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

75 seeds \*see 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



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NOTE: This specific layout is not representative of actual play. The 8 cards above will be chosen at random and will not be 8 Pump-Kings.

For each player, deal 5 cards.

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

Player 1

4 seeds

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Player 2

5 seeds

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Player(s) 4+

6 seeds

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Player 3

6 seeds

The player wearing the most sinister clothing(or with the least amount of colors) goes first.

How to Play

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

Reap

Sow

Harvest

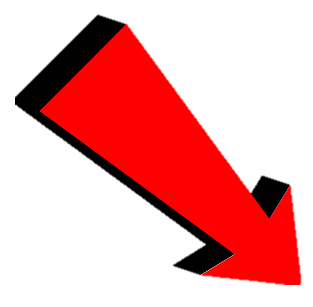
End of Turn

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.

As you play your plant, place it to the left or right of one of your existing plants. It cannot move from that position unless otherwise specified.

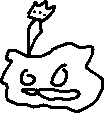
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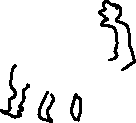
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Pump-King

**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 confidence as 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.

“I really want one of my plants to be next to another plant, but I’ve already played it; can I just slide a few of my cards around to make it work?”

Just like planting real plants, once they’re in the dirt, they’re stuck. However, there are a few cards that allow you to swap cards around, so with a bit of gumption and time, you may be able to get that card in the spot you want!

Winning the game

A player wins the game once purchase the Power Plant. 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 purchase the Power Plant.

Play Example

The game begins the following setup:

Player one is John Farmer, Player two is Lil’ Timmy. Cards are dealt, seeds are distributed, and play begins.

Lil’ Timmy

John Farmer

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John Farmer begins the game’s first Sow phase by playing “Wilted Wallflower” from his hand, paying 3 of his seeds. As he’s unable to play anything else, he then moves to the Reap phase.

Lil’ Timmy

John Farmer

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John Farmer has only one possible action: activate Wilted Wallflower’s Reap ability: Gain 1 seed. He does so, adding one seed to his current amount. With no other actions, he moves to the Harvest phase.

He has no Harvest plants, so he cannot activate any effects.

Moving to the End of Turn phase, He looks to see if he has any End of Turn plants. Again, no plants, but being the American-made-man he is, checks anyways. He ends his turn, but right before he does, he gains 1 additional seed to even out his balance to 3.

Lil’ Timmy, excited to begin his turn, enters the Sow phase. He plays Swapping Scallion from the Compost Pile. He moves that plant from the Compost Pile directly to his play space, or as he likes to call it: his garden.

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Lil’ Timmy

John Farmer

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As per the rules, Lil’ Timmy dutifully replaces the spot the Swapping Scallion left behind with a card in his hand. Being the jokester he is, Lil’ Timmy uses the Swapping Scallion in his hand to fill that spot. A misplay? Maybe. But to Lil’ Timmy, he’s too young to think ahead in this game, so John Farmer lets it slide.

Lil’ Timmy skips the Reap phase, because he knows for sure he doesn’t have any Reap plants. He moves right into his favorite part of the game: the Harvest phase.

Lil’ Timmy activates the ability: You may swap this plant and one other plant from another player’s garden. He trades John Farmer‘s Wilted Wallflower for his Swapping Scallion. He giggles a bit and moves to the End of Turn phase.

Lil’ Timmy grabs 2 seeds to even out his balance to 3 seeds and ends his turn, passing control back to John Farmer.

This cycle of buying a plant, going through the phases, and ending turn continues until John Farmer buys Power Plant, winning the game.

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You win the game!

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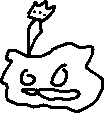
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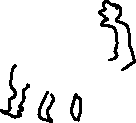
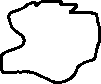
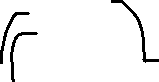
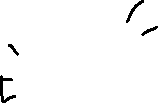
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Power Plant

Pump-King

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**Harvest**

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



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Reap

Gain 1 seed

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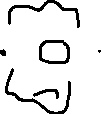
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Willowed Wallflower

Moonglow-shine

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**End of Turn**

If you had at least 2 plants move into your garden this turn, draw 2 cards



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Harvest

You may move this plant and up to one adjacent plant to another position

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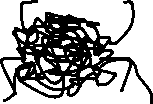
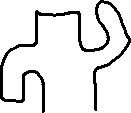
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Tumble-Bundle

Sheriff Cact-US

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**Sow**

If any of the plants you’ve played are in another player’s garden, return it

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Sow

Swap any number of cards from your hand with cards in the Compost Pile

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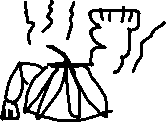
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GIGA Garlic

Tax Tomatillo

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**End of Turn**

If you haven’t played a plant this turn, gain 5 seeds



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Harvest

You may swap this plant and one other plant from another player’s garden

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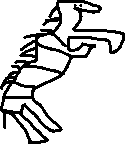


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Swapping Scallion

Zebra Grass

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**Reap**

Gain 2 seeds