

Hexiculture

Players: 2-4

Play Time: 1-2 hour(s)

Target Audience: Anyone ages 12+

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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.
 - The tokens fold on the three dotted lines into a tent shape so they are easy to pick up. The tokens will also have to be colored and styled in a way that is easily memorable to visually appealing to you.
- Some form of token to represent rocks are required. There are no unique 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.
- Cheat sheets for the propagation patterns of the different plants are provided but not required. However they are recommended for first time players
- 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. Shuffle the bonus scoring cards then place them face down, then reveal the top card.

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 revealed bonus scoring card. Afterwards if it is the end of the 10th round 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

- There will be 2 total bonus scoring cards resolved in a complete game. The bonus scoring cards resolve at the end of every 10th round i.e. round 10 and round 20.
- Bonus scoring cards are revealed to all players one at a time. A new bonus scoring card is revealed immediately after the previous card has been resolved unless it is the final round of the game.
- Bonus scoring cards are worded so that occasionally there may be a tie when trying to resolve the card when it would seem that only one player should score the points for the card. In the event of a tie when trying to resolve a bonus scoring card there are different rules depending on how many players are in the game.
 - If there are 3 or 4 players in the game then all players that tie according to the conditions on the card score the points as written.
 - If there are only two players in the game then neither player scores the points for the card.

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.

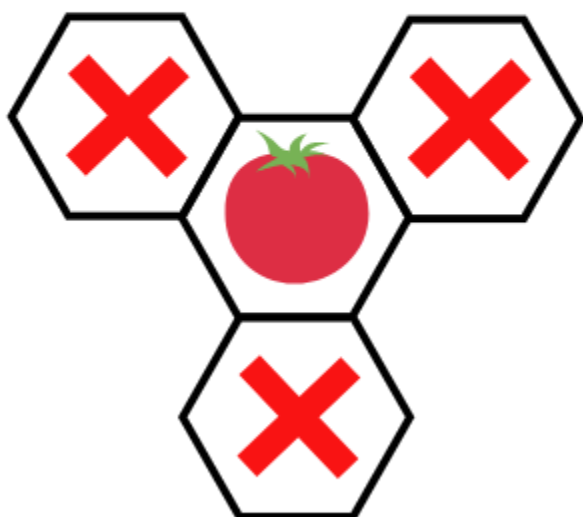
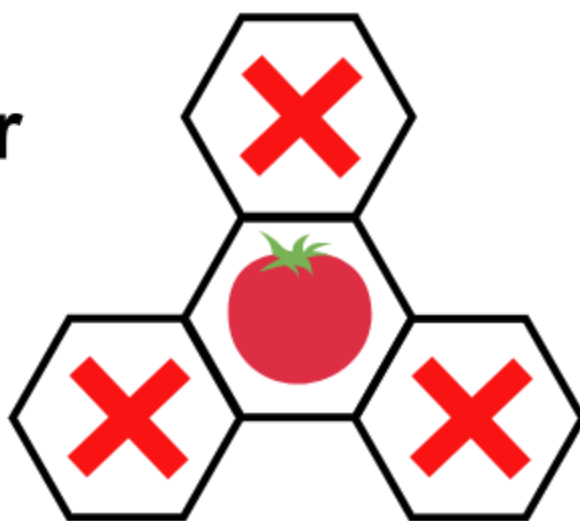
Harvest

- 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.

Or



Carrot Plants

Growth

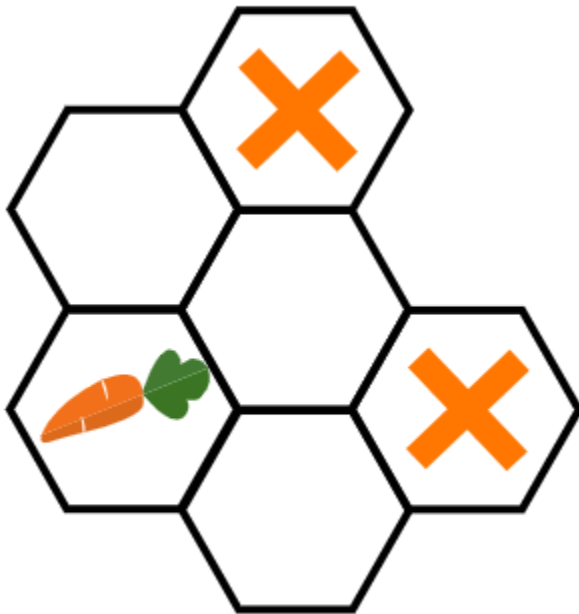
- Carrot plants are fully grown at growth tier 3.
- Carrot plants die if they are at growth tier 6.

Harvest

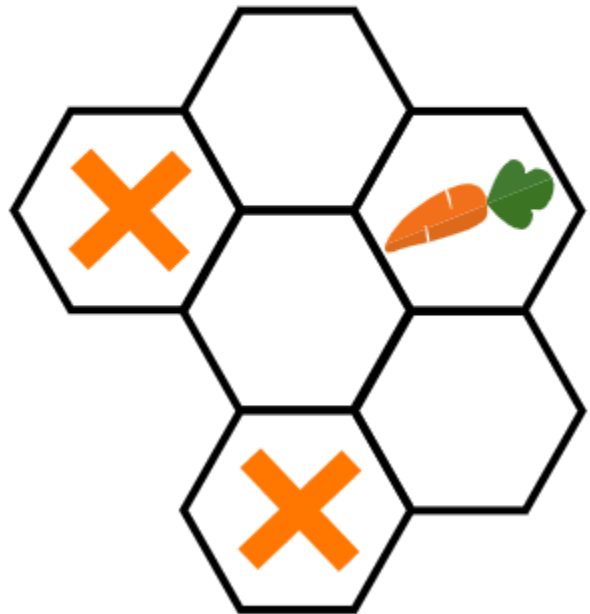
- Carrot plants are worth 2 points each when harvested.
- Carrot plants must be removed from the board when they are harvested.

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.

