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| **Nouns**   * **Adjectives** |
| * Card   + Type   + Rewards for harvesting   + Quantity of type * Card types (array)   + Coffee   + Wax   + Blue   + Green   + Cocoa   + Red   + Soy   + Chili   + Garden Stink * Player   + Fields   + Trading area   + Hand for each player   + Treasury * Deck   + Counter for deck reshuffling * Discard pile |
| **Verbs** |
| * Recycling discard pile when deck runs out * Planting * Trading * Harvesting * Purchasing third field * Dealing cards * Turn sequencing * Drawing cards from deck * Winning   + Tieing/break tieing |
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**Turn**

Before: Deal 5 cards to each player

1. Plant card dealt least recently in a field
   1. If both fields empty or of same type, let player choose
   2. If only field of same type or empty, let player choose whether to harvest and plant in occupied field, or plant in field of same type or empty
      1. Check if the field has more than 1 crop
   3. If both fields occupied, tell player to harvest one and then plant it
      1. Check if the field has more than 1 crop
2. Ask the player if they want to play another card
3. Take first two cards in deck and place in trading area
4. Ask player if they want to trade
   1. If yes, get player they want to trade with, card they want to trade (can be in hand or trading area), and the other player’s card they want. Then, get verification from other player and trade. This repeats until the player declares that it is over.
   2. If no, plant the cards the player placed in the trading field
      1. May have to repeat 1
5. Draw 3 cards

**Harvesting**

1. Count the number of crops of bean
2. Consider the gold coin award based on the number of crops
3. Add coins to treasury (cards disguised as coins)
4. Place remaining cards in discard pile

**Planting**

1. If both fields empty or of same type, let player choose
2. If only field of same type or empty, let player choose whether to harvest and plant in occupied field, or plant in field of same type or empty
   1. Check if the field has more than 1 crop

3. If both fields occupied, tell player to harvest one and then plant it

1. Check if the field has more than 1 crop

**Winning**

On the third time the deck is reshuffled, start this sequence

1. All players harvest all beans in their fields
2. Check which player has most coins in treasury

