

SPECIAL CARDS

STORM



(3 copies)

Announce a type of Veggie (tomato, corn, or broccoli). **The Storm becomes this type of card.** Play it to trigger a harvest (at least 3 lined-up Veggies of this type). **Discard the Storm and all the Veggies harvested this way. Do not take a token.** If the Storm does not trigger a harvest, you cannot play it.

BASKET



(3 copies)

Announce a type of Veggie (tomato, corn, or broccoli). **The Basket becomes this type of card.** Play it to trigger a harvest (at least 3 lined-up Veggies of this type). **Harvest the Veggies as normal and gain a matching Veggie token.** If the Basket does not trigger a harvest, you cannot play it.

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WHEELBARROW



(3 copies)

Play the Wheelbarrow on any empty space. **Then take any planted Veggie and move it onto the Wheelbarrow.** This may trigger a harvest (harvest the wheelbarrow as well).

END OF THE GAME

Calculate each player's score:



Add up the value of the harvested Veggies in your personal pile. You may have a negative total.



For each type of Veggie, the player with the most tokens gains 3 points. In case of a tie, no one gains these points.

Veggie cards in your hand or on your board are not worth any points.

The player with the highest score wins the game! In case of a tie, the tied players share the victory.

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SCORING EXAMPLE WITH 4 PLAYERS



With 2 copies of the game, you can play with up to **12 PLAYERS**. Find the setup diagrams at iellogames.com.

Originally, Veggie Match was a Japanese game titled Harvest, created in 1992 and recently republished by ForGames.

CREDITS

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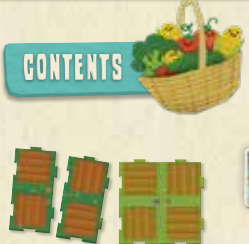
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CONTENTS



6 Field boards
(made up of
12 half-boards)



60 Plant cards
(valued -2 to +4)



15 Veggie tokens
(5 each of
the 3 types)

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SETUP

3 players



4 players



5 players

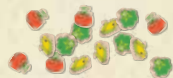


6 players



1 Choose a grass color, then take and assemble the 2 halves of the corresponding board. You now **own** this field. **Build the central play area depending on the number of players as shown to the left.** Return the other Field boards to the box. *The baskets and shovels shown on the boards are only used in games with 6 or more players (using 2 copies of the game—see p. 8).*

2 Shuffle the 60 Plant cards and **deal 4 to each player.** Make a face-down deck with the remaining cards. You can only look at your own cards.



3 Place the **15 Veggie tokens** aside to make the reserve.

4 The player who most recently ate broccoli will be the **first player**.

GAMEPLAY OVERVIEW

A game of *Veggie Match* lasts until all the Plant cards are played [or everyone has passed]. Feel free to discuss, promise things, and lie to gain the best cards, earn the most tokens, and, obviously, to win. Take turns going clockwise starting with the first player.

On your turn, follow these 3 steps:

1 PLANT

1 PLANT

Choose a card from your hand. **Place it on any empty space** (in your Field or an opponent's). If you can play a card, you must do so. If you cannot play a card, you must pass.

You are forced to pass if all spaces are full, or if you only have special cards in your hand that you cannot play (see p. 6). You may be able to Plant on your next turn.

2 HARVEST

3 DRAW

2 HARVEST

Check if there are **at least 3 cards with the same type of Veggie lined up** (in a row, column, or diagonal). If there are, this immediately triggers a **harvest** of these Veggies. **The affected owners harvest these Veggies from their own Fields.** Keep all Veggies you harvest in front of you, face down, in your personal pile.

You may trigger a harvest in multiple directions at the same time, or a harvest with more than 3 cards.

 If you trigger a harvest on your turn, **take a matching Veggie token from the reserve** and place it in front of you. Even if the harvest wasn't from your Field or was in multiple directions, only take 1 token. If there are no more tokens of the matching Veggie, you don't get one.

Example 1: You plant this broccoli, which triggers a harvest.  harvests the -1 broccoli,  harvests the +2 broccoli, and  harvests the +1 broccoli. You gain a Broccoli token , since you triggered the harvest.

Example 2: You plant this broccoli, which triggers a harvest in two directions, including one with 4 broccoli. After the 3 affected players harvest their broccoli, you gain 1 single Broccoli token 


3 DRAW

Draw 1 card from the deck. You must now have 4 cards in your hand. If the deck is empty, skip this phase.

Now the player to your left takes their turn.
Continue to play even if the deck is empty. Play until no players have cards in their hand or everyone is forced to pass during their last turn. Continue to the

END OF THE GAME

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