

# Pioneers



*Designed by Shaun Elliot for the 4th BGG Roll & Write contest.*

*As the sun rises over the grassy hilltops you take in a deep breath of the sweet, fresh air. A month has passed since your men set out in search of precious resources and now, finally, you can see them on the horizon. It's time to turn this camp into a fully fledged village...*

Pioneers is a short, solo, engine-building game of village construction and resource gathering. You have one year to turn your new settlement into a thriving village!



1 player



20-40 minutes

## Components

- 1 player sheet
- 6d6
- A pencil & an eraser

## Objective

Your goal is to gain as many Victory Points as possible in 12 turns. You play the role of camp leader and future mayor. Start by building houses for people to live in, then construct more buildings to improve your village. Buildings produce more valuable resources or improve your dice rolls. Try to make the biggest and most profitable village possible before the last turn.

Victory Points are the sum of Gold, Population, Squares Occupied on the map & Milestones achieved.

# How to play

**1. Gathering Phase.** Roll all 6 dice. Each resulting die corresponds to a single resource in the **Resource Pool** (1 = Stone, 2 = Timber...6 = Gold).

Apply any modifiers provided by your buildings and add the results to the **Resource Pool**. These represent the resources that your men have gathered from the surroundings this month.

*Example: On your first turn you roll 5,5,1,2,3,6. As you don't have any building modifiers you add 2 Wheat, 1 Stone, 1 Timber, 1 Coal and 1 Gold to your Resource Pool.*

**2. Production Phase.** Activate any buildings that manufacture now. You can normally only manufacture once per building, per turn. If you want to manufacture more, you must pay one Gold for each additional item produced (you hire more workers).

*Example: As you don't have any buildings yet, there is nothing to manufacture on your first turn.*

*Example 2: On a later turn you use your Mill to manufacture Flour (2W = 1F). You delete 2 Wheat from your Resource Tracker and add 1 Flour.*

**3. Market Phase.** Construct a building, buy & sell resources or do both. You can perform any action as many times as you wish during this phase.

*Example: It's time to start populating your village & you still have all of your resources from the gathering phase. You spend 1 Stone and 1 Timber to build your first house and increment the population by 1.*

**4. Feeding/Final Phase.** To feed your population, remove the corresponding food resources from the **Resource Pool**, mark a turn off the **Turn Tracker** and return to phase one.

*Example: You currently have 1 Population. As you have 2 Wheat in your Resource Pool you remove one of them (1 Wheat feeds 1 Population). Your Population is now fed and you may end your turn.*

**The game ends after 12 turns.** Don't forget to feed your population one last time and sell as many resources as possible.

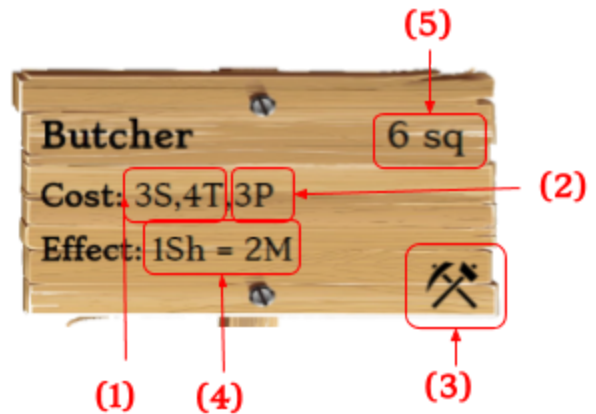
# Terminology

## 1. Buildings

Buildings give you different bonuses based on the action they perform. They can, for example, turn one resource into another (manufacture) or allow one or more dice to be re-rolled.

Each building has:

- (1) A resource cost
- (2) A required population to function
- (3) The type of effect that the building performs
- (4) An Effect
- (5) A number of squares that it occupies



**Construct a Building:**

When you construct a building, fill in the required squares on the map and erase the resources spent. **You do not need to remove the population**, you simply need to reach the count required by the building. You can reuse the same population for other buildings.

**About Effects:**

- 1) Where possible, a buildings' effect is effective immediately after construction. **The effects of buildings that allow you to re-roll dice or manufacture products cannot be used until their respective phases.**
- 2) If your population falls below the required population you cannot use the buildings' effect.
- 3) Buildings that manufacture goods can only manufacture once per turn. This might result in multiple manufactured goods (E.g.: The Butcher produces 2 Meat per turn). **You may pay 1 Gold to manufacture again on the same turn (as many times as you wish).**
- 4) Buildings that allow you to re-roll dice can only be used once per turn.
- 5) You can have as many copies of a building as you wish and each one's effect applies separately.

**Example:** You have managed to build 3 farms! On each turn you can exchange up to 3 dice for either 1 Sheep or 2 Wheat.

**Important!** Houses are a special case, you only apply their effect once per house. In other words, you only augment your **Population** once per House.

## 2. Buying or Selling resources

You can buy and sell resources at the Marketplace. The exchange rates are on the player sheet. Some buildings alter the selling price (i.e.: give you more gold).

You can exchange resources directly according to their gold value.

For example:

2 Timber = 1 Gold
2 Stone = 1 Gold
▼
2 Timber = 2 Stone

Some resources, like Bread, cannot be rolled, only manufactured. These resources generally have a higher selling value.

## 3. Feeding the population

At the end of each turn you must have enough food to feed your population. Delete the corresponding amount of food from your **Resource Pool**.

If you don't have enough food, decrease your population by deleting them from the **Population Tracker** (they move to another settlement) until you have enough food to feed everyone.

When you remove population:

- The houses stay intact
- The effects of any buildings that required that population count cannot be used

If you have enough food for every household at the end of your next turn, the lost population returns.

## 4. Milestones



On your **Player Sheet** you can find **Milestones**. These are end-game bonuses that are fulfilled by selling a certain quantity of manufactured goods, producing certain buildings or having a certain population count.

*Tip: Use the boxes to the right of the playersheet to track the gold you have earned in the Marketplace.*

# Scoring

To score, sum up **Population, Gold, Squares occupied** on the **Village map** and any **Milestones** that you have reached.

0-40 > Poor villagers! Better try again.

41 - 50 > Good, well, Rome wasn't built in a day.

51 - 61 > Great, one day this will be a thriving village.

60 - 69 > Nice Job, this place has a brilliant future.

70 - 80 > Excellent, this place *is* the future.

81+ > Amen, statues will be raised in your honor!

## Score Tracker

Date	Name	Gold	Population	Squares	Milestones	Total

Date	Name	Gold	Population	Squares	Milestones	Total

# *Credits*

**Designed by:**  
Shaun Elliot

**Playtesters:**  
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**In game images from:**

[Pixabay](#)

[Game Icons](#)

[Madcowchef on DeviantArt](#)

[FreeImages](#)

[Vecteezy](#)

# Player Aid

## Turn order

### 1. Gathering Phase.

Roll all 6 dice, apply any modifiers provided by your buildings and add the results to the **Resource Pool**.

### 2. Production Phase.

Activate any buildings that manufacture.

### 3. Market Phase.







Construct a building, buy & sell resources or do both.

### 4. Feeding/Final Phase.

Feed your population and return to phase one.

**The game ends after 12 turns.**


## Resources

 = Stone (S),  = Timber (T),  = Coal (C),  = Sheep (Sh),  = Wheat (W),  
 = Gold (G)

## Building Effect types

 => Re-roll a die/dice

 => Manufacture

 => Change a die

 => Alter Marketplace value

## Glossary

**Activate a building** => Use a building's effect

**Manufacture** => Turn one resource into another resource (E.g.: 2W = Fl)

**Required Population** => The minimum number of villagers necessary for a building to function.

**Milestone** => An end-game award given for producing, constructing, selling or gaining a fixed amount of certain resources or buildings.

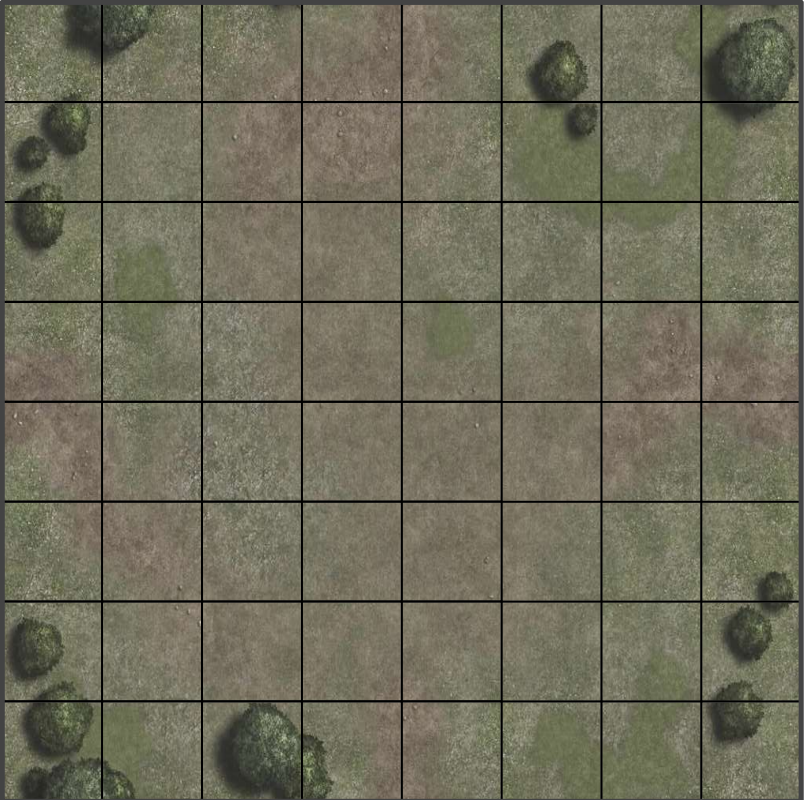
**VP** => Victory point. Your final score is expressed in Victory Points.

## Scoring

**Population + Gold + Squares occupied + Milestones = Final Score**



# Village Map



# Buildings

<b>House</b> 1 sq Cost: 1S, 1T Effect: +1P (one-time effect)	<b>Town hall</b> 3 sq Cost: 2S, 2T, 2P Effect: Reroll a die once	<b>Butcher</b> 5 sq Cost: 3S, 2T, 3P Effect: 1Sh = 2M	<b>Master Baker</b> Bake 4+ loaves of Bread 5VP
<b>Flour mill</b> 4 sq Cost: 3S, 1T, 1C, 2P Effect: 2W = 1Fl	<b>Bakery</b> 5 sq Cost: 3S, 1T, 3C, 3P Effect: 2Fl = 1Br	<b>Farm</b> 9 sq Cost: 5S, 4T, 2W, 5P Effect: Chg 1d for 1Sh or 2W	<b>The Architect</b> Build 12+ Buildings 5VP
<b>Brick yard</b> 8 sq Cost: 3T, 2C, 3P Effect: Sell 2S for 2G	<b>Carpentry</b> 6 sq Cost: 2S, 2T, 3P Effect: Sell 2T for 2G	<b>Mine</b> 6 sq Cost: 3S, 4T, 3C, 4P Effect: Chg 1d for 2S	<b>The Merchant</b> Earn 50G+ on the Marketplace 5VP
<b>Blacksmith</b> 7 sq Cost: 4S, 1T, 4C, 3P Effect: Chg 1d for 1G	<b>Smokehouse</b> 4 sq Cost: 3S, 2T, 3C, 3P Effect: 2M = 1J	<b>Monastery</b> 12 sq Cost: 5S, 3T, 5P Effect: Reroll any number of dice once	<b>Popular Leader</b> Have 8+ Population 5VP
<b>Lumberjack</b> 2 sq Cost: 2S, 2T, 2P Effect: Chg 1d for 1T	<b>Tavern</b> 6 sq Cost: 5S, 5T, 2Fl, 4M, 6P Effect: Gain 5VP (one-time effect)	<b>Walled Town</b> 16 sq Cost: 9S, 5T, 6P Effect: Gain 5VP (one-time effect)	<b>Industry!</b> Build 4+ manufacturing Buildings 5VP

# Milestones

# Population Tracker

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# Resource Pool

• Stone(S)	• Timber (T)	• Coal (C)	Flour (Fl)	Bread (Br)
Feeds 2P	Feeds 1P	Feeds 1P	Feeds 1P	Feeds 2P

••• Sheep (Sh)	••• Wheat (W)	••• Gold (G)	Jerky (J)	Meat (M)
Feeds 2P	Feeds 1P	Feeds 2P	Feeds 1P	Feeds 1P

# The Marketplace

2S = 1G	2T = 1G	2C = 1G
1Sh = 1G	3W = 1G	2Fl = 1G
1Br = 3G	1J = 3G	2M = 1G

# Turn Tracker

1	2	3	4	5	6
7	8	9	10	11	12

# Scoring

Gold	Population	Squares	Milestones

# Total

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# Pioneers

# Village Map


# Buildings

<b>House</b> Cost: 1S,1T Effect: +1P (one-time effect)	1 sq	<b>Town hall</b> Cost: 2S,2T,2P Effect: Reroll a die once	3 sq	<b>Butcher</b> Cost: 3S,2T,3P Effect: 1Sh = 2M	5 sq	<b>Master Baker</b> Bake 4+ loaves of Bread <b>5VP</b>
<b>Flour mill</b> Cost: 3S,1T,1C,2P Effect: 2W = 1F1	4 sq	<b>Bakery</b> Cost:3S,1T,3C,3P Effect: 2F1 = 1Br	5 sq	<b>Farm</b> Cost: 5S,4T,2W,5P Effect: Chg 1d for 1Sh or 2W	9 sq	<b>The Architect</b> Build 12+ Buildings <b>5VP</b>
<b>Brick yard</b> Cost: 3T,2C,3P Effect: Sell 2S for 2G	8 sq	<b>Carpentry</b> Cost: 2S,2T,3P Effect: Sell 2T for 2G	6 sq	<b>Mine</b> Cost: 3S,4T,3C,4P Effect: Chg 1d for 2S	6 sq	<b>The Merchant</b> Earn 50G+ on the Marketplace <b>5VP</b>
<b>Blacksmith</b> Cost: 4S,1T,4C,3P Effect: Chg 1d for 1G	7 sq	<b>Smokehouse</b> Cost: 3S,2T,3C,3P Effect: 2M = 1J	4 sq	<b>Monastery</b> Cost: 5S,3T,5P Effect: Reroll any number of dice once	12 sq	<b>Popular Leader</b> Have 8+ Population <b>5VP</b>
<b>Lumberjack</b> Cost: 2S,2T,2P Effect: Chg 1d for 1T	2 sq	<b>Tavern</b> Cost: 5S,5T,2F1,4M,6P Effect: Gain 5VP (one-time effect)	6 sq	<b>Walled Town</b> Cost: 9S,5T,6P Effect: Gain 5VP (one-time effect)	16 sq	<b>Industry!</b> Build 4+ manufacturing Buildings <b>5VP</b>

# Milestones

# Population Tracker


# Resource Pool

<input type="checkbox"/> Stone(S)	<input type="checkbox"/> Timber (T)	<input type="checkbox"/> Coal (C)	<b>Flour (F1)</b> Feeds 1P	<b>Bread (Br)</b> Feeds 2P
Sheep (Sh)	Wheat (W)	Gold (G)	Jerky (J)	Meat (M)
Feeds 2P	Feeds 1P		Feeds 2P	Feeds 1P

# The Marketplace

2S = 1G	2T = 1G	2C = 1G
1Sh = 1G	3W = 1G	2F1 = 1G
1Br = 3G	1J = 3G	2M = 1G

# Turn Tracker

1	2	3	4	5	6
7	8	9	10	11	12

# Scoring

Gold	Population	Squares	Milestones
<b>Total</b>			

