

SEBASTIÁN KOZINER & ROCÍO OGÑENOVICH

# MUTANT CROPS



RULEBOOK

*There was once a time, long ago, when farmers could walk their fields in safety. Their worries included pests and insects, and the occasional bout of poor weather.*

*But then the world changed.*

*Empowered by the combination of agrochemicals and the mining industry's toxic runoff, the mutant crops rose from the earth with a vengeance. Water was no longer enough to satisfy them, they needed to feast on the flesh of the living to survive.*

*Now, only the bravest and hardest of souls dare to tame the mutants, with hopes of turning a tidy profit. Get the most cash out of your crops in this new eat-or-be-eaten world!*

## COMPONENTS



19 CROP CARDS



6 STAGE ONE FIELD CARDS



3 STAGE TWO FIELD CARDS



3 STAGE THREE FIELD CARDS



4 PLAYER COLOR CARDS



10 FARMER MEEPLES



1 ACTION COUNTER MEEPLE



1 ACTION COUNTER CARD



26 SEED, 27 WATER & 27 MEAT TOKENS

# OVERVIEW & OBJECTIVE

You are the owner of a field of mutant crops in the not-so-distant future, risking life and limb to turn a profit. You will assign your team of farmers to different tasks, as represented on the Field cards. Sow seeds, feed and water them, and cash them in to earn the most money by the end of the seventh round!



## SETUP

- 1) Place all six “Stage One” Field cards face-up in the center of the play area, in two rows of three cards each.
- 2) Shuffle the “Stage Two” Field cards, and deal them out face-down beside the top row of “Stage One” cards. Repeat this process for the “Stage Three” Field cards, placing them beneath, so that the play area appears as two rows of six cards (see example).
- 3) Shuffle all of the Crop cards together to form the Crop deck, and place that deck above the Field cards.
- 4) Deal cards from the Crop deck face-up beside the deck to form the Crop row. The number of cards dealt depends on the number of players:

2-3 Players	3 Cards in the Crop row
4 Players	4 Cards in the Crop row

- 5) Each player chooses a color, and collects the Player Marker and all Farmer Meeples in that color. Three green and yellow Farmer Meeples are provided, and should be used when playing with two players. When playing with three or four players, each player should use only two Farmer Meeples each--return the rest to the box.

- 6) Choose a first player, and give that player the Action Counter card (flipped to the side appropriate to the player count). If you cannot choose, the player that last went to a produce market becomes the first player.
- 7) Place all seed, water, and meat tokens in the play area within reach of all players.
- 8) Deal one seed token to the first player, and two seed tokens to each other player.



## HOW TO PLAY

Mutant Crops is played over a series of seven game rounds, each of which consists of the following steps:

### 1) Reset the Action Counter Card:

The first player places the Black Action Counter Meeple on the leftmost space on the Action Counter card. This card serves to remind players of how many actions they have remaining in the current game round--three total if you are playing with two players, or only two actions if you are playing with three or more players.

## 2) Assign Farmers:

Beginning with the first player, and proceeding clockwise in order, assign any one of your farmers to an unoccupied space on a Field card. You will immediately enact that space's ability, as described later in the Field Card appendix. Play continues in this fashion until each player has taken all of their actions for the game round. The first player uses the Action Counter card to track these turns, advancing the Black Action Counter Meeple one space after each player has taken one turn. This step ends after the Black Action Counter Meeple has been advanced to the "flip card" icon.

*On the first turn of the game, you must assign all of your Farmers to the game board. You may not move your Farmers from one Field Space to another until the game's second turn.*

When assigning a Farmer, remember:

- You may assign any of your Farmers, whether or not you've already assigned that Farmer this turn. For example, it is possible to leave one of your Farmers occupying a space for several turns, while using each of your actions to move another one of your Farmers from space to space.
- Unlike many worker placement games, you do not remove your Farmers from the board at the end of the turn! They remain where you assign them until you move them to another Field Space.
- You may not assign your Farmer to a space that is already occupied by another Farmer (including one of your own). Each Field card is divided into two separate spaces - you may assign your Farmer to a space even if the other space on that Field card is occupied.
- You may not assign a Farmer to the space where it is already assigned. To assign a Farmer, you must move it to a new space.
- You must fully resolve the entire effect indicated on the Field Space that you've assigned your Farmer. If you cannot afford to pay any indicated costs (including those in Sowing/Feeding/Watering one of your Crops), you cannot assign a Farmer to that space.

### 3) Reveal a new Field Card:

Once the Black Action Counter Meeple has been advanced to the “flip card” icon on the Action Counter card, the first player flips the leftmost “Stage Two” Field card face-up to reveal two new spaces for farmer assignment. If all “Stage Two” cards are already face-up, then that player instead flips the leftmost “Stage Three” Field Card.

If there are no more Field Cards to reveal, proceed to final scoring!

### 4) Pass the Action Counter card to the new first player:

Pass the Action Counter card to the player that *most recently* assigned a Farmer to the action space marked “F.” Once this is completed, play continues in a new game round.

## MANAGING YOUR CROPS

To make the most out of your crops, you will need to collect seeds to Sow them, water to Water them, and meat to Feed them.

When taking a **Sow** action, spend seed tokens from your reserve to acquire a Crop card from the Crop row. Place that card face-up in front of you, and then draw a new card from the Crop deck to fill the vacant position on the Crop row.



To **Feed** or **Water** a Crop, spend meat or water tokens from your reserve to activate an ability on one of your acquired Crop cards. Activating more of these abilities will make the crop worth more money during final scoring. Place one of the spent tokens on the activated ability to indicate that you’ve paid that cost, and return the rest of the tokens to the supply.

When feeding or watering a crop, you must activate both of the abilities on the card's top row before you may activate the larger Special ability below it.

At the end of the game, unactivated abilities do not score any money, so make sure to get the most out of your cards!



## CROP ROTATION

Certain effects in the game, like the Pear crop card and Field Space "D," cause the crops to rotate. To rotate crops, simply shuffle the cards from the current Crop Row back into the Crop Deck, and deal out a new Crop Row (3 cards for 2-3 players, or 4 cards for 4 players).

## GAME END AND FINAL SCORING

The game ends after the seventh round is completed, when all twelve Field cards are face up.

Combine the total money indicated on all of your Crop cards' abilities, excluding those that were not activated during the game. Remember, resource tokens were left behind to mark the abilities you activated during gameplay through using a feed or water action.

**The player with the most valuable Crops wins! In case of a tie, the tied player with the most leftover resource tokens wins.**

## APPENDIX - FIELD SPACES

Each Field card displays two separate spaces, and each is marked with a letter for reference.

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- A** - Collect the indicated resource tokens: seed, water, and/or food.
  - B** - Spend seeds to Sow a Crop card from the Crop row. Then, refill the Crop row with fresh cards from the Crop deck.
  - C** - Choose an ability on one of your sown Crop cards, and spend the indicated meat or water tokens to Feed or Water that Crop's ability. *Remember, you cannot activate a Crop card's bottom-row Special ability until you have activated both of that card's top-row abilities.*
  - D** - Take two resource tokens of your choice, then shuffle the cards in the Crop row into the Crop deck. Deal out a new Crop row (its size depending on the number of players).
  - E** - Take one resource token of each type: meat, water, and seed.
  - F** - Take one resource token of any type. At the end of the turn, the player that *most recently* assigned a Farmer to this space will become the new first player.
  - G** - Pay one resource of any type to the supply, and then assign your *other* Farmer to any *occupied* Field Space. Take the action indicated on that occupied space immediately.
  - H** - Take the indicated action twice: Sow, Feed, or Water. If you fed or watered, you may choose to use both of those actions on the same Crop card, or use them on two different Crop cards. You may use either action to activate the bottom-row Special ability on a Crop card, so long as both of that card's top-row abilities are activated.

**I** - Take the indicated resource tokens, and then perform the indicated action (Sow/Feed/Water).

**J** - Sow, then choose to take either a Feed or Water action.

**K** - Take one resource token of any type from the supply, and then exchange any of your resource tokens with any other resource tokens from the supply (at a one to one ratio). There is no limit to the number of tokens you may exchange in this fashion when taking this action.

**L** - Choose one: Water then Feed, or Feed then Water.

**M** - This action is the same as indicated in "G". However, there is no additional resource cost to use this space.

**N** - Take three resource tokens in any combination from the supply.

**O** - Return one of your sown Crop cards to the bottom of the Crop deck, and Sow any card from the Crop row (without paying its seed cost). If any resources were on the returned Crop card, return those resources to the supply: its activated abilities do not carry over to the new card.



# 1 PLAYER SOLO VARIANT

## SETUP:

- Pick a color and take 3 farmers of that color.
- Remove the Stage 1 Action cards that provide +2 resources.
- Remove the Broccoli crops from the Crop cards deck.
- Form a row with the 3 Stage 1 Action cards face up.
- Shuffle Stage 2 Action cards, and add a row below Stage 1 face down.
- Shuffle Stage 3 Action cards, and add a row below Stage 2 face down.
- Shuffle the crop deck and put it face down above the stage cards setting. Then turn 3 of them over making the crop market.

After setup, game table should look like this:



## **GAMEPLAY:**

Follow the same rules as a normal game, except that the Melon special area won't count at the end of the game.

After all your actions are done, check your final score:

- **32 OR MORE:** Extreme Crops Master
- **29-31:** Vegetable Tamer
- **26-28:** Decent Onion Farmer
- **23-25:** Cucumber Peeler
- **22 OR LESS:** Dirt Seeder

## **CREDITS**

**Game Design:** Sebastian Ariel Koziner

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**Special Thanks to:** Laura and Witty for their trust in the game. Matias Saravia, Fabián Martínez Torre, Javier Pelizzari, Fede Fontana, Mael Morholt and the Ficus Group for their great support. A big thanks to all the Argentina game community for the warm welcome to our work.

**Dedicated with love to Mila Koziner**

*Based on the game "Cultivos Mutantes" originally published in Argentina by OK Ediciones and El Dragón Azul.*



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**Thank you so much for playing Mutant Crops!**

We appreciate you playing the game and hope  
you enjoy it as much as we do!

As creators we love seeing fans enjoy our work  
so please do share your pictures with us  
**@AtherisGames** with the hashtags  
**#PlayAtheris** and **#MutantCrops**.

We're looking forward to seeing all the great  
photos of the game. Thanks again for your  
support of Atheris Games!

If you have any comments, questions or  
concerns please feel free to reach out to us at  
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