So ein Mist

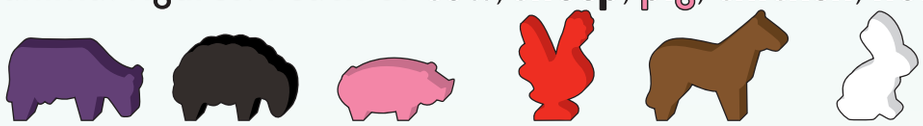
A dice-rolling game for
3-6 players, 6 years and up

The animals on the farm are constantly looking for their favourite food. But everybody who eats a lot also has to "relieve himself" from time to time. And so you need to keep careful watch during your search for food in order not to step into the unappetising droppings ...

GAME MATERIALS

5 dice

6 animal figures: 1 each of **cow**, **sheep**, pig, **chicken**, **horse** and rabbit



6 animal cards (backs green): 1 each of **cow**, **sheep**, pig, **chicken**, **horse** and rabbit

48 path cards: 8 each of **cow**, **sheep**, pig, **chicken**, **horse** and rabbit (backs)

each animal with the values "-5", "-3" and "-1" (dung) and "2", "4", "6", "8" and "10" (food)

6 starting cards (backs grey): 2 each of the values "-3", "-1" and "2"

GAME IDEA

Each player tries to get as much food for his animal as possible by moving his figure onto the cards with the coveted food. Each round, you may roll up to 5 dice, one after another, until you are satisfied with the result or roll the same number a second time – then you have to move your figure this number of steps. *So ein Mist* is a dice-rolling game where players need to challenge their luck; but if you are too greedy, you can quickly step deep into the dung. The player who has the most points in the end wins this fast-paced gamble.

SET-UP OF THE GAME

- Shuffle the 6 animal cards and deal 1 animal card to each player, who puts it face up in front of him.
- Then each player takes the corresponding animal figure and the matching 8 path cards. The remaining animal cards, animal figures and path cards are not needed in this game and are put back into the box.
- Each player shuffles his path cards and puts them in front of him as a face-down draw pile.
- In the game with 5 players, everybody now picks the top card from his draw pile and hands it **unseen** to his left neighbour, who slides it **face down** below his animal card to start his scoring pile next to his draw pile. In the six-player game, 2 cards are passed on: one to the left and one to the right neighbour. In the game with 3 and 4 players, **no** cards are passed on.

  Important: You may not look at the cards in your scoring pile until the scoring at the end of the game.
- After that, each player takes the top card from his draw pile and puts it face down in the middle of the table.
- Shuffle all these path cards along with the 6 starting cards and lay out the cards, one after another, **face up**, as a circular path in the middle of the table.
- Each player places his animal figure next to his path card at the inner side of the path.
- Put the 5 dice in the middle of the circular path.
- The player who last stepped in animal poop becomes the starting player.

Example of a set-up for 5 players:

COURSE OF THE GAME

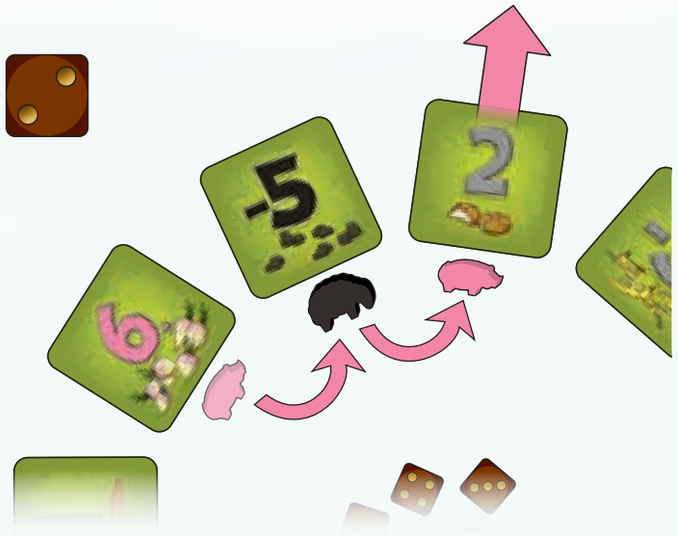
The game proceeds in turn, clockwise. The starting player begins.

When it's your turn, you become the active player. Take 1 dice from the middle and roll it. Then choose one of the two following possibilities:

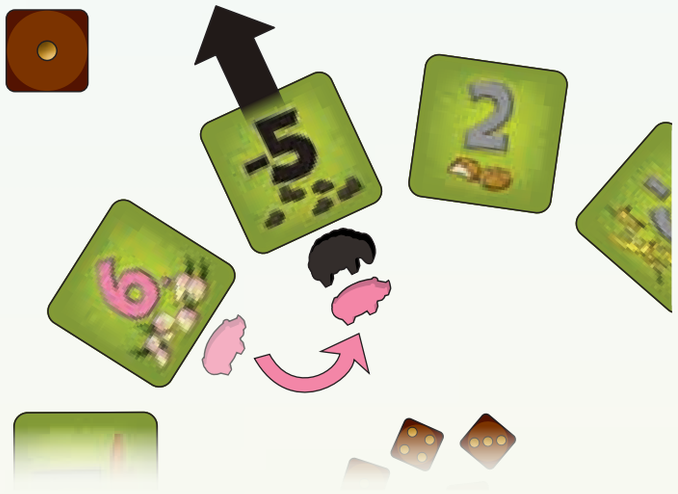
a) Opt out

You are satisfied with the result of your dice roll. You opt out and move your figure the according number of steps – i.e., cards on the circular path – clockwise.

- If there is no other animal standing at the card where your figure lands, you have to take this card. You put it face down under your scoring pile. Then you pick the top card from your draw pile and place it face up in the gap that has come up on the circular path.



- If there are one or more other animals standing at the card where your figure lands, you queue on the inside, next to the last animal standing there. In this case, the player who was the last to land there prior to the active player – i.e., the player with the animal figure directly next to his figure – has to take the card and put it face down under his scoring pile. Then you, as the active player, pick the top card from your draw pile and place it face up in the gap that has come up on the circular path.



After that, put back all dice in the middle of the circular path. Your turn ends, and your left neighbour has his turn.

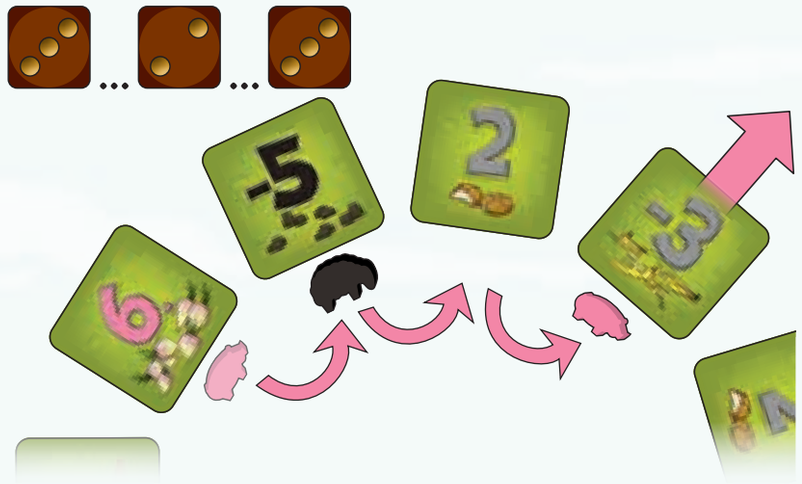
b) Continue

If you are not satisfied with the result of your dice roll, you continue. You put the dice you just rolled aside without changing the number, take the next dice from the middle and roll it.

After that, you have to decide again whether you are satisfied with the result of the just-rolled dice, i.e., whether you want to **a) opt out** or **b) continue**.

With the result of the 5th dice roll, at the latest, you have to accept this result and thus opt out.

Attention: If the number on the dice you just rolled is the same as the number on a dice that you rolled and put aside before, you **must opt out** with this result. In this case, you may not choose to continue but immediately have to move the according number of steps.



END OF THE GAME

The game ends when the draw piles of all players have been used up, that is after the player to the right of the starting player has finished his turn.

Scoring

Each player adds up the values of the positive cards in his scoring pile and then subtracts the values of the negative cards in his scoring pile.

The player with the highest total wins.

In case of a tie, the tied player with the highest total value of positive cards wins. If there is still a tie, the players involved share the victory

Some players may score poorly, and their total score can even be negative. Just play a rematch and try to keep your hooves clean this time!

VARIANT 1: DOUBLING

When playing this variant, the values of the cards of your own animal in the scoring pile count double – the positive as well as the negative ones!

VARIANT 2: NO PASSING ON

You can skip passing on cards in the game with 5 and 6 players. The game lasts longer (1 or 2 additional rounds) in this case.

VARIANT 3: ANOTHER ROUND

In this variant, when the draw piles of all players have been used up, one more round is played. Each player has another turn. Since there are no draw piles left, the placement of cards to fill gaps is omitted in this final round. If there are any gaps, they are not included in the count of the steps to move and are simply skipped. Players starting from a gap count the move onto the next card as the first step. After the player to the right of the starting player has finished his turn, the game ends and the scoring takes place as usual.

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