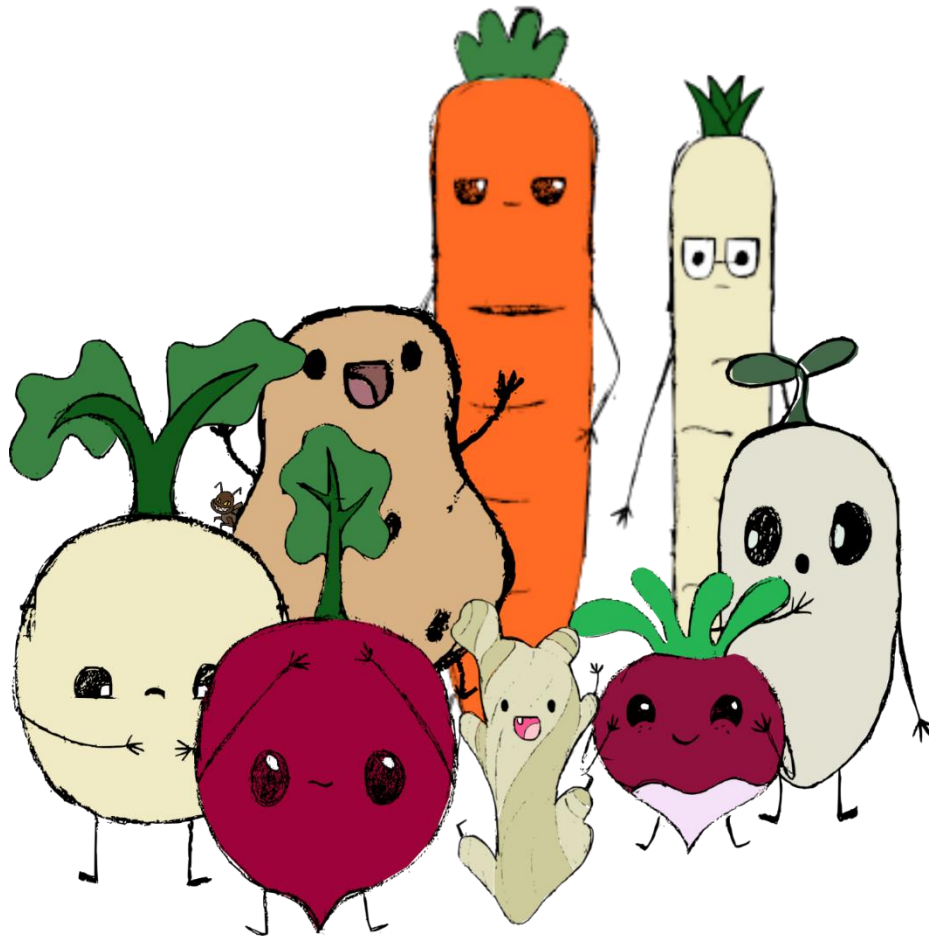


Pottage: The Root Harvest



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1. Introduction

This game was created by a small group of people who came together for the Global Game Jam 2023. The theme given to us this year was: ROOTS. Together, we brainstormed on the idea of a board game about gathering and harvesting Root Vegetables for a delicious **Pottage**.

Pottage is the result of 48 hours filled with sweat, tears and pain. We hope you will enjoy some fun moments with friends, family or even strangers while playing!

2. Materials

48 x Root Vegetables:

- 3 x Carrot: Upper, Middle and Lower Part
- 2 x Parsnip: Upper, Middle and Lower Part
- 3 x Celery: Upper and Lower Part
- 3 x Turnip: Upper and Lower Part
- 3 x Beetroot: Upper and Lower Part
- 2 x Ginger: Upper and Lower Part
- 6 x Potato
- 5 x Radish



18 x Action Cards:

- 6 x Manure 🐛
- 6 x Glasshouse 🏠
- 6 x Insecticide ☠️



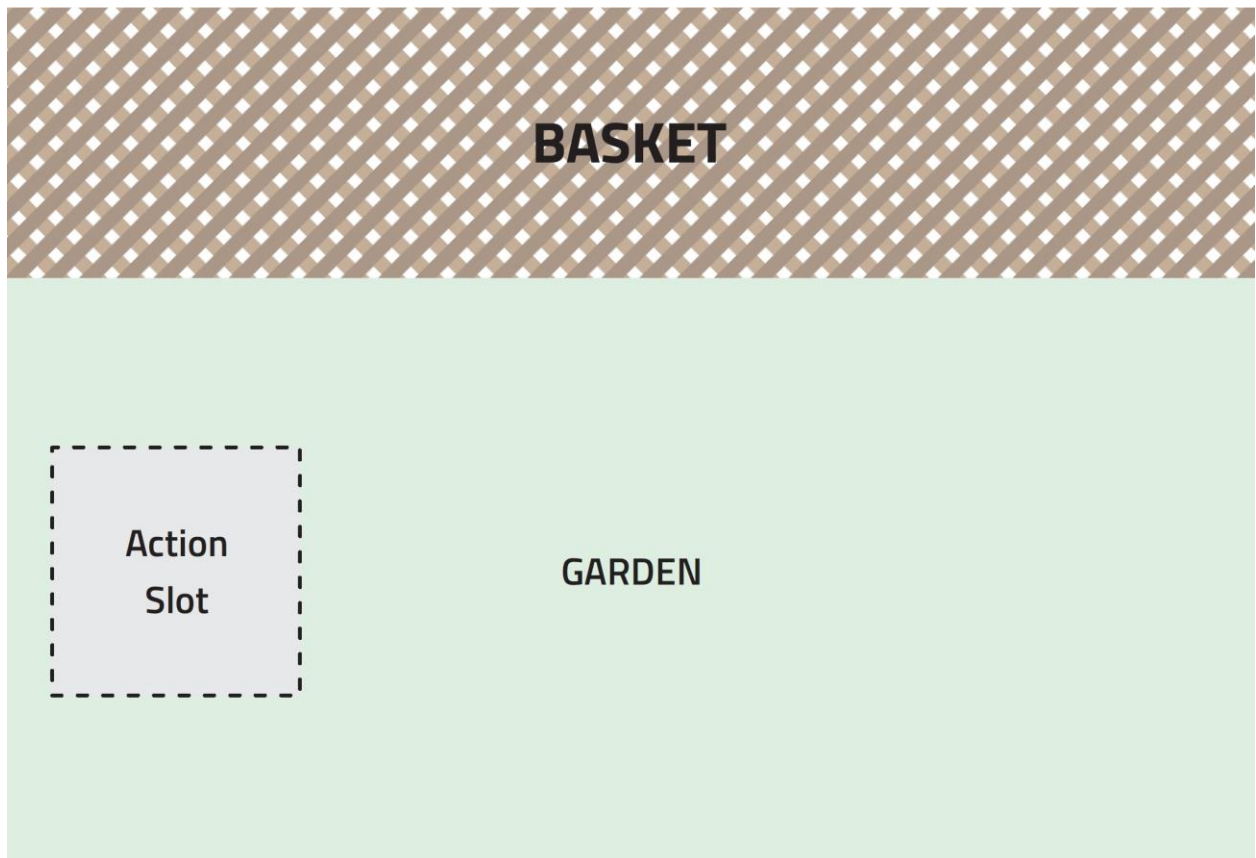
6 x Event Cards:

- 2 x Drought ☀️
- 2 x Frost ❄️
- 2 x Mole Cricket 🐛



Optional:

- Print the *Garden* Layout with Basket for every player to have a guidance of where to put your cards



3. Overview & Goal of the Game

Every player will be dealt 5 cards to begin with. Each round you can choose one card to keep in your *garden* while you pass the others to the player next to you. A completed vegetable will give points. Some root vegetables consist of more parts, and will yield more points, so you need to choose which one you collect in each round of *harvest*. You must collect all parts of a vegetable before *harvesting*, so that it counts towards your points. Incomplete vegetables do not give you any points. After 3 rounds of *harvesting* the points will be counted. The winner will be the one with the most points, since they collected the best **Pottage** Ingredients.

4. Types Of Cards

a. Event Cards

These are revealed once each round and can affect the outcome of the current *harvest*.

Event card types are:

- Mole Cricket 🐹
Damn Mole Crickets! Give them one whole vegetable of your *harvest* of this round. (Yes, you can also just give them a potato or a radish instead of your whole carrot. Plan ahead.)

For the other two there is a table at “b. Vegetable Cards 🥕” to see the accordingly distributed + or - points. It’s also described how those can be seen on the cards themselves.

- Drought ☀️
It’s getting hot in here! Depending on your vegetable this will either increase or decrease the quality of your *harvest*.
- Frost ❄️
Some of your vegetables need a little cold to really flourish. Everyone's needs are different. The yield might increase or decrease with this frost event.

b. Vegetable Cards 🥕

There are vegetables that are made from multiple pieces. The carrot for example, consists of three parts, the lower, middle and upper part. To complete a carrot, you need at least the upper and lower part, the middle part is optional but will give you extra points. The same goes for the Parsnip. If you only have the beginning and middle part, it won’t count as a completed vegetable for *harvesting*. The celery, turnip, beetroot and ginger consist of two parts. Potato and Radish are already complete.

Root Vegetable	Points without Event	Drought ☀️	Frost ❄️
Carrot	3 / 5	+1	0
Parsnip	3 / 5	-1	0
Celery	3	-2	+1
Turnip	3	0	+1
Beetroot	3	-1	+2
Ginger	3	+2	-2
Potato	1	0	-1
Radish	1	+1	-1

The points as described above can also be seen on each card:



For the ginger, if there is a Drought ☀️ there will be two + Points counted for one complete Ginger.

If there is a Frost ❄️ there will be two - Points counted for one complete Ginger.



For the potato, if there is a Drought ☀️ there will be no Points given.

If there is a Frost ❄️ one - Point will be given.

c. Action Cards

There is one slot for an Action Card you could keep over the rounds. You cannot keep two or three action cards. But you can exchange them. The other unused Action Card can be mixed back into the pile from which cards are handed out. You can also choose to not use this card in this round but keep it faced down in your Action Card Slot for later.

- Manure 🐛
Makes your vegetable grow faster! Use this card as a wild card¹, to complete one of your vegetables. Manure can only be used once per round on 1 vegetable. You cannot duplicate a vegetable consisting of only 1 part.
- Glasshouse 🏠
Protect your *garden* from unpredictable weather! But you also won't get the benefits (if there are some). Which means, all possible + and – Points, which would be caused by a drought or rain, will be set to 0!
- Insecticide 🦋
Get rid of those damn Mole Crickets. If they're around, you can protect your precious Veggies from their hungry mouths.

5. Combos at the end of a game

There are some special points to be gained once the points from the 3 rounds of *harvest* are summed up. They could make it or break it, so pay some attention to those as well.













Combo	Special Points
3 x Potatoes	+ 3
3 different vegetables	+ 3
2 x Ginger	+ 4
4 different vegetables	+ 5

¹ In some card games, the “Joker” card is dealt to the players along with the usual kinds of cards. It serves as a “wild card” in the game. That means, if you have it in your hand, you can use it as any other card. In our case you can use it as a part of a Vegetable.

6. Gameplay

Depending on the number of players there will be a different amount of Action Cards in the game. For each player there will be an equal number of each Action Card. For example: 4 players = 4 x Manure 4 x Glasshouse and 4 x Insecticide. *Attention:* once those cards have been used, they are out of the game. They cannot be mixed back into the pile of cards that is handed out. Only if you exchange them, unused, they will be mixed back into the game.

There will be 3 rounds of *harvesting*. The player with the most points at the end of those 3 rounds will win!

1. Shuffle event cards (  ) and place them faced down in the middle of the table
2. Shuffle vegetable cards and action cards into one card pile ( +   )
3. Use the card pile and hand out 5 cards to every player
4. Reveal an event card and place it next to the event cards pile so that everyone can see which event is happening in the current round
5. Every player picks one card and places it faced down in front of them. If it is an Action Card it will be put upside down in the Action Card slot and will not be revealed until it is used. The card can be kept over the rounds or used at the end of one round
6. The rest of your cards are handed faced down to the player to your left side
7. After every player has picked a card, the cards are revealed simultaneously
8. Every player then picks up the cards that were handed to them by the other player
9. Repeat steps 5 to 8 until you have received the last card which is the last card that goes into your *garden* in this round of *harvest*
10. Write down only the + and - points for this round for every player based on the current event ( or ). If the event was a damn Mole Cricket  , there are no points to be counted because the vegetable will go back into the card pile. The points for the whole vegetables will only be counted once the 3 rounds of *harvesting* are done
11. Place vegetables that are complete into your *basket*
12. The incomplete vegetables or vegetables that are eaten by the damn Mole Crickets  are placed on the discard pile (if you run out of cards you can re-use those cards, once shuffled)
13. Repeat steps 3 to 12 until you have finished **3 rounds**
14. Now evaluate the vegetables in your *basket* and count their points
15. Check if anyone has gotten any Combo and distribute Points accordingly
16. Sum up the previously noted + and/or - points, the Points from the basket as well as the Combo Points
17. The player with the highest points is the winner 

7. FAQ

Q: If I get an Action Card at the end of the round, but I already have one in my Action Card Slot, can I use both?

A: No. Only one Action Card can be used. You can exchange them though. The one that is not used will go back to the card pile.

Q: Can I use the manure to make up an entire Vegetable if I have two? Or can I use two to make a Carrot or Parsnip complete? Can it duplicate a Potato or Radish?

A: No. This doesn't work. A manure can only be used on two different Vegetables, not on the same. It also can't make up Vegetable that consists of only one part, like the radish or potato. It also can't duplicate them.

Q: Do the + and - on each card mean that each card will give that many + or - points?

A: No. The + and - Points will be counted for each whole vegetable, not for each card. A Carrot in Drought 🌻 won't give three + Points, only one.

Q: Do the Combo Points also count if the vegetables had - Points in an Event (Drought or Frost)?

A: Yes. The Combo Points will still be distributed.

Q: Do the vegetables that have - Points because of weather still go into the Basket?

A: Yes. Only the ones that have been eaten by the damn Mole Crickets don't.

Q: Can I give the damn Mole Cricket a vegetable from my Basket that has already been *harvested*?

A: No. You can only give him a fresh one from your *garden*.

Q: If my vegetable has been eaten by a damn Mole Cricket in this round, does it still go into my basket?

A: No. The eaten vegetable will go back into the card pile. The - Points from a damn Mole Cricket also won't be counted after a round of *harvest*.