

Dairyman

by Chih-Fan Chen

Homosapiens Lab

2-4

20-30'

14+

TMG



Dairyman

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Overview

Moo, moo! Milk a cow, produce some milk!

You are a dairyman, producing fresh milk every day, working hard to fill the orders of the farm owner. But beware! If your milk spoils, an entire day's work will go down the drain! Or maybe you can turn milk into cheese or ice cream, increasing their value and prevent them from spoiling. Can you become the best dairyman on the farm?

Goal

Produce the most milk! When the stack of Milk Tiles is depleted, the player with the most points on their tiles wins the game.

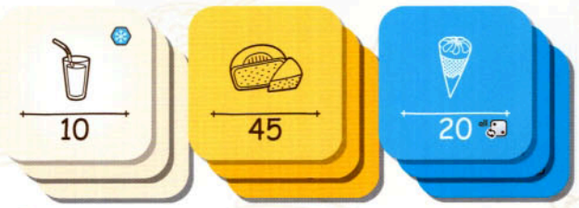
Components

3 Barn Tiles



Components (continued)

22 Milk Tiles



8 Dairy Dice (7 White dice + 1 Yellow die)



4 Backorder Dice (Red)



5 Backorder Tokens and 20 Freeze tokens



Initial Setup



1. Take 3 / 4 / 5 backorder tokens for a 2 / 3 / 4 player game and all freeze tokens to form the supply. The remaining tokens are put back into the box.

2. Place the Barn Tiles in a line in the center of the table.

3. Shuffle all Milk Tiles together with the white milk side up, and draw 3 tiles from the top (keeping the milk side up) and put them in a line to form the order display.

4. The player who hasn't had milk for the longest time will be the starting player. Pass 8 Dairy Dice (7 white and 1 yellow) to the starting player, and the game begins.

Icons on Tiles



Flip Requirement = Spend a yellow die with the shown result to flip this milk into cheese, which is worth an extra 5 points at the end of the game.



Freeze = Spend 1 freeze token to turn this milk into ice cream. Each ice cream gives you an ability that can be used once per turn. There are 3 kinds of effects. When you re-roll dice using these tiles, this is not like a normal re-roll, it is done separately from the normal turn structure. This means that the re-rolls from tile abilities neither require you to lock dice, nor can they provide freeze tokens.



Reroll = Reroll all dice pictured. The symbol will indicate to reroll all 1's or 2's, or will display a question mark. A "?" symbol means you may reroll a single die of any value.



Value = The total amount of points the tile is worth at the end of the game.

Turn Overview

Beginning clockwise from the starting player, a single player will take a turn by following these steps:

1. Roll all dice available to you. Lock at least 1 "set" of dice by placing them on the #1 Barn Tile.

- Each "set" MUST be 2 or 3 dice of any color(s), with a total value of EXACTLY 10.

- You may lock more than 1 set of dice at the same time, but place all of them on the same Barn Tile.

2. If you have unlocked dice remaining, you may choose to re-roll ALL of your unlocked dice or stop.

- If you choose to re-roll your unlocked dice, afterward you must lock at least 1 set following the previous rules and place the set(s) on the #2 Barn Tile. If you are unable to lock a set after re-rolling, you have Failed to Produce Milk, and your turn ends immediately. If you lock at least 1 set, you may re-roll again (or stop). Starting from the 3rd re-roll, locked sets will be placed on the #3 Barn Tile.

- Also starting from the 3rd re-roll, you will gain a freeze token each time you choose to re-roll, regardless of whether you were able to lock a set or not. Keep freeze tokens in front of you for later use.

- Before each re-roll, you may use any number of freeze tokens to prevent 1 die each from rolling once. See the section on Freezing Dice for details.

- If you choose to stop re-rolling after you have locked a set, you can add the total on your Barn Tiles and use them to Claim Milk Tiles.

At any time during your turn, you can spend unlocked yellow die or freeze tokens to flip your Milk Tiles to the back side. You may use their special abilities immediately this turn if applicable. See the section on Flipping tiles for details.

After you Claim Tiles or Fail to Produce Milk, your turn ends. Pass all 8 Dairy Dice to the next player to your left, and refill the orders display back up to 3 tiles from the top of the stack. If you cannot fill it up 3 tiles, then the game ends immediately. Otherwise the game continues and the next player takes a turn.

Flipping Tiles

Each tile has a Flip requirement listed in the upper right corner. During your turn you can spend freeze tokens or an unlocked yellow die to flip your Milk Tiles to the back side, as indicated on the tile. If you spend the yellow die, it should be placed aside and cannot be re-rolled or placed on Barn Tiles this turn. Return all spent freeze tokens back to the supply. You may use the special abilities on ice cream you have just flipped immediately this turn, if applicable.

Claim Milk Tiles

Use your dice sets placed in the barns to claim Milk Tiles from the order display. Do this by spending dice with a total value equal to or greater than the Milk Tile(s) you are claiming.

You may claim more than one tile from the display, as long as the total value of the tiles does not exceed the total in your barns. You must claim one tile if you can. Unspent dice points will not be kept to your next turn.

If you are not able to claim any tile, then you have Failed to Produce Milk this turn.

Failing to Produce Milk

If you ever cannot lock 1 set of dice after rolling, then you have failed to produce milk this turn. Take 1 backorder token from the supply and do not claim any Milk Tiles this turn.

- Each time you fail you will gain a backorder token from the supply.

- If the last backorder is taken, then the player(s) with the most backorder tokens must discard 1 Milk Tile with the highest value. Shuffle the discarded tile(s) together with all tiles in the order display, and place them on the bottom of the stack.

- Return all backorder tokens back to the supply and refill the order display back to 3 tiles.

- Tiles flipped to their Cheese or Ice Cream side can not be discarded. Try to turn your milk into cheese and ice cream to prevent them from spoiling!

Backorder Tokens

While you have backorder tokens, you may roll 1 additional red dice during your turn for each backorder token you have. Treat red dice the same as white dice for rolling and locking, but return them to the supply at the end of your turn.

Additionally, if you still have backorder tokens in front of you at the end of the game, you will lose 5 points for each one you have.



Freezing Dice

Before each of your re-rolls, you may place a die on a freeze token to prevent it from being rolled. You may use any number of freeze tokens to prevent one die each from re-rolling. After re-rolling, these dice can be locked as normal. The freeze token is spent and returned to the supply whether you locked the die or not, you must use more freeze tokens for the next re-roll if you wish to prevent them from rolling again.

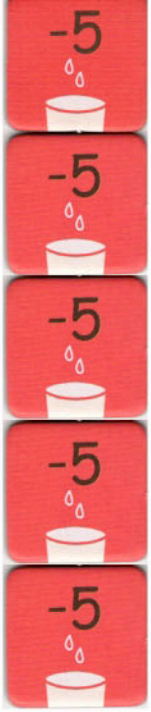
Game End

When there are not enough Milk Tiles to refill the order display back to 3 tiles, then the game ends immediately. Players add the value of all Milk Tiles in front of them, and deduct 5 points for each backorder token.

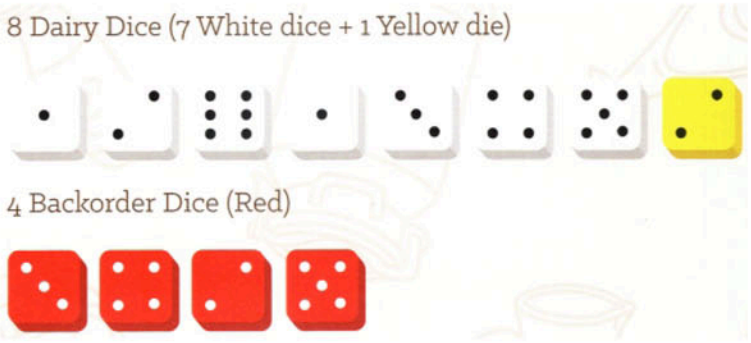
The player with the most points wins the game!



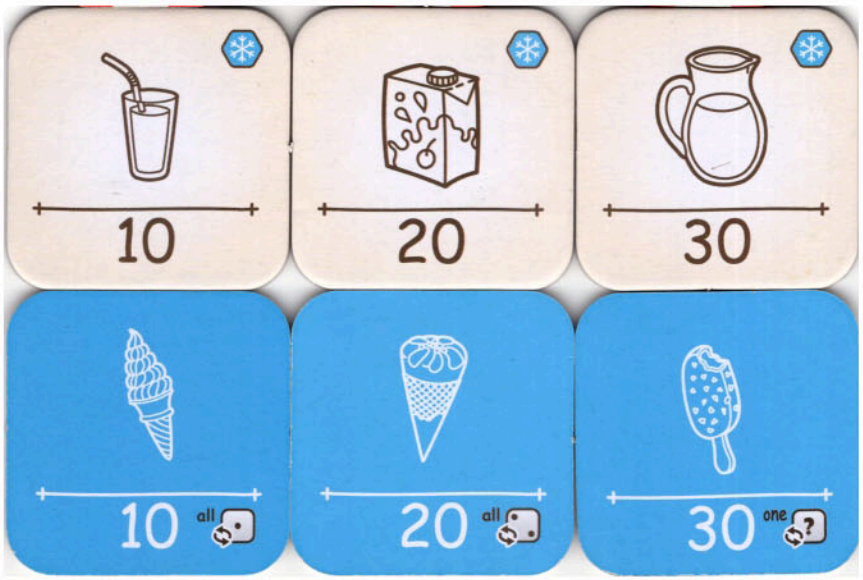




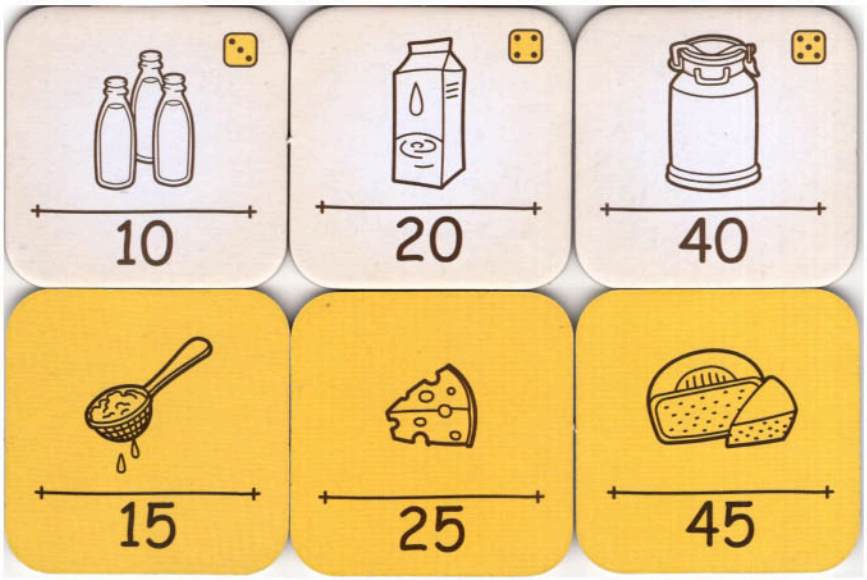




One each of the barn tokens.
White is front, brown is back of token.



White is front, Blue is back of token.
#'s of tokens:
10 point x 3
20 point x 3
30 point x 5



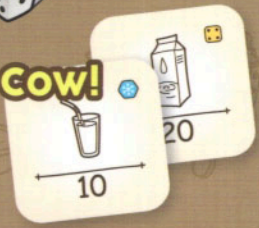
White is front, Yellow is back of token.
#'s of tokens:
10 point x 4
20 point x 4
40 point x 3

Dairyman

1. Roll the Dice!



2. Milk the Cow!



3. Make Cheese & Ice Cream!



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TTT3016 $19.95



Warning. Not suitable for children under 36 months. Small parts.







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