

VOLKSTUJNTJES

A cozy game of growing the best kitchen garden through all four seasons.

Rulebook v1.0 – Thomas Wissel

Gameplay

The game is played over four seasons. During each season, players take turns buying and playing cards until either their hand is empty or their kitchen garden is full.

Start of the Game

The player who last watered a plant becomes the first player and takes the starting player token. Place the winter deck on the empty space on the market board. Fill the market and deal 5 cards to each player.

Reveal two scoring cards and place them in their spots on the market board. Place each player's meeple on 0 on the score tracker. Play begins clockwise from the starting player.

Buying a Card

To buy a card, discard cards from your hand with a total coin value equal to the card you want. Don't forget to pay the extra cost shown under the market stand you buy from. After buying, shift all remaining cards one slot left and place a new one from the deck on the rightmost stand.

Playing a Card

To play a plant, place it from your hand onto an empty space in your garden. To play an action card, reveal it, resolve its effect, then discard it. If your hand is empty or your garden is full, you may pass your turn. Once passed, you cannot act again this season.

End of the Season

When all players have passed, the season ends. In turn order, players resolve any end-of-season effects, in any order they choose.

Harvesting

All crops showing the current season's symbol on the top right are harvested. You decide the order. Cards with multiple season symbols or an all-seasons icon are only harvested in their final possible season. When harvesting, resolve each plant's 'when harvested' effect and gain the points shown in the top right. All water droplets on a card are worth one point when harvesting, they are moved back to the central stock.

New Season

1. Discard all market cards.
2. All players discard their hand.
3. Move the starting player token clockwise.
4. Replace the old deck with the new season.
5. Fill the market with new cards.
6. Deal 5 cards to each player.
7. The new starting player begins.

End of the Game

After four seasons, the game ends. In the final season, all plants are harvested regardless of icons. Resolve all scoring cards. The player with

the most points wins! If tied, the player with the most vegetables wins. If still tied, the victory is shared.