

Farm-cheesi

The "Game of Flies"

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Farm-cheesi is usually played with a pair of dice and the goal of the game is to move each of one's maggots home to the center space. The game board should be positioned so that the player's "carcass" [numbered circle] is to their right. Each player places the four maggots with that same number on their carcass.

Maggots enter play onto the "safe space" [brown rectangle with a circle] to the left of their carcass and continue their life cycle counter-clockwise around the board, becoming pupae home path leading to their egg-laying adult blow fly in the center.

Each player rolls a die [spinners can be used instead of dice — see *Escape from Cornithaca County* for their construction] and the highest roller goes first. Subsequent play continues to the player on the left. On each turn, players throw both dice and use the numbers shown to move their maggots around the board. If an amount on one or both dice cannot be moved, that amount is forfeited.

The player must use as much of the dice total as possible. If the player cannot use both numbers, they must use the highest of the numbers they can use.

Entering maggots:

A player may enter a maggot only by throwing a five or a total sum of five on the dice. Each time a five is tossed, the player must start another maggot if available.

Capturing:

Any maggot that is not on a safe space or part of a blockade can be captured by an opposing maggot.

(1) The captured maggot is sent back to its carcass.

(2) The player is awarded 20 bonus spaces for capturing the opposing maggot. The 20 spaces may not be divided between maggots and must be moved if it is possible.

Team Rules: If the opposing team has two maggots on a player's exit area, the player cannot exit.

Blockades:

When two maggots occupy the same space, they prevent any maggots behind the two from advancing past the blockade. This includes blocking any maggots from leaving their carcass. The two pieces that form the blockade may not be moved forward together to form a new blockade on the same roll.

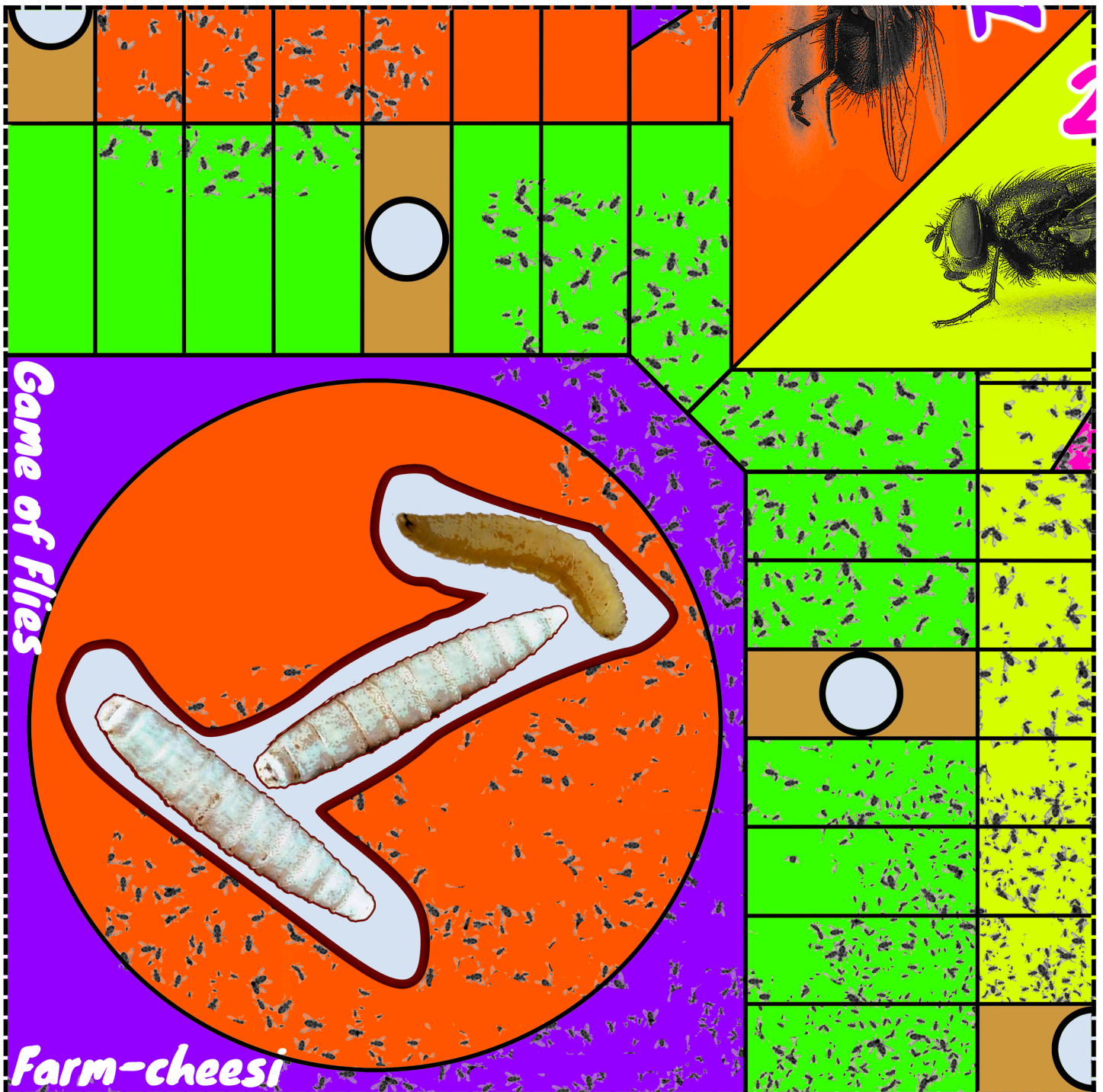
Farm-cheesi continued

No more than two maggots can occupy any one space. Two maggots of different numbers never occupy the same space except at the moment one maggot captures another.

Safe spaces [Safety Spaces]:

The brown spaces with a circle are safe spaces. A maggot may not be captured as long as it sits on one of these spaces.

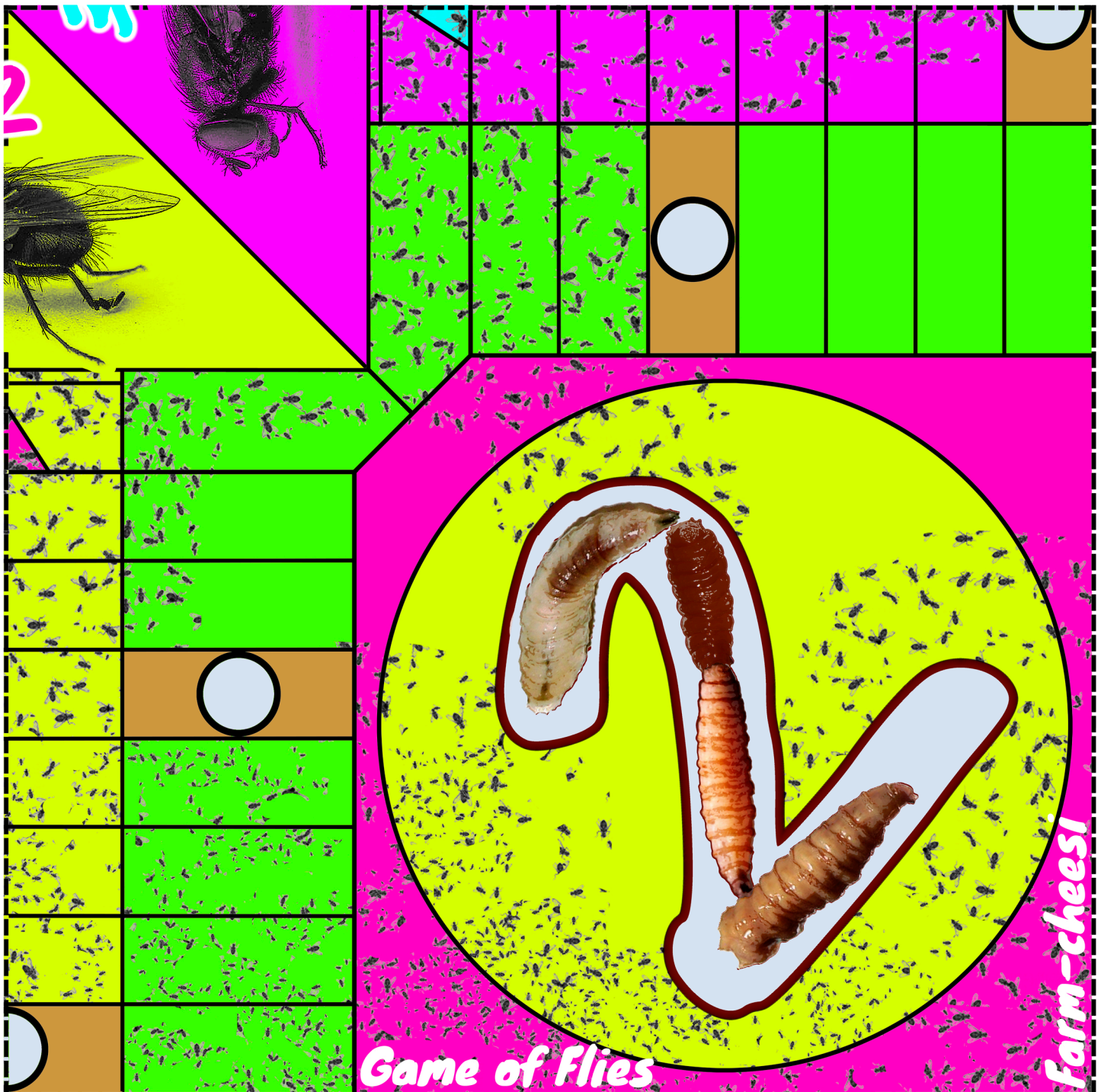
The only exception is if a piece sits on the safe space where another player enters the board

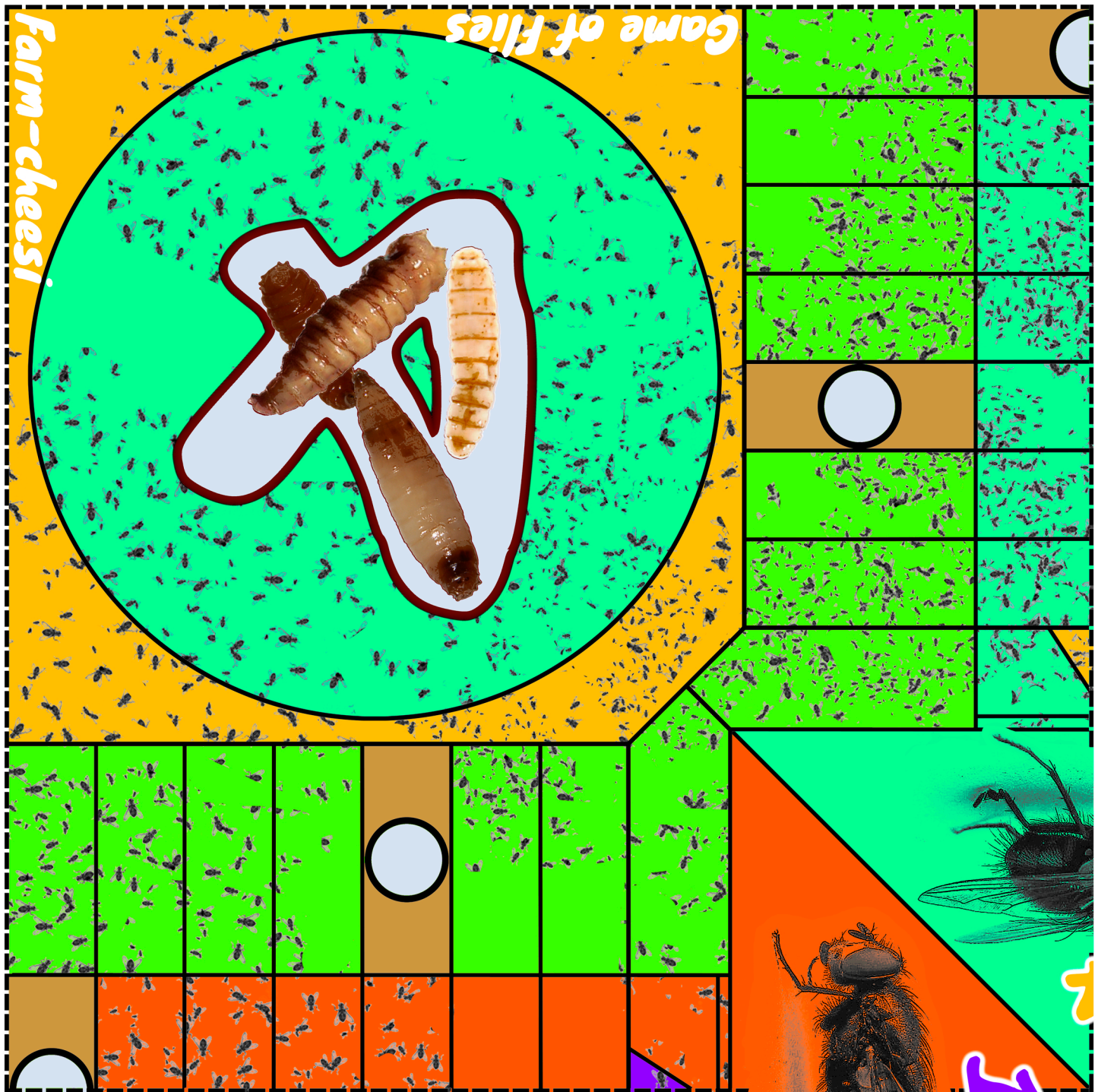


from their carcass. Those spaces are safe from all other players, but the maggot can be taken if the player whose carcass it is has a maggot on his carcass and rolls a 5 (as long as it isn't a blockade). For example: If you have a maggot sitting on another player's entry space and they roll a five and a maggot exits the carcass — they would capture your maggot and gain a 20 space capture bonus.

Note that two maggots of different numbers can never share a safe space. You can pass a single maggot on a safe space, but you cannot land on it, even temporarily, as part of your turn.

Two maggots that form a blockade are also safe.





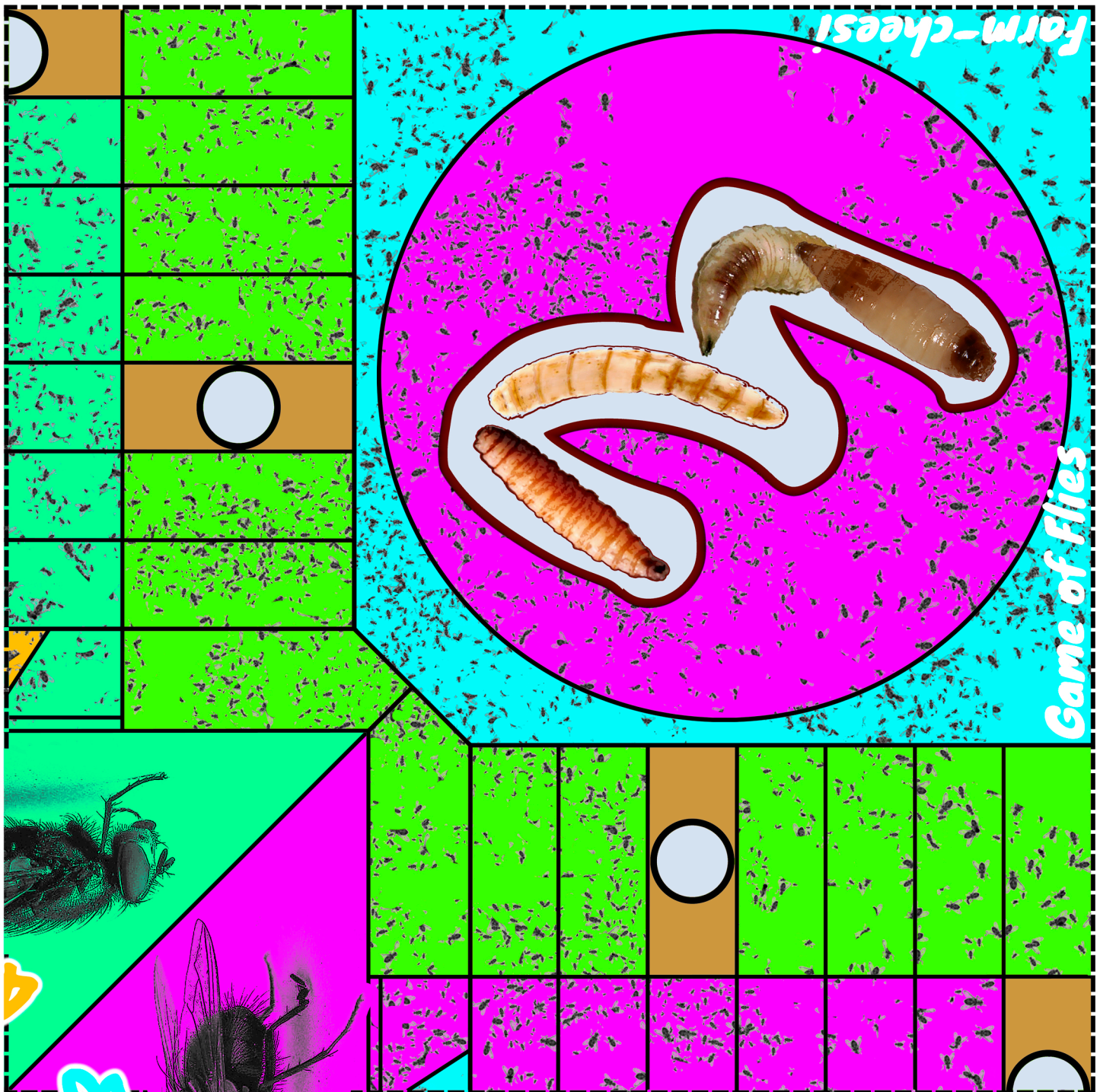
Doublets [doubles of the same number]:

When a doublet is tossed, the player gains another roll of the dice.

If all that player's maggots are off the carcass, the values on the reverse side of the dice [or opposite sides of the the spinners] are also used. For example: A player who rolls 6-6 can also move 1-1 in any combination. Therefore, when a doublet is tossed, the player has a total of fourteen spaces to move one or more maggots.

When all maggots are off the carcass, if a player rolls a doublet and cannot move all fourteen spaces, the player cannot move any spaces, and they must roll again.

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The third consecutive doublet rolled in one turn is a penalty. The player must move their maggot that is closest to home back to their carcass, and their turn ends.

A player cannot split doublets in order to enter home. A player can only enter home by rolling doublets if he is exactly that total number of spaces [always fourteen] from home.

Home:

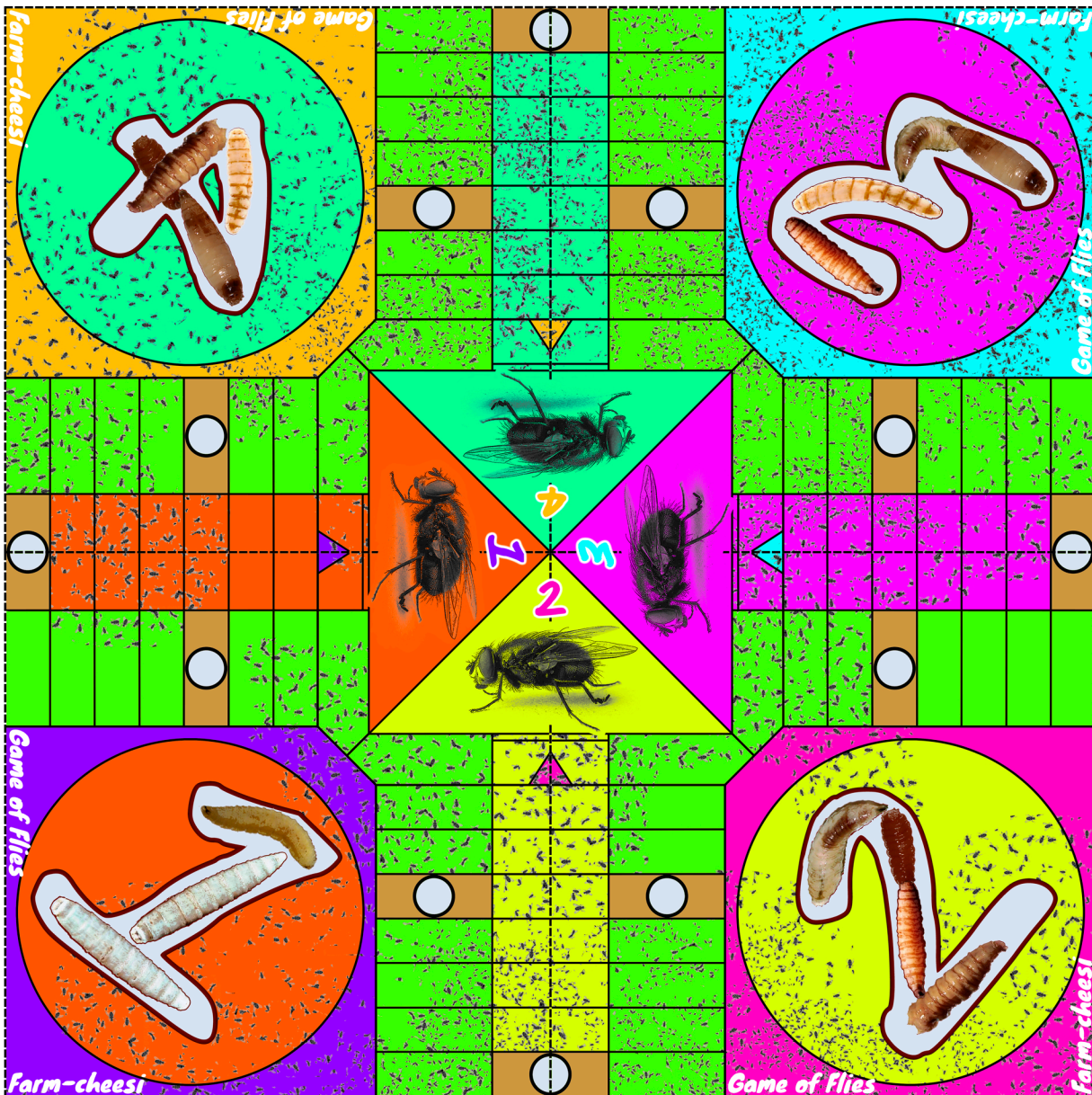
Each player has their own home path and may not enter another's. When a maggot is on its home path, it can no longer be captured.

The center home space can only be entered by an exact throw of the die or dice. Home counts as a space.

When a maggot enter the center space by an exact count, that player is awarded ten movement points that can be used by any one maggot still in play at the end of their turn. If the bonus movement points cannot be used, they are forfeit.

Winning the game:

The first player to get all four maggots home wins and must yell ***"Farm-cheesi!"***



Copy and cut out the maggot tokens for each player — tape the tokens to small coins for added stability.
Copy and cut out the four board pieces on the previous pages and assemble the board as shown.