

Solstice

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Preparing for Solstice

A simple yet challenging table-top farming game guaranteed to spark fun and creativity among everyone playing

Introduction

Solstice is a table-top board game for two to four players. Each player plays the role of a farmer, each with a plot of land to do as they please with the ultimate goal of bringing in the most amount of money over the course of 5 years. At the end of the 5th year, each player sells off everything they have and the farmer with the most amount of money wins!

Piece List

When you open the game for the first time, the following materials should be included:

- Farm game boards 4
- Season game board 1
- Small plastic bags 11
- Event cards per season 12 x 4 Seasons (48)
- Building Cards 4 x 5 Buildings (20)
- Chicken cut-out cards 5
- Sheep cut-out cards 4
- Pig cut-out cards 4
- Cow cut-out cards 4
- Crop/Tree cut-out cards 3 x 8 Crops + 5 x 2 Trees (34)
- 0 to 9 - 10 sided die 1
- Pig/Sheep Counter 1 of each

You may either prepare the **Solstice** game pieces before the game or when the pieces are needed. Either way, before or during the first game various pieces will need to be cut out. If you have version 1.1, the farm boards may need to be cut out as well. Any decent pair of scissors may be used to cut out the various pieces.

All pieces to be cut will be in the deck of card and have a dashed line around the border of the image, including the animal cut-out cards and crop cut-out cards. Plastic bags are included to help organize the various items.

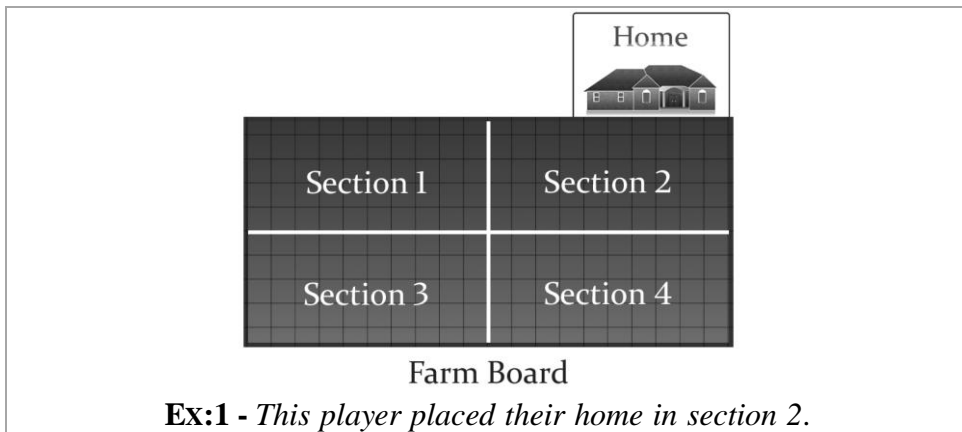
Each season has a limited amount of crops and trees. This means that players that go first can buy out stock before other players get a chance. If there are any extra crop pieces, put them away for the current game. See CROPS, ANIMALS, AND THE GRID

In order to keep track of the money during the game, each player should be given a piece of paper and a pen or pencil to record transitions. **Each player begins with \$500** See MANAGING YOUR LEDGER.

Beginning the Game

To begin the game, make sure that each person has their own farm board. The person who has played the longest or whomever is chosen by the group is the first **District Manager (DM)**. This person is responsible for managing the distribution of buildings, animals, and crops among other things. Each year, the DM changes, giving the powers to the person on the DM's left (Clockwise). This person goes first every season for that year.

The DM then gives each person one house to start off with. This may be put next to any of the sections of the farm. See **EX:1**



The season game board is placed in the middle of all the players. Above it, place each season's event cards, shuffled and ready to be drawn. The DM then places the wood **sheep counter** on **year 1**, and the **pig season counter** on **March**- and the beginning of **spring** begins.

Gameplay

In **Solstice**, gameplay consists of the repeating pattern of 3 types of turns: The **buying/sowing** turn, the **event** turn, and the **harvesting** turn. Each one corresponds with each month of the season.

The first month of each season is the **buying/sowing** month. Starting with the DM and going clockwise, each player may do any of the following as many times as they wish:

- Buy in-season crops and trees
- Plant in-season crops and trees
- Buy animals
- Buy buildings

Once everybody has had their turn, the DM then moves the pig season counter to the next month.

The second month of each season is the **event** month. In this month, the DM picks up an event card from the corresponding season.

The DM then reads the event out loud. Follow the actions on the card. If the card does not say who the event happens to, then the event happens to everyone. After being read, the card is then placed in a discard pile, face up, above the respective deck.

Ex:2 - It is currently July. The DM then picks up a Summer event card and it reads "The rabbits are hungry... - Each player discards 1 tomato and 2 strawberries from their farm"

Every player would then discard the said amount. If a player has no tomatoes but has strawberries, they must discard the 2 strawberries stated, and vice versa. If a player doesn't have either of those crops, then nothing happens to them.

The third month of each season is the **harvesting** month. When crops reach this month, they are **mature**. When a **tree** is in season (except the year it is bought), it is also considered **mature** and ready to pick. Starting with the DM and going clockwise, each player then sells their goods for the season. Any crops, eggs, wool, or other good produced by their farm and/or animals must be sold. Trees and animals may be sold as desired, but usually last more than one season.

Ex:3 - It is now August. A player planted 2 tomatoes and 2 strawberries at the beginning of the season. Due to the event in **Ex:2**, 2 strawberries and 1 tomato were lost, but there is one tomato left to sell. The player also has 2 cows, both of which produce milk every season. Lastly, the player has a mature tree in bloom, and collects money for the fruit grown on there as well.

Typically, each player does the following on this turn:

- If there are any mature trees, collect the sale price for the fruit.
- If there are any production animals, collect for selling produce.
- If there are any crops, discard them and collect the sale price.
- If any animals must be sold, do so and collect the sale price.

At the end of February, move one pig back to March and the sheep counter to start the next year!

Crops, Animals, and the Grid

The grid on your farm board is designed as a place to store your animals, plant your crops and trees, and protect your valued farm from various events. That said, there are specific rules to how you can plant plants and place animals.

FOR ANIMALS:

- To purchase an animal you must first have a building that can hold said animal.
- Once you own a building, you must decide what section your building will reside in. No two buildings may be in the same section.
- You may have only one of each building, up to 4 buildings (including your home).
- After you have a section for your building, the animals must stay in their section. They may be moved around within their section, but may not leave.
- You may not have more animals than can fit in your section. Animals may not be placed on top of each other.
- Animals may not be placed over crops or trees.

FOR CROPS:

- Only **one** type of crop can be planted in each section.
- There is **limited stock for crops and trees**. Check the tables in the back to see how many can be bought per season.
- Trees may be planted in any section regardless of what is planted, but may **only have 1 tree per section**.
- The same crop may **not** be in more than two different sections. If there are carrots in sections 1 and 4, you cannot put more in sections 2 or 3.
- Crops may not be planted over animals, but can be planted so long as there is room.
- A maximum of 4 crops may be planted in one section.

About the Animals

Each animal has its own unique characteristics. Here is a brief description of each one.

CHICKENS:

The chickens on your farm are here to produce eggs. A maximum of 6 flocks can fit into a section, and every harvest month, each flock produces 1 bunch of eggs. Chickens are relatively low priced and make a reliable amount of each month. **When told discard a chicken, remove one flock.** They last until the end of the game or an event takes them away from you.

SHEEP:

Sheep provide your farm with the ability to produce wool. A maximum of 3 sheep can fit into a section. Sheep only produce wool during spring, summer, and autumn. While they do produce wool during the winter, because of the cold, you do not shear during this season, and thus **don't** make any money from them. Sheep last until the end of the game or an event takes them away from you.

PIGS:

Pigs cost money each season but are sold for a lot at the end of the year. Pigs may only be bought in the spring and plumped up through the year. If they make it to the **end of winter**, they reach maturity and **must be sold** for their mature price. If you cannot pay for your pig at any point, you must sell him without maturity. Up to 3 pigs can fit in a section.

COWS:

Like pigs, cows may only be bought during the spring. Every month the cows provide you with milk to sell, but by the end of the year, dry up and **must be sold**. The start-up price is larger than the sheep and chickens, but as a whole earn more per animal. Only two cows max can fit in a section.

Year 2 and Beyond!

Once you have finished February, year 1, it is time to move on to your second year! Be sure that any pigs, cows, or crops currently in play are sold (not trees, chickens, or sheep though!). Move the year counter to the next year, and the month counter back to March.

Before beginning with March, each player must announce how much money they currently have. Every player but the player with the most money must then roll the die (starting with the **new DM**, or if they have the most, the player after them, clockwise) to decide what start of the year event happens to them! The start of the year events are as followed, based on your die roll:

- 0 - Discard another player's animal of your choice.
- 1 - Add \$100 to your ledger.
- 2 - Receive 1 chicken. If you cannot, collect \$50.
- 3 - The current leader loses \$300
- 4 - Receive 1 mature tree of your choice
- 5 - Nothing happens!
- 6 - Everyone but you discards 1 chicken
- 7 - Everyone but you discards 1 sheep
- 8 - Choose 1 player to lose \$100
- 9 - Roll again. If you roll less than or equal to 5, each player receives \$300. Roll a 6 or 7, nothing happens. Roll 8 or 9, and everyone must discard all their current trees and animals.

After this is finished, resume the game as normal from March. Repeat this each year starting with year 2 until the end of the game!

Managing Your Ledger

Money in this game is kept track by pen/pencil and paper. At any point any player may look at another player's ledger (Your paper keeping track of the money) and make sure that it is accurate. Players may not refuse this. Refusal to show one's ledger could be considered tax evasion and thus, the player is kicked out of their farm and out of the game. In the event a player runs out of money or doesn't have enough money to buy a crop, they still owe their debts. Mark the amount in the negative. Players who have less than 50 dollars may only buy 1 crop per season until they have more than 50 dollars again.

It is recommended that the following format is used:

Ex:4

Year 1 - Spring
500 - 200 (2 Carrots)
300 - 100 (2 Raspberries)
200 + 50 (Event)
250 + 400 (2 Carrots)
650

Each transaction must be shown, followed by the new total below it. In this case, a player bought and planted 2 carrots and 2 raspberries. Then an event happened where the player gained \$50. After that, he harvested his 2 carrots and received \$400.

Summer / Winter Solstice Cards

If a **Summer Solstice (SS)** card is drawn, each player may place a bet. This bet must be written down and circled in your ledger and deducted from the money you currently have. After setting their bet, each player must announce how much they bet.

Later during any year if a **Winter Solstice (WS)** card is picked up, each person receives triple what they bet. If a **WS** card is picked up without a **SS** card being activated, each person simply adds \$100 to their ledger. If there are no **WS** cards left, any **SS** cards picked up do nothing.

If a **SS** is drawn, then a **WS**, then **another SS**, another bet can take place. If **WS** then happens again, **five times** the amount is awarded!

Winning Solstice

Once February of the 5th year is hit, every player must then sell everything they have except for their home (which cannot be sold anyways!). After adding up the totals for everything, the one with the most money is the winner! In the rare event of a tie, the first one to run outside and scream "I WON SOLSTICE" wins!

Credits

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Building Information

Type	Holds	Price	Sell
Sty	Pigs	\$1500	\$500
Barn	Cows	\$1000	\$300
Shed	Sheep	\$500	\$150
Coop	Chickens	\$300	\$100

Animal Information

Animal	Season	Price	Sell	Money Each Season
Pig*	Spring	\$400	\$300	Minus \$200
Cows	Spring	\$500	\$250	Plus \$250
Sheep**	-	\$400	\$100	Plus \$150
Chicken	-	\$200	\$50	Plus \$100

* Once a pig reaches maturity (February) it is sold for \$2000

** Sheep do not earn money during Winter

Number of Crops

Players	Number of Crops Available Each Season
2	10 per crop - 1 tree
3	14 per crop - 2 trees
4	18 per crop - 2 trees

Crop Information

Crop	Season	Cost	Sell	Maturity
Carrot	Spring	100	50	200
Raspberry	Spring	50	10	100
Strawberry	Summer	100	50	200
Tomato	Summer	50	10	100
Pumpkin	Autumn	100	50	200
Grape	Autumn	50	10	100
Turnip	Winter	100	50	200
Cabbage	Winter	50	10	100

Trees

Tree	Season	Cost	Sell	Maturity*
Cherry	Summer	300	150	450
Pear	Winter	200	100	350

* Trees do not die, but blossom only once a year. The first year a tree is planted it does not produce fruit.