# Human Harvest

A Good Portsmanship game for the piecepack by Todd Krause
Based on *Atta Ants* and *Expansions* by Richard de Rijk (*Realm of Fantasy*)
Version 0.4, 15 November 2006
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2-4 players, 15-45 minutes
Equipment: 1 piecepack, coins

## Introduction

In the year 2348 an automated manufacturing plant goes haywire due to a computer virus and the central computer systems develop artificial intellegence. By 2364, humanity is in a struggle to survive against human/machine cyborgs searching the wastelands looking for "spare meat". Massive war machines have devastated much of the Earth and many of the rogue manufacturing plants have been destroyed by the people of Earth. Now is the time for the last effort by the machines to rise up and defeat their human aggressors.

In Human Harvest, players control cyborgs gathering humans to change into new cyborgs in the Cyborg Factory. The winning player must collect enough humans to create 6 new cyborgs while evading militia units bent on machine destruction.

## Setup

1. *Cyborgs*: Separate the tokens by symbol and give a stack of six Cyborgs to each player.

2. *Human Militia*: The 4 dice represent the Human Militia looking for Cyborgs to deactivate.

3. *Humans*: Select a bunch of small coins of the same type to represent the Humans that will be gathered by the Cyborgs. These coins will be placed on the tiles during board creation and tile

placement during the players turn. In a 2-3 player game, 18 Humans can come into play. In a 4 player game, 24 Humans can be in play.

4. *Draw Pile*: Turn the tiles grid side up and shuffle them. This will be the player draw pile used to expand the board.

5. *Active Player*: Determine who will be the active player by any method you choose.

# Object of the Game

The object of the game is to be the first player to get all 6 of his Cyborgs on the board before the last tile is played in the game. If the board is finished before any player has 6 active Cyborgs, then the player with the most Cyborgs is considered the winner.

# Board Creation

The suits and values of the tiles will determine what will be placed on the game board as it is created. During the game, tiles will be placed grid side up by the active player, connecting the new piece to the board expanding it as the game progresses. New tiles, after setup, can be placed anywhere around the board as long as the full side of the new tile is touching the full side of an existing tile.

### Arms Tiles

Arms tiles represent areas with lost Humans for the Cyborgs to capture. When an arms tile is placed, put 2 Humans somewhere on the tile after it is placed on the board. Humans can be placed in 2 different squares or the same square of the tile.

### Crown Tiles

Crown tiles also represent places where lost Humans can be found. In a 2-3 player game, crown tiles will have one Human placed on them. With a 4 player game, crown tiles have 2

Humans placed on them.

**Blank and Ace Tiles of Any Suit**

When a blank or ace tile of any suit is added to the board, place one of the four Human Militias on the tile. After the fourth Human Militia is added, no more Human Militias will enter play.

Create the starting game board by performing the following steps:

1. A player will take a tile from the draw pile, place the tile on the board, and place the appropriate items, Humans or Human Militia, on that tile.

2. Eight tiles will be arranged into a square with the center open before the start of play. The center represents the Cyborg Factory ready to change Humans into Cyborgs.

**There was a diagram here I deleted because it did not translate - it was typed out in text, but the description I think is sufficient. The Eradicator**

1. The next player to the left takes a tile and adds it to the starting board, forming the open centered square needed to start the game.

2. Players continue to take turns taking a tile from the draw pile and adding the tile and appropriate items to the tile until the square is complete.

3. Finally, two Cyborgs from each player are placed into the Cyborg Factory, ready to start harvesting Humans. The other 4 Cyborgs are placed in front of the player forming a Cyborg reserve, waiting to be activated and placed in play.

# Sequence of Play

1. The active player selects a tile, checks its suit and value and places it anywhere around the game board, grid side up and side to side with an existing tile. Add Humans and Human Militia as needed.

2. All players, starting with the player who placed the tile and moving left around the board, move their Cyborgs as described in the Cyborg movement section.

3. The active player then moves the Human Militia one at a time using the Human Militia movement rules and returns any Cyborgs in the Human Militia's new tile to the owning players. Those Cyborgs have been deactivated and return to the owning player's Cyborg reserve.

4. The person to the left becomes the new active player and the turn repeats until the game end or a winner is declared.

# Movement

In general, all movement must be between connected tiles and cannot move across empty, non-tiled space. Diagonal movement is not allowed.

## Cyborgs

- A Cyborg may move up to 3 spaces (individual squares) per turn. It is not required that a Cyborg moves during the player's turn.

- A Cyborg may pick up a Human, drop a Human, pass the Human to another Cyborg, or steal a Human from an opponent's Cyborg at any time during its movement for free. The Cyborg must be in the same square as the Human, player's Cyborg, or opponent's Cyborg to perform these actions.

- A Cyborg may only carry one Human at a time.

- Cyborgs may not enter a tile that has a Human Militia in it.

- A Cyborg may pass through the Cyborg Factory space as if it were a single space.

- A Cyborg returning a Human to the Cyborg Factory must end its movement in the Cyborg Factory.

- If all of a player's Cyborgs are deactivated, then that player is out

of the game.

## Human Militia

Human Militia move from one tile to the next, deactivating and destroying all Cyborgs on the tile where they end their movement. Any Humans the Cyborgs were carrying stay on the Human Militia's tile in the square where the Cyborg was located. Human Militia use the these rules to determine where they go:

- Human Militias may not enter or move through the Cyborg Factory space. It's too well defended.

- Move Human Militia one at a time and resolve the removing of Cyborgs before the next Human Militia moves. Human Militia that have not moved will head toward the new tile with largest number of Cyborgs.

- Human Militia move toward the largest concentration of Cyborgs, moving to the tile that is the shortest distance to those Cyborgs.

- If there are 2 or more tiles containing the largest number of Cyborgs, the Human Militia will head toward the nearest group.

- If the 2 or more groups with the most Cyborgs are the same distance from the Human Militia, then the active player moves the Human Militia towards the largest group of his choice.

# Cyborg Factory

When a Cyborg returns to the Cyborg Factory with a Human, a new Cyborg of that player is added to the Cyborg Factory. New Cyborgs may not move out of the Cyborg Factory until the next ant movement step. Only 2 of the player's Cyborgs may be in the Cyborg Factory at any one time and this includes the new Cyborg just received.

# Advanced Rules

Add these options to the basic game to add more excitement and

challenges.

## Objectives

When using the advanced rules, the players first race toward getting their 6 Cyborgs on board. If nobody has won by getting 6 Cyborgs on board, then new victory conditions replace the old one. When the DNA Collection Point tile comes into play, the first player with 6 Humans stored becomes the winner. The DNA Collection Point allows the game to continue past the last tile played game ending condition of the basic game until the 6 Humans collected winning condition is met.

## Additional Equipment

- *Drones*: Four coins of the same type, different from the Human coins, to represent Drones. If your piecepack contains pawn cups, then those can be used for the Drones instead of the additional coins.

- *Marine Assault Force*: 2 pawns represent the two Marine Assault Forces that will enter play.

## Tile Changes

The following additional tile effects allow Marine Assault Forces and new areas to enter play. Specific advanced rules and changes to the basic rule set are:

### Ace of Arms Tile

*Human Settlement*: The ace of arms becomes a Human Settlement tile as described below. Place a Human Militia on this tile as in the basic game if one is still available.

### Ace of Suns Tile

*DNA Collection Point*: The ace of suns is the DNA Collection Point. If available, a Human Militia will come into play with this tile.

### Value 5 Tile of Any Suit

Value 5 tiles allow one of the two Marine Assault Forces into play.

## Human Settlement

The Human Settlement (Ace of Arms) is an unlimited source of Humans for the Cyborgs. Any Cyborg entering the Human Settlement location must stop all movement while gathering cyborg materials. Place a Human counter with the Cyborg after the Cyborg's movement into the tile.

Human Militia and Marine Assault Forces treat the Human Settlement tile as any other tile, i.e. Human Militia and Marine Assault Forces may enter the Human Settlement tile and deactivate all Cyborgs in that tile.

When the Human Settlement comes into play, it is placed suit side up and only costs Cyborgs one movement point to enter or exit.

## DNA Collection Point

The Ace of Suns becomes a DNA Collection Point and a transporter location from the Cyborg Factory. When the DNA Collection Point comes into play, players can no longer win by getting 6 Cyborgs into play. The new victory condition becomes the first player to gather 6 Humans and store them in the DNA Collection Point and/or Cyborg Factory.

The following new rules describe how the DNA Collection Point tile works:

- When placing the DNA Collection Point tile, it must not touch the Human Settlement tile.

- A Cyborg may move from the Cyborg Factory to the DNA Collection Point tile as its move, but may not move from the DNA Collection Point tile to the Cyborg Factory.

- Only one Cyborg from each player is allowed in the DNA Collection

Point at any time.

- A Cyborg may store a Human in either the DNA Collection Point or the Cyborg Factory to count towards victory conditions. The player places the Human token in front of him to keep track of the number of stored Humans gathered.

- Human Militia and Marine Assault Forces are allowed into the DNA Collection Point deactivate any Cyborgs found.

- Cyborgs moving into the DNA Collection Point end their movement.

## Marine Assault Forces

There are 2 Marine Assault Forces that will charge toward the Cyborg Factory space to deactivate all Cyborgs there when one of the value 5 tiles is drawn. After both Marine Assault Forces have been used, then no more Marine Assault Forces will enter play. Marine Assault Forces follow the these rules for movement and removal from the game:

- Marine Assault Forces move two tile towards the Cyborg Factory before the Human Militia movement step in the order of play.

- Like Human Militia, Marine Assault Forces deactivate all Cyborgs in the tiles it moves into during its movement,

- A Marine Assault Force may enter the Cyborg Factory space and when it does, all Cyborgs in the Cyborg Factory are deactivated and placed back into that player's reserve.

- The turn after the Marine Assault Force enters the Cyborg Factory, during the Marine Assault Force's movement step, the Assault Force is removed from play.

- Like tiles with Human Militia, Cyborgs may not move into a tile where a Marine Assault Force is located.

## Drones

When a value 2 tile is drawn, place a Drone on the tile. Following are

the rules for Drones:

- A Drone can be carried like a Human. Stealing Drones, transferring Drones between Cyborgs, and dropping Drones are performed just like Humans.

- A Drone is placed on a line between two spaces.

- A Drone is used as a bonus space of Cyborg movement between the 2 squares connected by the Drone, i.e. the Cyborg may move from one square to the other without spending any of its movement points. Cyborgs may use chains of Drones to move quickly across the board.

*Version of Fri 12/29/2006 10:42 PM, tweaked by rwhe*