**Might & Harvest: Council of Elders**

**Number of players:** 3-5   
**Game length:** 45-90 minutes   
**Recommended age:** 12+   
**Genre:** Strategic card game with trading and planning

**The story of the game:**

Players find themselves in the role of leaders of the ancient kingdom of Eldoria, where the goal is to strike a balance between acquiring resources (herbs and crystals) and consolidating power. Each player manages their kingdom and seeks to gain the favour of the Council of Elders by gathering resources and creating powerful combinations.

**Goal of the game:**

The object of the game is to be the player with the most points at the end of the game. Points are earned for harvesting herbs and crystals, completing secret quests and creating powerful artifacts.

**Game components:**

* **Herb cards**: 5 species (e.g. Mandrake, Chamomile, Marigold, Lavender, Sage).
* **Crystal cards**: 4 types (e.g. Ruby, Sapphire, Emerald, Diamond).
* **Quest Cards**: secret quests that players can perform to earn points.
* **Artifact Cards**: cards representing combinations of herbs and crystals that give extra points.
* **Points chips**: for counting player points.
* **Player Boards**: for recording progress and building artifacts.

**Game preparation:**

* **Card distribution**: Shuffle the decks of Herbs, Crystals, Artifacts and Quests separately.
* **Starting Hand**: Each player receives 5 cards from a deck of herbs and crystals.
* **Determining the order of the cards**: After the cards are dealt, players are not allowed to change the order of the cards in their hand, which is a key element of the game (as in Bohnanga).
* **Middle Deck**: The remaining herb and crystal cards form a recharge deck on the table.
* **Lay out the artifacts and quests**: place several artifact and quest cards face up on the table. These cards are available to all players.

**The course of the game:**

The game is played in rounds in which players take turns performing the following phases:

**1. Harvest phase**

* The player must **place the** first card from his hand on one of his squares (maximum 2 squares).
* If the same card is already on the field, it adds it to it. If it is a different type, he must plant the card on the new field, or harvest the current field to make room.
* After the first card is dealt, the player may deal a second card from his hand if he wishes and has room.

**2. Trading Phase (Might)**

* The player turns over two cards from the top of the deck onto the table.
* This is followed by **trading** with other players, where everyone can negotiate to exchange cards from their hand or cards on the table. Players can trade both hand cards and face-up cards, which must be dealt in after the trade.
* Players can also offer or ask for help to complete an artifact or quest in exchange for resources or points.

**3. The Card Catch-up Phase**

* After the trade is completed, the player takes 3 cards from the deck and adds them to his hand, keeping the order in which the cards arrived in his hand.
* Players can harvest cards at any time during the game, which means they take all the cards from one field, discard them, and score the corresponding points for the harvested cards according to the scoring scheme.

**Scoring:**

* **Harvest**: Each harvest brings points based on the number and type of cards harvested (e.g. 3 Moon cards can give 6 points).
* **Artifacts**: players can combine certain herbs and crystals to create artifacts that award bonus points.
* **Completing** secret **tasks** adds points based on the difficulty of the task.

**Game over:**

The game ends when the deck is exhausted and no more cards can be reloaded. Players then perform a final harvest and add up their points for harvested crops, artifacts and completed quests. The player with the most points is the winner and wins the favour of the Council of Elders.

**Strategic tips:**

* **Proper planning**: keep in mind the order of the cards in your hand and plan when to plant or trade which cards.
* **Negotiate smart**: Negotiating can make the difference in winning. Offer bargains to other players, but be prepared to betray them if it brings more points.
* **Create Artifacts**: combine the right cards to create powerful artifacts that give you extra points.