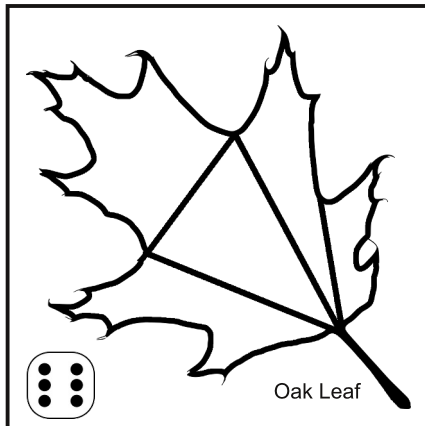
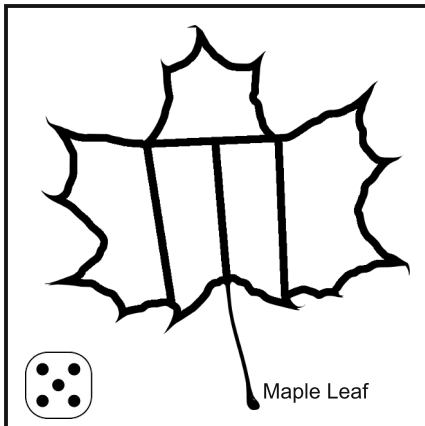
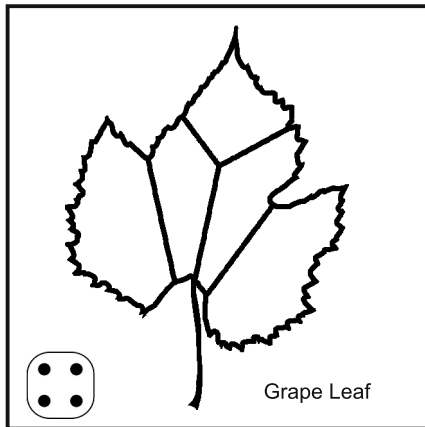
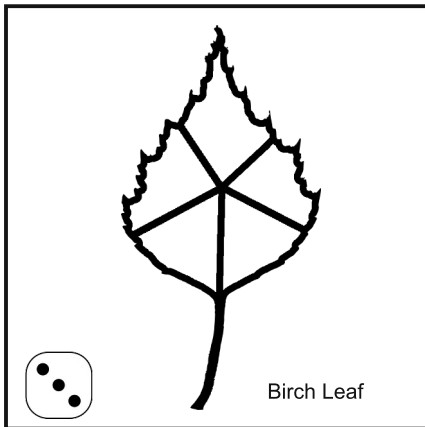
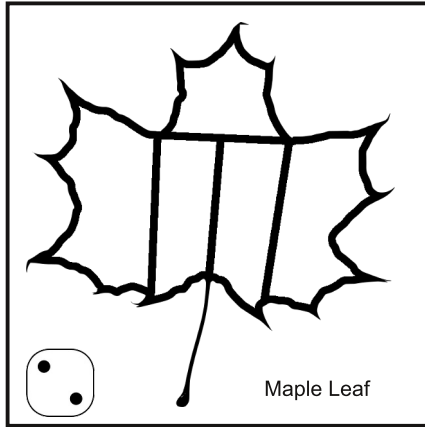
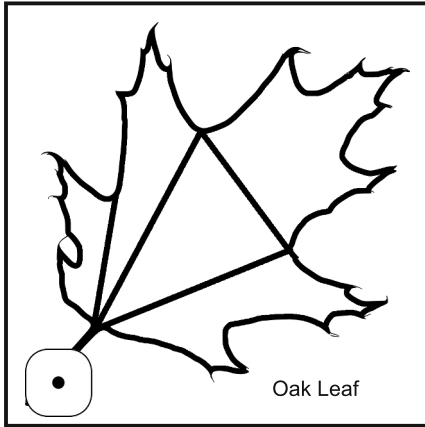


Autumn Leaves

A Solo Write & Roll Game by Michael Isaacs



Leaf Decay Track



Color Die

- 1 Brown(B)
- 2 Red(R)
- 3 Orange(O)
- 4 Yellow(Y)
- 5 Purple(P)
- 6 Your Choice

Complication Chart

- 2-3 Add Brown to both Oak Leaves
- 4-5 Add Brown to both Birch and Grape
- 6-8 Add Brown to 2 Leaves of Your Choice
- 9-11 Add Brown to both Maple Leaves
- 12 You got lucky this time

Scoring

Completed Leaves: _____ x5 = _____
 Adjacent Matching Colors: _____ x2 = _____
 Remaining Leaves to Decay: _____ x3 = _____
 Leaves of single Color: _____ x10 = _____

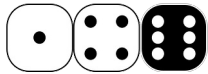
Total:



Autumn Leaves

A Solo Write & Roll Game by Michael Isaacs
Summer has come and gone. The trees have grown tired after a long season, and it's time to find someone that will paint their leaves in vibrant autumn shades. That job has fallen to you.

What you need to play:



- 3 six-sided dice, one of which needs to be a different color to represent the **Decay die**.
- Pencil or Pen. Optionally you can use crayons or colored pencils of autumn colors.
- A copy of the game board.

Goal:

To completely color all 6 leaves before the last leaf falls from the trees and winter begins.

Set up:

Great news. The tree leaves are ready and waiting for you get busy coloring them. Once you've gotten every thing you need to play, you are ready to go.

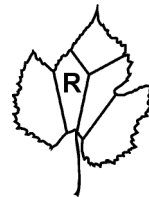
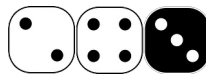
Game Play:

Each turn you will roll all 3 dice. Mark off the number on the **Decay die** on the leaf fall track. If the **Decay die** is a 6, mark off 5 leaves on the **Leaf Decay Track**, add the other two dice together and consult the **Complication Chart**.

When the **Leaf Fall Track** is completely filled in, the game ends when you finish this turn.

When the **Decay die** isn't a 6, choose one of the other dice to be the **Leaf die**, and the remain die to be the **Color die**. Pick an area of the leaf specified by the **Leaf die** and write in the letter representing the **Color die** result. If the **Leaf die** indicates a leaf that is completed, swap the dice. If that leaf is full, then the turn ends.

Example Play: On your turn you roll the 3 dice and get 2, 4, and a 3 on the **Decay die**. After filling in 3 leaves on the **Leaf Decay Track** you choose to use the 4 as the **Leaf die** and the 2 as the **Color die**. You then choose an area on the Grape Leaf to mark with an R.



The game ends when either the last leaf falls from the trees (the **Leaf Decay Track** is filled) or when the last area of the last leaf has been colored.

Scoring:

Add up the number of leaves that have been completely filled and multiply by 5.

Add up the number of leaf portions that are adjacent to portions of the same color. Do not count portions that are Brown. To be adjacent they must share an edge, not a point. Multiply this number by 2.

If there are still unmarked leaves on the **Leaf Decay Track**, multiple the number remaining unfilled by 3.

For every leaf that is completed with the same color, including Brown, add 10 bonus points. Total these numbers to find your final score.



The Brown areas are adjacent, and the Yellow areas are not. No points are earned because adjacent Brown areas don't score.

A perfect leaf will score a total of 25 points. 5 for being completed, 10 for adjacent color, and 10 points for being a single color.

Next autumn, try and improve your score. The trees appreciate your help.