

ROOT CELLAR

2-4 Players 20-30 minutes Ages 10+

OBJECTIVE

The harvest is in full swing and the winter is just around the corner. Your goal is to gather and store food in your root cellar before the first snow falls. The first items you store will be the least fresh come winter, thus they are worth less, so try to keep a nice variety!

SETUP

- 1) Take all the vegetable chits and place them into a draw bag (or place them all face down in a pile, farmer-side up). Keep within reach of all players.
- 2) Give each player 4 starting farmer chits (farmer on both sides).
- 3) Place turn order chits in the middle of the table. You only need as many turn order chits as there are players. So in the 3 player game you would only need the 1, 2, and 3 valued chits.
- 4) Randomly select a start player.

GAMEPLAY

Planting Phase

Each pile created during this phase reflects a different location that may be farmed and harvested by each player.

In this phase the Active Player (the start player in the case of the first turn) must draw random vegetable chits equal to the number of players +2 (so in a 3 player game the active player will draw 5 chits) and place them vegetable-side up for all players to see.

The Active Player must then divide the vegetable chits into separate piles equal to the number of players. The only rule for this is that no more than 1 animal (raccoon or bear) can be placed into a single pile unless there are more animals drawn than piles.

Selection Phase

During this phase each farm/player must decide how many farmers they are willing to spend to get to the best crops or to avoid vermin like Bears and Raccoons.

- 1) Starting with the active player, and then rotating clockwise, each player must decide to either take the highest valued turn order chit or place a single farmer to the middle of the table.
- 2) **Choosing a turn order chit** secures your spot in picking a pile of vegetable chits. You also gain all workers placed to the table in order to avoid taking that turn order chit. The first turn order chit taken will pick last, the second taken will pick second to last and so on and so forth.
- 3) Spending a farmer allows you to avoid having to take the current turn order chit. Picking last means you get whatever is left over. This could mean a low valued vegetable or worse, a bear or raccoon, so spend farmers wisely, as you do not want to run out and get forced into a nasty spot.
- 4) This continues until all players have gained a turn order chit.

Harvest Phase

This is when you get to pick crops and either store them for the winter in your root cellar or feed some of your farmers.

- 1) Each player, in order of their turn order chit, must select a pile of goods by returning their turn order chit in to the middle of the table and grabbing one of the piles of vegetables on the table.
- 2) Once you have your pile of vegetables you must immediately resolve any animal chits that you may have gotten. A raccoon will eat the last vegetable you stored, while a bear will eat the last two you stored. Jerks!
- 3) Now you must decide on either storing your vegetables in your root cellar (top row on your player board) or to feed your farmers. If you have gained multiple vegetables you may store some and eat some (feed farmers).

Feeding Farmers

If you feel you are low on farmers, you may “feed a farmer” by simply flipping a vegetable chit to reveal a farmer. This is particular useful when you get a vegetable that will score you only a single point. Essentially you are building to increase you turn order in a future round.

Storing Vegetables

The only way to score points in Root Cellar, is to actually store goods in your root cellar. When storing a good you must place it in the left-most open space on your player board along the top. Above each space is a value that indicates how much each of this type of vegetable will be worth for you at the end of the game. The first goods you store will be worth only 1 point each, but as you increase your variety, and in turn move along the tracker, your goods will increase in value up to 4 points at the maximum.

1) Vegetables of the same type stack. Example: The first vegetable you store is a carrot and you place it in the left-most space in your root cellar. Later in the game after acquiring other types of vegetables, if you want to store another carrot it will go on top of the carrot you got earlier in the game. Just remember that whenever you store a vegetable, place it on top of any other vegetables of the same type, and if you do not have one, place it in the left-most open spot.

2) Storing a variety of vegetables is the key to filling up your cellar and moving up into the more valuable spaces for end scoring. It should be noted that some vegetables are more common than others. This does not make one more valuable than another, but it would be wise to store rare vegetables early in the game as they are less likely to show up later when you are trying to fill your cellar for optimal points.

Note: On the player board along the bottom there is a picture of each vegetable in the game. The number below it refers to quantity of that vegetable that is in the game.

After all players have either fed farmers or stored their vegetables in their root cellars the turn ends and the player to the left becomes the new active player.

TRIGGERING END GAME

The game ends after a certain number of turns and this depends on the number of players.

2 player games end after 10 turns (5 for each player).

3 player games end after 9 turns (3 for each player).

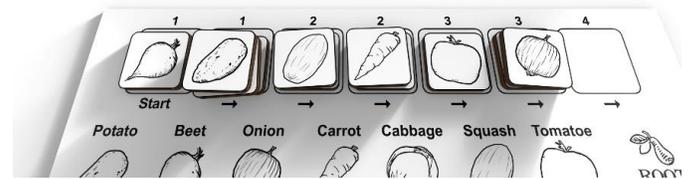
4 player games end after 8 turns (2 for each player).

After the last turn is played you are ready to score!

SCORING

Each player must add up the values of all the vegetables they have stored in their root cellars.

Each type of vegetable in a space in the cellar is worth the value indicated above it. So if you have 3 vegetables in a particular space, each will be worth the value indicated above it.



Let's look at the example above.

1 beet at 1 point each for 1 point total.

3 potatoes at 1 point each for 3 points total.

2 squash at 2 points each for 4 points total.

2 carrots at 2 points each for 4 points total.

1 tomato at 3 points each for 3 points total.

2 onions at 3 points each for 6 points total.

Grand Total of 21 points!

Compare the scores of all players. The player with the most points wins. In case of a tie the player with the most remaining farmers wins!