

Explore Vinland

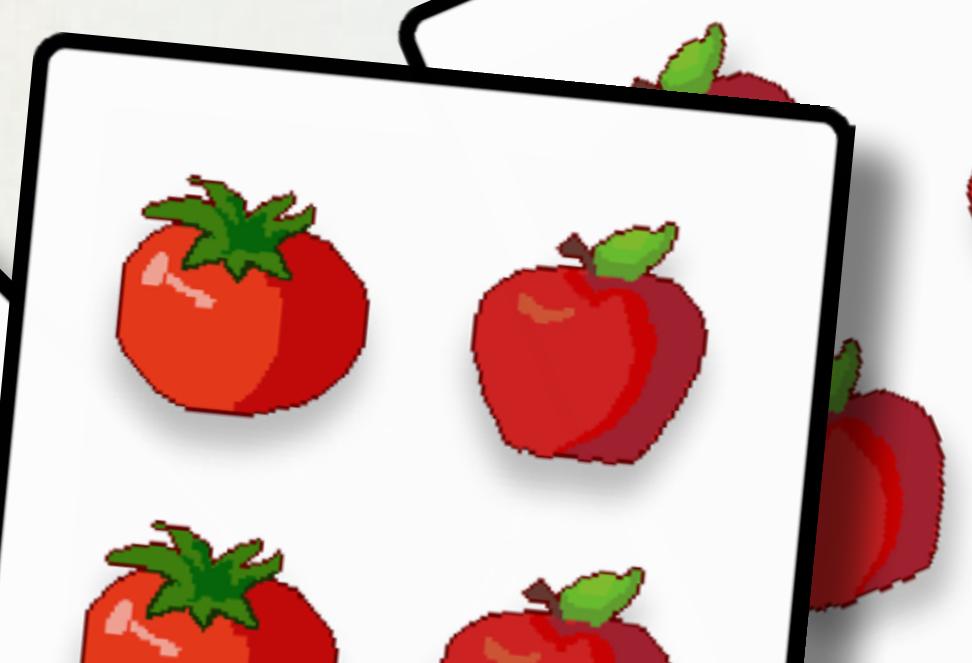
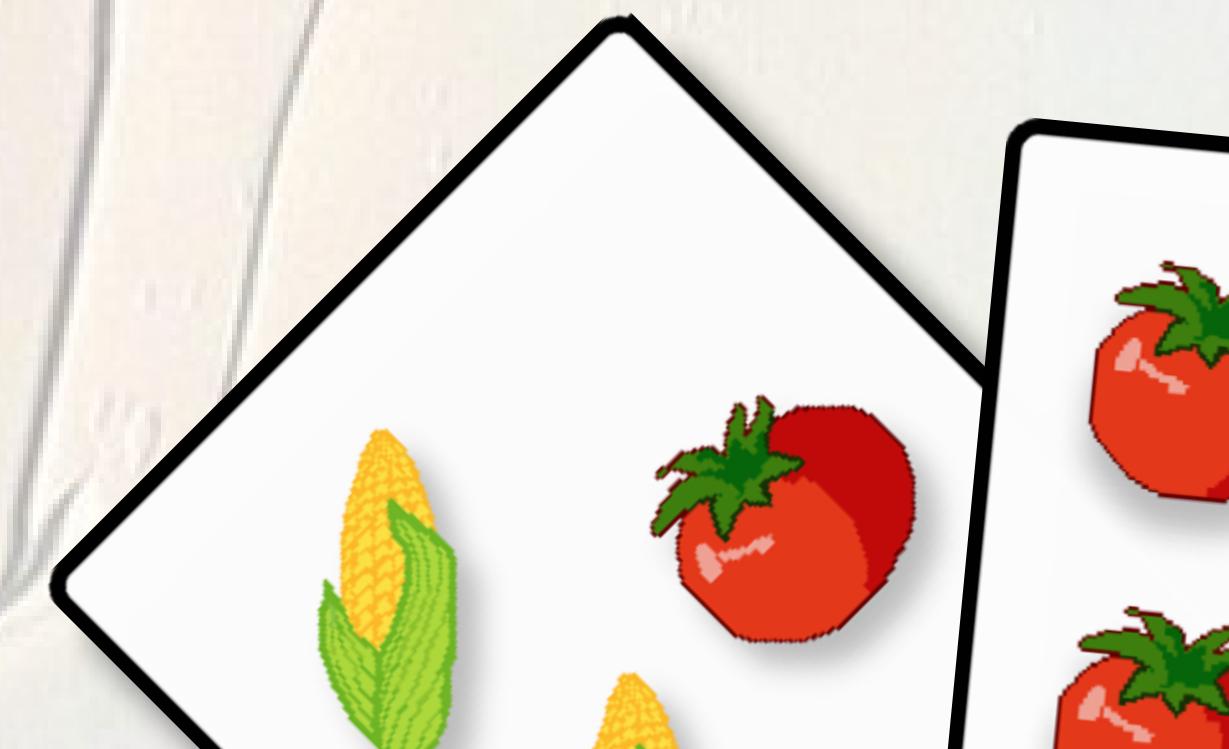
In "Explore Vinland", players compete for the best score by farming.
This game allow 2 players.
In each game there will be two years, include 8 seasons.

Players Number: 2

Players Time: 30min

Links to game video:

<https://youtu.be/GHTqYhepmQM?si=z9R3pQZaQ2IDJc2F>



Green House

Provide 3 extra
protect the
from nea



Winter

The market will only accept
crops from

Gameplay Example



Inspiration

The idea of creating a table game center around farming is influence by the manga Vinland Saga, and the video game Stardew Valley.
I enjoy the feeling of manage and harvest my own crop and farm.



Goal

The final goal in the game is to get more points at the end of the year.

Market Demand Cards

Market
(Seed/Tool Cards)

Player1's Farm
(for crop and tool cards)

Season Cards

Used Cards
(Eg: the crops that the players sold)

Player2's Farm
(for crop and tool cards)

Scores

Gameplay



- Players roll the dice to pick their order. The winner can pick p1 or p2. P1 start with 10 points whereas p2 start with 15 points. P1 start with less points but can take the advantage of making prior action.
- In their round, players can use their points to buy seeds, tools, and plant them.
- When the crops grow up, players can harvest them and sell it for points.

Card Design



Season Cards

Season Cards influence the game's rhythm, introducing variable conditions that players must adapt to. Each season brings a new challenge or opportunity.

Spring: Seeds and tools in market is 1 points cheaper.

Summer: All crop requires 2 points to sustain.

Fall: All crop sell for 2 extra point.

Winter: The market only accept 5 crops from all players.



Crop Cards

Crop Cards are the core of your farming operation. They have different growth time and price.

Corn: 2 points per seed, 3 points per crop, 1 season growth time.

Tomato: 3 points per seed, 8 points per crop, 2 season growth time.

Apple: 5 points per seed, 15 points per crop, 3 season growth time.



Tools Cards

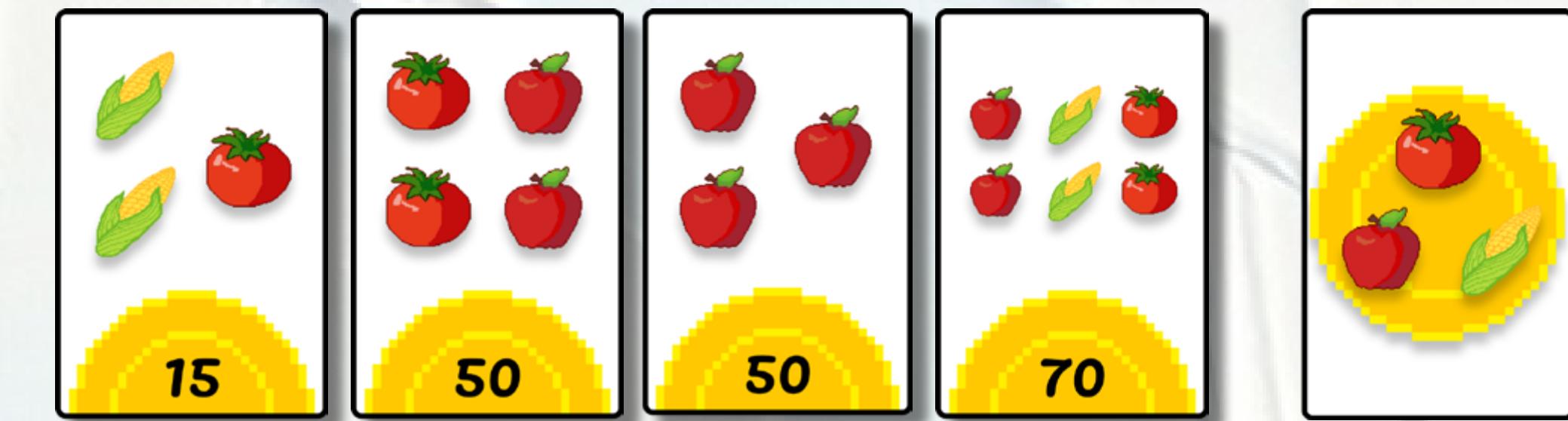
Tool Cards offer special abilities or advantages that can significantly impact your farming strategy. Use them wisely to maximize their benefits.

Greenhouse: 5 points, always useful

It provide 3 extra land and protect the crops within it from negative seasonal effects.

Fertilizer: 3 points, only use it once

Apply it to the seed, when it grows up, the price of the crop will doubles.



Market Demand

Market Demand Cards represent the community's needs. Fulfilling the demands is crucial for gaining points.

There are 7 market demand cards, and players will pick 3 cards to reveal each game.

Game Components

