



2-5 players
Ages 10+

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- 150 mini tomatoes
- 60 cards
- 5 baskets
- 2 dice

RULES OF PLAY

OBJECT

Harvest tomatoes while defending both your patch and stockpile from a variety of intruders. Whoever has the most stockpiled tomatoes when the "Market Time" card is drawn wins.

SET UP

1. Sort through the deck of cards and give each player one Turn Summary card. (Place any extras out of play.)
2. Remove the "Market Time" card from the deck. Shuffle the deck thoroughly and then randomly insert the Market Time card into the bottom 10 cards of the deck.
 
3. Deal each player five face down cards. (Look at them but keep them secret from opponents.)
4. Stack the deck face down in the center of the playing area. Note that there will be a discard pile next to the deck, which will better be known as the "Compost" pile.
5. Give each player one basket. Place it face up in front of you to form your patch. Also note that you have an invisible "stockpile" area next to it where you will keep harvested tomatoes.
6. Pile the mini tomatoes along with the two dice in the middle of the playing area.

TYPES OF CARDS

There are five main types of cards in the deck, as indicated by the icon in the top left corner. See "Card Guide" on the back for details about each card's actions, but here is an overview of the basic types:



Green Thumb cards help defend your tomato patch from a variety of attacks. You may play one per turn. Discard to the Compost pile immediately upon playing.



Fence cards help protect your stockpile from varmint attacks. Instead of a Green Thumb card, you may play one Fence card per turn, which stays in play near your stockpile.



Thumbs Down cards are used to attack your opponents' patches. Play one per turn on any opponent, as long as they don't already have three in play in front of them. Discard to the Compost pile upon playing, unless otherwise indicated on the card.





Star cards have the special ability to be played instantly, usually during another player's turn. Red stars are played as attacks. Green stars are played in defense. Discard to the Compost pile upon playing.




Blue Ribbon cards are special bonuses that give you extra help during your turn. You may play one per turn. Discard to the Compost pile upon playing.

HOW TO PLAY

Whoever can best make their face look like a tomato starts the game, and play continues clockwise. On your turn, proceed through the following steps in order:

1. Draw back up to 5 cards from the draw pile.
2. Play either 1  card to rid your patch of Dang Varmints, Hungry Hornworms, or Pesky Weeds OR play 1  card to protect your stockpile.
3. Deal with any undefended varmints, hornworms, or weeds that may still be on your patch. (In other words, roll dice to determine their damage.)
4. Harvest tomatoes. Roll dice (or in some cases 1 die). Then take the total number of tomatoes from the middle and add them to your basket.

HOW TO PLAY, CONT.

5. Play 1  card on any opponent's patch. (Limit: 3 per player at a time. Also, you may not play a duplicate card already in front of someone.)


6. Discard any unwanted cards in your hand to the Compost pile.

Note: If you can't (or don't want to) perform one of the above steps, just skip to the next one.



Optional Actions

You may do one or both of these actions any time during your turn:

1. Play 1  card.
2. Stockpile - Bank the contents of your basket if you think there are at least 20 tomatoes inside. However, you lose them all if you have fewer than 20! Spill out the tomatoes and count them up. If there are at least 20, place them in your "stockpile". (These are the tomatoes that will count at the end of the game.) If there are fewer than 20, put them all back in the middle pile.



Middle Pile of Tomatoes



Draw Pile



Compost Pile
(Discard pile)



Dice

Your Patch



Basket



Stockpile

TURN EXAMPLE

At the beginning of your turn, you have Pesky Weeds and Hungry Hornworms face up in front of you.



After drawing back up to five cards you have the following cards in hand:



You first play a **1** Hoe card to the Compost pile to rid your patch of weeds. (Place the Pesky Weeds card there as well.) However, you still have Hungry Hornworms, which you can not defend. You roll one die to determine how many tomatoes they eat from your harvest and get a 5.



It's now time to harvest, so you roll both dice and get an 8. You decide to play your **2** Bumper Crop card, which doubles your harvest to 16. You subtract 5 for the Hungry Hornworms damage and then collect 11 tomatoes from the middle.



With this latest harvest, you now think you have more than 20 tomatoes in your basket, so you spill it out and count them up. It turns out that you have exactly 20. (Lucky!) You add them to your stockpile.

You end your turn by playing a **3** Dang Varmints card on an opponent's stockpile.

HOW TO WIN

The game ends immediately when the Market Time card is drawn. All players count the tomatoes in their stockpiles (tomatoes in baskets do not count) and whoever has the most wins.



A WORD FROM GAMEWRIGHT

We knew this game was ripe for the picking from the moment we opened the prototype and saw the little fuzzy "tomatoes" that came inside. Between the whimsical array of tomato-themed cards and the hilarious artwork, you'll never think of tomato farming the same way again! Hopefully this will become a new kind of family heirloom. By the way, it shouldn't surprise you that the game's creator, Casey Grove, is actually a farmer!





CARD GUIDE

(Frequency of card in parentheses)



GREEN THUMB CARDS



Chemical Spray (2)
Play this card to rid your patch of varmits, hornworms and weeds. Works on multiple attacks at once. Side Effect: You may not harvest during the turn you played the card.



Hoe (4)
Play this card to remove any weeds from your tomato patch.



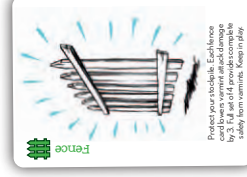
Hot Pepper Spray (1)
Play this card to rid your patch of varmits and hornworms. Works on multiple attacks at once.



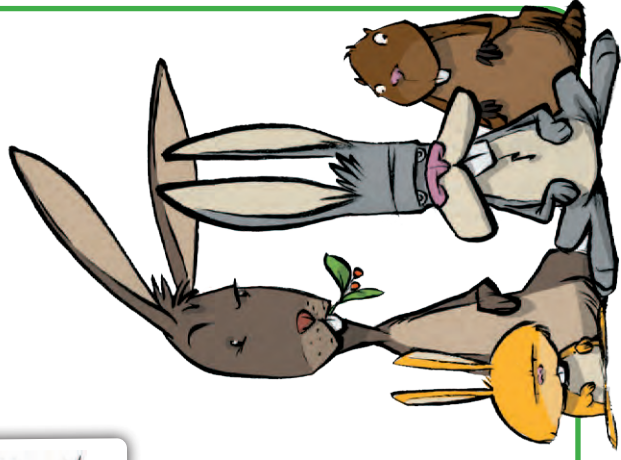
Soapy Water (1)
Play this card to rid your patch of Hungry Hornworms.



FENCE CARDS (6)



These cards protect your stockpile from Dang Varmints. Place them near your stockpile, where they stay until the end of the game. Each Fence card reduces varmit attack damage by 3 points. Full set of 4 cards provides complete safety from Varmint Attacks.



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THUMBS DOWN CARDS



Hungry Hornworms (6)
 Play this card face up in front of an opponent. As long as the card is in front of you, you must roll 1 die every turn and subtract that number from your harvest. Stays in play until defended with Chemical Spray, Hot Pepper Spray, Soapy Water, or instantly with the Farmer and You Say Tomato, I Say Tomahito.



Remote Control Mole (2)
 Play this card to look at an opponent's hand and steal one card.



Troublesome Weeds (6)
 Play this card face up in front of an opponent. As long as the card is in front of you, you may only roll 1 die for the harvest part of your turn. Stays in play until defended with Chemical Spray or Hoe, or instantly with the Farmer and You Say Tomato, I Say Tomahito.



Dang Varmints (6)
 Play this card face up in front of an opponent's stockpile. As long as the card is in front of you, you must roll 2 dice every turn and lose that number from your stockpile. (No effect if your stockpile is empty.) Stays in play until defended with Chemical Spray or Hot Pepper Spray, as well as instantly with the Farmer and You Say Tomato, I Say Tomahito. Each Fence card reduces varmint attack damage by 3 points.



Attack of the Zombie Tomato! (1)
 Play this card to force an opponent to discard all tomatoes currently in their basket, as well as all cards in their hand.



Kick the Basket (1)
 Play this card to make an opponent lose all the tomatoes currently in their basket.



Catchup (1)
 Play this card on the player who has the most stockpiled tomatoes. (Everyone should count if it looks close.) Roll 2 dice and steal that many tomatoes from their winnings to yours.



Hey, Look! It's a Flying Hippo! (2)
 Play this card to swap an opponent's basket for yours.



Splat! (1)
 Play this card to skip an opponent's next turn.





STAR CARDS

The Farmer (1)

Play this card at any time to defend your tomato patch from all current attacks, except the Tomato Zombie.



You Say Tomato, I Say Tomahito (2)

Play this card instantly (out of turn) to reverse a single attack back on the opponent who played it.



Hot Tomatoes! (2)

Play this card instantly during an opponent's turn to steal their harvest.



BLUE RIBBON CARDS

Bumper Crop (2)

Play this card during your turn to double your current harvest.



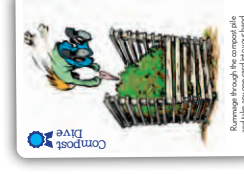
Pronto Pick Up (2)

Play this card to stockpile the tomatoes in your basket - no minimum needed.



Compost Dive (2)

Play this card at any time during your turn to rummage through the Compost Pile and take any one card into your hand.



Magical Watering Can (3)

Play this card during your turn to roll an extra 1 die for your current harvest.

