

61 Feuilles d'Automne / 61 Autumn Leaves

Theme

Autumn has arrived! It's time to enjoy walks in the forest, good food and tasty hot chocolates.

Items You Need

Three 6-sided dice

1 game sheet and a pen/pencil for each player

Aim of the Game

The player with the most points (represented by acorns) at the end of the game wins the game!

How to Play

1. The active player rolls the dice – these numbers will be used by everyone.
2. Simultaneously players choose the dice results they want, in whatever combination suits them best. Players use the number on one die to select a corresponding zone on the game sheet. With another die, players fill in the number in that same zone. Players then write the number of the remaining die in an empty leaf space at the top of the sheet (going from left to right).
3. If one of the game end conditions is not triggered (see below), a new round begins.

The Leaves

As mentioned above, each round players add the result of one die to the leftmost empty leaf space at the top of the game sheet. The result of this die is added to the previous result. If the player's total reaches any of the goalpost numbers (indicated on the left side of the sheet), they unlock a bonus. Bonuses can be victory points, or a 'wild'/bonus check mark in the form of an X. The bonus check mark can be placed anywhere and means that space no longer needs a number.

The Zones

The game sheet is divided into 6 different areas. Each zone must be scored differently and has its own rules for how numbers can be entered (more details below).

If a given combination of dice does not allow a player to enter a number in any area, they must instead choose one of the results to add to the running leaf score at the top of the sheet.

Zone 1: The Two Pumpkins

Each pumpkin must have two identical eyes (whether the two pumpkins have the same numbers or not doesn't matter). At the end of the game the player gains 3 acorns or VP for each complete pumpkin.

Zone 2: The Frog Pond

The player writes the numbers in the direction of the arrows, starting with the water lily that has a frog on top of it on the left. Each number must be different but the order doesn't matter. At the end of the game, the player wins points for each numbered water lily.

Zone 3: Roasted Marshmallows

You write a number in one of the marshmallows from either skewer. Once a skewer is started, the numbers must be identical (but the two skewers do not have to be identical). Both skewers may be partially filled simultaneously and it does not matter which one you start first. At the end of the game, players gain 3 acorns or VP if the left skewer is complete and 5 points if the right skewer is complete.

Zone 4: Mugs of Hot Chocolate

Players must write the number indicated in each mug (they may be filled in any order). At the end of the game, players win 1 VP for each mug that has a number and 2 VP for cup 4.

Zone 5: The Fox's Den

Players write a number in one of the spaces in the den, starting with the bottom row. Each adjacent square must contain a different number. In order to be able to fill in the upper floors, the two lower floors must be completed first. At the end of the game, players win points for each square that contains a number.

Zone 6: The Ring of Mushrooms

Players fill in mushrooms in the direction marked by the arrow, starting with the brown one. The next number must be greater or lesser by 1 than the previous number. It is possible to

loop by placing a 6 after a 1 or a 1 after a 6. At the end of the game, players earn points for each mushroom that contains a number.

Completing a Zone

If, during a turn, a player has completed all the boxes in a zone, they show their sheet to all the other players. They circle the acorns below the zone's signpost and will add these to their score at the end of the game. The other players cross out their corresponding acorns and will not be able to win them. If more than one player completes a zone during the same turn, they all earn the same bonus and any players left over who have not must cross out this zone bonus.

Ending the Game

The game can end in two ways: either at the end of round twenty; or if a player's sheet has reached (or exceeded) 61.

The player with the most points wins the game!

In case of a tie, there is a tie. Congratulations! Stay friends, it's important...

All profits of the original publication of the game were donated to AccessiJeux, an association working to make board games accessible to people who are visually impaired.