小牧さん 牛乳屋
DAIRYMAN

Homosapiens Lab
山頂洞人實驗室

Overview

Moo, moo!! Milk a cow, produce some milk!

You are a dairyman, milking fresh milk every day, working hard to fulfill the orders given by the farm owner. But be aware! If your milk spoils an entire day's work will go down the drain! Or maybe you can turn milk into cheese or ice cream products, increasing their value and prevent them from spoiling! Can you become the best dairyman of the farm?
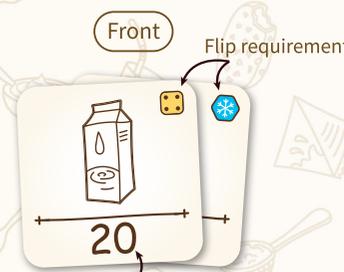
Goal

Produce the most milk! When the stack of milk tiles is depleted, the player with the most points on their milk tiles wins the game.

Components

22 Milk Tiles

3 Barn Tiles

Freeze Tokens

8 Dairy dice
(7 White dice + 1 Yellow die)

4 Backorder dice

5 Backorder Tokens

Milk Tiles

Front

Flip requirement

20

Dice value needed to claim tile
(Victory Points given at end of game)

25

30 one ?

Special abillity

Back

Setup

① Take 3/4/5 -5 tokens for a 2/3/4 player game, and all ❄ tokens to form the supply area. The unused tokens are put back into the box.

② Shuffle all Milk Tiles face up together, and draw 3 tiles from the top to form the order display.

③ The player who hasn't drink milk for the longest time will be the starting player. Pass 8 dairy dice (7 white 1 yellow) to the start player, and the game begins.

①
2P → 3 -5
3P → 4 -5
4P → 5 -5

②
10
30
20
10

③
Start player

Turn Overview

Beginning clockwise from the starting player, a single player will take a turn by following these steps.

① Roll all dice available to you. Lock at least 1 set of dice and place them on the #1 barn tile.

※ Each set **Must** be 2 or 3 dice of any color, with a total of **exactly 10**.

※ You may lock more than 1 set of dice, but place all of them in the same barn tile.

Lock dice.

1
=10

⚅ + ⚃ = 10 ᴼᴷ   ⚄ + ⚄ + ⚀ = 10 ᴼᴷ

⚅ + ⚃ = 10 ᴼᴷ   ⚅ + ⚂ + ⚀ = 10 ᴼᴷ

⚄ + ⚅ + ⚂ + ⚀ = 10 ✗

⚅ + ⚅ + ⚃ + ⚃ = 20 ✗

② If you have unlocked dice you may reroll all of them, then lock at least 1 set following the previous rules and place the sets on the #2 barn tile. You can keep rerolling, but you must lock at least 1 set before going on. Starting from the 3ʳᵈ reroll, all locked sets will be placed on the #3 barn tile.

※ Starting from the 3ʳᵈ reroll, you will gain a ❄ token each time you choose to reroll, regardless of the results. Keep freeze tokens in front of you for later use.

※ Before each reroll, you may use any number of freeze tokens to prevent 1 die each from rolling once. See the section on **Freezing dice** for details.

③ If you choose to stop rerolling after you have locked a set, you can add the total on your barn tiles and use them to **Claim Milk Tiles**. See next section for details.

④ If you **cannot** lock 1 set of dice after rolling, then you have Failed to produce milk this turn. Take 1 [-5] token from the supply and you cannot claim any milk tiles this turn. See the section on **Failures** for details.

⑤ Anytime during your turn, you can spend unlocked yellow die or freeze tokens to flip your Milk Tiles to the back side. You may use the special abilities immediately this turn. See the section on **Flipping tiles** for details.

⑥ After you claim tiles or fail to produce milk, your turn ends. Pass all 8 dairy dice to the next player to your left, and refill the orders display back to 3 tiles. If you cannot fill it up 3 tiles, then the game ends immediately. Else the game continues and the next player takes a turn.

🥛 Game End

When there are not enough milk tiles to refill the order display back to 3 tiles, then the game ends immediately. Players add the value of all milk tiles in front of them, and deduct 5 points for each backorder token.

The player with the most points wins the game!

✚ Claim Milk Tiles

Use your dice sets placed in the barns to claim milk tiles in the order display.

You may claim more than one tile from the display, as long as the total value of the tiles does not exceed the total in your barns. You must claim one tile if you can. Unspent dice points will not be kept to your next turn.

If you are not able to claim any tile, then you have Failed to produce milk this turn. See the section on **Failures** for details.

✚ Failures

Each time you fail you will gain a [-5] backorder token from the supply.

If the last backorder is taken, then the players with the most backorder tokens must discard 1 milk tile with the highest value. Shuffle the discarded tiles and all tiles on the order display together, and place them on the bottom of the stack. Return all backorder tokens back to the supply and refill the order display back to 3 tiles.

※Tiles flipped to the back side will not be discarded. Try to turn your milk into cheese & ice cream to prevent them from spoiling!

✚ Backorder tokens [-5]

At the start of your turn, you get to roll a red dice for each backorder tile you have. Treat red dice the same as white dice for rolling and locking, but return them to the supply at the end of your turn.

Each backorder token in front of you is worth -5 points at the end of the game.

[-5] ✚ 🎲

✚ Freezing dice

Before each reroll, you may place a die on a freeze token to prevent it from being rolled. You may use any number of freeze tokens to prevent one die each from the reroll. After rerolling, these dice can be used for locking, and the freeze token is spent and returned to the supply. You must use more freeze tokens for the next reroll if you wish to keep them again.

✚ Flipping Tiles

A requirement is listed on the upper right corner of the front side each tile, during your turn you can spend unlocked yellow die or freeze tokens to flip your milk tiles to the back side. Spent yellow die should be placed aside and cannot be rerolled or placed on barn tiles. Return all spent freeze tokens back to the supply, you may use the special abilities immediately this turn.

🎲🎲🎲 A yellow die with the shown result.

❄️ 1 ❄️ freeze token.

🧀 25 Turn milk into cheese, it will be worth an extra 5 points at the end of the game.

🍦 30 Turn milk into ice cream, each ice cream will give you an ability that can be used once each turn. There are 3 kinds of effects:

※When you reroll dice using these tiles, you will not gain freeze tokens.

all 🎲 Reroll all "1" dice.

all 🎲 Reroll all "2" dice.

one 🎲 Reroll one die of any value.