



# How to really enjoy My Little Scythe

Rules v 1.0 for Release 1 (May 27, 2017)

## Welcome to the land of My Little Scythe!

My Little Scythe is a family-friendly remake of the hit game *Scythe* designed by Jamey Stegmaier. Set in a fun world based on Hasbro's My Little Pony, play as teams of ponies searching for apples and magical gems while completing quests and making deliveries along the way. Watch your manes though, pie fights have even been known to break out from time to time! Who will earn 4 achievements first and be declared the winner?

### Achievement Tracker

Tracks progress towards victory. Players place achievement tokens here as they are earned. Only 1 of each type of achievement may be earned per player (2 for pie fights).

### Friendship Tracker

Tracks each player's friendship level throughout the game. Higher friendship tends to attract additional ponies!

### Magic Spell Cards

Magic spells help players win pie fights. 1 magic spell may be used for each of a player's ponies involved in a pie fight. Used magic spells are placed on the discard pile.

12 x My Little Pony minis



7 x Search Dice

### Pie Tracker

Tracks each player's apple pies throughout the game. Pies are typically used to throw at other ponies during pie fights & to invite additional ponies to join your team.

### Quests Cards

Quests challenge players with difficult decisions but often provide big rewards!

### Barns

Player barns act as starting points for each players' new ponies while the centre Sweet Apple Acres barn is used by all players. Barns accept deliveries of gems & apples.

2 X Pie Fight Dials



### Game Resources

-  25 x Apples
-  25 x Magic Gems
-  6 x Quest Tokens

## Game Board Pieces

Exact pieces will vary depending on what you source for your own PnP game. The following are for reference only:



**Action Tokens:** 1 of each colour; used by players to select different actions on their player boards (see *Using the player board*, pg.2)



**Achievement Tokens:** 4 of each colour; used to track players' achievements on the Achievement Tracker.



**Friendship Markers:** 1 of each colour; used to track players' friendship level on the Friendship Tracker



**Pie Markers:** 1 of each colour; used to track players' number of pies on the Pie Tracker



**Pony Bases (optional):** 3 of each colour; used to assign ponies to teams. You may pre-colour your pony pieces instead.

## Quick Setup



1. Each player selects a team colour from either green, blue, yellow, or red.
2. Distribute a **player board** to each player along with the 3 **pony bases** matching their colour.
3. Place each player's 4 **achievement tokens** on the trophy spaces of their player boards.
4. Place **friendship markers** for each player on the number 3 space of the Friendship Tracker.
5. Place **pie markers** for each player on the number 3 space of the Pie Tracker.
6. Shuffle all **quest cards** and place them face down on the quest card pile on the main game board.
7. Shuffle all **magic spell cards** and place them face down on the magic spell pile on the main board. Distribute 1 magic spell card to each player. Each player keeps these cards a secret.
8. Roll all 7 **search dice** to initially populate the main game board. (see rules on Search)
9. Each player selects a starting pony and places it on their starting barn. All ponies in My Little Scythe are functionally identical—differences are purely cosmetic.

## How to Play

### Using the player board

Play begins with the player with the largest My Little Pony toy collection then moves clockwise. On their turn, players select any available action from their player board by moving their action token onto the corresponding action spaces carrying My Little Scythe logos.

Without exception, players must move their action tokens and select a different action each turn. While actions may not be repeated over consecutive turns, performing a chosen action is always optional.

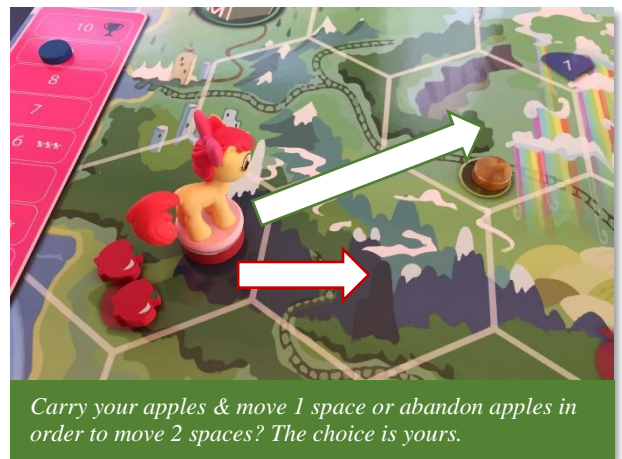


### Player board action: Move

When a player moves their action token onto the Move action space, they may move *all* ponies under their control. In general, each pony may move up to 2 spaces and may occupy or pass through hexes containing ponies belonging to the same player. This is known as *regular* movement. Movement involving carrying apples or gems, making a delivery, or starting a pie fight each include additional rules:

#### Moving to carry apples or gems

Ponies may move with apples or gems (but not Quest Tokens) found on hexes they occupy. Ponies carrying items may only move 1 space. There is no limit to the number of items each pony can carry. Players are free to divide up items between multiple ponies moving from a common hex onto different hexes. If necessary, players may choose to abandon items to perform a regular movement of 2 spaces. Regular movement & carrying must never be combined in the same Move action.





### Moving to make a delivery

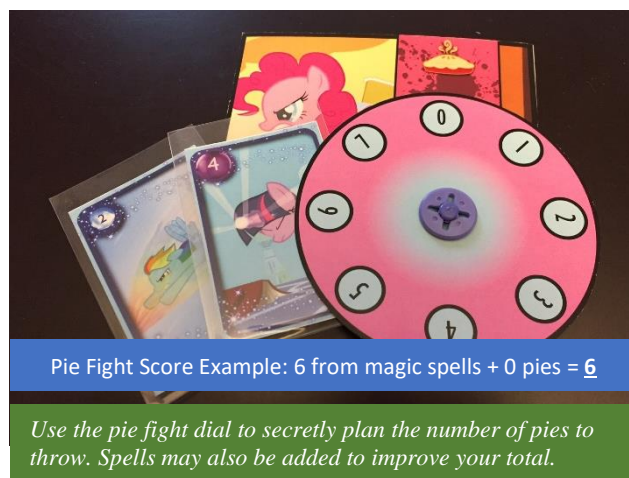
Players may deliver exactly 4 gems or 4 apples onto barn spaces in order to score achievements. Either the centre *Sweet Apple Acres* barn or a player's starting barn may receive the delivery. To complete a delivery, a player must move at least one pony and exactly 4 gems (gem delivery achievement) or 4 apples (apple delivery achievement) onto the barn spaces. Delivered goods are removed from the board. All excess apples or gems that were not a part of the delivery must remain on the originating hex.

Only the owning player may enter one of the starting barns, but *any* player may enter the centre *Sweet Apple Acres* barn. Players who have already completed either a gem or apple delivery may not repeat the same type of delivery. If a pony is entering a barn but is not making a delivery or cannot make any additional deliveries it leaves any resources behind before entering the barn.

### Moving to start a pie fight

Moving any pony onto a hex occupied by another player's ponies will stop further movement and result in a pie fight. Pie fights are initiated *after* all movements are made but *before* deliveries or quests (see Quests, pg.4) are resolved. To resolve a pie fight on a hex:

1. The attacking and defending players each use separate **pie fight dials** to secretly determine the number of pies to throw at one another. 0 to 7 pies may be chosen by rotating the numbers on the dial to line up below the pie logo. The number must not exceed a player's total pies shown on the Pie Tracker. It is acceptable to throw no pies.
2. For each of their own ponies involved in the pie fight, a player may also secretly attach a magic spell card onto the pie fight dial. The value of each player's magic spell(s) is added to the number of pies they choose to throw, resulting in each player's total pie fight score.
3. Both players simultaneously reveal their pie fight scores. The player with the higher score wins, with ties going to the attacker. The winner may immediately earn a pie fight achievement.
4. Ponies losing the pie fight must relocate to their starting barns, leaving all items behind. Resources are left behind on the *originating* hex when a delivery attempt fails due to a lost pie fight against a player occupying the Sweet Apple Acres barn.
5. If the attacking player wins, he or she immediately loses 1 friendship and the losing player gains 1 magic spell card. A player's friendship level will never fall below 0.
6. All pies used during the pie fight are deducted from each player's Pie Tracker. Used magic spell cards are placed on the discard pile.

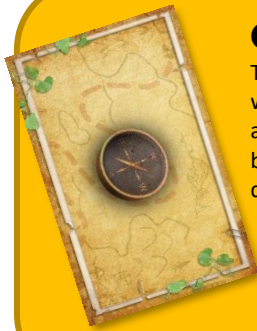


## Player board action: Search

By placing their action marker on the Search action of the player board, players employ the help of Gabby the Griffon to soar over Equestria in search of apples, gems or quests. Any player conducting a search automatically gains +1 friendship for potentially assisting other ponies with locating apples, gems, and quests.

To conduct a search, players roll 4 dice (a dice tower is recommended with kids). The composition of the 4 dice is determined by the player and is selected from a pool of 7 dice--**3 red dice for apples**, **3 blue dice for gems**, and **1 gold dice for quests**. Once rolled, apples, gems, or quests tokens are placed on the appropriate game board hexes according to the results. Place 1 apple on apple hexes with numbers that correspond to the results of any red dice rolled. Place 1 gem on gem hexes with numbers that correspond

to the results of any blue dice rolled. Apples and gems may continue to be stacked indefinitely on non-barn hexes. Finally, place quest markers on quest hexes with numbers that correspond to the results of any gold dice rolled. Note that if a quest marker already exists on the hex, the roll is simply ignored and no additional quest marker is placed. Unlike apples or gems, quest markers cannot be stacked or moved.



## Quests

The Move or Search action may uncover a quest for one of your ponies. If a player begins or ends a turn with quest markers on hexes occupied by his or her ponies, the player immediately removes the quest marker(s) and draws a quest card for each marker removed. Quest cards are resolved in the order they're drawn immediately before any further actions occur. Resolved cards are kept beside the player's board. Most quest cards contain tough decisions which may lead to rewarding outcomes. A few additional rules apply to quests:

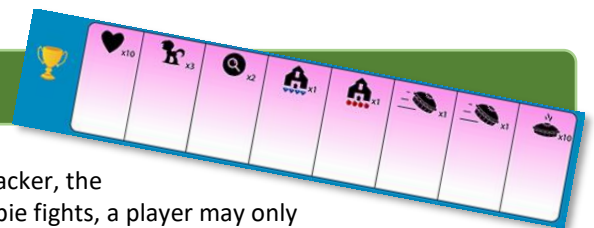
- ✚ Quests are resolved after all movements are made and after any resulting pie fights.
- ✚ If a quest results in players obtaining gems or apples, the receiving players will distribute the new resources among non-barn hexes occupied by their ponies. (otherwise they're discarded)
- ✚ Quest decisions that lower a player's friendship level below zero are permitted. Friendship will never fall below zero, no matter how much friendship is lost.

## Player board action: Make

Players may decide to make one of 3 different items. Players are allowed to continuously make items on consecutive turns so long as the items are different. To make something on their turn, a player places their action token on the appropriate My Little Scythe logo:

- ✚ **Bake Pies:** remove exactly two apples from any hexes occupied by your ponies and increase your pies on the Pie Tracker by two. This cannot exceed the maximum of 10 pies. Note that players cannot use one apple to bake one pie.
- ✚ **Conjure Spell:** remove two magic gems from any hexes occupied by your ponies to obtain a magic spell card from the top of the magic spell deck. There is no limit to the number of magic spells in your possession.
- ✚ **Craft Invitation:** reduce your pie count on the Pie Tracker by two in order to invite a new pony to join your team. This action is only permitted if the player's current friendship level meets the minimum requirement for desired number of ponies. A player's 2nd pony requires a friendship level of 4 whereas a 3rd pony requires a level of 6. All new ponies are placed on the player's own starting barn. There is a limit of 3 ponies per player and a reduction of friendship can never result in the removal of ponies already in play.

## Winning the game



Once a player places his or her 4th achievement marker on the Achievement Tracker, the game ends immediately with that player being crowned the winner. Except for pie fights, a player may only earn each achievement once:

- ✚ **10 Friendship:** achieved immediately upon reaching 10 on the Friendship Tracker. Losing any friendship from this point forward does not undo the achievement.
- ✚ **3 Ponies:** achieved immediately after inviting your 3rd pony into the game.
- ✚ **2 Quests:** achieved immediately after resolving your 2nd quest.
- ✚ **Apple Delivery:** achieved immediately after successfully delivering 4 apples to either the Sweet Apple Acres barn or your own starting barn.
- ✚ **Magic Gem Delivery:** achieved immediately after successfully delivering 4 magic gems to either the Sweet Apple Acres barn or your own starting barn.
- ✚ **Pie Fight Victory:** achieved immediately after winning a pie fight as either an attacker or defender. This achievement may be earned twice.
- ✚ **10 Pies:** achieved immediately upon reaching 10 on the Pie Tracker. Using any pies from this point forward does not undo the achievement.

THANK YOU FOR PLAYING! We are dedicated to spreading the joy of gaming to all ages. From the mind of a 5 year old girl to your table, this free game has been made possible through the insights of gamers around the world. Help improve this game through play & feedback. Special thanks to Jamey Stegmaier, designer of Scythe, for your inspiration & support! -Sincerely, **Hoby Chou & daughter Vienna, age 5**