

Autumn Stroll is a roll and write game for 2-6 players that has you taking a leisurely walk through an autumnal forest to see the leaves change and maybe taking a few pictures along the way.

COMPONENTS: 3 white dice, 3 black dice, and one scoring sheet per player.

SETUP: Give each player a scoring sheet and a pen to write with. Then, choose a starting active player and give them all six dice.

GAMEPLAY: Autumn Stroll takes place over 24 rounds, with the following steps in each round.

- 1. Roll Dice: The active player rolls all six dice.
- 2. Select Dice: The active player chooses either all three black dice or all three white dice. Dice of only one color can be chosen.
- 3. **Use Dice:** The active player uses their three chosen dice to perform actions, while the inactive players use the unchosen dice. Not all dice need to be used. This can be done simultaneously. The available actions are:

Walking through the forest: Use a single dice to move from your current space in the direction matching the dice value to an adjacent space.

- Everyone's walks begin from the space with the binoculars.
- Always draw your line to the middle of the space you're moving into.
- You cannot backtrack directly through the path you justtraveled through. However, you may circle back around and cross through previously drawn paths.
- You may only move into a new section of colored trees if you've filled in all the map spots on its corresponding map panel. For instance, you can't move into the section of yellow trees until all the map spots in the panel with the yellow trees are filled.
- If you enter a space with a circled tree, cross it out. This represents you taking a photo of the tree and will earn you points at the end of the game.

Studying your map: Use any number of dice to fill in that many spaces on your map, going from left to right. You must complete an entire section before filling in the next section. This will unlock the next area of your forest.

Spotting photo opportunities: Use two dice to circle a tree at the intersection of where the two values meet on the board. This represents you finding trees to take photos of. While this doesn't mean the photo was taken, it sets you up for future scoring opportunities.

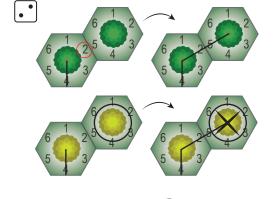
- You can use the two dice in either combination.
- You can circle any tree on the board that you have not already moved through or previously circled and/or photographed.
- **4.** New Round: Check for game end and clean up for the next round.
 - All players mark off the leftmost space of their time track, representing another of hour in the day that has passed.
 - If the last spot of the time track was crossed off, the game proceeds to scoring.
- If not, the next player in clockwise order becomes the active player and gathers the dice. Then, a new round begins.

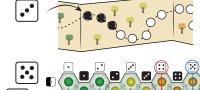
SCORING

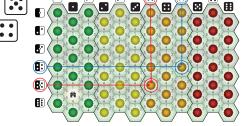
• Everyone scores 1pt for each tree seen of a single color, scored for each of the four color variations.

• Bonus points are awarded to players for seeing the most trees of a single color. In case of a tie, all tied players are awarded the bonus points.

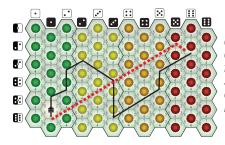
- 3pts for seeing the most green trees
- 4pts for seeing the most yellow trees
- 5pts for seeing the most orange trees
- 6pts for seeing the most red trees
- The player who travelled deepest into the forest scores 5 bonus points.
- Everyone scores 4pts for each photo taken.
- Players add up their score and whoever has the highest total wins!
 - In case of a tie, whoever saw the most red trees wins.











The bonus for travelling the deepest into the forest is determined by counting the farthest distance between 2 spaces on your trail. In this example, the farthest distance is 10 spaces.



GAMEPLAY

Roll Dice: Active player rolls all 6 dice.

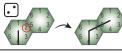
Choose Dice: Active player chooses the black or white dice.

Use Dice: The active player uses all 3 of their chosen dice, while the inactive players use the unchosen dice.

New Round: Mark off the Time track and prepare for the next round.

ACTIONS

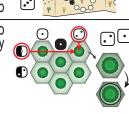
Move through the forest

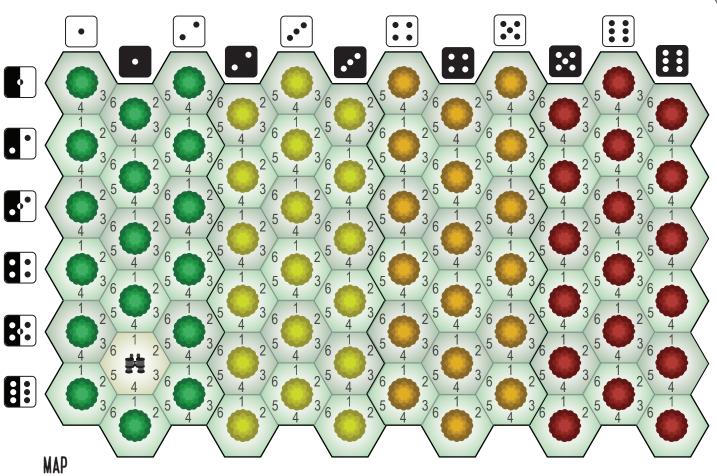


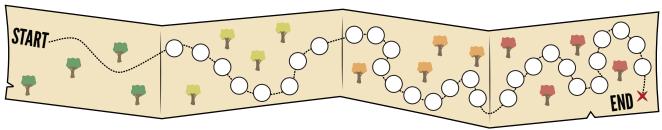
Study your map



Spot a photo opportunity







SCORING

