

## “Seasonal Journey” Rule Sheet

**Prompt:** Four Seasons

**Premise:** Welcome to Seasonal Town, a place where you will get the chance to experience four full blown seasons; Winter, Spring, Summer, and Autumn. In this competitive game, you will clash against other players on your journey through all four seasons, the winner being the player with the most coins. Will you be the victor?

**Player Experience Goal:** Seasonal Journey is a game where players will experience waves of excitement but also a healthy amount of tension and maybe a little frustration as you compete against your friends. Each player’s progress along the gameboard can change in an instant, whether it is an unlucky scenario such as a Weather Event sending everybody back to the start of a season or one of your friends hitting you with a minus 6 on your next roll, potentially making you move backwards.

**Recommended: 3-4 Players**

**Contents:**

- 1 Game board
- 2 numbered dice
- 6 player cards (Sheriff, Teacher, Firefighter, Veteran, Thief, and Mayor)
- Coins (blue chips)
- Seasonal Chance Cards (1 set for each season)
- Shop Cards
- 4 player avatars (Polar Bear, Brown Bear, Orange Fox, and Yellow Fox)

## Setup:

- The players will shuffle the player cards. These cards will be distributed randomly amongst the players, with each player only receiving 1 player card. Displayed on the card are the player's abilities. Each player should read their ability out loud and place it face up in front of them.
- After each player has received a player card, they will each pick one player avatar to represent them on the board. The players will then place their respective player avatars on the Start Space on the board, located in the Winter area.
- Players will shuffle each season's Chance Cards and place them in a stack outside of the board, next to their correlating season.
- Players will also designate a spot outside of the board to put the Shop Cards. Once these cards are shuffled, one player will draw 3 Shop Cards off the top of the pile and place them in front of the stack. These 3 items will be the available items to buy. Once one item is bought, players will draw another card off the top so that the item shop is always equipped with 3 Shop Cards.
- Each player will start with 10 coins before they begin the game. The remainder of the coins can be put in a location on the outside of the board. This area will be referred to as the bank.
- In order to decide who will go first, each player will take turns rolling one of the numbered dice. The highest number will go first, the second highest number will go second, and so on. If one or more players happen to roll the same number, those players will roll their die again until they receive different numbers.

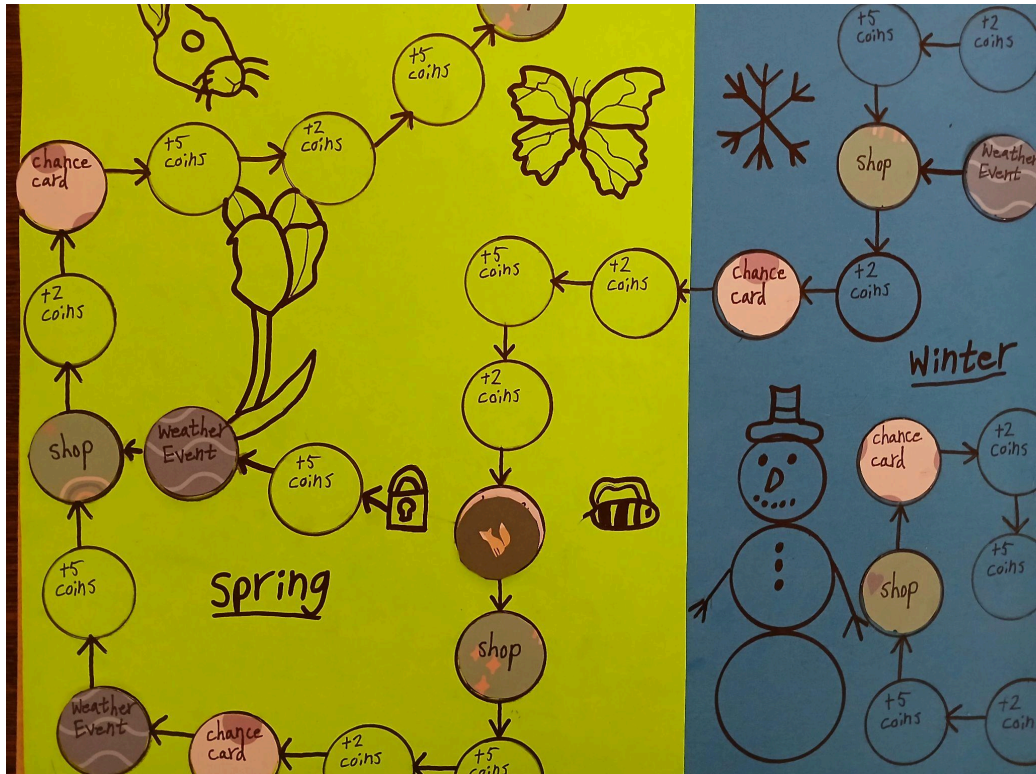
- For example: If Player 1 rolls a 6, Player 2 rolls a 4, Player 3 rolls a 4, and Player 4 rolls a 1, then players 2 and 3 will continue to roll their die to see who will go second and third. Player 4's number is locked in so if Player 3 rolls a 1, they will get to go before Player 4.
- Once the player order is decided, Player 1 will take one numbered die and roll it to see where they land.

**Rules:**

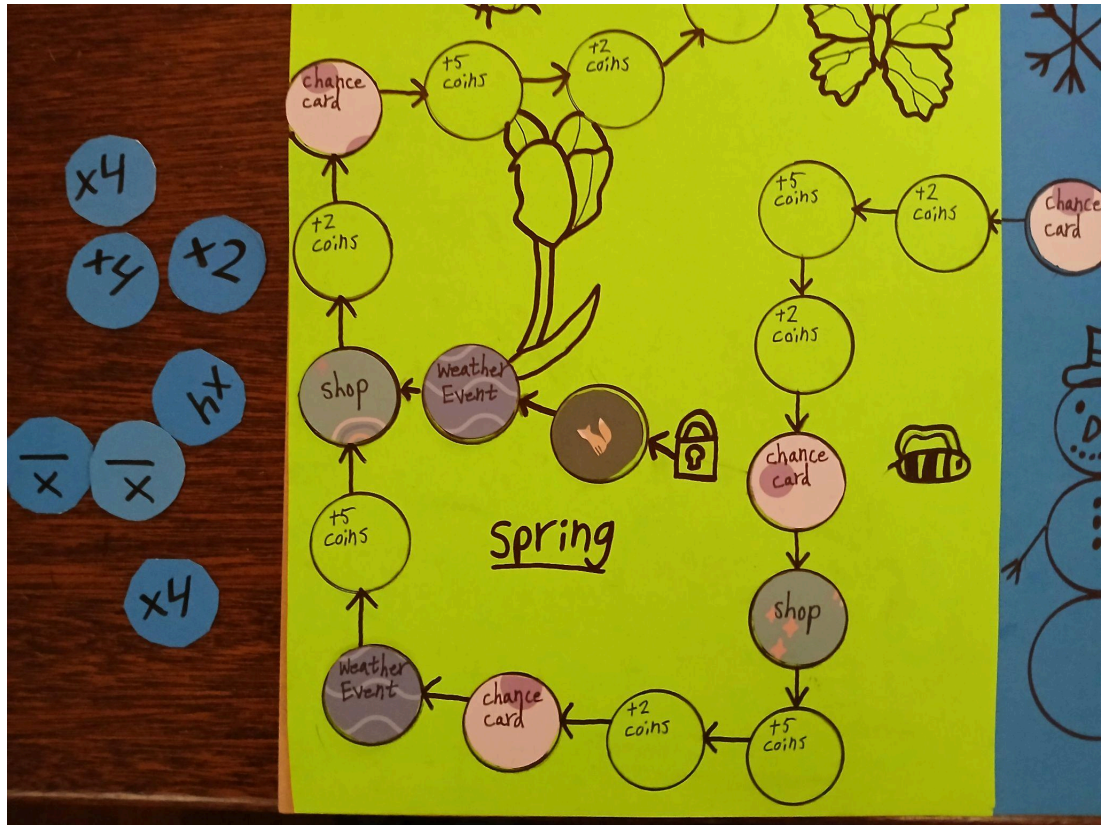
- Players can only roll 1 numbered die on their turn. Each space on the board correlates to one spot to move.
  - For example, if the player rolls a 6, they can move 6 consecutive spaces.
- If two players land on the same spot, they will enter a battle. Each of the battling players will roll one of the two numbered dice. The player with the highest number wins the battle and receives 5 coins from the player who lost. If both players roll the same number, they will re-roll until each player has a different number. The player who lost the battle will also become fatigued, meaning they will subtract two from their next roll. If the roll is negative, the player will move backwards the negative amount of spaces. If the player who lost has less than 5 coins, they will give whatever amount they have left to the player who won. The player who won can take as many coins from the bank as needed to reach the 5 coins they are owed from the player who lost.
  - For example, if the player who lost rolls a 4 their next turn, they will only be allowed to move 2 spaces. Or if the player rolls a 1, they will have to move backwards one space.

- If the player lands on a space that says +2 or +5 coins, that player will receive 2 or 5 coins from the bank.
- If the player lands on a Weather Event space, then every player within that season's region will have to move back to the first spot in that season. Players outside the seasonal region where the Weather Event occurred are not affected.
  - For example, if a player lands on a weather event space in the winter region, every player still located in the Winter region will have to move back to the Start Space.
- If the player lands on a Shop Space, they can choose whether or not to buy an item from the shop assuming they have enough coins. Once an item is used, the item will be placed at the bottom of the Shop Card pile.
- If the player lands on a Chance Card space, they will draw a chance card from the season they are located in. The player will then read the chance card out loud and everyone will have to act according to what the card states. Chance Cards apply to everyone on the board unless the card states otherwise. Once the Chance Card is used, place it on the bottom of that season's Chance Card pile.
- If the player wants to head down a path found behind a padlock symbol, they will have to pay 20 coins. Each padlocked path costs 20 coins per player who chooses to pass through. If the player does not have enough coins, they cannot go that route.

- In the following image, the player with the yellow fox avatar is deciding whether to go through the padlocked path.



- In the following image, the player with the yellow fox avatar decides to pay 20 coins so they can go through the padlocked path.



- If a player uses an item or ability that allows them to steal coins from players, they cannot steal from a player who has reached the End Space in the Autumn region.
- Once a player has reached the End Space, they no longer can use their ability.
- The player who finishes first will receive 20 additional coins, second place will receive 10 additional coins, third place will receive 5 additional coins, and 4th place will receive 2 additional coins. If the player still has an item card when they finish, they can sell it back for half the value they bought it.
- Ultimately, once all players have finished, the player with the most coins wins. If more than 1 player has the same amount of coins at the end, then the order in which each player finished becomes the tie breaker.