Trey Chambers'

HARVEST

Ah, life on the farm! Sure it's a hard life, but the feeling of an honest day's work, the sight of the sun setting over the fields, and the *ahem* fragrant aroma of a freshly fertilized plot make it all worthwhile. Tend to your crops and erect useful structures in your quest to bring home the best harvest this season.

2-4 | 30-60′ | 14+

Components & Setup

Farmers (2 in each color) - Give each player 2 farmer pawns of their selected color.

Character boards (9) - Randomly deal each player **2** character boards to choose from. If this is your first game, we recommend using the standard farmer, Wil Plantsomdill *(Wil appears on the reverse side of each player board.)*.

Collect the resources, crops, and seeds shown at the bottom of your chosen player board. Return the other board to the box.

Town board - Place the town board in the center of the table within reach of all players.

Crop / Seed chits (152) - Separate the chits into piles by type and place them next to the town board.

Snap Peas

Scarrots

Phantom Peppers

Rockali

Plumpkins

Notice that seeds have silver stars (★) and crops have gold stars (★). Snap Pea stars (★) are 1/2 silver and 1/2 gold, indicating that they count as both seeds and crops.

Resource tokens (90) - Place the fertilizer, water and elixir tokens in piles next to the town board.

Fertilizer (30)

Water (40)

Elixir (20)

Farm boards (4) and Expansions (12) - Give each player 1 farm board and place the expansions near the town board.

Action cards (30) - Shuffle the cards and count out **5** per player. Put those cards into a stack; they will be the action cards for this game. Return the rest to the box.

Building/Field cards (30) - Shuffle the building/field cards and turn **6** of them building side up near the town board. These buildings will be available to be built during the course of the game. Place the rest in a stack nearby, field side up.

Initiative cards (15) - Shuffle then deal one starting initiative card to each player. This number is only used to draft initiative cards in the first round - ignore the bonus from these cards at this time. Turn order is always from lowest initiative to highest.

A Game Round

Each round in the game consists of 4 phases:

1. Action Cards - Reveal **1 action card per player** face up below the town board. These contain action spaces where players can send their farmers.

2. Initiative - Reveal **3** initiative cards. In current initiative order *(low to high)*, take turns choosing new initiative cards. Replace the card you chose with your old card so that there are 3 cards available for the next player.

Take the bonus from your new initiative card immediately, then tuck it under your player board leaving only the number visible. After everyone has a new initiative card, shuffle the 3 unchosen cards back into the deck.

Initiative cards come with a bonus, and establish turn order for the round. In general, earlier the turn order you get, the smaller the bonus you'll receive.

3. Farmer Placement - In initiative order, take turns placing one farmer at a time on a farmer slot on either the town board or on one of the available action cards.

You may not place a farmer in a slot that is occupied by another farmer unless that slot indicates that you can *(such as the town board spaces showing multiple farmers)*. After placing your farmer, immediately resolve the action slot, collecting the resources or taking the actions pictured. Some worker slots show a cost in stars, which must be paid before placing a farmer there. See **Paying Costs** on the next page for details.

4. Resolution - Reclaim your farmers, return all of the action cards from this round to the box, and refill the building supply to **6**. Also, untuck your initiative card from under your player board so you can tell which players have yet to choose a new initiative card, and so everyone can see what bonuses will become available after you choose your initiative card next round. You are now ready to start the next round.

After 5 rounds, the game is over.

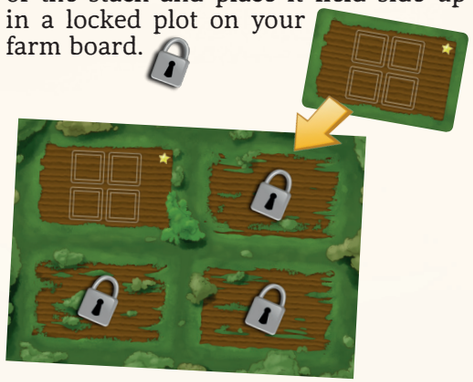
The various actions are described in detail below:

Expand Your Farm

Take a farm expansion and place it next to your farm board, giving you 2 additional plots for fields or buildings.

Plow a Field

Take a building/field card from the top of the stack and place it field side up in a locked plot on your farm board.



Build

BUILD

Choose one face-up building from the supply and place it in a locked plot on your farm board.

Plant

PLANT

Pay fertilizer equal to the star value of a seed or crop in your supply to plant that seed or crop. Take that chit and place it *(crop side up)* in one of your fields.

Each field has **4** spaces. Small crops *(snap peas, scarrots, and phantom peppers)* take up **1** space, while big crops *(plumpkins and rockali)* take up **2** spaces.

You may plant as many seeds or crops as you can afford and have space for in your fields.

NOTE: *Each field can only hold one type of crop at a time. You may plant multiple seeds or crops into a single field as long as they are all of the same type.*

Tend

TEND

Pay water equal to the star value of a crop to grow 1 new crop of that type in the same field. Take a crop chit from the supply and add it to that field. You may tend as many crops as you can afford and have space for in your fields. You may tend the same field multiple times in the same action, paying the required water each time. You may also tend multiple fields in one action.

1 elixir can replace all water needed to tend 1 crop.

NOTE: *Crops may never spill over into new fields when tending. The only way to get crops into new fields is with the plant action.*

Harvest

HARVEST

Choose any number of your fields and remove all crops from those fields. You may harvest as many fields as you want in one harvest action. Keep these crops in front of you *(they are yours)*.

NOTE: *Crops do NOT need to be harvested to count for points at the end of the game. The purpose of harvesting crops is to make space in your fields to plant more crops. You also need to harvest crops before using them to pay for costs within the game.*

Paying Costs

Some worker slots show a cost in gold stars (**PAY**). This cost must be paid with crops, which show gold stars on them.

Example: *The build action at the Land Office on the town board costs . This can be paid with 2 or any 1 other crop.*

If you pay with a you won't receive any change.

You cannot pay costs with seeds; their stars are silver, not gold.

Game End

After playing 5 rounds, the game is over. Count up all of the stars on your farm, and add any bonuses from your buildings and character board.

The player with the most stars is the winner. If there is a tie, the tied player with the most leftover resources *(water, fertilizer and elixir)* wins. If there is still a tie, the tied player with the lowest initiative number wins.

Credits

Game Design
Trey Chambers

Illustration & Graphic Design
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Game Development
Seth Jaffee

Playtesters
Thanks to everyone who playtested Harvest during the design process. Special thanks to Sarah Statham (Trey's daughter and favorite playtester), Dustin Young, Kevin Nunn, Kayla Lehman, Brad Talton, Luke Hendricks, Charles Washington, Abigail Drozek-Fitzwater, John Eyster, Russell Knox, John Heder, Jim Lewis, and Hilary MacFarlane.

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