



PITCH PAGE

Gopher Getter

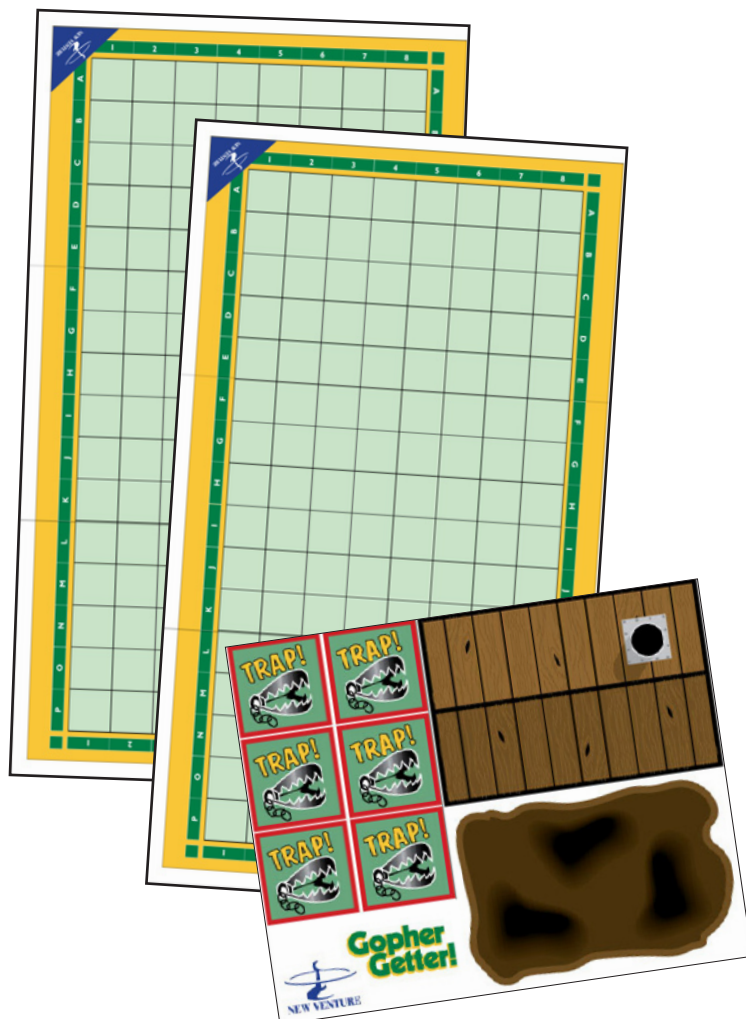
Save The Veggies!

Type: Abstract Strategy
Ages: 8+

Players: Two
Duration: 15 - 30 minutes

Synopsis:

One player takes the role of the struggling gardener and the other plays the Gophers out to ruin the crop for the sake of their own survival. One board represents the garden, the other the Gopher's subterranean realm. The gardener sets traps, but the Gophers are many. Who will win this desperate struggle?



Equipment & Features:

The game includes two small gameboards upon which the players will define the game's environment using the accompanying "tool shed" and "Gopher warren" paperboard markers, and eight tree tokens.

There are also tokens for the Farmer, his Dog, and 12 Gophers, plus six paperboard markers for traps and 32 chips to represent plants in the garden (8 each of 4 colors).

In addition, there is a screen to separate the player's boards from each other's view. (The prototype includes a fold-out paper screen, but other options are under consideration for this component, including a pop-up fabric-and-wire idea.)

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The Rules:

One player is the Farmer, trying to trap the Gophers and save his crop; the other player moves the Gophers, who are trying to survive by avoiding capture, and also eating the same crops. With a screen between the boards, you can't see the other player's moves (the Gophers are, of course, underground!), but the numbers and letters on the board let you know what's where. For example, if a player says "square A-6", find the square where the "A" row and the "6" row come together, and there it is. (You must tell the truth every time, or the game gets messed up and isn't fair or fun.)

SETTING UP THE GAME:

Each player take a board which represents the field. Stand up the screen between the boards so you can't see the other player's board. (It's sort of like "Battleship" in this way.) The Farmer sets his tool shed anywhere on the field, lined up with and covering 8 squares, and the Gophers place their warren anywhere on the field, also lined up with and covering 8 squares. Each player then places two trees on any two empty squares and calls out the letter and number of those squares. The other player puts their extra trees on the squares called out. In this way, both players have four trees on their boards in the same squares. If you call out the same space during set-up, both players select a new square for their tree. Finally, the farmer then plants his crops. Crops (the colored chips) are planted so that each color of crop is in a group side-by-side or in rows next to each other (see diagram). They can be anywhere in the field except in the spaces occupied by the shed or under trees.

The Farmer, his dog, and the six traps start out in the shed, and all 12 Gophers are set in their warren in a bunch.

TO PLAY THE GAME:

The Farmer's moves:

The Farmer player goes first, moving either the Farmer OR the Dog three spaces per turn in any direction. At the end of the move, the player calls out the letter and number of the square the Farmer or Dog landed on. IF THERE'S A Gopher THERE, that Gopher token is given to the Farmer player, who puts it in the shed. IF THE SPACE IS IN THE WARREN, all the Gophers in the warren go to the Farmer, and the warren is flipped upside down, indicating that it's been dug up and the Gophers can't go there any more. When the Farmer is leaving a space, he can leave a trap behind in that space if he wants to. (Don't tell the Gophers where the trap is!) Neither the farmer nor the dog can move in spaces where there are trees. They can, however, move through spaces where there are crops planted.

The Gopher's moves:

On the Gopher's turn, the player can move any Gopher three spaces per turn in any direction. At the end of the move, he/she calls out the letter and number of the square the Gopher has landed on.

IF THE FARMER OR THE DOG OR A TRAP IS THERE, the Gopher is captured, and the Gopher token is given to the Farmer to put in the shed.

IF THE SHED IS THERE, any Gophers in the shed are released! Move them all back into the warren and start again! BUT, if the warren has been dug up (is upside down) there's no place for the Gophers to go, so they cannot be rescued. Also, the Gopher who found the shed is captured along with the rest.

IF A PLANT IS THERE, the Gopher gets the marker that indicates the plant. Keep this token on the table and save them up. YOU GET TO MOVE ANOTHER Gopher as a reward! It must be a different Gopher than the first one, and you can't move any more on this turn even if that Gopher lands on another plant. (But you do get to keep the plant.)

HOW TO WIN THE GAME:

IF YOU'RE THE FARMER, you win when all the Gophers are in the shed. (Hopefully you still have some of your crop left!)

IF YOU'RE THE GopherS, you win when you get all the Farmer's crops.

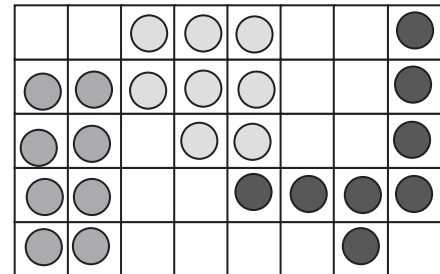


Diagram showing a possible placement of crops in the field.