



Squirrels vs. Lumberjacks Board Game

A board game about a rivalry and deforestation. I used the method of play testing to explore user experience.

THE LUMBERJACK

Choose One additional action for each Sawmill

Move Chop Build Destroy Grow

Sawmill 1 VP ea.

X4 X2

Complete 1 VP

Final Goal: "I see you've found my bunker... Now listen here we can do this the easy way or the hard way. Now are you going to cooperate or not?"

Reward: Move up to 2 squirrels or move the lumberjack to any tile.

LUMBERJACK'S

Choose One additional action for each Sawmill

Chop Explore Build Destroy Grow

Sawmill 1 VP ea.

X4 X2



Rules

Overview

As you play this game you will explore, gather, grow, trade, and chop your way to victory. As your player begins to gather resources you will be able to build and destroy new tokens to make your player more efficient. The Game *immediately* ends when one player reaches 30 pts. Or completes 5 quests. After this you will count each players points on the victory tracker and all points received by quests. Just because you end the game does not necessarily mean you will win the game!

**VICTORY IS ACHIEVED BY RECEIVING
THE MOST AMOUNT OF POINTS!**

**GAME ENDS WHEN ONE PLAYER REACHES
30pt. OR ONE PLAYER COMPLETES 5 QUESTS**

You are only able to take one action on a tile per turn. This means you cannot grow, chop, and build all on the same tile in one turn. moving does not count as taking an action on a tile.

Example: This mean if you wanted to grow a tree and chop it down. You could use one action to grow a tree, one action to move to another tile with a tree and chop it down.

Squirrel Rules

Overview

As a Squirrel, multiplying is your goal! The more Squirrels you have the more you can do. Just beware the more squirrels you have the more you have to feed! Gain victory points by nesting.

Start

You begin by placing *One* squirrel where there is a tree icon on the tiles.

After you place the first squirrel on the tree icon place the other 6 squirrels on your player board.



Next place all of the 6 Nest tokens on your player board.



Taking Your Turn

Once it is your turn each squirrel is allowed to do one of 6 actions. All squirrels on the board may do one action. This could be the same action or a different action, but once a squirrel preforms an action that squirrel cannot do another action till your next turn. (*You will be able to have multiple squirrels on the board by playing nest.*) The turn ends after the player finishes their last action and is done trading.

Move
Gather
Explore
Nest
Destroy
Grow

Example: you have 2 squirrels both are on the same tile. One squirrel grows a dead tree the other gathers from the newly live tree. You are done taking your actions and done trading with your opponent. Your turn is over

Squirrels

Choose One additional action for each Squirrel

Move Gather Explore Nest Destroy Grow

Squirrels $\times 1$ ea. Per Turn
1 ea. Nest

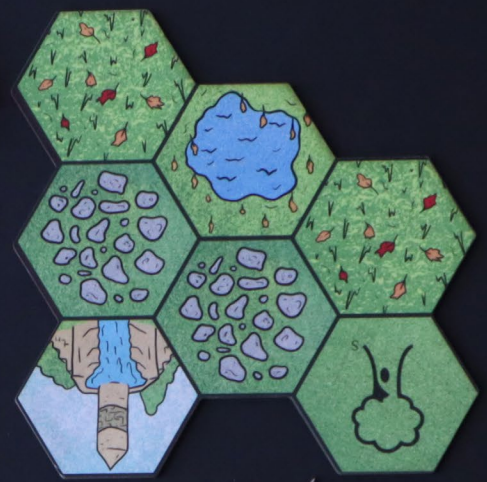
Completed Quest

Nest 1 VP ea.
 $\times 3$ $\times 2$



Official Game Rules to

Lumberjacks Vs. Squirrels



Quest Card



THE LUMBERJACK

Choose One additional action for each Sawmill

Move Chop Explore Build Destroy Grow

Sawmill 1 VP ea.
 $\times 4$ $\times 2$

Completed Quest

"Hey man! Yeah you! I could really use some help fixing my house. Turns out making it from hay wasn't such a good idea... How about making a log cabin next to a lake?"

Finish by:
Bring on a lake tile and giving XY Wood tokens all at once.

Reward
Play Help you build your nest. Instead Place down 1 sawmill on a tree.

Complete 2 VP

"Please spare some change... I am very hungry... And cold... Please"

This is an ongoing quest. For every 10 wood tokens you give receive 1 VP immediately. This counts as one of your VPs to end the game.

hmmmm... I wonder where this came from?

Finish by:
Going to all of the explore tiles and give XI Acorns to get secrets from the villages

Reward
You know so much... Revealage that lead to anyway. Oh and that there... reveal tokens to keep your mouth shut!

Complete 1 VP

"I see you've found my bunker... Now listen here we can do this the easy way or the hard way. Now are you going to cooperate or not?"

Pay 3 wood and 2 acorns now or loose a sawmill/nest. If you can pay now then complete or take the reward.

Reward
Move up to 2 squirrels on nest. The lumberjack to see tile.

Complete 1 VP