

Materials

- The provided game board is required but you could always design your own.
- The provided bonus scoring cards are required but they could be written onto note cards or halves of note cards.
- Pieces of up to four distinct colors and three different shapes/sizes for each color are required to represent each player's plants. The provided tokens are recommended but anything that the players could keep track of is serviceable.
- Some form of token to represent rocks are required. There are no tokens provided so mangala beads are recommended.
- The starting player token is recommended but almost anything could work as one.
- Smaller dice are highly recommended to keep track of growth tiers.
- A piece of paper is recommended to keep track of point totals.
- Dice or paper used to keep track of scores is recommended to keep track of the rounds of the game.

Set up

1. Place ten rock tokens onto the board. Rocks cannot be placed in adjacent tiles from each other.
2. The player who most recently ate a fruit or vegetable gets the starting player token first.
3. Give each player 5 apple tree tokens, 10 carrot tokens, and 15 tomato tokens of their chosen color.
4. The first bonus scoring card is revealed.

Rounds and Turns

Each player gets one turn per round, starting with the person with the starting player token, and a round is over after each player has taken their turn.

Player Turns

- At the beginning of each player's turn all of their plants grow one tier then they take only one of the following actions. (see page 3 for rules on actions).
 - Sow
 - Propagate
 - Or Harvest

Rounds

- A round ends after the player to the right of the player with the starting player token ends their turn. Then the following events occur in order.
 1. All players check if any of their plants die. (see page 3)
 2. If it is the 10th or 20th round players resolve the bonus scoring cards. If it is the 10th a new bonus scoring card is revealed. (see page 4)
 3. The player with the starting player token passes the token to the player on their left. (Ignore this event if there are only two players).
- There are 20 total rounds in the game and the player with the most points at the end of the 20th round wins.

Rules

Shared Rules

- No plant may be placed onto a tile that already contains a plant or a rock.
- Each player may only take one action per turn and that action can only be for one type of plant. For example:
 - Sow a carrot plant.
 - Propagating a tomato plant.
 - Harvesting apple trees.

Plant Growth and Death

- Different plant types are considered fully grown at different tiers. (see pages 5, 6, 7)
- All plants die at the end of the round if they have grown to the tier equal to double the tier they would be considered fully grown without being harvested.
 - For example: if a player has tomatoes at growth tier 6 still on the board at the end of the turn, those tomatoes would die at the end of the round.
- When any plant dies at the end of a round, that plant is removed from the board and given back to the player and the player is given no points.

Actions

All plant types share all the same rules for the sow action, but each different plant type only shares the rules shown below for the propagate and harvest actions. To see the individual rules for propagation and harvesting see pages 5, 6, and 7.

Sow

- When a player takes the sow action that player places the token for the chosen plant type on any available tile on the board. It begins at growth tier 0.
- A player can only take the sow action for a type of plant that they do not already have on the board.

Propagate

- When a player takes the propagate action on a plant of their chosen type they must also choose only one plant of that type to be the “point of origin” for the propagation pattern.
- All propagation patterns are in respect to the top of the board. The top of the board is indicated by the colored hex tile.
- All new plants placed through propagation start at growth tier 0.

Harvest

- A plant is eligible to be harvested if it is at the growth tier to be considered “fully grown” or higher.
- When a player takes the harvest action on a chosen plant type they must harvest all of the eligible plants of that type.

Bonus Scoring cards

- Bonus scoring cards are resolved at the end of the 10th and 20th round. With a new bonus scoring card being revealed at the end of the 10th round after the original bonus scoring has been resolved.
- Bonus scoring cards have different wording on who scores points when they are resolved. They either award points to any player that would meet the criteria on the card or only one player is awarded the points. Cards that are meant to award only one player the points can result in a tie.
 - In the event of a tie when deciding who scores the points for a bonus scoring both of the players that tied score the points written on the card.
 - If there are only two players in the game, neither of the players score the points in the event of a tie.

Individual plant type rules

Tomato Plants

Growth

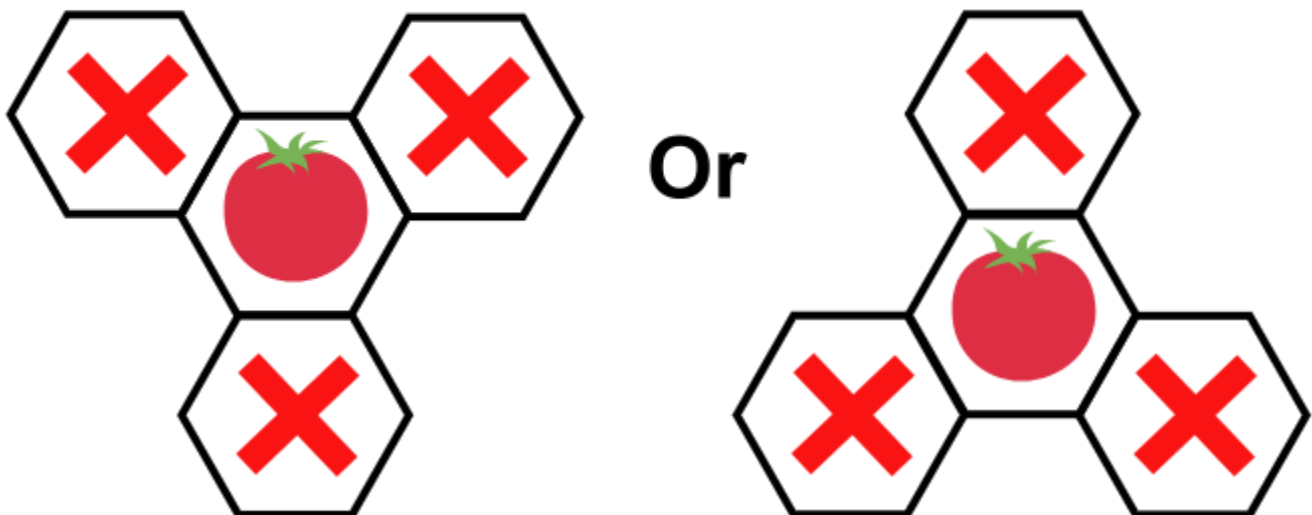
- Tomato plants are considered fully grown at growth tier 3.
- Tomato plants die if they are at growth tier 6.

Harvest

- Tomato plants are worth 1 point each when harvested.
- Tomato plants must be removed from the board when they are harvested.

Propagate

- When you propagate a tomato plant you choose one of the following patterns then place new tomato plants on the tiles marked with an X. The tomato symbol represents the point of origin.



Carrot Plants

Growth

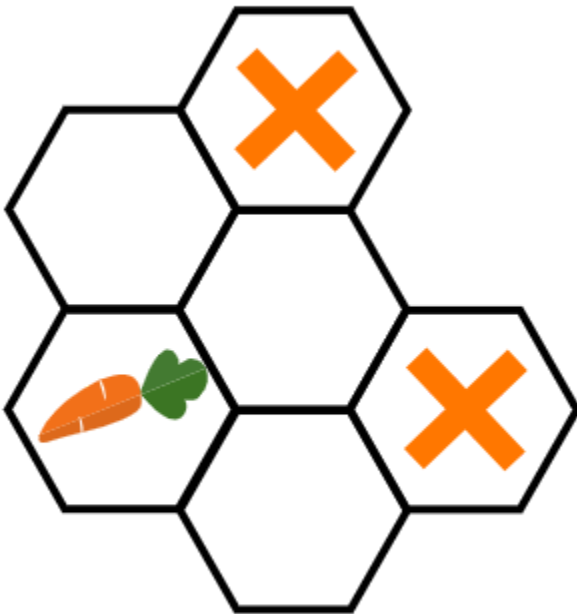
- Carrot plants are fully grown at growth tier 3.
- Carrot plants die if they are at growth tier 6.

Harvest

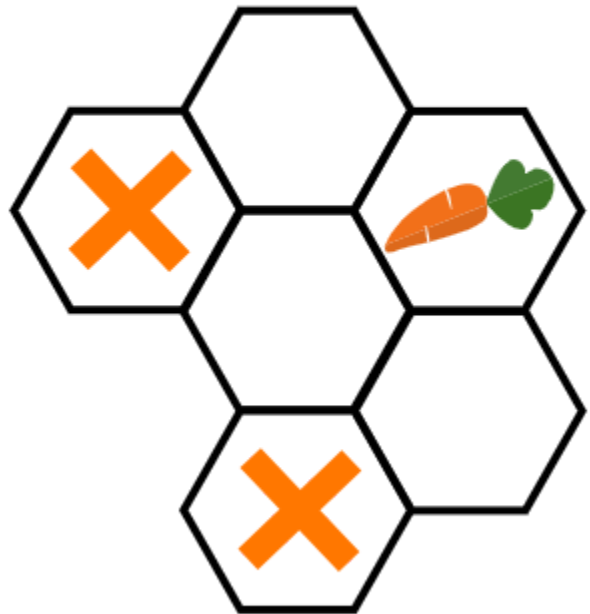
- Carrot plants are worth 2 points each when harvested.
- Carrot plants must be removed from the board when they are harvested.

Propagate

- When you propagate a carrot plant you choose one of the following patterns then place new carrot plants on the tiles marked with an X. The carrot symbol represents the point of origin.



Or



Apple Trees

Growth

- Apple trees are fully grown at growth tier 5.
- Apple trees die if they are at growth tier 10.

Harvest

- Apple trees are worth 4 points each when harvested.
- Apple trees remain on the board when they are harvested, but their growth is reset back to tier 0.

Propagate

- When you propagate an apple tree you choose one of the tiles marked with an X shown in the pattern below to place a new apple tree. The apple symbol represents the point of origin.

