



Veggies



 Jog Kung

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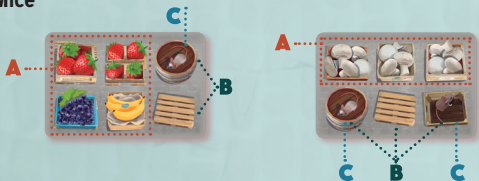


COMPONENTS

- 40 Cards

Each card shows 6 spaces with items, which can be:

- A. Goods** (strawberries, bananas, grapes, carrots, or mushrooms)
- B. Empties** (crates, pallets, or barrels—even if these are closed, we assume they are empty)
- C. Mice**



GOAL OF THE GAME

Players place goods in their market stands, mostly crates containing vegetables and fruit, however, some crates are empty or even contain mice! Players try to place their goods in their stands in the way that will award them the most points. Nobody wants to have mice in their store, so each mouse yields negative points!

GAME SETUP

- Shuffle **all the cards** and place them in a face-down stack. **(A)**
- Reveal the top **3 cards** from the stack and place them in the middle of the table for all players to see. These create the "central market." **(B)**
- Then, deal **2 cards** to each player from the top of the stack. Players should not let their opponents see their cards. Each player **chooses one card from their hand** and places it face up in front of themselves. Cards laid out in front of a player are called their "market stand." **(C)**
- Each player keeps **their other card** in their hand. **(D)**

3-player game setup:



GAMEPLAY

The player who most recently worked at a market (or anyone chosen randomly) starts the game. Gameplay then continues clockwise around the table.

On their turn, **each player has to add a single card to their market stand.**

This can be either:

A) 1 card from the player's hand,

OR

B) 1 card from the central market.

A) If a player decides to add a card from their hand to their market stand:

- After placing the card, the player draws a new card from the top of the stack and adds it to their hand (they do not show this card to their opponents); *then*
- The player's turn is over and the next player begins their turn.

B) If a player decides to add a card from the central market to their market stand:

- They choose any 1 of the 3 visible cards in the central market and add it to their market stand; *then*
- They draw 1 new card from the top of the stack and place it face up in the central market (so there are 3 visible cards again); *then*
- The player's turn is over and the next player begins their turn.

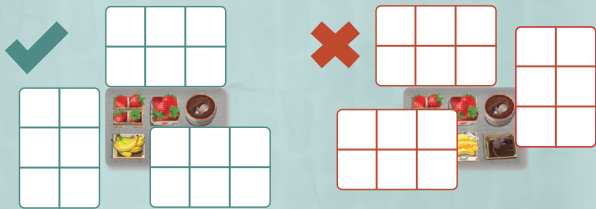
Either way, the player must obey the restrictions below.

Rules for Adding Cards to a Market Stand

- The **new** card **can be rotated** in any vertical or horizontal direction.
- The **new** card has to fulfill **one** of the following conditions:
 - It can be orthogonally adjacent (either completely or partially) to at least 1 of the cards already placed in their market stand, or
 - It can cover (either completely or partially) at least 1 of the cards already placed in their market stand.

Note: Cards being added to the market stand cannot be tucked under cards already placed there. New cards have to be placed either adjacently (orthogonally) or on top of cards already in the market stand.

Below you can see some examples of **correct** and **incorrect** placements of new cards:



END OF THE GAME

The game is over as soon as every player has placed **8 cards** in their market stands. Once the game is over, all players score points for their market stand. Keep track of the scores on a piece of paper.

SCORING

- Each player determines which kind of goods in their market stand makes **the biggest group**. A **group** is a cluster of spaces with the same kind of goods that are **orthogonally** adjacent to one another. If a player has several kinds of goods that form their biggest group, the player has to choose **1** of them. Then they tell their opponents. **All** players then earn points for each kind of good they have that matches the biggest group of **any** player. For example, if one player's biggest group is grapes, all players will score points for their grapes.

***Note:** It may happen that the same kind of good will be the biggest group for 2 or 3 players. In that case, this good is still scored only once.*

Points for goods are scored in the following way:

- Each player counts the number of spaces for the **biggest** group of that kind in their market stand (i.e., 7 spaces).
- Each player then counts the number of **separate** groups of that kind in their market stand, including their biggest one (i.e., 5 groups).
- Both values are then multiplied together: The final value is the player's score for that type of goods (i.e., $7 \times 5 = 35$ points).
- Then, the player adds the scores for all of their scoring goods together.
- In the end, each player must **subtract negative points** for every mouse they have in their market stand: **each mouse is -2 points**.

Example: Ola checks to see which goods make up the biggest group in her market stand. Strawberries and grapes each make groups of 5 spaces, so she has to choose one of these goods. Ola chooses strawberries and informs the other players of her choice. The other players do the same, and announce the biggest groups of goods in their market stands: Christina - bananas, Michael - grapes, Patricia - strawberries.

As a result, every player will score points for 3 kinds of goods in their market stand: strawberries, bananas, and grapes. Strawberries make up the biggest group in the market stands of 2 players, but it will be scored only once.

Ola scores points for her market stand:

- The biggest group of strawberries (5 spaces) \times number of strawberry groups (4 groups) = 20 points;
- The biggest group of bananas (3 spaces) \times number of banana groups (2 groups) = 6 points;
- The biggest group of grapes (5 spaces) \times number of grape groups (1 group) = 5 points.

So far, Ola has gathered 31 points (20 + 6 + 5). From this total she has to subtract negative points for her mice:

- There are 3 mice in her market stand, which is -6 points (-2 points each).

Ola gets 25 points for her market stand. This result is noted down on a paper. The other players score their points in the same way.

Ola's market stand:



- The player who got the most points is the winner! In case of a tie, the winner is the player who has the fewest mice in their market stand. If there is still a tie, the players rejoice in their shared victory.

2-PLAYER VARIANT

The gameplay is the same as described above, the only difference is scoring: When the game is over, each player determines which kinds of goods make the **2 biggest groups** in their market stand. The other rules for scoring remain the same.

4-PLAYER VARIANT

At the beginning of the game, the players are divided into 2 two-player teams. Gameplay and scoring are the same. However, at the end of the game, both members of each team add their scores together. The team that has more points in total wins the game. In case of a tie, the team with fewer mice in their market stands wins.

CREDITS

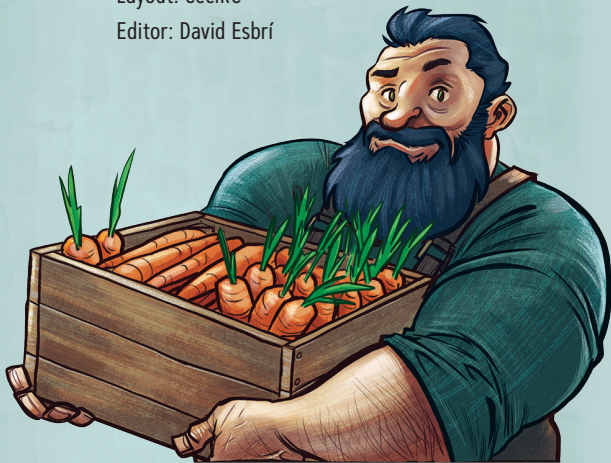
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