



HECTIC HARVEST

2-4 GARDENERS | 20-40 MINUTES | AGES 8+

In Hectic Harvest, players are trying to collect seeds to grow groups of vegetables in their respective gardens. Choose seeds carefully each turn and watch out for the rabbits that your fellow gardeners can send to eat your vegetables!



WHAT'S IN THE GAME



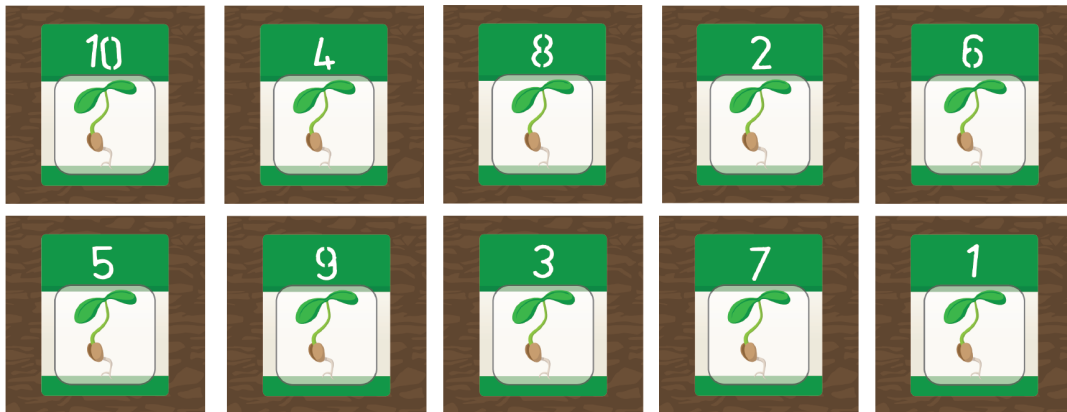
- 4 8"x8" Gardens
- 84 Seed Tokens
- 10 Seed Packets
- 4 Super Seeds
- 1 Game Timer Card
- 1 Star-Shaped Token
- 1 Corn-Shaped 1st Player Token



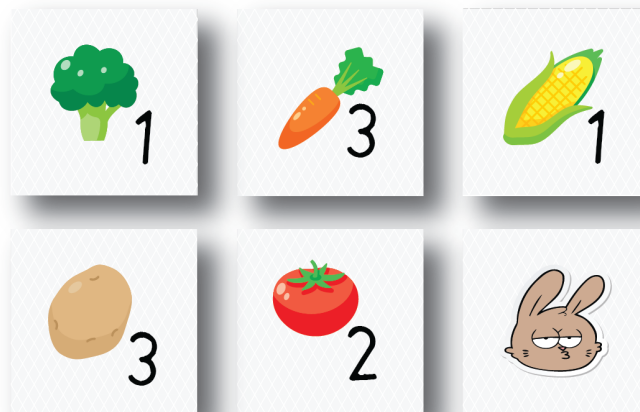
GAME SETUP



Shuffle the 10 Seed Packet cards and then place them out in two rows of 5 Seed Packets each.

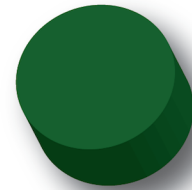


Put the 84 seed tokens (with the nine rabbits included) into the token bag and shuffle them.



Then, take seed tokens and place them on each Seed Packet card on the  space.

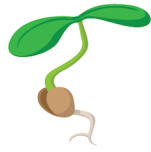
Give each player their own garden and a Super Seed.



Put the star shaped token next to the Game Timer card.



Pick a starting player and give them the first player token (shaped like an ear of corn) and begin play!



HOW TO PLAY

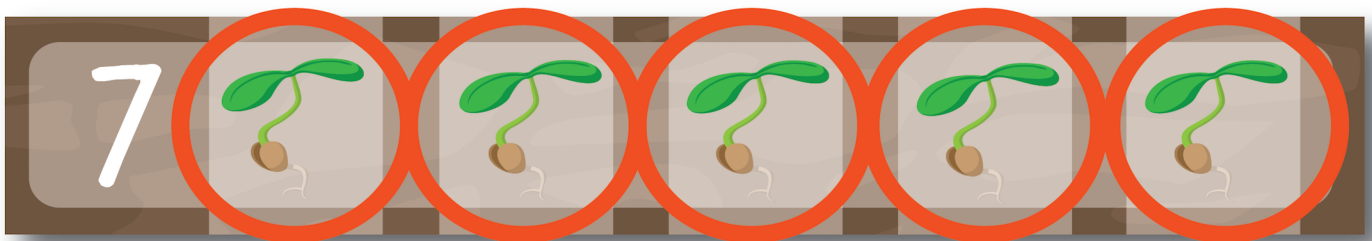


On your turn you will always do the following:

1) Pick 2 vegetable tokens from the available Seed Packets. When doing so, you must choose an odd and an even number. You cannot choose two odd numbers or two even numbers.

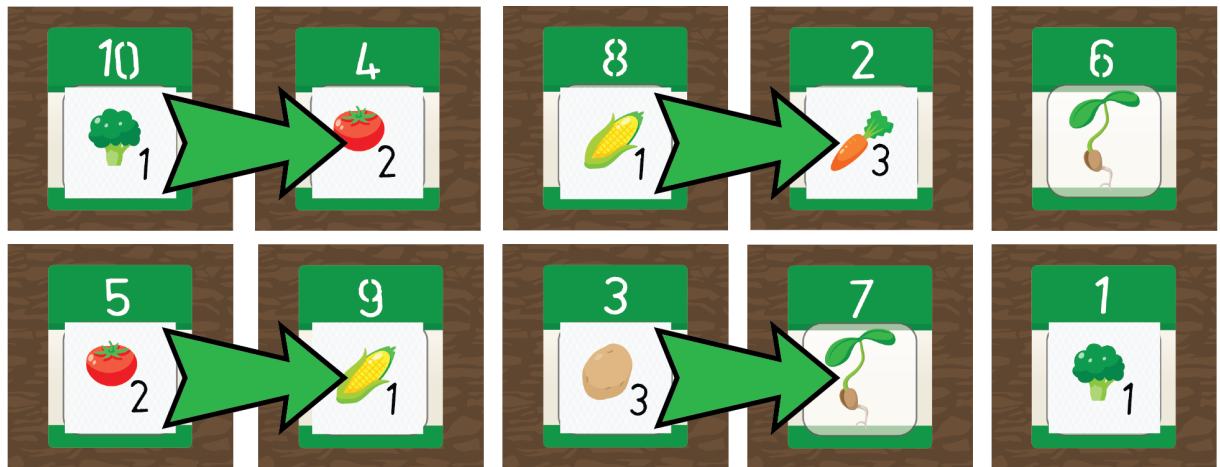
Ex: You pick from Seed Packet 2 and 7.

2) Place each token on the row or column that corresponds to the Seed Packet it came from.



You may place on any available space within that row or column as the above example shows. Note: Row 7 also intersects with Column 1-5. Keep this in mind when you select vegetables for your garden.

3) Slide all unchosen tokens to the right until only empty spaces remain on the left side. Then, select two new tokens to fill the empty two spots. Now, it is the next gardeners' turn.



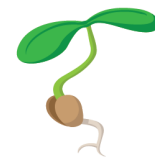
Note: You cannot choose a Seed Packet if there are no available spaces left in that row or column in your garden.

For detailed rules on how rabbits and Super Seeds work, go to page 6.

4) Once all players have placed 2 vegetable tokens in turn order, move the star shaped token on the Game Timer up one space. After 9 turns (18 tokens selected per player) the game is over. See Scoring (page 7).



RABBITS & SUPER SEEDS



When a rabbit is revealed, all players will choose one vegetable token in any row or column matching one of the five seed packet numbers in the row the rabbit appears. That vegetable is considered eaten and is returned to the bag.

In the below example, the rabbit appears in the top row of seed packets and all players must choose a vegetable in their 2, 4, 6, 8 or 10 rows/columns to remove.



Then, remove that rabbit from the game and put a new token in its place. It is possible to have multiple rabbits in one turn.


























Super Seed:

Each player gets a Super Seed to use once during the game in order to ignore the planting rules on one turn. This means that for one turn only, they may place both seed tokens in any column or row that they choose. If unused, the Super Seed is worth 2 points at the end of the game. The super seed can also be used to avoid a rabbit for one turn.



SCORING THE GAME



	1	2	3	4	5
6	 1	 1			
7			 1		
8	 2	 1	 2		
9		 2	 1	 2	 1
10	 1	 3	 1	 1	 1

Count how many veggies you have in your largest section of each of the 5 veggie types in your garden. The player with the most gains points equal to the value of that section.

Score all 5 vegetables this way. If 2 or more players tie, none of them score.

Example: If Player 1 has 6 carrots in their garden's largest section of carrots and the second most is Player 2 with 3, Player 1 would score 6 points.

2 Players Only: The player with the **second most of each vegetable type** scores **1 point for each vegetable token in their largest section of that type.**

3-4 Players Only: Each player scores if they have **the 2nd most of each vegetable in addition to the most.**

Note: A section must be connected **adjacently**, not diagonally to count.

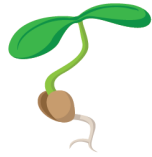
Also, each player receives **2 points for every row or column** where they have **4 or more different** vegetables and **1 point for every row or column** where only **1 vegetable type** is present.

Finally, give each player who has an **unused Super Seed 2 points.**

The highest score wins!

Tiebreaker:

If there is a tie for first, the player with the largest area of one vegetable type wins the game. If still a tie, play again.



SOLO MODE



In Solo Mode, you are playing as you would in a normal 2 player game. However, you must do a couple extra things on your turn:

- 1) After you select your two tokens (following normal game rules) you must select two more tokens for the AI.

Note: There is one rule as to which tokens you must select for the AI: one of the tokens must be a 2 or 3 if it is available.

- 2) Slide all tokens to the right (following normal game rules) but instead of refilling two Seed Packets you will refill four Seed Packets.

When a rabbit appears, it affects the AI in a different way. The AI must get rid of their most recently acquired vegetable token. You will follow normal multiplayer rules.

When calculating the end game scoring, score as if the stacks of each vegetable are the AI's total for that veggie type. Then, follow the normal scoring process for a 2 player game.

Couldn't have made this game without my awesome sister, Amber Kempkes. Thank you!