

# Novel Studies FMF Assignment

## Choice 3

### How it works

In the following pages, you'll find templates and instructions for my board game. If you have a printer, you can print out this file and cut on the instructed lines. Further instructions will be included for constructing.



# How to play

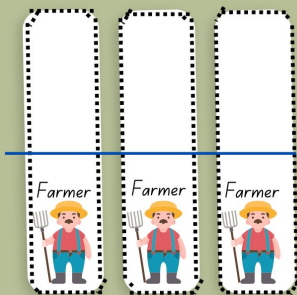
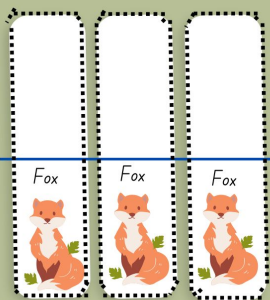
Decide who will be the farmers and who will be the foxes.

Stack the blue cards in a pile and the red cards in a pile. Shuffle both piles and flip them so you can't see the illustrated part. Have the one being the fox randomly take five red cards from the stack, and have the one being the farmers randomly take five blue cards from the stack. The rest of the cards can be put away. These are called your "super cards". Have the players place their foxes or farmers on the board in their respective spots (farmers on pale blue tiles, foxes on pale red tiles). Flip a coin to decide who will move first.

Here are the instructions for farmer move sets. If it's the farmer's turn, they can assign one action each for to two of their farmers (not all of them, just two of them). The actions you can assign are moving to any tile adjacent or diagonal to the farmer performing the action. You can also attack any tile adjacent or diagonal to the chosen farmer (attacking will be further explained soon). If you landed on a bulldozer tile on your last turn (shown with a gear on the tile and the word "bulldozer"), the farmer that landed on the bulldozer tile can move three spaces and attack once you've moved three spaces (note that you cannot attack before moving three spaces, no more no less). Instructions continued next page.

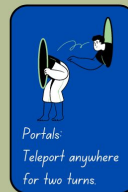
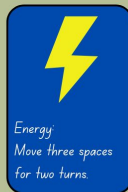
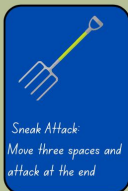
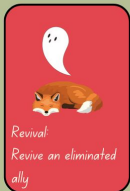
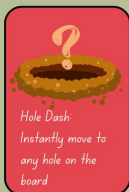
Lastly, if you happened to have landed on a super tile last turn (shown by a gold swirl and the words "super") you can use a super card. Instructions for the super tile action will be in further detailed on the chosen card. These are the instructions for the fox. You have three foxes and you can assign three actions, but unlike the farmers you can assign as many actions as you want to your foxes (for example, you could assign two actions to one fox and one to another or assign all three to one fox). The actions for foxes are moving two times to any adjacent or diagonal tiles (note that you can only move two tiles, no more no less). You can also attack any adjacent or diagonal tiles. This does not count as a move, but if you happen to be on a hole tile (marked with a hole and the word "hole") you are safe from any attacks but cannot attack (you can still move, though). Last but not least, the foxes can also use gold tiles if they landed on one last turn exactly like farmers can, except you use the fox cards.










The goal of the game is to eliminate all players on the other team. You can do this by attacking. If there is an opposing player on the tile that you attack, that player is eliminated and taken off the board. Please note that you do not move to the attacked tile, you only affect it. Super cards are dis-card-ded (get it? get it?) once used, but can be used in a future game. The game ends when one team is completely eliminated. You cannot go on an already occupied tile. Tip: if you want to make your cards thicker, glue/tape card stock to the non-illustrated side. Foxes and Farmers: fold at the blue line to make them stand!



# Super Cards

Cut along the black line



				Super 
Bulldozer 	Hole 			Bulldozer 
		Bulldozer 		Super 
	Super 		Hole 	
Super 				

Game Board