

Second Round/ End Game

Players redraft their three actions and resolve them as before. Keeping the draft order from the end of the first generation as the starting for the second.

New Rule: Each action (except Harvest) is resolved twice.

The first time an action resolves will be the exact same way as the first generation. The second time will be in reverse turn order.

Example: After all players, in turn order, have planted, all players will plant again starting with the player in the last space of the turn order track and ending with the first person in turn order.

After the last market action of the second round;

Each player receives \$5 for each fence they have in play.

Each player receives \$5 for each wood that is completely fenced in by their own color fence.

At this time, whoever has the most money wins! Tiebreaker is first on Turn Order track.

Selling to public market:

1. Remove wood from the public mill equal to the amount of beavers on the money track between you and the leading player. Removing this wood does NOT give players cash bonuses and goes back to the general supply.
2. Fill the open spaces on the public mill with your collected wood. All excess wood sells for \$5 and is returned to the general supply.
3. Move your disc on the money track equal to the total of all the wood sold minus the cost of the public mill (\$10 1st Round, \$20 2nd Round).

Selling to private mill:

1. Follow steps 1 and 2 as above (remove wood from public mill even if selling to private mill)
2. Sell each wood disc at Green track price. Subtract Red track cost and move your disc on the money track. All wood harvested is returned to the general supply.



WARNING!
Not suitable for children
under the age of 3 years old.



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COMPONENTS

- A TREE DISCS
- B PLAYER PIECES
- C GAME BOARD

SET UP:

1. Lay out board in middle.
2. Each player chooses a color and takes all player pieces of that color (10 Discs, 10 Fences, 1 truck. Take four discs from each player, place one randomly in the Turn Order track. One disc on the starting Truck Capacity track spot (3). One on the 0-100 space of the Money track. One on the zero space of the money track (symbolized by a "\$" sign).
3. Place one brown tree disc on the center square of the forest
4. Place one wood on each dark shaded spot on the public market clip-board. This should be 11 pieces of wood in total.
5. Place the remaining wood tree discs in a general supply near the board. Anytime wood is removed from the board it will return to this general supply.

Goal Have the most money at the end of two rounds. Gain money by harvesting trees. Each round players will do three of each action (Plant, Thin, Harvest, Market).

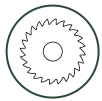
Rounds

Drafting



Starting with the player who is first on the turn order track, players will take turns selecting an action and placing a disc of their color (from their personal supply) on the available space of an action.. After a player has drafted an action, make sure to apply any gained bonuses that resolve at this time. Especially the Market Action Bonus. Once players have placed their first disc, check the turn order. Start another draft with a second disc in the new turn order. Do the same for a third and final draft.

Bonus



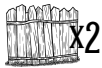
Remove the cheapest piece of wood from the public mill and gain the dollar amount associated with the removed piece.



Remove the cheapest piece of wood from the public mill but do NOT gain the dollar amount associated with the removed piece.



Remove the cheapest piece of wood from the public mill and PAY the dollar amount associated with the removed piece (If cannot pay, cannot draft action unless no others are available. In this case, remove wood and set \$ to 0).



During drafted round's Plant action, on your turn, place or move up to two fences of your color for free.



During drafted round's Thin action, on your turn, place an additional wood disc in each of the adjacent corners of the selected acre.



During drafted round's Harvest action, on your turn, harvest as if you had purchased a second truck (Second truck can only travel 3 acres). Null if already own 2nd truck.



Immediately: Move your turn order disc to the first position (leftmost). Slide all others down one space.

Actions

Starting with the player who is first on the turn order track, players will take turns resolving each action in the following order: Plant, Thin, Harvest, Market.

Plant

Take a piece of wood from the general supply and place it in an acre that does not already have wood in it.

Thin

Choose one acre with wood in it. Place wood from the general supply on each orthogonal (up, down, left, right) acre around it. After you have done so, remove all wood in the selected acre. Stack trees vertically when needed.

Harvest

Choose one column or row, place a truck on the outside of the column or row. Collect tree logs up to the amount of acres their truck can travel (Starting the game all trucks can travel three acres in a straight line per the truck track). Then either sell to the public market or private mill (if already purchased). Trucks may not pass fences of differing colors.

Market

Choose up to one of the four market options to spend money on:

\$70



Purchase an additional truck.



Place or move up to two fences of your color.

\$40



Purchase a private sawmill.

\$15

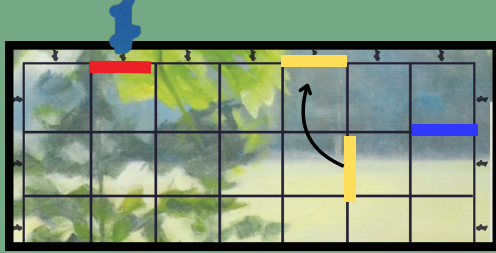


Invest



x2

Place a fence on an empty edge of any acre. Players may instead choose move a fence of their color already placed to a new empty edge.



That means if a fence is on the edge of an acre around the perimeter of the forest, a truck of another color may not pass that entire row/column such as the example above.

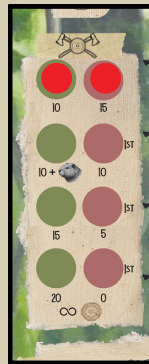
Note: If the Public Mill is empty, players may pay \$20 to take this action.



This purchase can only be made once per player. Allows players to sell harvested wood to a personal sawmill where the player can invest to increase prices and/or decrease costs to make more money.

Place two discs of your color on the green and red track of the private mill track. The GREEN track will dictate how much each piece of wood you sell is worth, the RED track dictates the cost of selling wood at your personal sawmill.

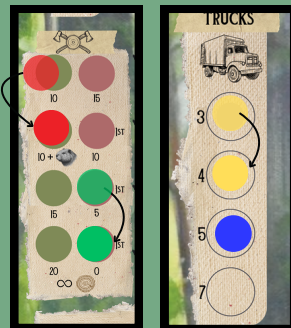
The RED track also has a bonus when progressing down the track: When you take the invest action and move your disc down the RED track, move to the first position on the Turn Order track.



Move a disc of your color on the Turn Order, Private Sawmill, or Truck track one space.

On the truck and sawmill board, you move the disc down the track. Sawmill must choose between green (revenue) or red (cost).

On the Turn Order track, swap places with the color immediately to the left of your disc.



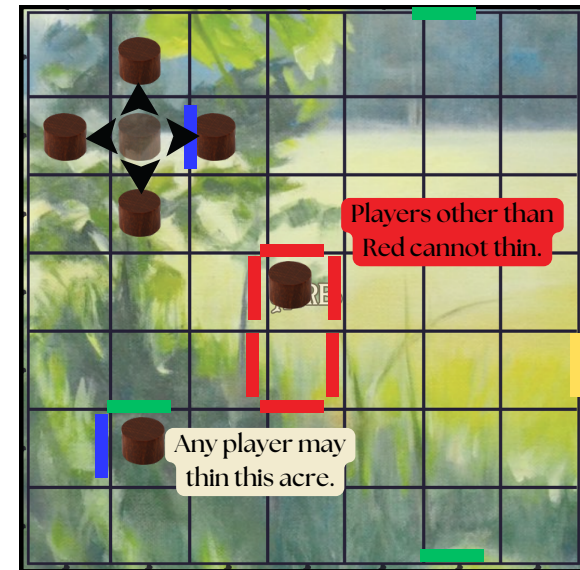
Clarifications

Actions

Second round: Players only get to resolve the drafted bonus on either the first or second resolution of the action.

Thin

Wood growth can cross fences freely. Wood that is surrounded by fences cannot be thinned by players other than the player(s) whose fences surround the wood.



Can a player build a fence on top of another fence?

No

Do you have to remove wood from Beavers, even if you are using a private mill?

Yes

Do you have to buy something during the market action?

No

Do you have to sell the wood or can you hold on to your harvest for a future turn?

You must sell in the same harvest collected

UPDATES/ OTHER QUESTIONS



Harvest

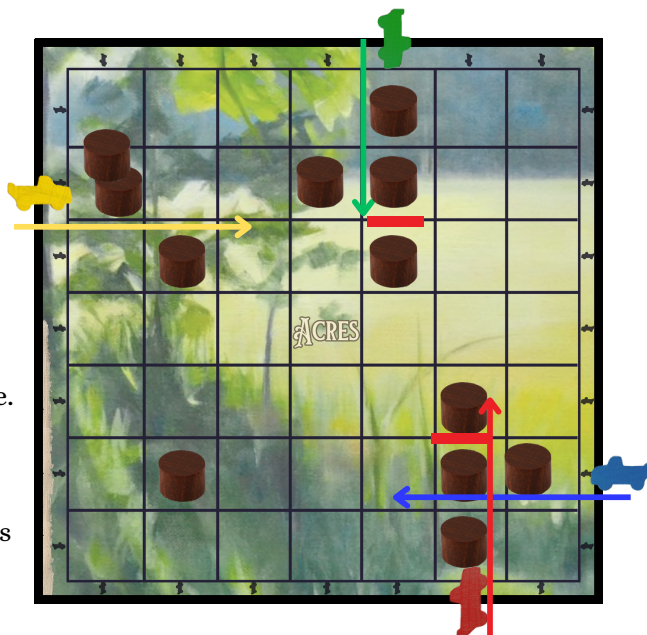
In this example:

Yellow collects two wood across three acres (Stacked wood).

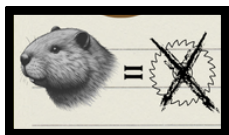
blue then collects two wood across three acres.

green collects two wood across two acres because green cannot pass a red fence.

red collects two wood across three acres because blue already took one of the pieces of wood red was competing with. red is also allowed to cross the fence of its color.



Counting Beavers: Yellow would remove no wood, Blue 3 wood, green 4 wood, red 6 wood.



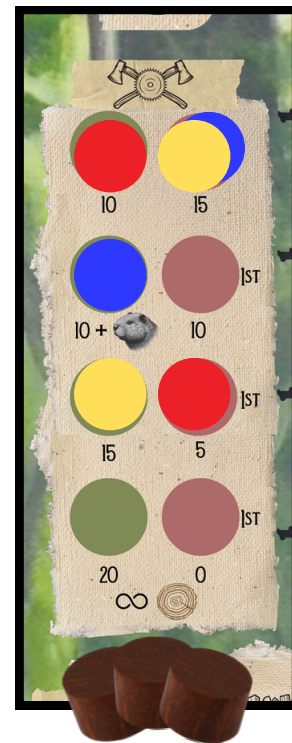
Remember: Beavers remove wood from public mill without \$ payout.

Important: players may not harvest more than twice in the same harvest action. If a player has purchased the additional truck from the market, the player may not use the harvest action bonus if previously drafted.

Red Harvests three wood during the harvest action. Red elects to use their private mill which prices wood at \$10/wood. Red's net profit of all the wood sold minus the cost of their private mill (\$5) is \$25 and moves their disc along the money track accordingly.

Yellow harvests three wood during the harvest action. Yellow elects to use their private mill which prices wood at \$15/wood. Yellow's net profit of all the wood sold minus the cost of their private mill (\$15) is \$30 and moves their disc along the money track accordingly.

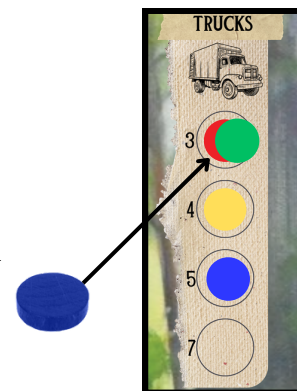
Beaver: While blue is still on the \$10/wood + Beaver spot on the green track, they will add one additional beaver when counting beavers.



Market



Place a disc of your color on the beginning (3) space of the truck track. This additional disc represents your second truck and how far it can travel.



This purchase can only be made once per player. Players may only ever harvest up to two trucks during the harvest action. After all players have resolved their harvest actions for their first truck, any players with an additional truck (including harvest action bonus) will repeat the harvest action process with one difference: **all second trucks harvest in reverse turn order**. If trucks have different distance capacities, players may choose either truck to harvest first and must announce it to the table.