

### Playing Crop Cards:

You may play only one Crop Card at any time during your turn. Victory Points should only be uncovered at the end of the game, when you are certain that you have at least TEN Victory Points.

### “Gangsta” Cards:

After playing a “Gangsta” Card, you then immediately do the following:

You must remove the **Sheriff** from his current location and dispatch him to another location of your choice. The player or players who are now busted by the **Sheriff** must allow the dispatcher to select a random card out of each of their decks (affected players should refrain from showing the face-side of their cards).

“Gangsta” Cards that are played remain face up throughout the rest of the game. The first player to turn up three “Gangsta” Cards gets the **Mob Boss Card**, which is worth 2 Victory Points. If another player at any time puts a larger number of “Gangsta” Cards into play, then he takes the **Mob Boss Card** away from the previous owner. Only one player at a time can possess the **Mob Boss Card**, which is worth 2 Victory Points.

### Winning the Game:

The first player to accumulate at least TEN Victory Points during his turn immediately wins the game. This player is declared the “**Lord of Cannabis**” and is praised and heralded by all ye stoners.

# LORDS OF CANNABIS

## GAME RULES

### Game Setup:

Place the game board on a flat playing surface. Mix up the numbered coins and place them randomly onto each center circle of every resource brick; duplicate numbers should not be placed adjacent to one another. After the game board is set up, each player selects a set of colored game pieces to use during game play. Each player should also receive a **Building Conversions Card**, which displays the type and number of resources needed for purchasing **Tunnels**, **Plantations**, **Greenhouses**, or **Crop Cards**. The **Building Conversions Cards** also show the point values of each purchasable item. The “**Longest Tunnel**” and “**Mob Boss**” Cards are placed next to the game board, face-up along with the **Sheriff**. The Stash Cards are sorted by type and then placed face-up, into their own separate stacks. Crop Cards are shuffled and placed face-down into one single pile.

### Placement:

Each player takes a turn rolling the dice. The player with the highest roll decides whether or not he will make his first placement of one **Tunnel** and one **Greenhouse** (they must be connected to each other). Otherwise, he may defer his turn to the next player (move clockwise around the table). If any player makes the decision to defer his (or her) turn, he will then place his game pieces before any other previous players who have also decided to defer their turns. All players then decide from one of their two placements, which resources that they would like to receive their first Stash Cards from (one of each resource bordering a player’s **Greenhouse**). Stash Cards should be held discreetly until used.

Note: Deferment is only allowed during the first placement round.

### Turn Overview:

The player who had the highest roll starts the game by rolling both dice. The sum of the two numbers that are rolled on the dice represents the Stash Cards that are then allowed to be collected by all players surrounding the corresponding numbered resource. During a turn, you can purchase anything listed on the **Building Conversions Card**, provided you have the necessary resources to do so. During your turn you can also trade Stash Cards with other players; making offers to trade cards with other players can only be initiated by the person whose turn it is. Only one Crop Card may be played per each player’s turn. After each turn, a player passes the dice to the person to his left. Crop Cards can be played before a roll or after, but **Building Conversions** must occur after a player rolls the dice.

## Resources

Propane Tank.....	FUEL
Cement Sacks.....	CEMENT
Irrigation Sprinkler.....	WATER
Hand w/Seeds.....	SEEDS
Wheelbarrow w/Dirt.....	SOIL

Each player who has a **Greenhouse** bordering a resource marked with the number rolled receives one Stash Card for that resource. Any player that has a **Plantation** bordering that resource receives two Stash Cards for that resource.

## Trade:

On your turn you may trade any of your Stash Cards with the other players. You announce which Stash Card(s) you would like and those which you are willing to give up in return. You are free to accept offers from any of the players and make counter-offers as well. You may also trade with the Bank (all Stash Cards still in their stacks that are not in another player's hands). Any four matching Resource Cards may be traded in for one Stash Card of your choice. If you have a **Greenhouse** or **Plantation** on one of the bordering loading docks then the trade ratio with the bank is more in your favor. You can make a 3:1 trade if you have a loading dock with a "?". You may also make a 2:1 trade if you have a loading dock with a resource symbol, as long as you are trading in the corresponding Resource Cards.

## Building:

Building is the most important (or most common) way to increase your Victory Points. Victory Points are what you must accumulate in order to win the game. You build by using specific resource combinations (see the **Building Conversions Card**). You return the combination of Stash Cards used to the bank in exchange for **Tunnels**, **Greenhouses**, or **Plantations** that are in your stock of colored real estate game pieces. You cannot build an item that is out of stock. For example, if you have no more **Greenhouses** of your color, then you cannot build them.

## Tunnels (requires 1 each of CEMENT and WATER):

Only one **Tunnel** can be built on a given path. (A path is where two resources meet.) A new **Tunnel** must always connect to the player's existing **Tunnel** or establishment. As soon as a player creates a continuous **Tunnel** of five or more single **Tunnels** (forks do not count), the player receives the Reward Card entitled "**Longest Tunnel**". This card is worth 2 Victory Points and allows the recipient to exchange a combination of any four Resource Cards into the bank for one resource of his choice. Only one player at a time can possess this card. If another player builds a longer tunnel, ownership of the card transfers to this player along with the 2 Victory Points and the ability to trade in any four Resource Cards. In the case of a tie, the player that held the card first will retain it.

Note: If another player builds a **Greenhouse** that "breaks" the longest **Tunnel** and causes the player to no longer possess the longest **Tunnel** on the board, then the "**Longest Tunnel**" card is returned to the table or it is reassigned if another player possesses the new longest **Tunnel**.

## Greenhouse (requires 1 each of CEMENT, WATER, SEEDS, and SOIL):

Each **Greenhouse** is worth 1 Victory Point. You cannot build a **Greenhouse** that is directly adjacent to another **Greenhouse** or **Plantation**. You may only build a **Greenhouse** on a vacant intersection, and only if all three of the adjacent intersections are all vacant. A **Greenhouse** must be connected to at least one of your tunnels. You may collect one Stash Card from a resource adjacent to the **Greenhouse**, when that given terrain produces on a roll.

## Plantation (requires 3 FUEL and 2 SOIL):

Each **Plantation** is worth 2 Victory Points. If you decide to upgrade one of your **Greenhouses** to a **Plantation**, you flip the **Greenhouse** marker of your choice over to its opposite side. **Plantations** double the production of the resource, so you now receive 2 Stash cards from the resource adjacent to the **Plantation**, when that given terrain produces. If you have a **Greenhouse** and a **Plantation** that share a resource, then you would get 3 Stash Cards when that resources produces, and so on.

## Buying a Crop Card (requires 1 each of FUEL, SEEDS, and SOIL):

There are three kinds of Crop Cards. They are as follows:

### "Gangsta" Card:

This card allows you to place the **Sheriff** on the resource of your choice that is not currently covered by the **Sheriff Badge**. Doing so stops that given resource from producing until either a "7" is rolled (see **Special Actions**) or another "**Gangsta**" Card is played. A player becomes the **Mob Boss** when he possesses 3 or more "**Gangsta**" Cards. There may only be one **Mob Boss** so the player with the most "**Gangsta**" Cards is the **Mob Boss**. If a player gains the same number of "**Gangsta**" Cards as the **Mob Boss**, he does not become **Mob Boss** until he can obtain one more "**Gangsta**" Card than the **Mob Boss**.

### Progress Cards:

"**Tunnel Building**", "**Up-Sizing**", "**Strong-Arm**", "**Mass Production**", and "**Get Jacked!**" each have their own specified actions on them.

### Victory Point Cards:

"**Deal of the Decade**", "**Smoke a Fattie**", "**Franken-Weed**", "**Close Call**", and "**Farmer's Almanac**" each provide 1 Victory Point. Victory Point Cards are to be kept face down in front of you until the end of the game.

If you buy a Crop Card, you must take one from the top of the shuffled pile. Conceal all of your Crop Cards until they are played. All played Crop Cards are returned to the bottom of the deck face up. Exception: "**Gangsta**" and Victory Point Cards, remain in front of you.

## Special Actions:

If you roll a "7", the Sheriff is called and the following occurs:

No player receives any Stash Cards, for there is no production of any resources. The roller of the die must now move the **Sheriff** to a new resource (**FUEL, CEMENT, WATER, SEEDS, or SOIL**) that is not currently covered by the **Sheriff Badge**. Any player who is built around the selected space must discard one of his or her Stash Cards. Subsequently, the resource brick containing the **Sheriff** produces no resources when that number is rolled as long as the **Sheriff** remains at that location.