

Pom Pom

The contents of the box

The game consists of 55 cards:

48 cards Fruits and Vegetables:

- .12 cards Spring (green)
- .12 cards Summer (yellow)
- .12 cards Autumn (brown)
- .12 Winter cards (gray)

For each season, there are 6 Fruit cards and 6 Vegetables cards of values 1 to 6.

To easily differentiate fruits from vegetables, the value of a Fruit card is written in black on a white background and the value of a Vegetable card in white on a black background.

4 cards Calamity:

- . Spring frost: green
- . Drought in summer: yellow
- . Hail in autumn: brown
- . The vole in winter: gray

3 cards Market:

on the back of these cards is insurance.

Goal of the game

Each player must produce fruits and vegetables and sell them to the market. To do this, it must constitute baskets of Fruit and Vegetable cards of the highest possible values for each of the seasons.

Set up

Put the three cards Market side by side. Mix the rest of the cards and make three decks of roughly equal sizes. Arrange them face down on each of the three Market cards. Stack these three piles to make one: this will be the pick, in which the three Market cards are located, the third being the last card of this pick.

Take the first 4 cards of this deck and arrange the faces, side by side, in the center of the table, next to the pick. The game begins!

example of setting up

discarded (compost)

pick

How to play?

The last one to have eaten an apple begins. In his turn of play, the player has the choice between the following 3 actions:

- take in his hand the first card of the pick;

or

- take one of the 4 face-up cards in his hand and replace it with the first card of the pick, so that there are always 4 cards face up on the table;

or

- discard one of the cards from his / her hands (Fruit, Vegetable, Calamity or Insurance), face visible next to the pick: this will be the compost pile.

Players play in a clockwise direction until the first Market card, which announces the market phase, appears in the draw. Each player can have as many cards as he wishes, but stays in the final counting of the points (see paragraph "Counting points")!

The market

At the market, each player can sell his fruit and vegetables. The baskets of cards sold are placed in front of themselves visible faces, and will remain thus until the end of the part. But beware, you can only sell one season's production if you have a couple made up of a Fruit card and a Vegetable card for this season. You can not sell a single card, nor 2 Fruit cards or 2 Vegetable cards of the same season, nor a Fruit card and a Vegetable card of 2 different seasons.

1 Fruit & 1 Vegetable one season: can be sold.

2 Fruits of the same season: can not be sold.

1 Fruit & 1 Vegetable 2 seasons: can not be sold.

Moreover, once the production of a season is sold, we can not sell anything for this season of the whole game. On the other hand, during a market phase, it is possible to sell the productions of several seasons, that is to say putting in front of you baskets of Fruit and Vegetable cards of several seasons.

At the end of the market, an insurance broker (the insurance is represented on the back of the Market card) walks around and proposes to the producers to subscribe. The player who played the last and revealed the Market card can, if he wishes, take this card, and put it in his hand. He will then be insured in case of calamity (see paragraph "Calamities"). If he does not want it, the player on his left may want to insure himself, and take this card, and so on until a player takes this card Market to make sure. If no one wants insurance, the Market Card is discarded.

The game then resumes as before. The one on the left of the player who revealed the Market card plays, and so on, until the second Market Card is revealed, then the third, which marks the end of the game.

When all players agree, discard the 4 face-up cards and replace them with the next 4 cards of the pick.

It may happen that the game ends at the end of the first or second market, provided that one of the players has already sold all of its production, ie a couple of Fruit and Vegetable cards for each of the 4 seasons, 8 cards. Points are then counted (see paragraph "Counting points").

The calamities

In his turn, a player may discard a Calamity card that he has in his hands. All players, including him, must then discard one of the cards they have in their hands, but only the season to which this calamity corresponds. No fear for the cards laid in front of you during a market, they are fruits and vegetables already sold, so you can not touch it!

For example, if a player places a Drought card (the summer calamity), all players discard a Fruit or Vegetable Summer card from their hand. The only way to not lose a card in case of calamity is to discard its insurance card, or to have in hand any card of the season concerned!

Counting points

Each player summons the values of the fruits and vegetables he has sold (the cards placed in

front of him) and subtracts the values of the cards that remain in his hands. In addition, the Unused Insurance cards and Calamities and therefore kept in hand remove 3 points each.

Example of final settlement:

$$4 + 3 = 7$$

$$5 + 6 = 11$$

$$4 + 1 = 5$$

$$-1-3 = -4$$

total at the end of the game: $7 + 11 + 5 - 4 = 19$ points

Good production...