# GONE TO TEXAS

**Survival Game**

- The game is over at the end of the second full year. The winner is whoever player has the highest overall resource total.

**Rules:**
1. Start all game tokens on the "Fall" square
2. Roll the "movement" dice to see how far to move each turn
3. Draw a "Settler's Surprise" card if you land on a season square or you don't have the resources
4. Track all changes on the player sheet
5. Have Fun!

## Start Here!

**FALL**

- Dog days of Summer
- Gain a 2 dice roll of cloth
- Lose 3 Cloth
- Gain a dice roll of cloth

**Harvest!**

- Roll a dice.
- Multiply that number times the number of seeds planted = Food gained
- Divide by 2 = seeds gained

- Gain a dice roll of wood

**Start prepping for Winter!**

- Use 3 cloth to make a jacket!
- Gain 3 wood

**Be Grateful**

- Lose 4 food as you share a meal with your neighbors

**Winter is HERE**

- Quilt Season!
  - Roll a dice and lose that number of cloth. If the number is 3 (or more) gain 5 wood [gain 10 wood for a 6]
- Lose 7 Wood

**END OF YEAR!**

- Be sure to total all of your gains and loses
- Subtract a dice roll of food

## Spring

- Gain a dice roll of wood
- Lose a dice roll of food
- Plant as many seeds as you like!
- Place them in the Seeds used column
Each player starts out with 10 seeds, 10 wood, 10 food and 10 cloths.
## Settler's Surprise Cards (cut apart on the lines)

<table>
<thead>
<tr>
<th>Bee's!</th>
<th>Moths!</th>
<th>Thieves!</th>
</tr>
</thead>
<tbody>
<tr>
<td>You found a tree filled with honey!</td>
<td>They have eaten away at your hard work!</td>
<td>They stole your washing right off the line!</td>
</tr>
<tr>
<td>Gain 2 food</td>
<td>Lose 3 cloth</td>
<td>Lose 5 cloth</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Stampede!</th>
<th>Mice</th>
<th>Quilting Bee</th>
</tr>
</thead>
<tbody>
<tr>
<td>The cows are making a break for it!</td>
<td>They got into the seed storage!</td>
<td>The neighbor ladies made you a quilt!</td>
</tr>
<tr>
<td>Lose 4 food</td>
<td>Lose 3 seeds</td>
<td>Gain 5 cloth</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Forest Fire</th>
<th>Lightning Strike!</th>
<th>Those aren't weeds!</th>
</tr>
</thead>
<tbody>
<tr>
<td>You barely made it out alive!</td>
<td>It knocked over and split a tree</td>
<td>You found edible plants in the woods</td>
</tr>
<tr>
<td>Lose 7 wood</td>
<td>Gain 7 wood</td>
<td>Gain 3 seeds</td>
</tr>
</tbody>
</table>

## Movement Dice (cut out, fold into cube and hold in place with tape)

- Mold: Food shouldn’t be furry
- Termites: They ate your woodpile
- Lose 3 food
- Lose 3 wood