

Haunted Harvest

HH Ruleset – v01

What is the game?

You are a lonely scarecrow, and the winter season is almost upon you. You decide you want to plant some seeds in hopes of attracting some Crows for company, and hope they will stay with you through the winter. You plant the seeds and the crows do come, but you had forgotten that the grounds of your farmland are haunted! At night, the plants awake and rampage about, scaring crows and devouring each other! Can you plant enough during the day, and keep them under control enough at night so that the flock grows large enough to stay?

Duration: 8 Turns

Components:

1. 2 Game Boards (1 Player Board, and 2 Player Board)
2. 2 Scarecrow Standees
3. 16 Plant Hex Tiles
4. Crow Tokens (VP)
5. Seed Tokens (currency)

Win Condition:

- 1 Player: End the game with 20 VP
- 2 Players: End the game with more VP than your opponent

Start of game:

1. Select your game board (1P or 2P)
2. Place your Scarecrow on a hex with a T
3. Each player starts with 5 seeds and 2 sunflowers
 - a. Place these in a Hex adjacent to your Scarecrow
4. On your turn:
 - a. Daytime:
 - i. Collect the appropriate number of seeds from your plants (shown on the day side)
 - ii. You may move your Scarecrow 1 space each turn. You may move any number of additional spaces at the cost of 1 seed per Hex.
 - iii. You may purchase new plants from the pool and plant them in an empty Hex adjacent to your Scarecrow
 - iv. When you are done with these actions flip the tiles over and run the Nighttime sequence
 - b. Nighttime:
 - i. All of your tiles should be flipped over at this point (purple side showing)
 - ii. Check the "Cheat Sheet" to see if there are any effects that occur once a tile is flipped
 - iii. Roll the die!
 - iv. Move each plant the appropriate direction (check the ring around the edge on the purple side and move the dice accordingly)

- v. If any plants collide, or would occupy the same space, destroy the plant with the lower Attack number shown.
 - vi. Check the “Cheat Sheet” to see there are any additional collision effects
 - vii. You may move your Scarecrow 1 space each turn. You may move any number of additional spaces at the cost of 1 seed per Hex.
 - viii. You may Harvest crops at this time if you wish (remove the tile from the board and add it back to the pool). If you Harvest a crop, you Reap back however many half the seeds it costs to plant it (rounded down).
- c. After all Harvesting is done and all crop collisions have been resolved, the turn is over. Flip the tiles over to their Daytime sides (beige side up) and begin the next turn.
5. 2 Player Rules:
- a. The rules are the same as listed above, but each player rolls the die during Nighttime. The youngest player rolls the die first, both players move the plants accordingly, then the next player rolls the die, and both players move their plants accordingly again.
 - b. A player can only move to a hex, or Harvest plants on “their side” of the farm.
 - c. The center space of the board is a free space, plants can move onto it, but players cannot, and they may not plant on it.
 - d. Plants can pass freely from one players side to the other’s.
 - e. Players only experience the effects of the plants (good or bad) of the plants located on their side of the farm.

Example Tile – Corn

Daytime Side:

Nighttime Side:



Daytime Side: Gain 3 Seeds when this side of the corn is revealed

Nighttime Side: This tile has an attack value of 5. The symbols around the edge tells how the tile moves based on the die roll.