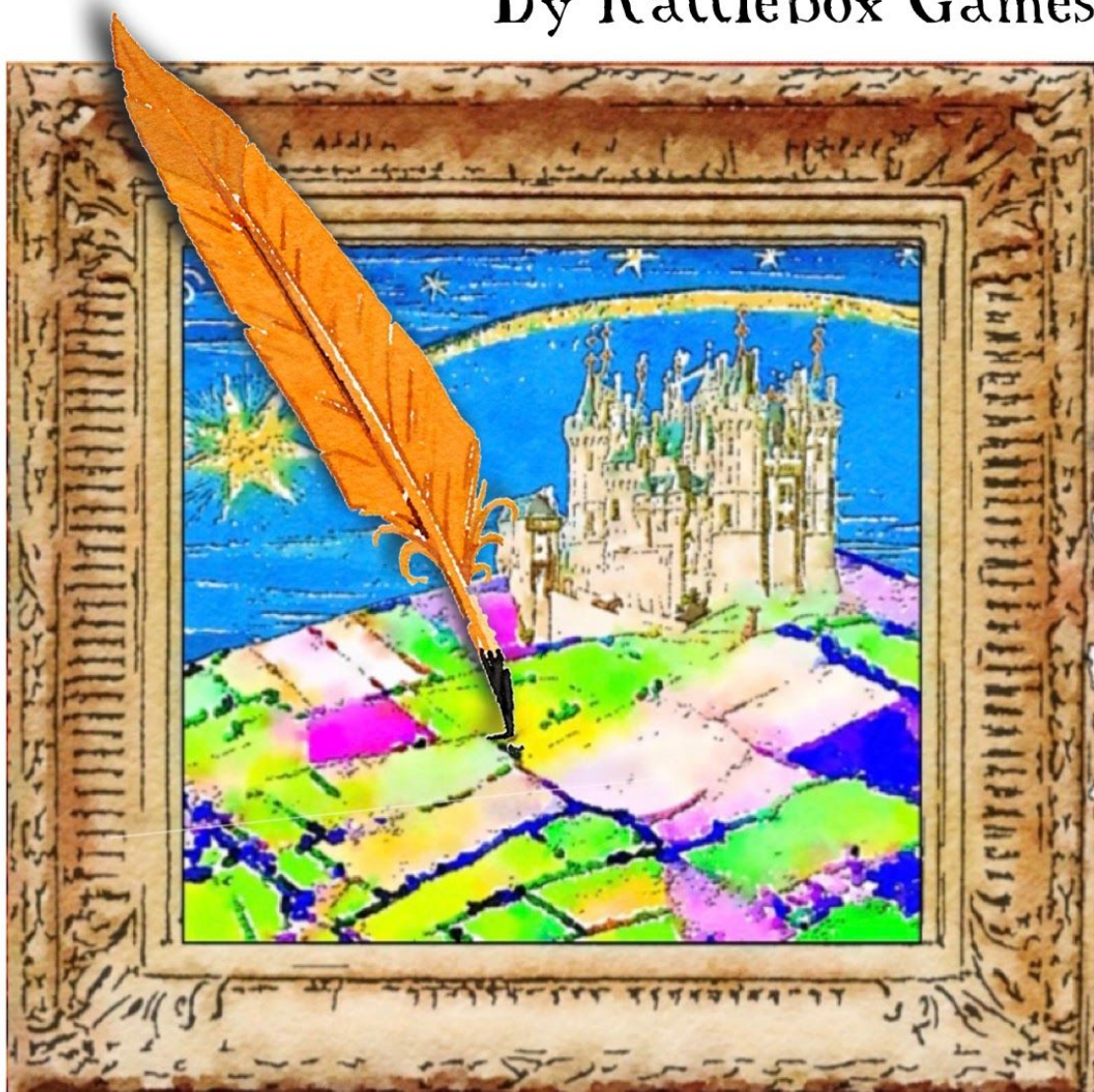


Gameshire

- The
Cooperative
Write and Reap
Game -

By Rattlebox Games



Gameshire: Write & Reap

By Rattlebox Games

Conceived of on 4/23/20

Introduction:

The good people of Draig prepare to celebrate the coronation of their new monarch by holding an Autumn festival in their honor. To meet the festival's many and varied needs, the Crown has offered your family the opportunity to use the fertile lands near the castle.

Can you keep up with the weird orders coming out of the castle? Will you succeed and secure property and a title for your clan? Or will you fail, and be chased off into the night with nothing to show for your efforts?

Game Overview:

Gameshire is a cooperative game for two to six players played over two rounds, called *seasons* (we've also included a competitive variant that you can play solo or with as many opponents as you like). In round 1, *Spring*, players plant crops, tend herds, learn skills, and choose gifts. Taking turns, players select supply plans, which everyone records on their maps; each player also announces when they choose gifts or learn skills.

Autumn (round 2), brings the harvest, and with it the Crown's demands for the festival. Players take turns selecting demands they can meet, which everyone else then shades in as well. After each demand is satisfied, completed gifts are delivered to the Crown. Deliver all six gifts to win your land, your title, and the game!

Winning and Losing:

The whole team wins together by delivering all six gifts to the Crown before Autumn ends.

The whole team can lose together in two ways:

1. In the Spring, you lose if any player passes before they have chosen their gifts.
2. In the Autumn, you lose if everyone has to pass before the six gifts have been delivered.

Components:

- Player Map sheets
- Resource cards (18)
- Player Aid cards (6)
- Pencils (6)
- two-sided Season cards (20)
- Wrinkle cards (12)

Setup

1. **Shuffle the Season cards** with their *Autumn* side up and place the deck in plain sight.
2. **Shuffle the Resource cards** face down and place the deck beside the Season cards.
3. **Create the Plan Market** by making three resource/season card pairs, called *plans*. Draw three resource cards and place them next to the deck, then draw three season cards, placing one Spring side up on each resource, covering the word *Or* but leaving the symbols visible below it (as in diagram 1).
 - a. If you are using any Wrinkles to add difficulty, shuffle them into the Resource deck after you create the market.
4. **Give each player a different map**, a player aid card, and a pencil.
5. **Designate the first player** as the most noble person (or choose randomly).

Game Play - Spring (Phase One)

In the first half of the game, players take turns selecting Supply Plan cards (plans). After each plan is selected, all players record its crops and cows (letters and numbers) on their maps (personal player sheets). As you record plans, you will designate royal gifts by covering crowns, learn rule-breaking skills by covering hammers, and earn boons (permission from the Crown to use those skills) by filling rows and columns.

PLANNING: During the Spring, you may only write in the six-by-six white area, not the grey border spaces.

On your turn:

1. **Fill the market.** If the market has fewer than 3 plans, refill it, tucking resource cards under each.
2. **Choose one of the plans** in the market to complete. You must be able to fit it on your map.
3. **All players then record the plan** on their maps by recording the corresponding crops (letters) and cows (numbers) in empty boxes, using the same shape:
 - Maintain the plan's shape, but you may rotate and/or mirror it.
 - **If the plan has a number symbol (#), substitute the cows (number)** from the paired resource card when you record the plan (as in diagram 1); **if the plan has a rainbow symbol (🌈), substitute the crop (letter)** from the paired resource card (as in diagram 2).
 - Substitute the corresponding results from the resource card for number and rainbow symbols.
 - Usually, everyone can record the plan at the same time. However, if the order matters (as when reserving gifts), record the plan in turn order.
 - When a player records a crop in a box with a hammer, your family *learns a skill* (diagram 1).
 - When a player records anything in a box with a crown, they may have *chosen a gift* (diagram 1).
 - When a player completes a row or column of six light squares, they *earn a boon* (diagram 3).
 - Any player who cannot record the plan must pass and is out for the round.
4. **Discard the recorded plan and resource cards.**
5. **Play passes to the next player** unless all six gifts have been reserved, in which case Spring ends.

Choosing Gifts

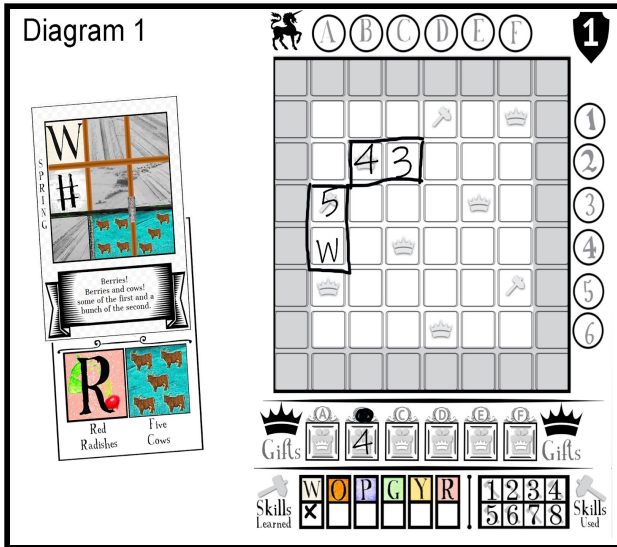
As a group, you must pick six presents to give the Crown during the festival. When you record a plan so that it covers one of the crown symbols, you have *chosen a gift for the Crown*, and must follow these steps:

1. Announce to the group which column's crown you covered (1-6).
2. All players write that number or letter in their box for that column in the Crown gift row.
3. Fill in the small circle above that box; this helps keep track of the gifts you chose.

Additional rules regarding choosing gifts:

- Each player must choose their fair share of gifts, depending on player count.
 - For 1/2/3 players, each player chooses 6/3/2 gifts.
 - For 4 players, two players choose 1 gift and two players choose 2 gifts.
 - If any player is unable to choose their fair share of gifts, you lose.
- After a gift in a column has been chosen, the Crown space for that column is treated as if it were blank for the other players. They can record crops and cows in that space with no effect.
- Remember that plans are recorded in player order. So if one player chooses a gift, the next player may record a different value on that column's crown space, as the gift has already been chosen.
- You may choose the same gift more than once, though this can make the Autumn more difficult.

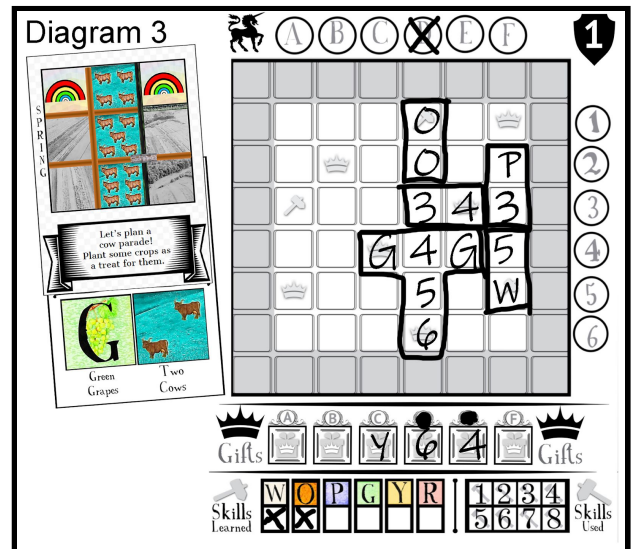
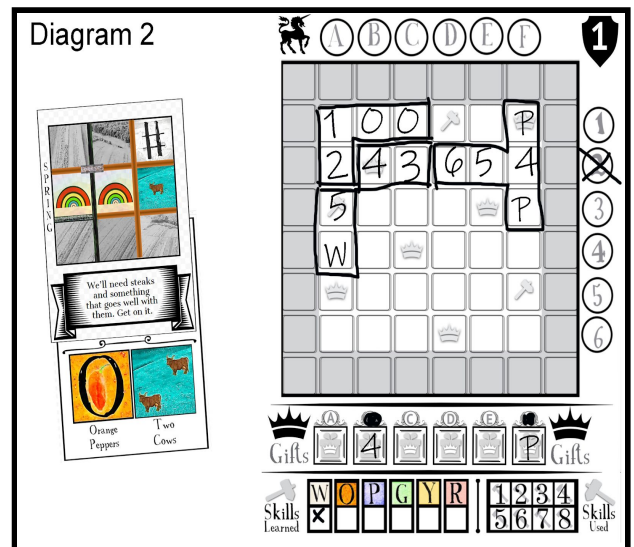
Game Play examples:



Turn 1 (diagram 1) - The “5” from the resource card substitutes for the number sign (#) on the plan. You write a “W” on a hammer, so you tick the box in the skill row indicating that you’ve learned the White Berry skill. You do not use the “R” from the resource card, because the card has no rainbows. You also wrote a “4” on the Crown, so you fill in the Crown gift in column E, and shade in the circle to indicate that you selected this gift.

Turn 2 (diagram 2, other player’s turn) - In this example from a two-player game, the other player has selected this card pair. You add the two shapes in the upper left corner, writing an “O” on a hammer and marking the O skill. Notice that our partner (map not shown) designated the column C gift a “P.” You write “P” in the column C gift box, but do not shade in the circle above it.

Turn 3 (diagram 3) - Using the card pair shown, you write a “6” on the crown in column D, so you write that number in the column D box and fill in the circle above it. You have also completed a full column, so you mark the “boon” circle at the top of column D. Finally, even though you wrote “G” on the crown in column C, nothing happens because another player already designated column C as a “P” gift.



Learning Skills and Earning Boons

As you plan your fields in the Spring, you may learn rule-breaking *skills* to use as the game proceeds. However, the Crown is resistant to change, so you must prove your industriousness to earn *boons* your family can spend to use these skills.

- **Learning Skills** - When you record a crop (letter) in a hammer space, *everyone learns that skill*.
 - All players mark an “x” in the skill square below the letter that was recorded (diagram 1).
 - You may record cows (numbers) on hammer spaces, but cows do not yield skills.
- **Earning Boons** - When you fill all six white spaces in a row or column, you earn a boon and mark an “X” in the circle at the end of the row or column (diagram 2). (Each player earns boons independently.)
- You **cannot** gain boons or learn skills in Autumn. (The Crown is too busy hosting to notice your work.)

Using Skills

You may use a skill any time after you learn it, provided the group has earned enough boons. Boons are shared among the group, so skills may be used and boons spent on any player's turn.

- Before you use a skill, everyone crosses off the lowest unused number on the 'skill use' track.
- Then, as a group, spend a number of boons equal to the number you just crossed off. The first skill costs the group 1 boon, the second costs 2, the third costs 3, and so on. When you spend a boon, fill in its circle. (Remember, boons are *shared*, so anyone can spend a boon to pay for a skill.)
- Skills can be used in Spring or Autumn.
- When you use a skill, one or all players get a bonus, as indicated below:
 - White Berries All players may erase one recorded square.
 - Orange Peppers All players may omit (skip) one square when recording this card.
 - Red Radishes All players may record an unfilled square with a result of their choice.
 - Purple Root One player may discard one resource card from under a season card, then draw a replacement to tuck under the season card.
 - Green Grapes One player may draw a season card and add it to the market, then draw a resource card to tuck under the new season card..
 - Yellow Yams One player may return one resolved card to the market, then draw a new resource card to tuck under the returned card.

Passing

If you are unable to record the selected card--or are unable to select a card you can record--you must pass and sit out the rest of Spring. (See Losing and Winning)

End of Spring

Spring ends in one of two ways:

1. Once all six gifts have been chosen, Spring ends.
2. If a player passes before choosing their share of gifts, you lose.

Gameplay notes:

The diagram to the right shows a possible map at the end of Spring.

- We earned 7 boons by completing rows and columns.
- We learned 3 skills by placing 3 crops (letters) on hammer icons. If the other player had learned any skills, those would also have been marked.
- We set the gifts in columns A, D, and E. Note that the letters written on crowns in columns B, C, and F do not match the gifts for that column. As long as the other player set those columns first, this is to be expected.
- We did not use any skills yet. If we had, the numbers and boons would have been shaded in.

Spring Ends

(A) (B) (C) (D) (E) (F)

1

	4	1	0			👑
	2	R	Y	0		P
	R	2	Y	3	4	3
	3	Y	G	4	G	5
	5	6	P	5	2	W
	4	Y	R	6	P	2

5 R P 6 4 2

1

W O P G Y R

1	2	3	4
5	6	7	8

Game Play - Autumn (Phase Two)

In the second half of the game, the Crown sends out demands for the crops and cows that they want you to provide. Players take turns meeting these demand cards by shading in parts of their maps that match the crown's demands. With each shipment, players might also be able to deliver a gift to The Crown. If the players deliver all six gifts before your fields are exhausted, you win!

HARVESTING: during Autumn, you will be shading in boxes on your map. You may use all the boxes, both the white planting fields and the grey border.

Setup Autumn:

1. **Flip over the season card deck** so that the spring side is up. These cards are now *demands*.
2. **Flip the season cards in the market** to their autumn side and adjust the resource cards so the word "Or" is visible as well as the icons on the card.
3. **Each player shades in one space matching each gift**
As with the diagram to the right.
4. **Play proceeds with the next player** in turn order.

On your turn:

1. **Fill the market.** If the market has fewer than 3 demand cards, refill it, tucking resource cards under each so that the word "Or" and the symbols are visible.
2. **Choose one of the demands** in the market to complete. Shade in an area on your map matching the shape and size of the demand that meets the demand's requirements (see diagrams below).
 - o Usually blank spaces neither contribute to nor hinder your meeting the demand.
3. **All players then shade in the demand area** on their maps in the same shape:
 - o Maintain the demand's size and shape, but you may rotate and/or mirror it.
 - o The player who chose the demand must meet the requirements, but other players may shade in any matching area that does not contain any previously shaded spaces.
 - o Players may discuss and/or use skills as outlined above.
4. **Deliver a Crown gift OR refresh demands.** If one of the options on the resource card under the demand matches one of the chosen gifts, *deliver* that gift. Otherwise, discard up to two season cards.
 - o After you deliver a gift, **all players draw a dark border around that gift** to keep track of which gifts have been delivered.
 - o If the resource card matches two gifts, you may only choose one of the gifts to deliver, not both.
 - o If the gift on the demand card does NOT match an undelivered gift, you may refresh the demand market by discarding up to two of the remaining demand/resource pairs.
5. **Discard the resolved demand and resource card.**
6. **Play passes to the next player.**

Autumn Begins

A
X
X
X
E
F

1

		4	1	0		
	2	R	Y	0		P
	R	2	Y	3	4	3
	3	Y	G	4	G	5
	5	G	P	5	2	W
	4	Y	R	6	P	2

①
②
⊗
⊗
⊗

5
R
P
6
4
2

Gifts

W
O
P
G
Y
R

|

1
2
3
4

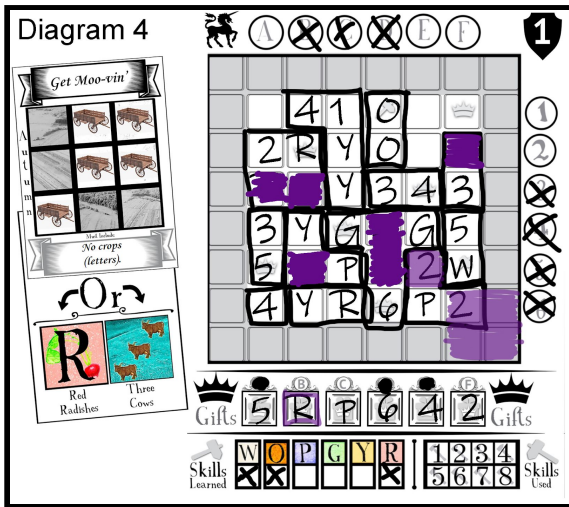
5
6
7
8

Skills Learned

X
X

Skills Used

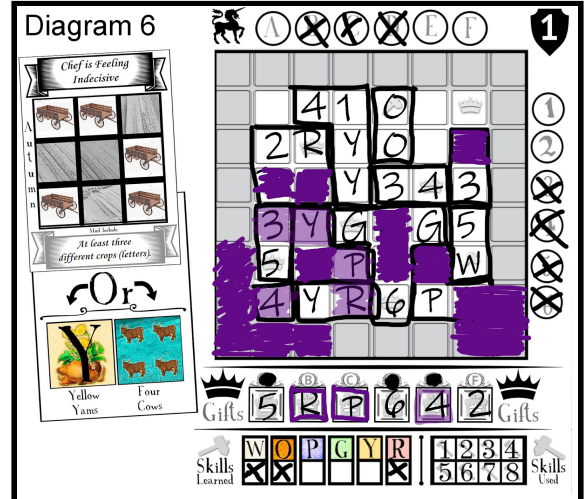
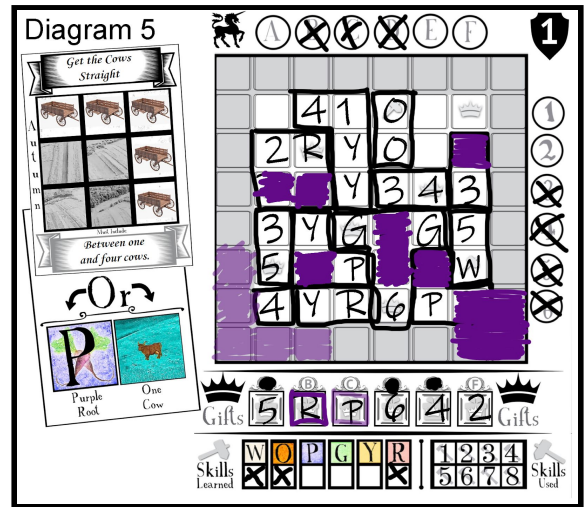
Autumn Game Play examples:



Turn 1 (diagram 4) - The demand requires that you harvest no crops (letters). By drawing the shape in the corner, you cover two herds of 2 cows, but no crops. The resource card has a “R” on it, so you deliver the Red Radish gift (from column B) to The Crown.

Turn 2 (diagram 5, other player’s turn) - During the other player’s turn, they select a shape they can fulfill to deliver the “P” Purple Root gift. Since it’s their turn, you can fill in any available spaces on your map that fit the shape shown. We chose the corner for this example.

Turn 3 (diagram 6) - Your turn again. You complete a demand that requires “at least three different crops (letters).” You use the space in the lower left quadrant, as shown. Then, you deliver the column D gift.



Skills and Boons in Autumn

You cannot learn new skills or earn additional boons in Autumn, but you can use your skills by spending your boons. See the “Using Skills” section above.

Passing in Autumn

If you are unable to place the selected card--or are unable to select a card you can place--you must pass and sit out the rest of the round. (See Losing and Winning)

Losing and Winning

In Spring, if any player passes before they have chosen their share of gifts for the Crown, the team loses. In Autumn, if all players pass before all six gifts are delivered, the team loses.

When all six Crown gifts have been delivered, you win! You’ve earned the Crown’s favor and become landed gentry. Your heirs will thank you!

Wrinkle Cards

If you are winning too often, it's time to add some Wrinkle cards to the game to increase the difficulty. Wrinkle cards come in three difficulty levels. Green cards are the easiest, yellow are challenging, and red are difficult.

To add Wrinkle cards, follow these steps:

1. Decide how many cards, and in what difficulty combination, you will use. Choose cards from the difficulty groups randomly.
2. Review the selected cards with the group. Skip this step to add an extra challenge!
3. Shuffle the Wrinkle cards into the resource deck during Spring setup, after you create the market.

During play, when you draw a Wrinkle card, read it aloud and apply its effect immediately.

Some notes:

- In the Spring, it is possible to place your patterns on your map in the same location as the other players. Don't. In the Autumn, you will want to have options; you get those by creating unique maps in the Spring.
- In the Spring, you may be able to set aside all six royal gifts in just a few turns. Avoid doing so if you can. You'll want as many fields planted and cows pastured in your land as you can manage when the autumn comes.
- Each row or column of six white squares that is sown, cowed, or shaded in the Spring earns the player who did so one 'boon.'
- Asking other players for their input on your turn is not required, but it is wise.
- Describing the situations that are playing out is recommended for its entertainment value.

Credits:

Game Design:

Rob Huber & Brendan Riley

Playtesters:

Paul Booth, Jason Brooks, Elanor Huber, Jim Huber, Otto Huber, Adam McCrimmon, Noah Miller, Jordan Miller, Lauren Nepomuceno, Avery Riley, Jenny Riley, Katie Wiese, and more!

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A B C D E F

1

			🔨		👑	
		👑				
	🔨			👑		
			👑			
	👑					🔨
			👑			

- 1
- 2
- 3
- 4
- 5
- 6



A B C D E F

2

	👑		🔨			
				👑		
		👑			🔨	
				👑		
	🔨		👑			
						👑

- 1
- 2
- 3
- 4
- 5
- 6

👑 Gifts A B C D E F Gifts

👑 Gifts A B C D E F Gifts

🔨 Skills Learned W O P G Y R | 1 2 3 4 5 6 7 8 Skills Used

🔨 Skills Learned W O P G Y R | 1 2 3 4 5 6 7 8 Skills Used



A B C D E F

3

	🔨		👑			
				👑		
	👑		🔨			
					👑	
		👑				
			👑			🔨

- 1
- 2
- 3
- 4
- 5
- 6



A B C D E F

4

			👑			
	🔨				👑	
		👑				
	👑				🔨	
				👑		
		👑		🔨		

- 1
- 2
- 3
- 4
- 5
- 6

👑 Gifts A B C D E F Gifts

👑 Gifts A B C D E F Gifts

🔨 Skills Learned W O P G Y R | 1 2 3 4 5 6 7 8 Skills Used

🔨 Skills Learned W O P G Y R | 1 2 3 4 5 6 7 8 Skills Used

W	O	R	P	G	Y

Market Values

Left

Season



Resource

Center

Season



Resource

Right

Season



Resource

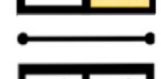
Season Wiggle Card

Season

Resource Wiggle Card

Resource

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8



Left

Season



Resource

Center

Season



Resource

Right

Season



Resource

Extra

Season



Resource

SPRING

We need a bit more purple root for tea, and some milk to make a quality cuppa.

SPRING

Word is that you make a potent yam whiskey. Plant yams and make soft cheeses that pair with it.

SPRING

Plan for a fair quantity of milk to serve with my sassy grape salad.

SPRING

Get six cows and plant whatever crop is looking particularly good.

SPRING

We'll need steaks and something that goes well with them. Get on it.

SPRING

Berries! Berries and cows! some of the first and a bunch of the second.

SPRING

Harry heard Herb's absurd slurred words. Let's assure the herd's curds were stirred!










SPRING

We need a lot of great produce. A lot! Get to planting.

SPRING

If I don't see a bunch of cows carrying sacks of radishes come autumn, there will be consequences.

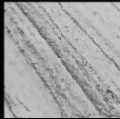
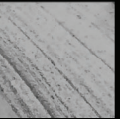







More is Good

A u t u m n			
			
			

Must Include:

At least three of one type of crop. (letters)

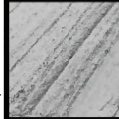








We're Going to Need Feed

A u t u m n			
			
			

Must Include:

Twelve or more cows.

Will Peter Piper be berry sad?

A u t u m n			
			
			

Must Include:

No Orange Peppers or White Berries.




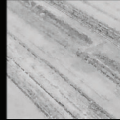





Sorry Vegans

A u t u m n			
			
			

Must Include:

No crops. (letters)










Get Moo-vin'

A u t u m n			
			
			

Must Include:

No crops (letters).

Get the Cows Straight

A u t u m n			
			
			

Must Include:

Between one and four cows.




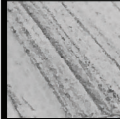
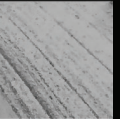




What Are the Odds?

A u t u m n			
			
			

Must Include:

All cow pastures are odd.










Chef is Feeling Indecisive

A u t u m n			
			
			

Must Include:

At least three different crops (letters).

Cow are Things Looking?

A u t u m n			
			
			

Must Include:

Between one and four cows.

SPRING

Just some whatever
and some cows...
we're not
feeling picky.

SPRING

Chef has a pepper and
berry recipe that pairs
well with white wine.
You choose a side.

SPRING

Let's plan a
cow parade!
Plant some crops as
a treat for them.

SPRING

We need somewhere
between seven and
twelve cows for
the petting zoo.

SPRING

I have to take care of
some personal tasks,
could you choose some
crops to plant and
gather some cows?

SPRING

Everyone loves yam
and radish stew, right?
We'll need some
butter to brown
the yams in.

SPRING

We fired the lawn
scythers.
Gather a large herd.

SPRING

There's a purple root,
radish leaves, and white
berry tea... we'll need
those and a garnish.

SPRING

Orange pepper
cheese is trending.
Plant something
that goes with it.

So Much for the Buddy system

A
u
t
u
m
n



Must Include:

An odd number of cows.

Keep an Even Temper

A
u
t
u
m
n

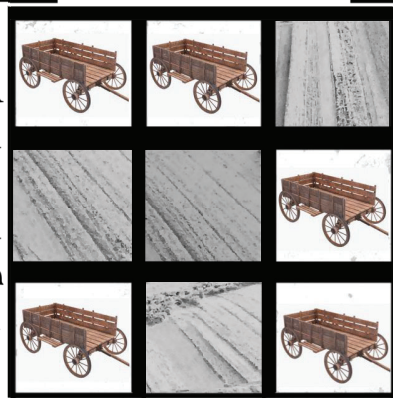


Must Include:

All cow pastures are even.

Boutique Bovines

A
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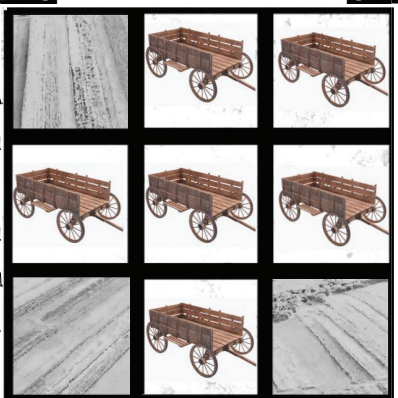


Must Include:

Between one and four cows.

Two by Two

A
u
t
u
m
n



Must Include:

All cow pastures are even.

They Make the Duke and Duchess Bilious

A
u
t
u
m
n



Must Include:

No Orange Peppers or White Berries.

Get the Cows Straight

A
u
t
u
m
n

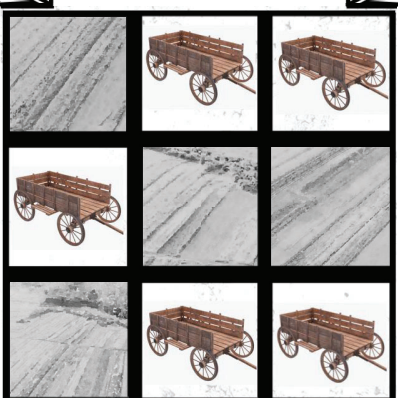


Must Include:

Pastures with at least three consecutive numbers of cows

Restocking The Larder

A
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t
u
m
n

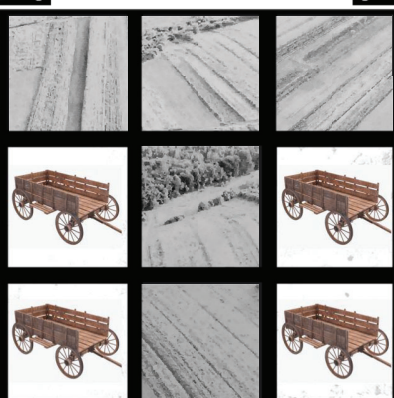


Must Include:

At least three different crops (letters).

Who Do We Appreciate?!

A
u
t
u
m
n



Must Include:

An even number of cows.

Gotta Love Round Numbers

A
u
t
u
m
n



Must Include:

All cow pastures are even.

Ye Skilen (Solo / Versus Modes)	
W	erase one recorded square.
O	omit one square when recording this card.
R	record the result of your choice in a blank square.
P	Record a result from the Resource Wiggle card.
G	Record the Season Wiggle card.
Y	Add or subtract one to/from the cows on a resource card.

Ye Skilen (Solo / Versus Modes)	
W	erase one recorded square.
O	omit one square when recording this card.
R	record the result of your choice in a blank square.
P	Record a result from the Resource Wiggle card.
G	Record the Season Wiggle card.
Y	Add or subtract one to/from the cows on a resource card.



SPRING

H		
	H	

Choose wisely. These crops and cows will go right to the royal pavilion!

SPRING

H		
	H	

Rumors that I plan to sell some of this shipment to Dwrnia, are just that: rumors.



Ye Skilen (Solo / Versus Modes)	
W	erase one recorded square.
O	omit one square when recording this card.
R	record the result of your choice in a blank square.
P	Record a result from the Resource Wiggle card.
G	Record the Season Wiggle card.
Y	Add or subtract one to/from the cows on a resource card.

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 Nice Twice 

Deliver
any one
gift
twice.

 X 2

 Calling In 

Each player
must immediately
shade in one granted
boon if able.
Otherwise, shade in
two empty boon circles.

 X 1

 Delivery Fee 

Delivering a
gift costs one
boon for the
rest of
this game.

 = 1 Boon

 Ye Skilen 

W	ALL	erase one recorded square.
O	ALL	omit one square when recording this card.
R	ALL	record a result of their choice in a blank square.
P	ONE	discard a resource card, then draw a replacement.
G	ONE	draw a season card and add it to the market.
Y	ONE	add a discarded season card to the market.

 Ye Skilen 

W	ALL	erase one recorded square.
O	ALL	omit one square when recording this card.
R	ALL	record a result of their choice in a blank square.
P	ONE	discard a resource card, then draw a replacement.
G	ONE	draw a season card and add it to the market.
Y	ONE	add a discarded season card to the market.

The Crown Can Be Fickle

A
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t
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n

Must Include:

Draw a resource card and change the leftmost undelivered gift to the crop on the drawn card

The Old Switcheroo

A
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t
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m
n

Must Include:

Draw a resource card and change the leftmost undelivered gift to the crop on the drawn card


 Ye Skilen 

W	ALL	erase one recorded square.
O	ALL	omit one square when recording this card.
R	ALL	record a result of their choice in a blank square.
P	ONE	discard a resource card, then draw a replacement.
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 Ye Skilen 

W	ALL	erase one recorded square.
O	ALL	omit one square when recording this card.
R	ALL	record a result of their choice in a blank square.
P	ONE	discard a resource card, then draw a replacement.
G	ONE	draw a season card and add it to the market.
Y	ONE	add a discarded season card to the market.

Very Filling

Each player must shade in
“”
immediately.



Going Grey

All players must immediately shade in six grey squares.



Down Together

Seasons end after the turn in which the first player passes.

Pass = End

Less Skilled

Draw a resource card, the skill of the color shown on that card can no longer be used.



Only Once

From now on each skill can only be used one time.



Crop Duster

All players must immediately shade in two crop squares if able. Otherwise, shade in any two grey squares.



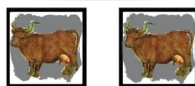
Skill Kill

After a crop is delivered as a gift that color skill can no longer be used.



Night Shift

All players must immediately shade in two pasture squares if able. Otherwise, shade in any two grey squares.



Big Gift

The next gift delivered must cover a field / pasture of its type.



Or



Yellow
Yams

Four
Cows

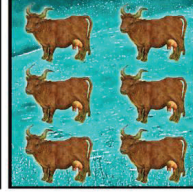
Or



Yellow
Yams

Five
Cows

Or



Yellow
Yams

Six
Cows

Or



Purple
Root

One
Cow

Or



Purple
Root

Four
Cows

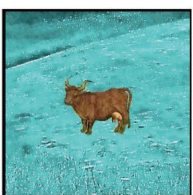
Or



Purple
Root

Six
Cows

Or



Green
Grapes

One
Cow

Or



Green
Grapes

Two
Cows

Or



Green
Grapes

Three
Cows

Or



Red Radishes



Two Cows

Or

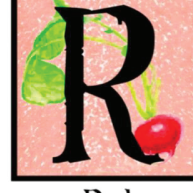


Red Radishes



Three Cows

Or



Red Radishes



Five Cows

Or



Orange Peppers



Two Cows

Or



Orange Peppers



Four Cows

Or



Orange Peppers



Six Cows

Or



White Berries



Five Cows

Or



White Berries



Three Cows

Or



White Berries



One Cow

