

RAMBLE ROLL

As a child, you used to spend each summer with your grandparents in their forest cabin. Now, that area of forest has been purchased by a logging company and although they claim to want to manage the forest sustainably, you know much of what you remember and love will be consigned to your memories as the wood is slowly turned into toilet paper and coffee stirrers. You need to revisit as much of the forest as you can before the logging company has destroyed too many of the things you hold dear in your memories.

The more of the forest you revisit and the more of the flora and fauna you see, the stronger your memories will remain once the forest is irreversibly changed. You will earn points based on the areas of the forest you visit and the flora and fauna you see, each scoring in different ways or providing bonuses to help you on your journey. The players who have formed the strongest emotional connection with the region, it's flora and fauna will be the winners.



Players - 1 to ∞

Duration - 15-25 minutes

What you'll need

- One copy of the player sheet, a 6 sided die, two tokens to represent the Logging co trucks and a pencil/pen for each player
- One copy of the Guide sheet for the group (although you may want to have more than one for larger groups)
- One 6 side die for the Logging Co.

Setup

1. Give each player a copy of the Player Sheet, one 6 sided die and a pencil or pen. (Optional - player aid)
2. Place the Player Guide where all the players can see it. If you have a large group, you may need to use more than one.
3. Each player rolls their die and places it as rolled on the starting Train Station square  on their player sheet. They may turn their dice in any direction, but must place it with the rolled side face up.
4. Randomly select a player to be the first Logging Co rep - . Give them the Logging Co die. All players place the two logging trucks on the Lumber Mill. The Logging Co rep rolls the Logging die once for each truck, and everyone moves the logging trucks in the appropriate direction, as per the Logging action on the guide sheet.

The positioning of your die is very important in this game. It represents what you can see in the terrain around and ahead of you and this will influence in which direction you choose to move. The two simple rules you must follow are:

1. **You may only move your die from one square to another when making a move action or when taking a Boat or Feather special action.**
2. **You can not change the orientation (which way it is facing) by turning it or flipping it, unless tipping it as part of a move action or unless taking the Compass or Feather special action.**

How to play

At the start of each turn, decide which direction you wish to move in. Then tip your die onto its side in that direction. This reveals another side of the die. Draw a line tracing the route you have taken from the previous square to the current one.

Mark off the terrain you have just arrived in by crossing off the appropriate space on the terrain track, starting at the top and working your way down.

The die value now facing upwards represents what you have encountered - check the terrain grid on the guide sheet to see what flora or fauna you encounter, then mark off the next available space (again starting at the top and working your way down) on the corresponding flora & fauna track.

If you gather berries or mushrooms, circle these in your bag on the player sheet (as you will be crossing them off later in the game if you visit a hut).

Restrictions:

You can move onto a square you've previously visited (one that already has your route traced through it), but you only gain the flora/fauna yield of the square. You do not gain the terrain yield (and any associated bonuses), as you've already seen this bit of the forest.

You can not move onto a square currently occupied by a logging truck.

You can move onto a square of the forest that has already been logged (see Logging Co actions below), BUT you can not cross off anything on the terrain or flora and fauna tracks this turn - there's nothing left to see.

If you gained any bonuses (compass or feather) this turn, take the corresponding special action now. It's possible to earn more than one bonus in the same turn, chaining the special actions one after another. You can choose the order in which you activate any special actions you gain as the result of one action.



At the end of your turn, cross off the day on the turn track and then take another turn. If you wish to, you can play simultaneously, only pausing to carry out the logging action every 4 days (turns).

Hut

If you move onto a hut space, you may carry out any number of the Hut bonus actions.


Gammy's Jammy

Count then cross off all the berries you've collected in your bag. Then check on the grid below to see how many points you earn for the jam you made. The more berries you use in one go, the bigger the batch of jam and the more points you earn, so you may choose not to make jam early in the game.

| | | | | | | |
|---|----------|----------|----------|----------|-----------|-----------|
|  | 1 | 2 | 3 | 4 | 5 | 6 |
|  | 1 | 3 | 5 | 8 | 12 | 17 |

Elderberry Wine

Cross out all the Elderberries you've collected in your bag, note which day you are making the wine and check the table below to see how many points you earn per Elderberry you use. As wine takes some time to ferment, the earlier in the summer you produce the wine, the more points you will earn.







| Day | 1-8 | 9-16 | 17-20 | 20-25 |
|---|-----|------|-------|-------|
|  | 5 | 4 | 3 | 2 |

Dried Shrooms

Cross off all mushrooms you've collected in your bag and score 5 points per mushroom.

Logging Co

At the end of every 4 turns, as displayed in the turn track, the Logging Co will take an action. Firstly, cross out the squares that the two logging trucks are currently on. The company has logged these sections of the forest and these squares will no longer provide any Flora, Fauna or landscape yield if you visit them in the future. Now, the Logging Co rep rolls the Logging Co die once for each truck and carries out the corresponding movement:

| | |
|---|---|
|  | The current Logging Co rep picks in which direction to move the truck. Move the truck to the next un-logged square in that direction. |
|  | Move the logging truck up/north to the next un-logged square |
|  | Move the logging truck down/south to the next un-logged square |
|  | Move the logging truck left/west to the next un-logged square |
|  | Move the logging truck right/east to the next un-logged square |
|  | Return the logging truck to the Lumber Mill and the current Logging Co rep picks in which direction to move the truck. Move the truck to the next un-logged square in that direction. |

The Logging Co is happy to pull down any little scrap of trees, including along river banks and around occupied cabins, so will log any space **apart from** the Lumber Mill and the Station/starting square. If the truck was to move onto the Station, move it to the next unlogged square on the other side of the station. If the logging truck movement is blocked by the edge of the playing area, return the truck to the Lumber Mill and the Logging Co rep will pick a direction to move the truck. Apart from when starting/returning to the Lumber Mill, the two logging trucks can not occupy the same space, so will move past each other to the next un-logged square.

If the logging truck is to move onto a space your die is currently occupying, it displaces you from that square. Carry out a movement action in any direction you pick. However, do not gain either the terrain or flora/fauna yield for the square you land on. You're too busy getting out of the way of the logging truck to explore.

After the Logging action has been completed, pass the Logging Co die to the player on your left. They will be the next Logging Co Rep. If playing with more than 6 players, randomly determine who the next Logging Co Rep will be from the players who have not yet taken that role.

Logging Injunction

As soon as any player has completed a full row of flora and fauna (one of every flora and fauna in a single row), that player has gained an injunction against the logging company and all players can cross off the next Logging action on the

day track. When the turn for that logging action arrives, you do not cross off the squares either of the logging trucks are on. However you will still roll the die twice and move the trucks to their next square.

The player who gained the Logging Injunction also gains 5 points and they circle the Logging Injunction icon on their player sheet as a reminder for end of game scoring.

Note: If more than one player gains a Logging Injunction, only the next Logging Action is cancelled. This means you may choose to hold off taking an action that gains you an injunction until after the next Logging Co turn. If two players gain an injunction on the same day, they both gain the points.

End of the game.

Once the 24th turn and the last Logging Co turn has been completed, the summer is over and you must return home. The game is over. Note the totals for the points you've gained in the end of game scoring section.

You will score for:

1. Gammy's Jammy - add together any points gained for batches of jam you've made during the game.
2. Elderberry Wine - add together any points gained for batches of wine you've produced this game
3. Dried Shrooms - gain 5 points per mushroom dried at any point in the game.
4. Terrain - score the highest points reached for each terrain type you've explored, then add these together.
5. Flora & Fauna - add together the points gained for each set of flora & fauna
6. Logging injunctions - gain 5 points for each injunction you've unlocked this game.

Any mushrooms or berries left in your pack at the end of the game have spoiled and are not worth any points.

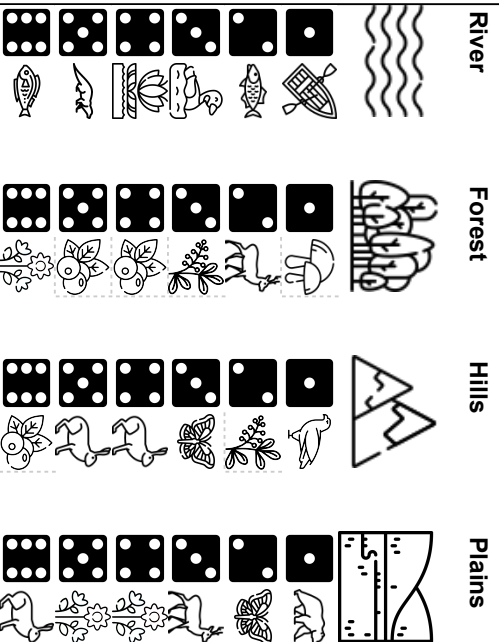
The players who have the most points are the winners!

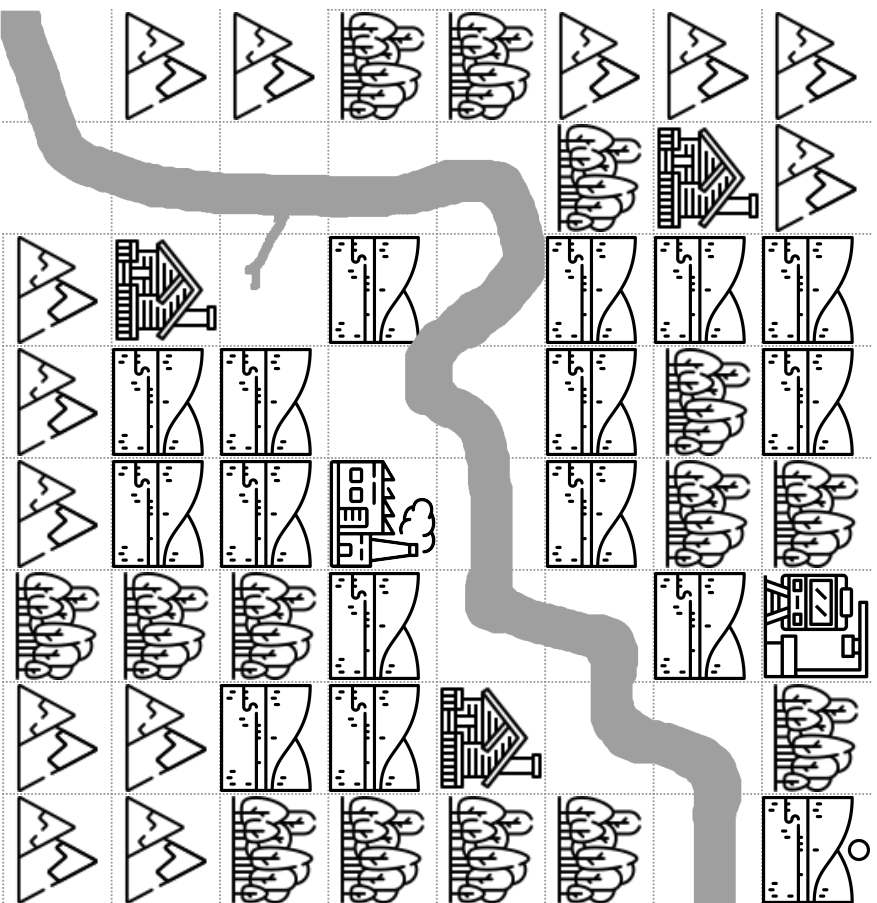
Solo mode

Setup and game play are identical to multiplayer. The only difference is that you will be the Logging Co Rep for the entirety of the game. Try to beat your highest score:

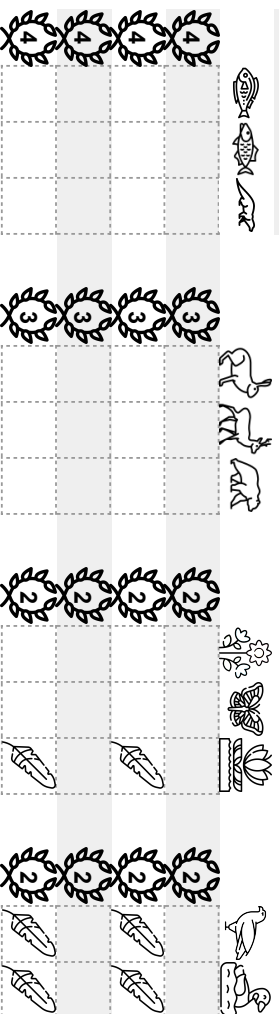
| | | |
|--------------|---|---|
| 0-25 points | - | ... you've walked about and seen a few things... |
| 26-40 points | - | Nature Lover |
| 41-50 points | - | Park Ranger |
| 51-60 points | - | Conservationist |
| 61-70 points | - | Professional Ecologist, Gammy and Pa would be proud |
| 70+ points | - | Captain Planet incarnate! |

1. Flip die to new position
2. Mark off terrain and flora/fauna yield and trace route
3. Use any special actions you gained this turn
4. Cross of day, check for Logging Co. turn.

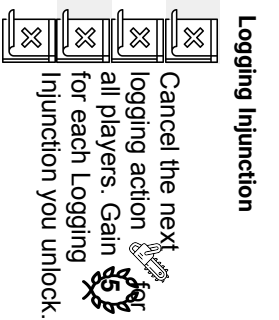
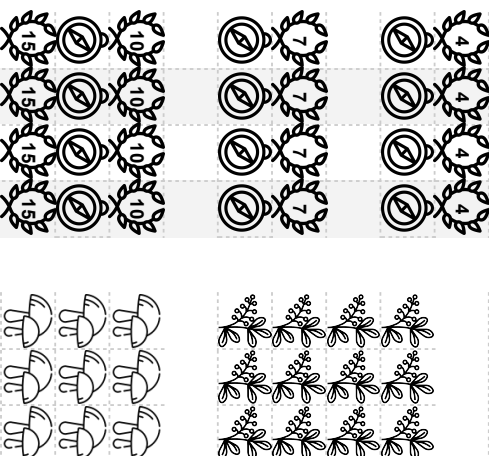
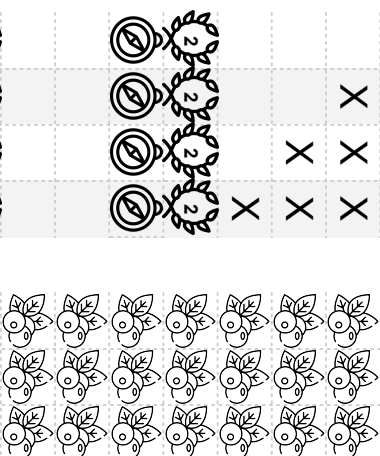




Flora & Fauna



Bag

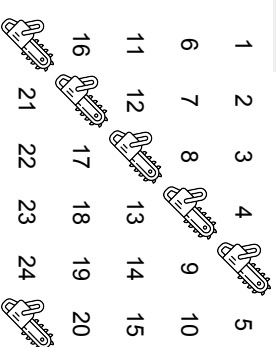


Logging Injunction

Cancel the next logging action for all players. Gain for each Logging Injunction you unlock.



Days



End of game scoring

| | |
|---------------------|--|
| Gammy's Jammy | |
| Elderberry Wine | |
| Dried Shrooms | |
| Terrain | |
| Flora & Fauna | |
| Logging Injunctions | |
| Total | |



Special Actions

Boat



Slide your die to any other river space. Do not rotate or flip your die. Mark off the river space you stop on as visited.

Feather



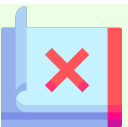
When you acquire a feather, you may immediately perform an extra movement action. Mark off both the terrain and the flora/fauna for the new square you visit.


Compass





When you acquire a compass, immediately turn your die to any side and orientation. Keep your die on the same square

Logging Injunction




When a player gains one of every flora and fauna, everyone crosses off the next Logging action. During the next logging turn, roll the die and move the truck, but do not carry out the .

Logging

At the end of the turn where a  action is indicated, cross out the landscape spaces the trucks are currently on. Then roll the logging die once for each truck and move each one as per below for all players. When you roll a  the Logging Co rep will pick the direction to move the truck.



 move to next unlogged square in any direction



Move the truck up to the next un-logged square



Move the truck down to the next un-logged square




Move the truck left to the next un-logged square



Move the truck right to the next un-logged square



Return to the Lumber Mill and then  as above

When you move to a new space, check the grid below to see what you encounter.

River



Forest



Hills



Plains




Hut



Stop on the hut space to immediately carry out any number of the below bonus actions.

Gammy's Jammy


Cross out all  in your bag to earn points for the jam you make:

| | | | | | | |
|---|---|---|---|---|----|----|
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Elderberry Wine

Cross out all  to gain points

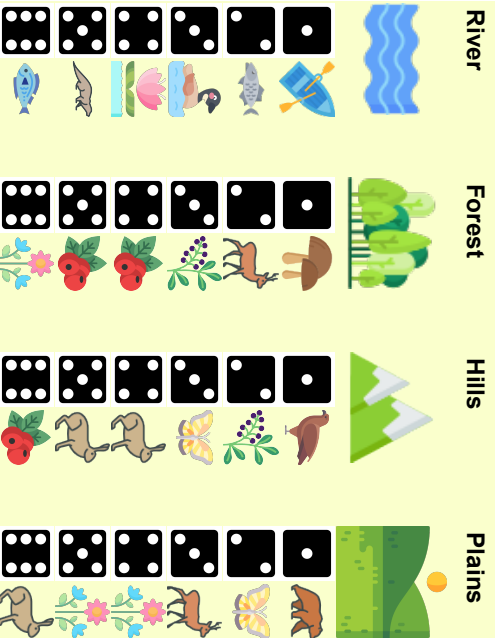
per  used.

| | | | | |
|---|-----|------|-------|-------|
| Day | 1-8 | 9-16 | 17-20 | 21-24 |
|  | 5 | 4 | 3 | 2 |

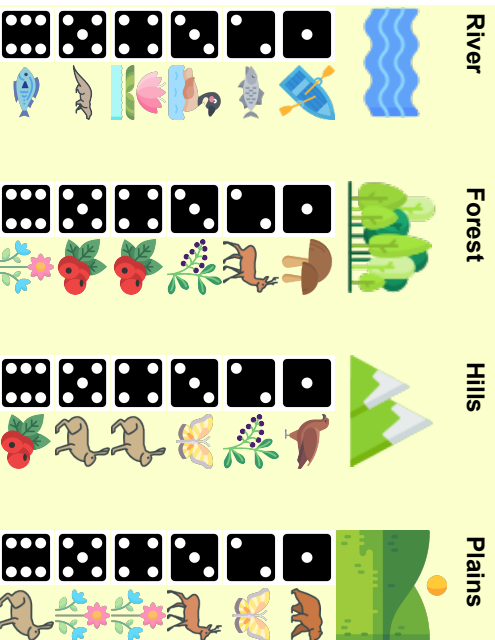
Dried Shrooms

Cross out all your  to gain  5 per shroom dried

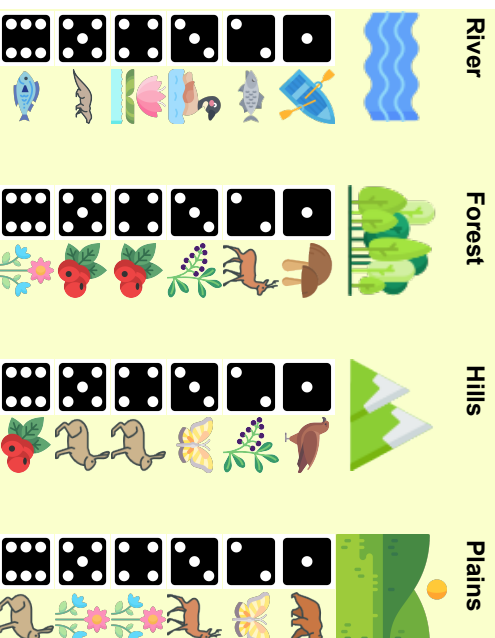
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2. Mark off terrain and flora/fauna yield and trace route
3. Use any special actions you gained this turn
4. Cross of day, check for Logging Co. turn.



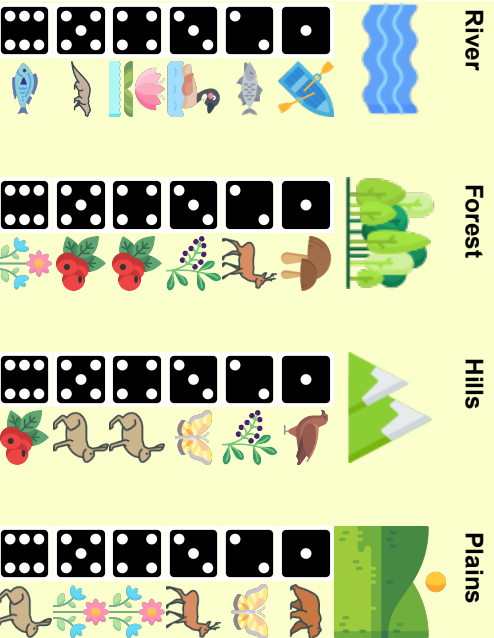
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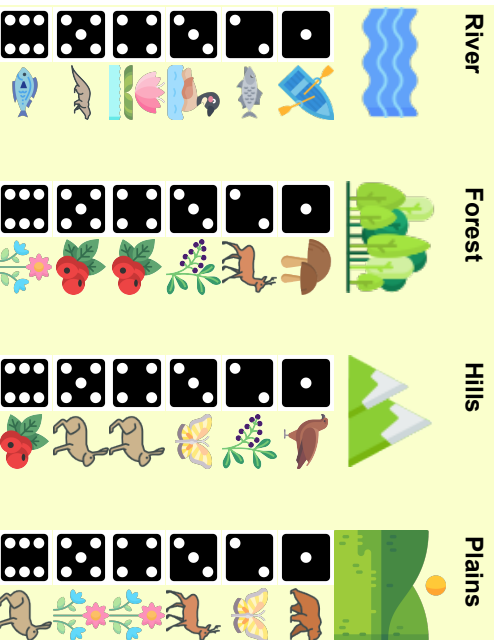
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