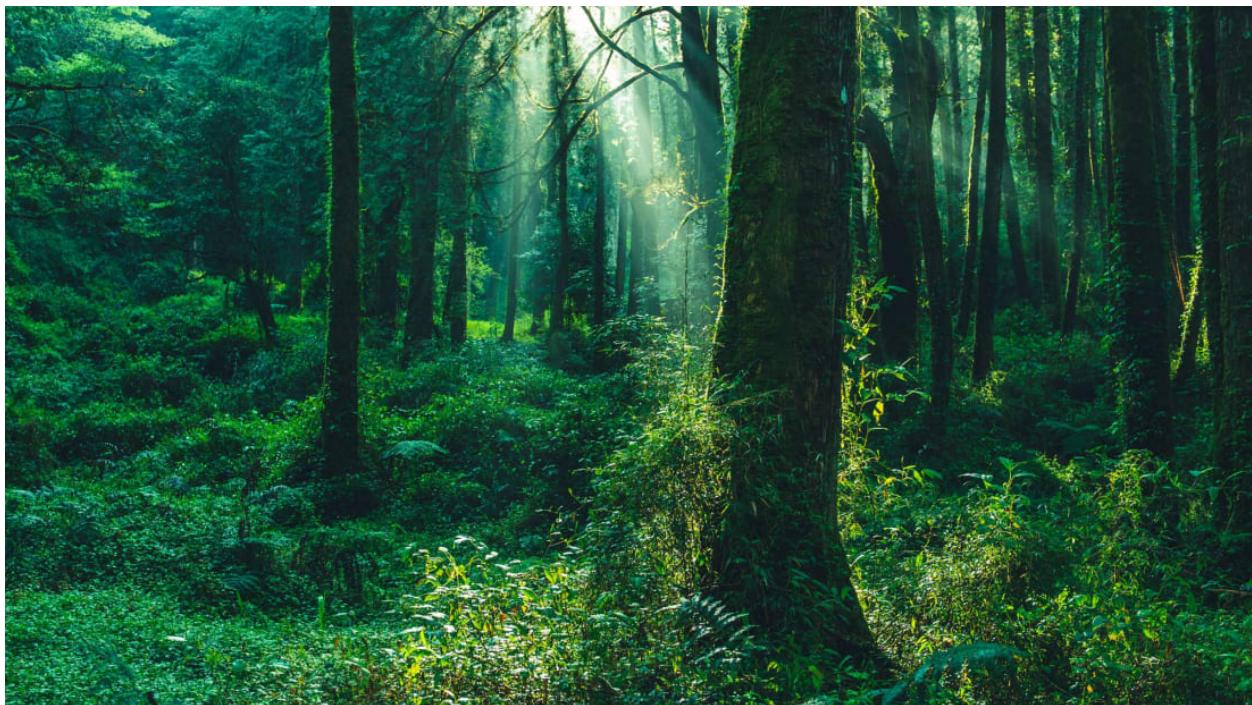# CUT IT
DOWN

To build you must destroy, but risk getting destroyed yourself...

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INTRODUCTION

Four friends from college, disillusioned with the job market, capitalism, the political and natural climates, and the general state of our world, decide to move to the peaceful wilderness of southern Manitoba. There, they purchase a large parcel of forest together and vow to begin their simple new lives. Not avid environmentalists, nor unconcerned citizens, the four try to find a balance between managing their limited resources while still enjoying modern luxuries. However, as they begin to build their homes, the harsh realities our world continue to affect their prospective utopia. As everyday problems and environmental disasters pile up, the four friends must grapple with their own dwindling forest and the impending disasters that may soon befall them.

SET UP

This game can be played with 3-4 players.

Included with the game:
- 1 forest board (round)
- 4 land plot boards (square)
- 1 lumberyard board (rectangle)
- 1 lottery board (gold brick)
- 110 wooden blocks
- 4 sets of life event cards
- 1 set of disaster cards
- 1 set of consequence cards
- 12 blank cards have been included for you to write your own LIFE EVENTS, CONSEQUENCES, and DISASTERS.

Not included but necessary for game play:
- 4 pieces of paper
- 4 writing utensils

Shuffle all cards and place face-down in LIFE EVENT, CONSEQUENCE, and DISASTER piles. LIFE EVENT cards are separated by player, each player gets a pile - "player 1" "player 2" etc.

Every player begins with their own 'plot of land' board, a deck of 'LIFE EVENT' cards, a piece of scrap 'ledger' paper, and something to write with. The 'Forest', 'Lottery', and 'Lumberyard' boards are placed in the middle of all players. Stand all the blocks up vertically on the forest board except for four blocks which are placed in the lumber yard. Blocks in the forest are 'trees' and blocks in the lumber yard and in your house are 'logs'. 'CONSEQUENCE' and 'DISASTER' cards are placed in two separate piles in the middle as well, both face down.

GAME PLAY

The goal of the game is to build a house that has the most logs when the game ends. Large and small blocks are worth equivalent amounts.

Cards are drawn randomly and determine how large you will be able to build your house. LIFE EVENT cards give opportunities to build up your house. Your house will be built from trees that you take from the forest. One tree in the forest becomes one log in your house. Each tree taken from the forest must be marked as a tally on your ledger paper. Logs taken from the lumberyard do not count towards points on your tally.

CONSEQUENCE cards inflict damage to the house of the person who draws the card. You are required to draw a consequence card for every 10 tallies you have marked on your ledger (equivalent to the number of trees they have taken from the forest). Damage inflicted by consequence and disaster cards causes you to lose logs from your house which you will then put in the lumberyard.

DISASTER cards are drawn at the end of every third round (after each player has pulled three life event cards). These cards will inflict damage on *all* players' homes based on the number of logs currently in your house.

Begin the game with each player taking four trees from the forest and marking four tallies on your ledger. Use these logs to start building your house on your land plot.

On your turn, pull the top card from your face-down, LIFE EVENT card pile and make a decision based on the card. After this, if you have accrued 10 tallies since your last consequence, pull a CONSEQUENCE card from the top of the consequence deck. Continue in a clockwise direction until each player has had three turns. Before the first player's fourth turn, have one player pull a DISASTER card, which then applies to every player. Repeat pulling one disaster card after every subsequent three rounds.

You can build your house upward or outward on your plot in any configuration you like and remodel it during any of your turns.

Any logs lost from consequences or disasters go back to the lumberyard.

At the end of the game, count the number of remaining logs in your house. Whoever has the house with the most logs wins.

ENDING VARIATIONS

Choose one before beginning the game.

1. The game ends when the first game-ending disaster card is pulled (default gameplay).
2. Disregard the game-ending disasters and continue play for a set number of rounds.
3. Disregard the game-ending disasters and continue play for a set amount of time.
4. Disregard the game-ending disasters and continue play until all trees in the forest have been used.