



Kitchen Garden

A BOARD GAME FOR PROFESSIONAL GARDENERS IN THE AMOUNT OF 2 TO 4 PEOPLE

From time to time you just want to get away from the city, travel to your village and there, in the fresh air, with a spade and a rake in hand, cultivate your piece of land. Want to plant your Garden with seeds of various crops, and after that, sitting on the terrace and sipping tea, wait, when the watered and fertilized earth gives birth to mountains of beets and carrots, cabbages, strawberries, cucumbers and turnips, tomatoes and zucchini. But alas, too much urgent things to do in the city and cultivating a Garden is both time consuming and physically hard. And all your dreams remain just dreams.

But the board game "Kitchen garden" will allow you to enjoy the fruits of your labor without spending too much time and physical effort. Simply open the box, receive a task and plant, plant, plant...

Objective of the game

Plant your entire Garden with useful crops. The first person to do so – wins the game!

The game's plot

You have a Task that will tell you how many of which plant you will need to plant in your Garden. The cards show these plants. By adding cards to your Task you plant your beds so that your lifelong dream becomes fulfilled – a fully cultivated and fertile Garden.

Setting the game up

- 1) Each player takes one Task. Each Task depicts some sort of garden tools. All players must have different garden tools.
- 2) If there are more than 2 players then each player also receives 3 special cards: **"Crow"**, **"Bazaar"** and **"Holiday"**. With 2 players simply place one of each special card in the middle of the table. Place the remaining cards back into the box, they won't be used.
- 3) Thoroughly shuffle the remaining cards and give out 4 cards from the deck to each player.
- 4) Place six cards from the deck on the table facing up – this is the **market**.
- 5) The deck is placed next to the market face down. Leave a space near the deck for a discard pile. Looks like we're ready to play!

Planting the Garden. How do we do it?

Look at your Task – this will be your planting plan that consists of four **beds**. They depict what plants you will need to plant.

All players will need to plant strawberries, cabbages, beets and pumpkins but in different quantities and to different beds.

Now let us check the cards we've received. Each card can have one, two or three plants of a single type. These are the plants we will be planting on the beds by placing them next to our Task. Obviously we place beet to the "beet" side and strawberries to the "strawberry" side.



But it's not as simple as it sounds. **The beds need to have as much useful crops as shown on the Task.** For example, you cannot plant only 4 pumpkins on a bed if the Task requires 5 pumpkins.

Correct



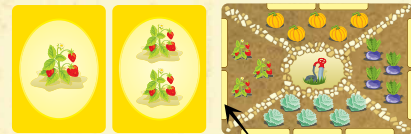
Incorrect



Number of plants you need to plant on a bed

In addition, each bed must contain a certain amount of cards: **the number of cards allowed on a bed is shown in the Task.** Three beds on the Task must contain 2 cards while the fourth bed must contain 3 cards. For example, you can't plant a 3 bush strawberry bed with a card that has "3 strawberries". You will need two cards – "2 strawberries" and "1 strawberry". Otherwise you'll have a blank space in your Garden and that is unaesthetic.

Correct



Correct Amount of card places

Incorrect



You can't place more cards on one bed than the necessary amount shown in the Task. For example, your bed needs 5 strawberry bushes.

Incorrect



One "3 strawberries" card has already been placed on the bed. You have a "2 strawberries" card in your hand. Suddenly someone tosses you a "Weed" card on the bed. That card now takes the remaining space of the bed and you can't play your strawberry card until you get rid of the "Weed" from your Garden. Weeds don't belong to the Garden anyway: you'll have to weed it out and plant a useful crop instead or you won't be seeing victory anytime soon.

Weed, Worker and Sluggard

In addition to plant cards, the game has a few extra cards that can either speed up your work or slow down your opponents!

"Weed". This card can be placed on an opponent's bed that has a free slot, meaning the maximum amounts of cards for that bed haven't been planted. This way the player will have to get rid of the "Weed" before he can plant anything there.

"Worker". By playing this card during your turn you can remove one "Weed" from your Garden. You can only remove "Weed" from your beds. In addition using the "Worker" card during the conditions phase (see below) allows the player to take an extra action during the actions phase. The "Worker" card can also cancel the effect of the "Sluggard" card.

"Sluggard". You can place this card in front of any other player during your turn. That player misses his next turn, then discards the "Sluggard" card. The "Sluggard" is also useful when the "Crow" special card is played.



Special cards

In the beginning of the game each player has three special cards on the table – “Holiday”, “Bazaar” and “Crow”. They can be used to speed up the cultivation of your Garden or to slow down your opponents. After being used, the special cards are placed into a separate discard pile (don't put them into the same discard pile as ordinary cards).

The Special card will return to you only after all cards of that type have been used.

For example, in a game with four players, you were the first to use your “Holiday” card. Now you will need to wait till the other three players play their “Holiday” cards, only after that will you get this special card back. Special cards are immediately returned once the last card of a certain type has been used. So if you were the last person to use a certain special card, you will immediately get that card back. Though everyone else will get his cards back as well. Any special card discarded by a player during the conditions phase allows that player to take an extra action. You can only use one special card a turn like this.

“Bazaar”. Replaces all the cards in the market. When playing this card discard all the old cards from the market and draw six new cards from the top of the deck. After this the player that played “Bazaar” can (he doesn't have to) swap up to two cards from his hand with cards from the new market. The player's cards are placed into the market, the market cards go to the player's hand.



«Holiday». When this card is played all players discard three cards from their hands. If a player has less than three cards he discards all remaining cards. Players then draw three new cards from the deck. The first person to draw is the player that played “Holiday” (after him players draw cards clockwise).



“Crow” This card can be played in one of two ways:

- By playing the “Crow” you can take any one card from the ordinary discard pile to your hand. You can start checking through the discard pile beforehand if none of the players mind.
- You can play the “Crow” and simultaneously discard the “Sluggard” card; you can take any one card from another player's garden to your hand.



Player's turn

The first player is the last one who cultivated beds in a garden, if there are no such people, roll a dice. A player's turn consists of three phases – **conditions Phase, action Phase and Cleaning the shack.**

Conditions Phase

In this phase a player can earn an extra action and/or force an opponent to miss his turn.

To have an extra action during the action Phase

- Discard one “Worker” card;
- Discard one of special cards (“Holiday”, “Bazaar”, “Crow”).

The special effect from these cards isn't used.

To get an opponent to miss a turn

- Place the “Sluggard” card before any player. The player can immediately get rid of the “Sluggard” by discarding a “Worker” card. Otherwise the player keeps the “Sluggard” card and misses his next turn; the “Sluggard” is then discarded. During the conditions Phase the player can use each of these three abilities but only one time each, (discard one “Worker”, discard one special card, give one “Sluggard” card).

Action Phase

Usually during this phase a player can make only one action of his choice. This can be a common action or a special action. If the player discarded the “Worker” or a special card during the conditions phase, he may perform two or even three actions during the action phase.



Common actions

- 1) **Harvest crops.** Draw one card from the deck.
- 2) **Planting.** Place a plant card from your hand to a bed using the Garden planting rules. If the bed became fully planted due to this action, draw a card from the deck as a prize.
- 3) **Weeds.** Place a “Weed” to an opponent's bed. You cannot place a “Weed” if the bed is fully planted.
- 4) **Weeding.** Discard the “Worker” card from your hand to remove one “Weed” card or one plant card from your beds.
- 5) **Going to the market.** Swap one card from your hand with a card from the market. Your card is placed into the market; the market card goes to your hand.



Special actions

To perform a special action you need to **discard a special card** of a certain type:

- 1) **Bazaar!** Discard the old market and draw a new one (6 cards). After that you can immediately swap two cards from your hand with the market.
- 2) **Holiday!** Each player discards 3 cards from his hand (or all cards if his hand has less than 3 cards) then draws 3 cards from the deck.
- 3) **Crow!** Take one card from the ordinary discard pile.
- 4) **Stealing!** Discard the “Crow” and “Sluggard” cards. Take any one card from an opponent's bed.

Cleaning the shack

After his action phase the player must discard his spare cards so that he has only 4 cards in his hand (this doesn't include special cards). The turn is then passed on to the next player clockwise.

As soon as one of the players fills up his beds with the necessary number of plants the game immediately ends, that player is declared the winner.

Rules for two players

In the beginning of the game the special cards aren't handed out to each player, instead of this they are placed into the middle of the table (1 of each type). Any player can use these cards during his turn. Once a player uses that card it is not returned to the table but passed on to the other player. If the player then plays that card it is passed on to the other player and so on.

What to do if...

The deck of cards is depleted – reshuffle the discard pile to form a new deck.

If you've forgotten to draw a prize card for a fully planted bed. If none of the players minds it draw a card from the deck. However, you cannot draw your “forgotten prize” if even one player is against it. Also if you forgot to take a prize a turn or two ago you may not do so even if no one minds.

If someone broke the rules and was caught straight away. Ignore that action. The player who was caught cheating skips his action.

If someone broke the rules and was caught later on and his actions altered the game play only for him. Incorrectly played/drawn cards are discarded. When forced to choose (for example the player did two actions instead of one) the player who noticed this decides which card/cards must be discarded.

If someone broke the rules and was caught later on and his actions altered the game play for more than one player. The game is continued. The cheating player skips his turn.

Game by Andrey Kolupaev, the art by Sergey Platonov.

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