in one of the open spaces in the matching column (number on the chosen die).**




***Bob can take a die from the pool and draw a triangular carrot in column 2 or a square lettuce in column 3. However, he cannot put a round tomato in column 5, using a 4-pip die.***

**Planting Restrictions:** When planting a vegetable for the first time, you are free to plant it without restriction. If the vegetable you are planting already exists in your garden, then it must be planted in an orthagonally adjacent space. If the die you choose cannot be planted because it is either **A)** in a column that is full or **B)** not adjacent to other like vegetables, then the die ***must*** instead be fed to your pig.

**Feed it** - **A player may only feed a die to their pig if it cannot be planted** ***(see planting restrictions above).*** When you feed your pig, cross off circles equal to the value of the die you selected. When crossing off circles you will cross them off from left to right, top to bottom. Remember you get to choose whatever dice you want from the pool; if you want to feed your pig, simply choose an un-plantable die.




***Susan could plant the lettuce in column 3 since she started lettuce in column 2. She can not plant the carrot in column 5, since she already planted them elsewhere in her garden. However, she could feed it to her pig.***

**Pig Powers:** Every time you cross off a row of 6 circles, you unlock a special ability that allows you to change the value of a selected die, up or down one value *(dice cannot be adjusted higher than 6 or lower than 1)*. When you decide to use this power, cross off the box next to the row. You can only use this power once per completed row, but you may use multiple powers to affect the same die *(cross off 2 boxes in order to change a 4 into a 6)*.




***Sandra has completely crossed off her first row and has unlocked her first PIG POWER that she may use on a future turn.***



**Advanced Game: In the advanced game, an additional pig power is available to you. This power lets you change the color of a die you drafted to a color of your choosing. Each time you activate a pig power you may choose which ability (changing the value or changing the color) you use. By using multiple pig powers, it is possible to do both!**

## The Last Die & The Market

When only one die remains in the pool, no player may take it. Instead all players look at the color of the die and cross off one of the circles in the corresponding market on their sheets. Each vegetable in your garden is worth 1 point for every circle crossed off in its market at the end of the game. *Example: Bob has 5 lettuce in his final garden, and the lettuce market has 3 circles crossed off. Bob's lettuce (5) x the market value (3) = 15 points.*

## Starting a new round

After all players have crossed off the correct market circle, all the dice are collected and passed (along with the start player marker) to the next player clockwise from the previous roller. They become the start player and will again roll the dice and create a dice pool.

Players continue this process of drafting, adjusting the market and rolling until the end game is triggered.



*The last die this round is GREEN so all players cross off a circle in the LETTUCE market to show that each Lettuce is now worth 1 additional point at game end.*

***NOTE: The value of the last die is not important, only the color.***

**Advanced Game: You will notice that in the Basic Game, each vegetable is already worth 1 point. In the advanced game, these markets start empty, so be careful you do not end up with veggies worth nothing.**



## End Game

**The last round is triggered when any player either:**

- **Fills every space in their garden.**
- **Crosses off every circle on their pig.**
- **Cross off all 6 circles in any single market.**

**At this point, play continues until the current round is complete. Then, players add up their scores.**

## Scoring

**Players add up their scores using the boxes along the bottom of their score sheets.**

**Vegetables - Count the number of veggies you have of each type and multiply each one by its market value.**
**Ribbons - For every row you completed in your garden, you receive 5 points.**
**Pig - Your pig scores equal to the value next to the row you most recently completed.**

***Add all these up, and the player with the most points is the winner. In case of a tie, the player with the most veggies planted in their garden wins. If it's still a tie, the player with the most circles crossed off for their pig wins.***

***If it's still a tie, the tied players share the victory!***




**Advanced Game: 5 Additional Ribbon points are awarded to the player with the most carrots, the player with the most lettuce, the player with the most tomatoes, and the player with the most circles crossed off for their pig. This is 20 additional total points up for grabs in the advanced game! In the case of a tie in any category, both players are awarded the 5 point bonus.**




## Credits

**Game Design: Danny Devine**

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