A Mysterious Meteor Falls…

As a farmer located in Nowheresville, you don’t have too much excitement outside of the yearly Pumpkin Contest, where the coveted Farmer of the Year award is given to the farmer with the largest pumpkin. One week before the upcoming Farmer’s Market, a meteor falls right into the communal Compost Pile, where all the farmers in the area throw out their unwanted produce for fertilizer.

The next morning, you and your fellow farmers see a very noticeably glowing pumpkin growing out of the mountain of fertilizer. The discarded plants around it are full of life, much more than they were the day before. You must get that plant for yourself, win the competition, and leave your other farmers in the dust!

Materials

X cards \*see card index

1 Power Plant

Set-Up Instructions

Separate Power Plant card from the rest of the cards, shuffle deck.

Place the Power Plant in the center of the playspace

Deal 8 cards in a square fashion around the Power Plant. This will serve as the Compost Pile \*see How to Play

(compost bin diagram)

For each player, deal 5 cards.

The amount of seeds given to each player at the start of game varies.

(diagram of # of seeds per # of players. it’s gonna say first player gets 5, 6, and all others get 7. Also, it’s gonna say the player with the most sinister clothing goes first. )

(diagram of a 4p game with specified compost bin, gardens labeled, same thing as above)

How to Play

Play proceeds clockwise. Each player will move through a total of four phases per turn:

Reap

Sow

Harvest

End of Turn

Sow

In order to generate seeds, you must have some plants first. You may play up to one plant per turn to your garden, whether it’s from your hand or the compost bin. Spend seeds in order to pay for the plant you want to play. The number you must spend is displayed on the left side of the card.

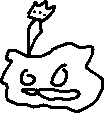
8

Shape

Description automatically generated with low confidence

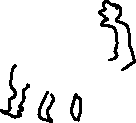
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Pump-King

**Harvest**

You may play a Harvest Card from The Compost without paying its cost

If you decide to play a card from the compost bin, you MUST move a card from your hand into the compost bin to replace it. Sharing is caring!

Some of these plants have effects that occur when they come into play. Check for Shape

Description automatically generated with low confidence, these types of cards have those effects!

This phase ends once you play the maximum number of plants or you decide to pass to the next phase.

Reap

With some plants in play, you may be able to activate your Shape

Description automatically generated with low confidence cards! These plants could draw you some cards, deposit some seeds, and much more! When this

phase begins, you may activate as many plants with Shape

Description automatically generated with low confidenceas you wish. However,

each Shape

Description automatically generated with low confidence may be activated only once, unless another card says differently.

These plants flourish over time, so make sure to grab as many of these as you can as early as possible!

Once you’re satisfied, continue onto the next phase.

Harvest

Some plants have adapted to the meteorite a bit differently than the others. These plants are marked withShape

Description automatically generated with low confidence. Like the Reap phase, Shape

Description automatically generated with low confidence plants may be activated once per turn, and any amount within your garden may be activated during this phase. However, the plants aren’t as dedicated to helping your garden flourish, but rather towards stimulating strife and making misery. The plants shake up other players gardens, or, if you’re feeling especially devilish, your own!

After mischief has been managed, begin wrapping up your turn.

End of Turn

After a long day of work, it’s time to wind down. First, activate any and as many Shape

Description automatically generated with low confidence affects within your garden as you want. These Shape

Description automatically generated with low confidence cards rely on what you’ve done during the workday, so make sure you do what they require to acquire their reward.

After all desired Shape

Description automatically generated with low confidence cards have been activated, discard any excess cards within your hand. The maximum hand size is 7, unless otherwise specified. However, if you have no cards in your hand at this point, draw a card from the draw pile. Additionally, if you have less than 3 seeds, you may gain seeds equal to the difference. After, the turn ends, and play continues clockwise.

Frequently asked questions

“I have multiple card effects; how do I know which one to resolve first?”

Farmer’s choice! It’s up to the current player to decide what card resolves first.

“This card doesn’t have an icon, what does it do?”

Cards without icons are a continuous effect, if they have an effect at all. For example, (card) says (You have a max hand size of 10). Therefore, you ALWAYS have a maximum hand size of 10, at least as long as you have that plant in your garden.

“I forgot to activate one of my effects last phase, can I go back and do that effect now?”

That decision relies on the agreement of all players at the table. If at least one player votes against this, then you may not activate that effect.

Winning the game

A player wins the game once they activate the Power Plant’s effect. After this point, the game is over.

If there are remaining players who wish to continue, remove the Power Plant from the winning player’s garden and place it back into its spot in the compost pile. Leave all other plants within the winning player’s garden. Play then continues, skipping over the winning player. The next winner wins the game once they activate the Power Plant’s effect.

Play Example

* see munchkin’s example of showing gameplay(<https://munchkin.game/site-munchkin/assets/files/1138/munchkin_rules-1.pdf> ), but add photos of exchanging cards in the compost bin and end of turn phase getting cards/seeds
* Do this 2x

(diagram)

Index