RICE DICE
A SPIRITS OF THE RICE PADDY DICE GAME

Objective

Roll custom dice to collect paddy cards, flood fields with water needed to grow rice, hire workers to plant and harvest. Press your luck with rerolls, but beware of weeds!

The game ends immediately when one player scores at least 100 rice. The player with the most points wins! If there's a tie, the active player wins.

Components

5 custom rice dice, 30 paddy cards, 5 starting paddy cards, 20 planted tokens, 24 wooden weed tokens, 20 water tokens, 10 wooden rice farmer tokens for scoring, 1 scoreboard, 1 Happy Farmer action reference card, these rules.

Setup

1. Place the board in the center of the play area. Add a laborer scoring token for each player on the start location. Each player keeps a second scoring token of the same color in front of them, to remind everyone of their color.

2. Place water tokens face-down to one side, based on the number of players: 5P – 20 water tokens, 4P/3P – 15 water tokens, 2P/1P – 10 water tokens. This is called the supply. Place all other water tokens in the box; they will not be used in this game.

3. Shuffle the five Starting Paddy cards and deal one to each player. Place any unused Starting Paddy cards in the box. Shuffle the rest of the paddy cards and place the deck face-down near the scoring board.

4. Take water from the supply equal to the water value listed on all of the paddy cards in play. Place these tokens face-up on the opposite side of the scoreboard. This area becomes the reservoir.

The player who most recently pulled weeds goes first.

Starting Paddy
The paddy starts planted
and with no water.

Starting Paddy
The paddy starts planted
and with no water.

Paddy Cards

Rice harvest amount with 0, 1, or 2 weeds

Water tokens moved from supply to reservoir

Number of paddy hexes (3 in this example)

Card name and effect

Spirit name and card art.

Hidden Spring
This paddy contains one Magic Water. It is always there and never there.

BEWANG

Hexes with Magic Water include water only when the player wishes (when planting, for instance) and no water otherwise.

Water must be added and drained from other hexes in the paddy as normal. The paddy above would need only two water tokens to be fully watered. No more than two more water tokens may be used to fill the paddy. (i.e., the player may not keep the third water.)

Gameplay

The active player rolls all five dice, then selects **one** action. Actions include using workers, drawing paddy cards, or manipulating water in your paddy. **It is not necessary to roll any of the symbols for the selected action.** For instance, a player could roll no water symbols, yet take the water action to drain water. Or she may take a card action without rolling card symbols because one of her paddies adds a card symbol to every roll.

Note that '?' symbols are wild and may count as any other symbol of the player's choice EXCEPT weeds (🌱) and two workers (🧍🧍).

Rerolls

Players unhappy with the result may reroll the dice once. Reroll any or all of the dice, keeping the results after rerolling.

One weed is added to the active player's paddy for each weed (🌱) showing on the dice after the player has finished rerolling. The player may select where to place the weeds and when during their turn to place them. No paddy may have more than two weeds. If all paddies already have two weeds, then no further weeds can be placed, barring card effects.

Actions

The possible actions are described in full below.

Worker

Each worker rolled can perform one of the following actions. (Note that the double worker symbol counts as two workers):
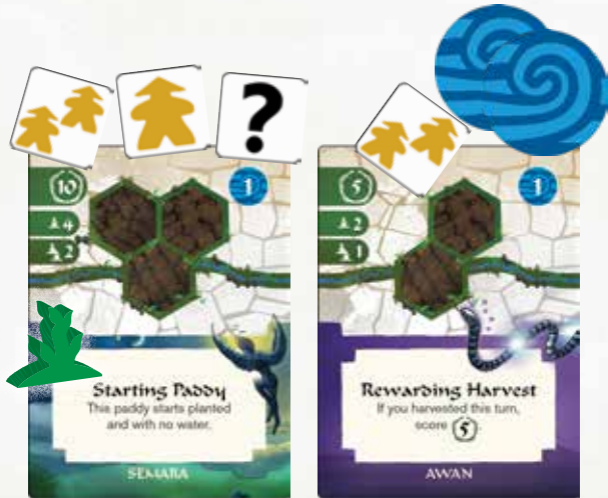
Plant. A paddy must contain water to plant it, and the player must assign workers equal to the number of hexes in the paddy. The player places one planted token on each paddy planted. A player cannot harvest a paddy on the same turn after it was planted. However, a paddy may be planted on the same turn after harvesting it. (Some paddy cards with magic water make this possible.) Paddies with weeds may be planted.

Weed. A worker may remove weeds from any of her paddies that do not contain water. Each worker allocated to a paddy removes one weed from that paddy.

Harvest. To harvest a planted paddy, a player allocates workers equal to the number of hexes in that paddy. Workers may only harvest paddies that have no water. Refer to the harvest guide at the left-hand side of each card to determine the amount of rice to collect. Workers harvesting paddies with no weeds collect rice indicated in the top left. Paddies with one weed provide rice equal to the middle number, and paddies with two or more weeds provide rice equal to the bottom number.

Remove the planted token from fields after harvesting, along with any weeds.

Example: Workers are assigned to remove weeds (one worker) and harvest (three workers) the paddy on the left, and plant (two workers) the paddy on the right. Note that the left paddy has no water (required for weeding and harvesting) and the right paddy has water (required for planting.)

Starting Paddy
This paddy starts planted and with no water.

SEMARA

Rewarding Harvest
If you harvested this turn, score ⑤

AWAN

Card

This action allows a player to add a new paddy card to her field. The player draws the number of paddy cards equal to the card symbols rolled (including any modifiers.) She then selects up to one of the drawn cards to add to her field, discarding the rest. It is okay not to place any paddy cards and discard them all. Place the new paddy to the left of the first card, or to the right of the last card (but not between two paddy cards). Players are limited to four paddy cards in their field. A player may replace an existing card with the new one, even if the field has fewer than four paddies. In this case, remove any water, weeds, and planted tokens from the paddy card being replaced. Return water from the replaced paddy to the supply.

Modify the total amount of available water in paddies and the reservoir when adding or replacing paddy cards. The available water in play (reservoir plus paddies) should always be equal to the total of the water number on the top right of all cards in play. When adding a new paddy card, move water from the supply to the reservoir equal to the water number on the paddy card, turning it face-up (to the blue side.) If replacing a paddy card, move water between the supply and reservoir accordingly.

If water needs to be added to the reservoir and no water is available in the supply, only add as much as is available in the supply. If water is to be moved back to the supply and

the reservoir does not have the required amount, return the indicated amount of water to the supply as soon as it is returned to the reservoir.

Example: There are 10 water tokens in a 2-player game. This includes water in players' paddies, the reservoir, and the supply. If the sum of the water numbers on the paddy cards in play is seven, then there should be three water tokens in the supply and seven water divided between the reservoir and players' paddy cards.

If Qun adds a new paddy with a 2 water value, then she would take two water from the supply and add it to the reservoir.

If she instead replaces a 1 water value paddy with a new 2-value paddy, then she would just move one water from the supply to the reservoir.

Water

When the active player selects the water action, all players can act!

First, **all** players may release water. In most cases, releasing water can be done by all players together, but it should be done in turn order if any player feels this is necessary. Water tokens flow from left to right between paddies in a player's field. A player may allow water to flow out of a left-hand paddy into any non-full paddy or paddies further to the right or into the reservoir next to the game board. When moving or placing water, put the water tokens above the appropriate paddy cards.

Any paddies that contain water must have one water for each hex on the paddy card. For non-active players, any water that cannot fill paddies is added to the reservoir when releasing water. It is not necessary for all of the active player's paddies to be filled with water until the end of her turn.

After all players have released water, **the active player** may take water tokens from the reservoir up to the number of water symbols rolled, and place them on her paddy cards. Return any water tokens in paddies that are not full at the end of the active player's turn to the reservoir.

Example: Qun rolled three water symbols. Her Twisted Fate paddy is already planted, so as part of releasing water she (1) removes the two water from that paddy and places them above the Lucky Day paddy. She then (2) moves two water from Rewarding Harvest to Lucky Day. Then she can (3) take up to three water from the reservoir, but needs only one more to fill Lucky Day.
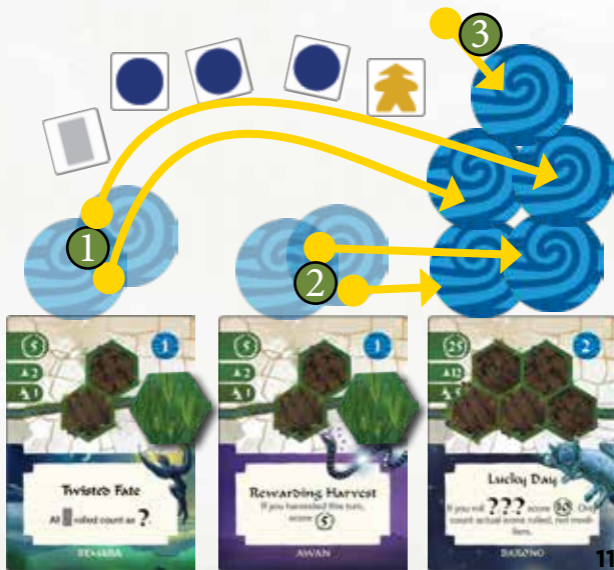
Solo Play

Set up as you would for a 2-player game. Draw the top paddy card for the Happy Farmer (game-driven player.)

You play first. Conduct your turns as explained in the rules above. After you complete your turn, roll all of the dice for the Happy Farmer and conduct its turn using the rules on the Happy Farmer Actions card. It will take the action of the most rolled symbol. For example, if the Happy Farmer rolls 3 water, 1 worker, and 1 wild symbol, it would perform its water symbol action. In the case of a tie, it will carry out the action closest to the top of the card list among the tied symbols.

When resolving the Worker action, the Happy Farmer performs all the steps listed to the fullest extent possible, skipping any that are not applicable. In general, the Happy Farmer attempts to water, plant, weed, and harvest to the best of its ability based on the dice symbols rolled.

Ignore all spirit abilities on paddy cards for the Happy Farmer.

The game ends immediately when you or the Happy Farmer reaches or exceeds 100 rice on the scoring chart. This player is the winner.