

たねまき (TANEMAKI)



Starting hands	Cards drawn in each turn
None	Number of players + 1

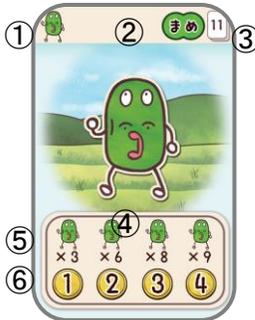
Overview

You are a farmer, who's trying to grow vegetables.
Collect the seeds, plant as many as possible and then harvest them for coins.
The player with the most coins wins the game.

Components

- Printed Manual
- 45 Seed Cards
- 15 Manure (こやし) Cards

Seed Card

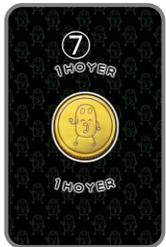


● Face Side

- ① Seed Symbol
Up to 3 symbols are written.
- ② Seed Name
Name of the seed.
- ③ Total Number
The total number of seed cards in this variety.
Described in detail later.

④ Exchange Rate

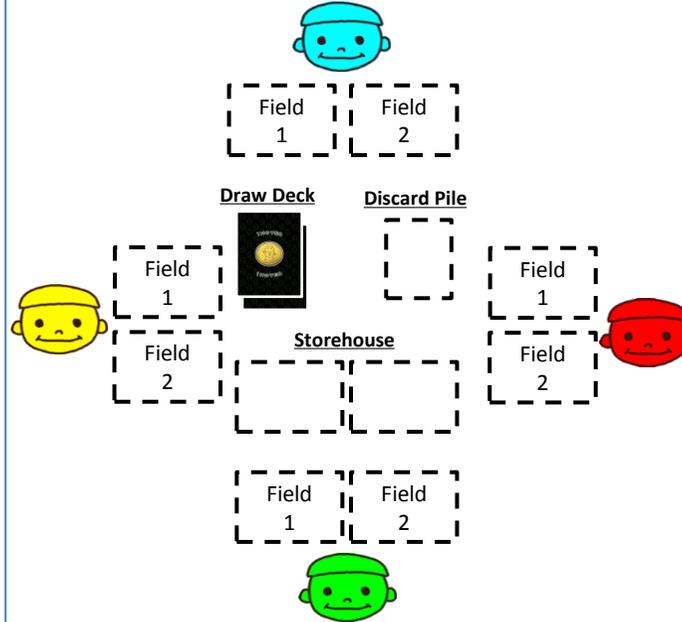
- ⑤ indicates how many seed cards of this variety a player needs to plant.
- ⑥ indicates how many coins the player earns when harvesting the seeds.



● Flip Side

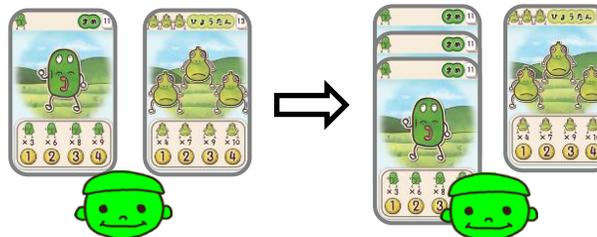
- ⑦ Hoyer
Symbol of money.
It indicates 1 Hoyer coin.

Layout



Field

Each player has two "fields" in front of them.
They can plant seed cards on the fields.
In each field, **they may only plant seed cards of one variety.**
They put the cards overlapping each other.



Setup

1. Shuffle the seed cards and make a draw deck.
Place the draw deck within reach of all the players.
2. Determine who will be the start player in some way like rock-paper-scissors.

Playing the Game

During a turn, the active player does the following.
※ "Active player" means the player of the current turn.

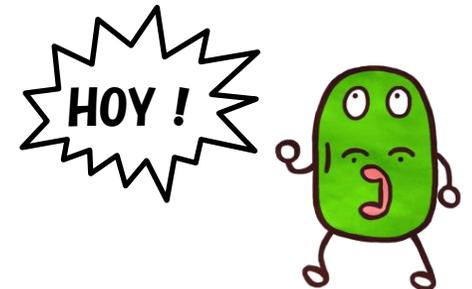
① Draw seed cards

The active player draws seed cards.
The number of cards the player draws is "the number of players + 1".
(e.g. 3 cards in 2-player game, 4 cards in 3-player game)

② Distribution of a card

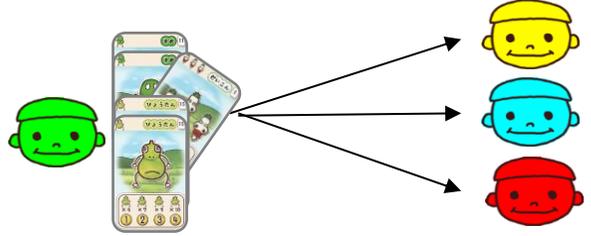
The active player hands one of the cards to any opponent he likes, not allowing other players to see the card.
The opponent decides whether to plant the seed on his field.
The details of this process is described in the next page.

This is the end of a turn.
The player to his left now takes his turn.



■ Distribution of a card

The active player hands one of the cards face down to any opponent.

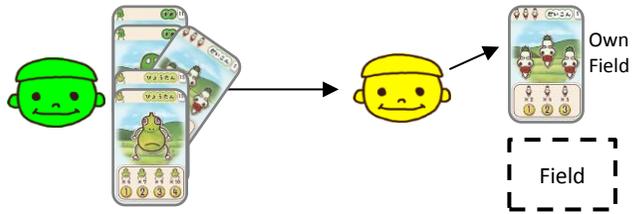


The opponent player looks at the face of the card and decides whether to plant the seed on his field.

The opponent player has the following 3 options:

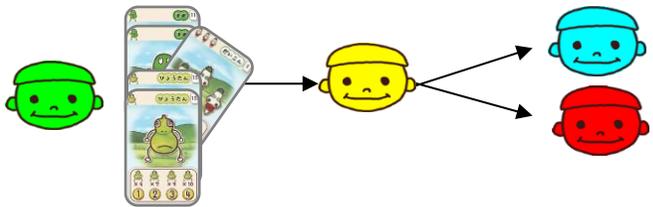
- Plant the seed card on his own field
- Hand the card to a different opponent
- Put the card in the storehouse

If the player chooses to "plant the seed on his own field", the player plants it face up on his own field. In this case, the player's round is over and he cannot plant any more seed card in this turn.



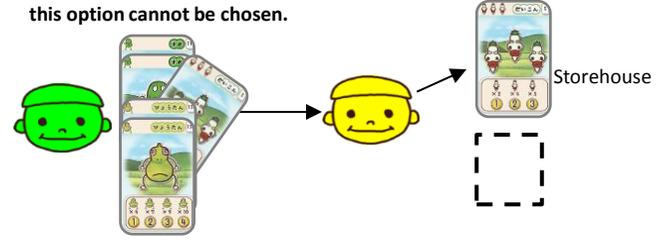
If the player chooses to "hand the card to a different opponent", the player hands the card to an opponent **other than the active player and those who have already planted a seed or received the card in this turn.**

The opponent who receives the card also chooses one **from the above options.**



If the opponent chooses to "put the card in the storehouse", the player puts it face up in the storehouse.

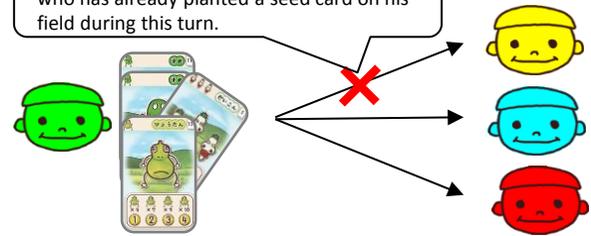
However, if the storehouse already has 2 seed cards, this option cannot be chosen.



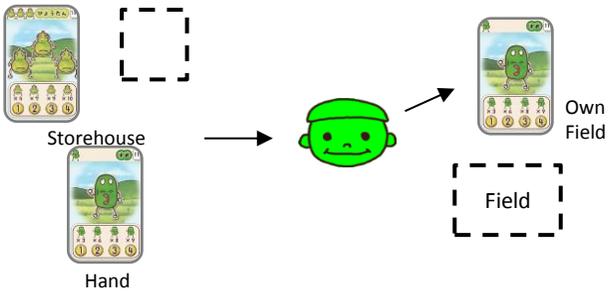
Once the seed card is planted on any player's field or put in the storehouse, the active player chooses another card from his hand and hands it to an opponent **who has not planted any seed on his field in this turn.**

The opponent also chooses one option from the above three.

The card cannot be handed to an opponent who has already planted a seed card on his field during this turn.



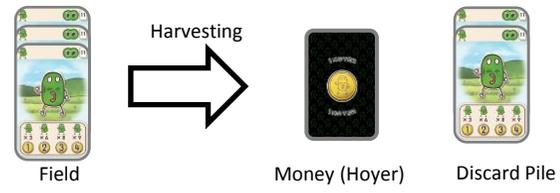
Once all the opponent players plant a card on their field, **the active player must choose one card from the storehouse or his hand and plant it on his field. The remaining card in his hand or storehouse goes to the discard pile.**



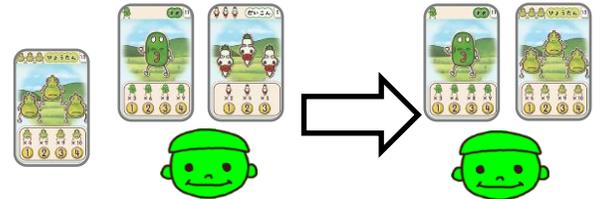
Then, the player to the left of the active player now takes his turn and draws seed cards.

■ Harvesting

Players can earn money by harvesting seed cards on their field as vegetables. When a player harvests seeds from one of his fields, he must discard all the cards in the field. He looks at the exchange rate of the vegetable to see how many Hoyer coins he earns.



example: When harvesting 3 "まめ (Bean)" seeds, the player earns 1 Hoyer coin. **The player flips one of the cards and places it on his earnings stack. Any flipped card indicates 1 Hoyer coin. The remaining seed cards are put on the discard pile. Players may harvest at any time, even when they are not the active player.**



If a player must plant a seed card but the card does not match the cards in the field and the 2 fields are already filled, he must harvest the seeds in one of his fields.

If the harvested seeds do not reach 1 Hoyer coin, the player does not earn any coin and puts the cards on the discard pile.

※ **Only occasionally, the number of Hoyer coins a player can earn exceeds the number of harvested cards. In that case, the player only earns Hoyer coins equivalent to the number of the harvested cards. For example, when a field has only 1 card, the player cannot earn more than 1 coin from the field.**

■ Ending and scoring

The game immediately ends if the draw deck is exhausted and the active player cannot draw the necessary number of cards at the beginning of his turn.

At the end of the game, the players harvest the seed cards in their field and earn coins.

Each player counts how many Hoyer coins they have.

The player with the most Hoyer coins wins the game.

In the event of a tie, the player with the most rare vegetables among their Hoyer coins wins the game.

Firstly, the tied players flip their Hoyer coins and **count the number of "だいこん (Radish)" cards,** since the vegetable is the most rare of all.

The player with the most "だいこん (Radish)" cards wins the game.

If still tied, they compare the number of "いも (Potato)", then "きゅうり (Cucumber)", then "まめ (Bean)"...

If there is still a tie even after following the above process, the tied players share the victory.

■ Rule for 2-player game

When the active player hands a card to his opponent, the opponent has just 2 options instead of 3.

- **Plant the card on his own field**
- **Put the card in the storehouse**

There is no other differences from the basic rule.

■ List of seed cards

Name	Total Number	× 1	× 2	× 3
だいこん (Radish)	5	2	2	1
いも (Potato)	7	3	3	1
きゅうり (Cucumber)	9	4	3	2
まめ (Bean)	11	5	4	2
ひょうたん (Calabash)	13	5	5	3

※There are 15 "こやし (Manure)" cards, all of which are identical.

■ Manure Card



Manure card is a wild card.

Players may use a Manure card as any vegetable he likes.

Manure card can be used as "1" vegetable.

Example:

If a player puts a Manure card on a field with some Bean cards, the Manure card is considered as 1 Bean card.

Players may put a Manure card on any of their field, even if the field already has some seed or Manure cards.

They can also put the card on an empty field.

Even when one field has only a Manure card and the other is empty, the player may put a Manure card on the empty field.

However, a field with only Manure card(s) will NOT produce any Hoyer coin when harvested.

※ As described earlier, in the event of a tie, the tied players compare the number of rare cards. Therefore, when harvesting a field, it is better not to change a Manure card into Hoyer coin.

■ Variation

The game would be more severe if you decrease the number of Manure cards. Adjust the number of Manure cards according to your preference.

If you prefer a longer gameplay, after the draw deck runs out, it may be a good idea to reshuffle the discard pile into a draw deck and continue the game until the draw deck is exhausted again.

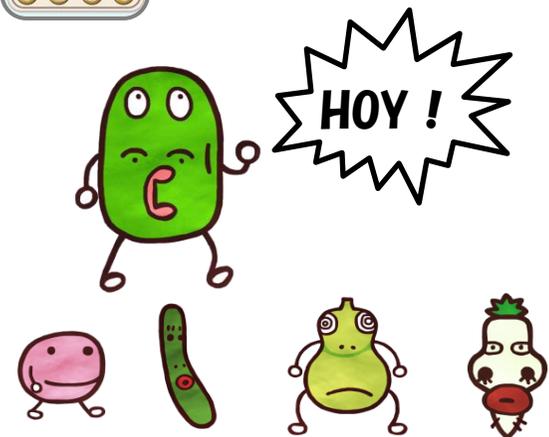
■ How to put cards on a field



If seed cards are overlapped like this, the number of symbols on the upper left can clearly be seen, so it is easy to check the current number of the seeds.



You should NOT put a Manure card on the front of a stack, since the card would hide the exchange rate of the seed.



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