Rolling Ranch

Rulebook

Rolling Ranch

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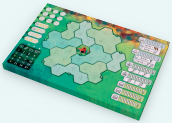
It's another early morning on the ranch. You wake up and climb out of bed like any normal day, only to find the sun is already over the horizon.... Wait, the sun is already rising?... The clock shows 8 am! You should already be completing the day's chores by now. What happened to the rooster?

You leave your house to check, but as soon as you step out, you see the devastation across the ranch. Overnight, a storm destroyed the ranch's fences and the animals fled! You must recover them.

Hopefully they haven't gone too far. Now, you must set out to repair the fences and retrieve them from the nearby forest.

Components

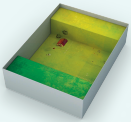
2 Animal Dice



100 Two-sided Ranch Sheets
(random layout on reverse side)

4 Pencils

20 Mission Cards



1 Box
(can be used as dice tray)

Overview

With a pencil and a Ranch Sheet, players use the results of a dice roll to rescue animals and improve their ranch.

Each player attempts to place animals in their ranch the best way possible, and construct buildings to receive bonuses that will help them achieve the highest score.

Everyone plays at the same time! Who will rescue the most animals and be the most successful rancher?

Setup

Give each player a Ranch Sheet with the (A) side face up. Alternatively, all players can choose to play with a varied layout and use the (B) side.

Give each player a pencil and deal each player a Mission Card face down. This card will remain hidden from all other players till the end of the game.

Place both dice in the middle of the play area.

Gameplay

Each round, one player rolls both dice and each player simultaneously chooses one of three actions:

Rescue the animal shown on the **BLUE** die by drawing it in a hexagonal pen space on their Ranch Sheet matching the number shown on the **YELLOW** die.

Rescue the animal shown on the **YELLOW** die by drawing it in a hexagonal pen space on their Ranch Sheet matching the number shown on the **BLUE** die.

Collect the resources shown in the upper right corner of both dice and record them on the Ranch Sheet by filling in the corresponding shapes.

Note: *If both dice show no resources, players may decide to do nothing instead of rescuing animals.*

When collecting resources, a player may chose to collect only some of the resources shown.

When drawing an animal in a pen space, players may choose to drawn simple shapes to represent animals on their Ranch Sheet (▽ = Chicken, ○ = Pig, □ = Cow).

After all players have performed an action, check for breeding. If both dice show a heart on the lower right corner, each pair of animals will breed if possible (see Breeding).

Players are not allowed to strike through or erase a space on their Ranch Sheet. Everything written is considered permanent.

Start the next round by rolling both dice.

Example:

With this result, each player chooses between:

A. Draw a chicken in any empty number 4 pen space.

B. Draw a pig in any empty number 6 pen space.

C. Collect two wood and one nail.

Pens

Pens are groupings of hexagonal spaces on each player's Ranch Sheet. They are separated by fences indicated by heavy green lines. Players draw animals on an empty pen space on their Ranch Sheet when rescuing an animal, or when receiving new animals as a result of breeding.

When all spaces of a pen are filled, the player scores it according to the animal score chart shown in the lower left hand corner of the Ranch Sheet.

If the pen is filled with animals of the same type (ignoring buildings), the player counts the number of animals in the pen and checks the number of points awarded of that animal type on the table. If the pen is filled with animals of different types, score points equal to the number of animals in that pen.

= pen

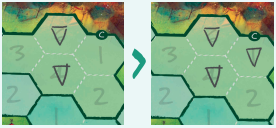
= pen space

?			
1	1	2	3
2	2	4	6
3	4	7	10
4	7	11	15
5	11	16	21

animal score chart

Record the score for each pen in the corresponding hexagon in the upper left corner of the Ranch Sheet.

Breeding



Breeding occurs at the end of any round in which both the yellow and blue dice show heart icons.

All pens containing two or more animals of the same type receives a new animal of that type. The new animal is drawn in any empty pen space of the pen in which it was generated.

If there are no empty spaces in the pen to draw a new animal, breeding doesn't occur.

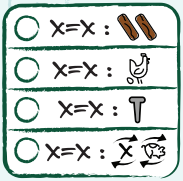
Buildings

If a player chooses to collect the resources instead of rescuing animals, they immediately allocate the resources to one or more buildings on their Ranch Sheet by filling in the wood icons or nail icons next to one of the building symbols.

When all resource icons for a building are filled, the build is complete and the player must draw that building in any empty pen space on their Ranch Sheet. There are three types of buildings:

Barn: After building a barn, the player immediately chooses one of the two options shown below the barn. Each option represents a bonus that the player may receive whenever two equal numbers appear on the dice.

Using a building's bonus is optional.



1. Record up to two wood icons on the player's Ranch Sheet.

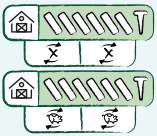
2. Rescue a chicken. Draw it in any empty pen space on the player's Ranch Sheet.

3. Record a nail icon on the player's Ranch Sheet.

4. In the current round, instead of taking any other action, the player may draw any animal in any empty pen space.

Warehouse: When building a warehouse, the player unlocks the bonus shown below the warehouse resources. The bonus can only be used in future rounds and up to two times.

To use a warehouse bonus, strike through the bonus icon on the player's Ranch Sheet to indicate that it has been used and take the action. In addition, at the end of the game, each unused warehouse bonus is worth 1 point.



Each icon allows the player to draw any of the two animals on the rolled dice in any pen space of their choice. This does not affect other players.

Each icon allows the player to draw an animal of their choice in one of the two pen spaces shown on the rolled dice.

At the end of the game, the player will receive 1 point for each pen space (empty or filled) of the pen containing the warehouse.

Example:

The Warehouse is in pen “C”, which is made up of 5 pen spaces, so the player receives 5 points at the end of the game. If the player has two warehouses in pen “C”, the player will get 5 points for each warehouse for a total of 10 points.

Greenhouse: Receive 5/12/20 points at the end of the game depending on the number of greenhouses (1/2/3) the player has built in their ranch.

Mission Cards

At the beginning of the game, each player receives a secret Mission Card, that provides a pair of objectives for the player to accomplish.

Each Mission Card contains two objectives. If the player achieves the requirements of an objective, he receives the points shown on it.

	Score	Objective
4+ 4	4	Have four or more completely filled pens with only chickens on the player's Ranch Sheet. The pen may contain buildings.
4+ 5	5	Have four or more completely filled pens with only pigs on the player's Ranch Sheet. The pen may contain buildings.
10+ 4	4	Have ten or more chickens on the player's Ranch Sheet.
10+ 5	5	Have ten or more pigs on the player's Ranch Sheet.
8+ 6	6	Have eight or more cows on the player's Ranch Sheet.
6+ 7	7	Have six or more buildings on the player's Ranch Sheet.
4+ 4	4	Have four or more buildings on the player's Ranch Sheet.

End of Game

The game ends at the end of the round in which one player has filled all the pen spaces on their Ranch Sheet. Players will count their points based on animals in both completed and uncompleted pens, buildings and mission cards.

In case of a tie, the player who triggered the end of the game is the winner. If there is still a tie, the player with the most buildings is the winner. Otherwise, all tied players share the victory.

Languages

This rulebook is also available in several other languages on our website. You may scan the QR Code at the left for easy access on your mobile device, or you can type the following address manually on the device of your choice:

https://thundergryph.com/rulebooks

Support

We are here to help, send us an email if you have any problems:

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