Cut these out. These are used as markers when a product is bought.


## How to Play "Blueberry Pancakes"

You will need a regular 6-sided die. Gather little things, such as coins or thimbles, to use as tokens, one for each player. Place them all at the center, on top of the blueberry pancakes.

Your goal is to eat blueberry pancakes, but to do that, you must visit each farmer and acquire from each the product of his farm: wheat (flour) from the wheat farmer at the top left, eggs from the chicken farmer at the top right, milk from the dairy farmer at the lower right, and blueberries from the blueberry farmer at the bottom left. You can visit the farmers in any order. You can visit one, not get what you need, then move on to a different farmer and come back later to the farmer whose product you still need but have already visited. Move around the board in any direction, even in a single turn. It's up to you if you want players to land on a farm (or back at the center at the end) with an exact count.

The first player (the youngest) rolls the die and moves along the paving stones, from the center, toward any farmer he chooses. Another player takes his turn afterward, with the play moving clockwise. Once a player reaches a farmer, he asks the farmer for the product he needs. He then rolls the die to receive the farmer's answer according to the code below:

## Wheat Farmer:

1 Certainly! How much do you need?
2 I'm sorry, but we've had a drought and have no wheat.
3 Would you like it milled into flour?
4 Well, you've come to the right place!
5 We've had a problem with leaf rust. No wheat, alas.
6 Seems the aphids got to the wheat before you. Sorry.

## Blueberry Farmer:

1 No blueberries, I'm sorry. Deer have eaten them all.
2 I grow the juiciest berries! How much do you need?
3 I've got all the blueberries you need!
4 Fruitworms have eaten my crops. Sorry.
5 Sure! Are you making blueberry pancakes?
6 Yield's been low due to lack of rain. Sorry.

## Chicken Farmer:

1 Sure! Want to see the chickens while you're here?
2 How many dozen would you like?
3 My poor birds got infectious coryza. No eggs, alas!
4 Brown eggs or white eggs or some of each?
5 Certainly. They're cheaper by the dozen!
6 All out of eggs. My chickens have gotten bird flu.

## Dairy Farmer:

1 How many quarts would you like?
2 Here you are! Liquid calcium! Good for your bones!
3 The government shut us down for selling raw milk. Sorry. 4 Of course. Would you like some cream or butter, too?
5 We've had an outbreak of Johne's disease. Sorry.
6 Can't now! Have to milk the cows! Ask again later!

If the player doesn't get what he needs from a farmer, he has to leave that farmer and come back later to try again. If he does get what he needs, he receives a card appropriate to the product purchased.

Once a player has wheat (flour), eggs, milk, and blueberries, he returns to the center where the ingredients can be put together to make delicious blueberry pancakes. Whoever returns to the center first with all four items is the winner.

## Rules:

You can't use the center as a pathway. Once you leave the center, you can't return to it unless you have all four items.

You have to move when it's your turn - i.e., you can't be at a farm and then remain and not move so you can ask the farmer again; you have to leave and return, even if it's to move just a few spots down the pathway only to double back and return to the farm in question.

Optional twist: If you land on a paving stone already occupied by another player, it "bumps" him, causing him to drop or spill one of the items he's acquired. If he hasn't acquired any, play continues as normal.

