

Gone to Texas: Survival Game – Farm Expansion

Materials needed:

- Provided in expansion:
 - MORE Settler's Surprise cards
 - Player sheet (now it's a full page)
 - Farm Building bank page (to be cut up and used if desired)
- Needed from base game:
 - First set of Settler Surprise cards
 - Movement dice
 - Game board
- Not provided:
 - Two additional regular dice
 - Game tokens
 - Scissors (to cut things apart to get the game set up)
 - Glue (to attach the buildings)

Directions

1. Cut apart all of the new Settler's Surprise cards, mix them with the original cards, and place all of them on top of the game board.
2. Cut apart all of the buildings on the Building bank page and stack them up nearby for easy access
3. Make sure that every player has their own player page
4. Follow the rules listed on the game board to play:
 - a. Start all game tokens on the "Fall square"
 - b. Roll the "movement" dice to see how far to move each turn
 - i. **The exception is that everyone MUST land on the "Harvest" square and the "End of Year" squares. Those have benefits that everyone needs to have available**
 - c. If you land on a season square, or WHEN you land on the "End of Year" square, you have the option of purchasing a building for your farm at that time – instead of taking a "Settler's Surprise" card.
 - i. You put the resources that were used to purchase the building into the "used" column for the year
 - ii. The next time that you pass the "End of Year" square, the benefits of the building will kick in (even if you just purchased the building shortly before)
 1. If you do not have the resources to pay into the building (the chicken coop and the smoke house), you do not get the rewards, but you also

- don't lose the resources that you don't have, and you don't lose the building
- iii. You can purchase more than one of any of the buildings, as long as they fit onto your farm square – if you want to draw your own farm buildings, use the size requirements written on the “Building bank” page as a guide.
 - d. Draw a “Settler’s surprise” card if you land on a season square or you don’t have the resources to complete the task you have been given
 - e. Track all changes on the player sheet
 - i. Any resources that are used to buy a building go into the “used” column of the year that the item is purchased. At the end of every year all the resources are totaled up and start a new in the “start” column.
 - f. Have fun!
5. The game ends when everyone gets to the “End of Year” square the third time (the end of the second year)
- a. Make sure to include any resources that you stored in your barn in your end of Year 2 total
 - b. The winner is the person who has the highest total resource score at the end of the game

Notes

- The two different “lose a dice roll of food” squares are different. The first one (with a jar on it) is in reference to your food stores running low in winter, and the second (with a pig) is because wild pigs have come through and eaten some of your food.

Gone to Texas: Farm Expansion

Player name: _____

| Items | + start stock | Used | Gained | end of year total | Barn |
|-------|---------------------|------|--------|-------------------------|------|
| Seeds | 10 | | | | |
| Wood | 10 | | | | |
| Food | 10 | | | | |
| Cloth | 10 | | | | |
| Seeds | | | | | |
| Wood | | | | | |
| Food | | | | | |
| Cloth | | | | | |
| Seeds | | | | | |
| Wood | | | | | |
| Food | | | | | |
| Cloth | | | | | |

Year 0

Year 1

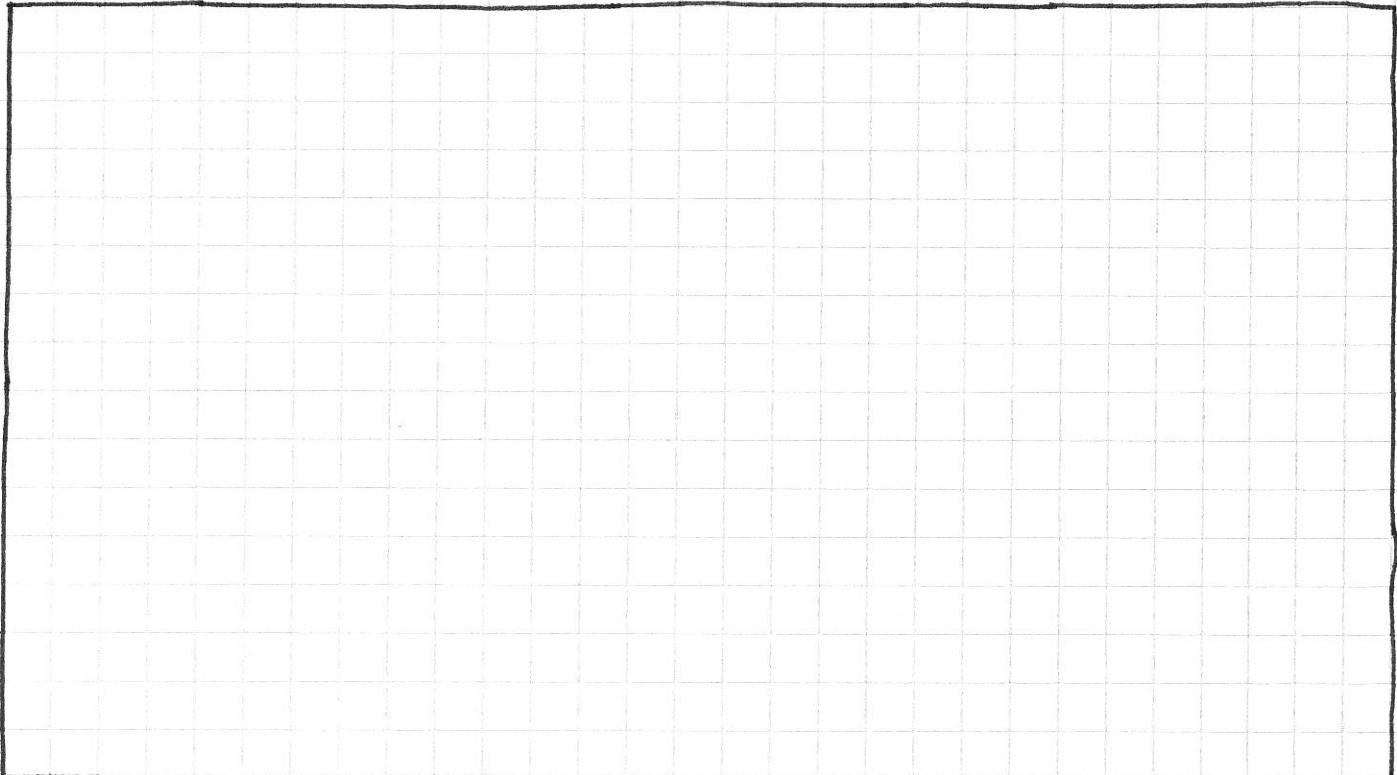
Year 2

end of Year 2
total →

← add in anything
kept in the barn

You can buy more than one of any of the buildings as long as they fit on your farm. Use the dimensions on the "Building bank" under each building as a guide if you draw your own buildings in.

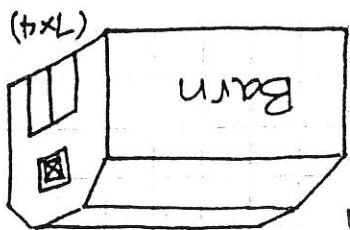
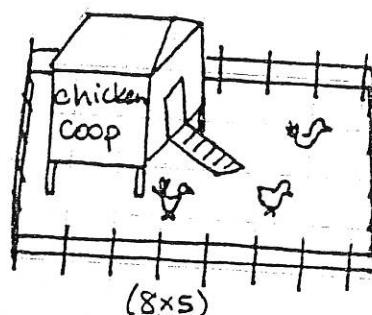
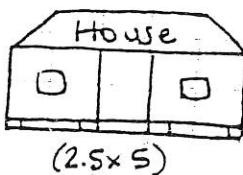
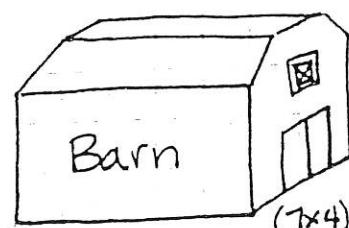
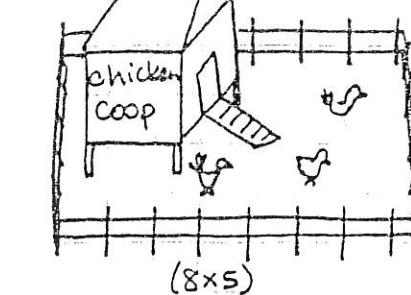
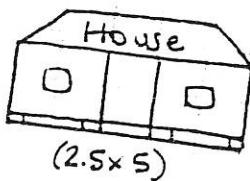
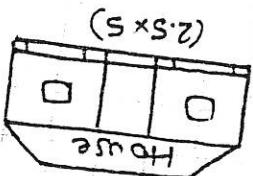
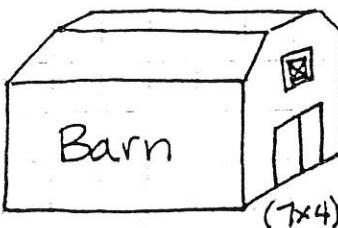
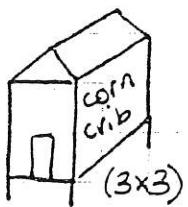
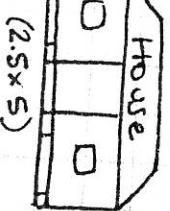
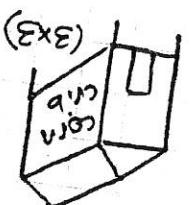
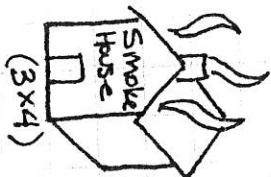
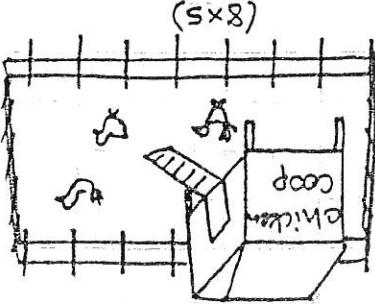
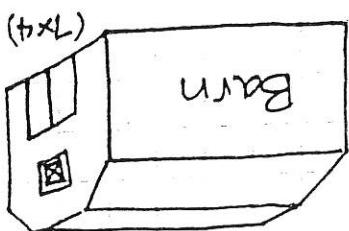
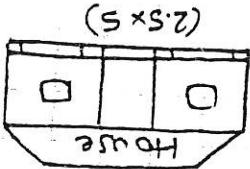
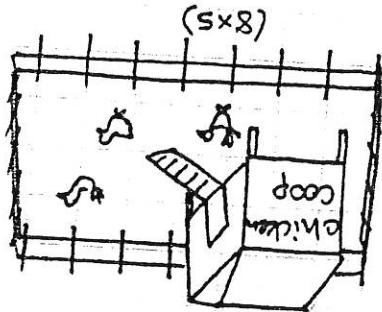
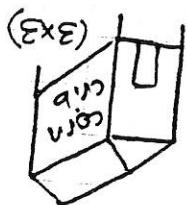
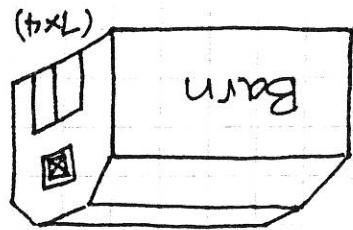
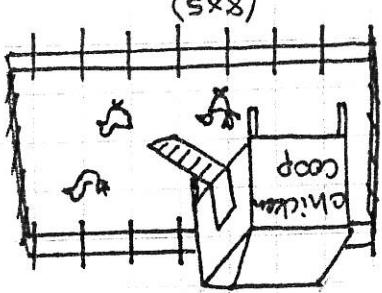
Farm:



| Name | Price | Benefit |
|--------------|----------------------|---|
| Barn | -7 wood -3 cloth | Place up to 50 of any resource can be stored inside-safe from effects |
| House | -10 wood -3 cloth | +5 wood] every year +5 cloth] |
| smoke house | -5 wood -2 food | -2 wood] optional every year +10 food] |
| chicken coop | -5 wood -3 seeds | -5 seeds] automatically every year +10 food] |
| corn crib | -5 wood -2 cloth | +10 seeds every year |

If you land on a season square, or WHEN you land on the "End of Year" square, you can buy a building (instead of taking a "Settler's surprise" card). Make sure to place the resources used to buy the building in the "Used" column and place/draw the building in your farm below. The next time you pass the "End of Year" square the benefits kick in

| | | | | |
|--------------------|--|---|-------------------------------------|---|
| Chickens! | Kind Strangers you feed a family that has just arrived in town and they build you a smokehouse! Gain a chicken coop | Lightning Strike It knocked over a HUGE oak tree | Barn Raising Gain 10 wood | House Raising Lose 5 wood you gain a barn! |
| Bessie! | Dewberry Season you have trained your cow to pull your plow! Gain 6 food | Barn Cat you find hundreds of sweet tangy berries | Flood Gain 15 seeds | Flood The waters wash away some of your crops Lose 5 food |
| Traveling Minister | Wild Grapes! The traveling minister came by and performed two marriages and a baptism. A party was thrown! Gain 3 food | Poison Ivy You fight off bugs to harvest the grapes! | Pole cat Gain 5 food | Corn Crib Strangeness came for the night and built you a corn crib Lose 2 wood (tomato juice) |
| | | | | Gain a corn crib! |



Building
bunk - cut
apart and
use on
your
farm

