

Heirloom



Grow, Gather & Share
Rulebook




Aerobellum
Games

Grow, Gather & Share

In **Heirloom**, players grow colorful varieties of tomatoes, place baskets to harvest from expanding tomato plants, and contribute their harvests toward shared family recipes.

**The more variety you bring to the table,
the more points you'll earn.**

Ingredients

40	Garden Tomato Hex Tiles	5	Canning Jar Boards
5	Trellis Hex Tiles	2	Terracotta Pot Boards
60	Tomato Tokens	15	Basket Tiles
5	Victory Track Tokens	9	Recipe Cards
1	Victory Track Board		



Credits

Game Design

Matthew Folger

Art

Giovanni Spadaro

Graphic Design

Philipp Kehl

Setup

- 1 Set up a line of tomato tiles **in the exact layout as depicted below**, containing **1** tile of each tomato type in random order.
- 2 Place **1** tomato tile on each green shoot of the terracotta pot close to the play area. If playing with **4** or **5** players, also use **the second terracotta pot** as well (if you get **3 of a kind on a single pot**, reshuffle and draw again until you don't).
- 3 Place **a shuffled stack of all remaining tomato tiles** face down nearby.
- 4 Give each player the following components in their color:
 - 1 Trellis
 - 1 Canning Jar
 - 3 Baskets: 2 small baskets, each capable of holding 2 tomatoes and 1 large basket, capable of holding 3 tomatoes
- 5 Place each player's VP token on the VP track placed on its **younger side**.
- 6 **Shuffle the recipe cards face up** and place the stack near the VP track. The top card is the **active recipe**.
- 7 Place the tomato tokens nearby as a universal supply.



Turn Structure

Players take turns in **clockwise order**. The **youngest player at the table** begins. On your turn, take **1 of the following 3 actions**:

Place a tomato tile

Place one of your baskets

Place your trellis

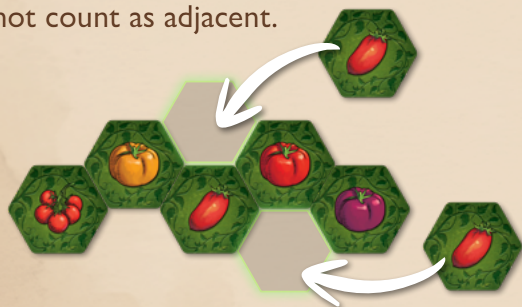
Each player may place their trellis **only once per game**.

Action 1: Place a Tomato Tile

Place **all of a single type of tomato** from a single terracotta pot unto the board.



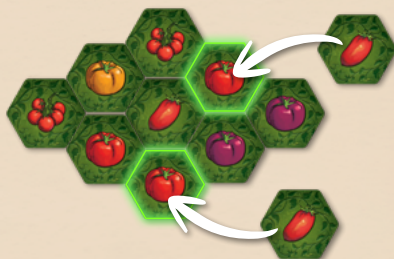
The tiles must be placed **edge-adjacent** to a tomato tile **of the same type**, if possible. Corners do not count as adjacent.



If there are multiple legal placements, you may **choose any of them**.



If there are **no tomato tiles of that type** currently on the board, you may place the tiles **in any legal space(s) instead**. This does **not** trigger Growth.



After placing the tomato tile, at any moment during your turn, **refill the empty space** on the terracotta pot with a new tile from the tile supply, if possible. If this creates a **3-of-a-kind** of a specific type of tomato then **discard** all those tomato tiles **face up next to the board** and refill it again until it doesn't have 3 of a kind.

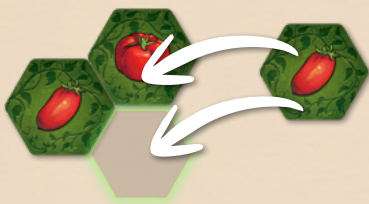


Legal Tomato Tile Placement

When placing a tomato tile, you may place it **in either of the following ways**:

In an empty space adjacent to another tomato tile.

On top of a different type of tomato tile.



You may place a tomato tile **into a hole in the map**.

Placing a tomato tile **on top of a different tomato tile** is called **Overgrowth**.

A tomato tile may **not be placed** on top of:

A tomato tile of the same type

A basket

A trellis



A stack may **never be more than 2 tiles high**.

When using the optional neoprene mat, tiles and baskets **can only be placed on the designated hextile grid**.

Growth

Growth is how tomatoes are placed into baskets.

After placing the tiles, if the tiles from the terracota were placed **adjacent to tiles of the same type** already in the garden, you **trigger Growth once**.



GROWTH

Each basket that is **edge-adjacent** to at least one tile in that chain receives **exactly 1 tomato of that type** from the universal supply (if able).

These are **received in player order starting with the starting player** if there aren't enough for everyone.

The size of the chain does **not change how many tomatoes a basket receives**. Whether the chain contains 2 tiles or 10 tiles, each connected basket receives **only 1 tomato**.



Baskets only receive tomatoes through Growth. Placing a basket next to existing tomato tiles **does not immediately add tomatoes to that basket**.



If there are no tomato tiles of the placed type on the board, the placed tile **does not connect** to an existing chain and **does not create Growth**.



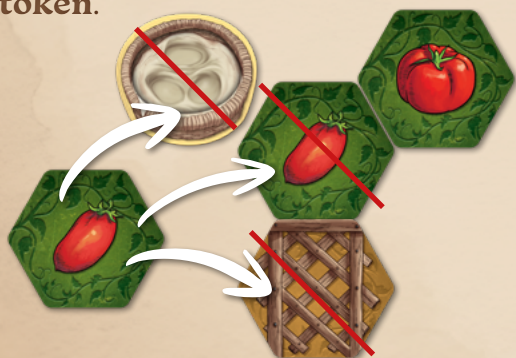
OVERGROWTH

When placing a tomato tile, you may place it **on top of a different tomato tile**. You may **not** place a tile on top of a **stack of two tiles**.



*This is called **Overgrowth**. Overgrowth allows players to cover other tomato plants, changing the shape of the garden and potentially breaking, redirecting, or eliminating future chains.*

A tomato tile may never be placed on top of a **matching tomato tile, basket, trellis or any other token**.



If **every tile of a tomato type** has been covered through Overgrowth, that tomato type is no longer present on the board. The next time a tile of that type is placed, it may be placed **adjacent to any tomato tile**, since there are no matching tiles for it to connect to. However, because it does not connect to an existing chain, **it does not create Growth** when placed.

If a tile is **completely surrounded by overgrown** (double stacked) **tiles**, that central tile has to be **moved to a new, valid location**.

Action 2: Place a Basket

Baskets allow you to collect tomatoes when nearby tomato chains grow.

Each player has **3 baskets**:

2 small baskets,
each holding 2 tomatoes

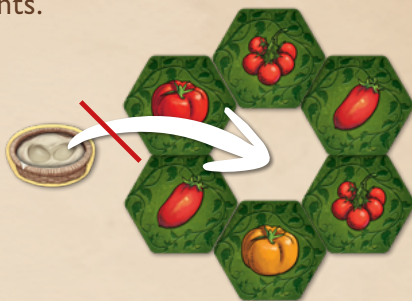
1 large basket,
holding 3 tomatoes



Choose one of your available baskets and place it **in any legal empty tile space**.



Baskets may **not be placed in holes** in the garden, since those spaces cannot be reached without stepping on the plants.



Baskets also may **not be placed adjacent to any other basket**. There must be **at least 1 tile space** between every basket.

When a basket receives tomatoes **equal to its capacity**, it is **full**.

Full Baskets

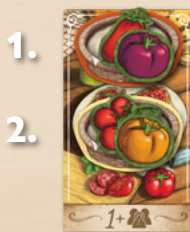
When a basket becomes full, it is immediately **sent to the active recipe**.



If multiple baskets become full from the same Growth, send them to the recipe **in player order**.



Place full baskets on or near the active recipe card **in the order they arrive**. This order matters when scoring the recipe.



The basket remains on the recipe until that recipe is **completed and scored**.

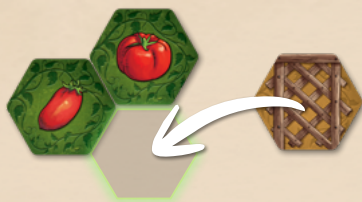
Action 3: Place Your Trellis

Your trellis helps the plants around it grow tall and strong.

Each player has only **1 trellis**, and it may only be placed **once per game**.



Choose an **empty space adjacent to at least one tomato tile** and place your trellis there.



At the end of the game, you **gain 1 VP for each double-stacked tomato tile adjacent to your trellis**.



A trellis may **not be placed in holes** in the garden.

Fulfilling Recipes

More mouths to feed means more tomatoes are needed!

The active recipe shows **how many tomatoes are required to complete it**.

Each recipe requires:
The printed number of tomatoes on the recipe card + the number of players.



As full baskets are sent to the recipe, **keep them in the order they arrived**. Once the **total number of tomatoes on baskets** at the recipe **meets or exceeds** the recipe's requirement, the recipe is **complete**.



When a recipe is **complete**, immediately **score it**.

Scoring Recipes

When a recipe is scored, **tomatoes are used** from the baskets **in the order the baskets arrived at the recipe**.

A player who contributes **at least 1 tomato** to the recipe earns **once 1 VP**.

That player also earns **1 additional VP for each unique tomato type** they contributed and **that has not yet been used for fulfilling the recipe**.



For example, if the yellow player contributed **5 tomatoes to the recipe** and they include **three different types that have not been used for the recipe before**, they would score:

- **1 VP** for contributing
- **3 VP** for the 3 unique tomato types in the first basket
- **0 VP** for the 1 non-unique tomato type in the first basket

Resulting in a total of **4 VP**.



The red player - although contributing 2 tomatoes to the recipe - only scores **1 VP** for contributing.

If you contributed **multiple tomatoes of the same type**, that tomato type still only counts **once for unique tomato scoring**.



After scoring **all used tomatoes** are **returned to the universal supply**.

If your VP ever **exceeds 10**, go **back to the beginning of the track** **flipping your VP tile over to its older side**.



In this example of a three player game, the yellow player, the red player and the brown player all contributed to fulfill a 7 tomato recipe (4 plus player count).

The baskets **are resolved sequentially in arrival order**:



First the yellow player contributes **2 tomatoes** and they are **all different types that have not been used for the recipe before**, scoring **1 VP** for contributing and **2 VP** for the 2 unique tomato types.

Next the red player contributes **2 tomatoes** but they are **all types that have been used for the recipe before**, scoring **only 1 VP** for contributing.

Then the brown player contributes **2 tomatoes** but just one is **a type that has not been used for the recipe before**, scoring **1 VP** for contributing and **1 VP** for the 1 unique tomato type.

Finally the yellow player contributes **2 more tomatoes** but they are **all types that have been used for the recipe before**, scoring **0 VP** for this second basket.

Unused Tomatoes and Canning

Sometimes a recipe will be completed **before all tomatoes on the contributed baskets are used**.

Then the player **chooses** which tomatoes **from the partially used baskets** they use for scoring. Any tomatoes on the recipe that are **not used for scoring** are **placed into the respective player's canning jar**.



Tomatoes in canning jars are **not returned to the universal supply**. This means canned tomatoes **reduce** the number of tomatoes of that type still available during the game.

After the recipe is scored and any unused tomatoes are canned, **return all baskets from the completed recipe to their owners**.

Then the active player **removes the fulfilled recipe card from the game**, revealing the next card from the recipe card stack. This new card then becomes **the new active recipe**.



End Game

The end game is triggered when the tile supply **cannot refill an empty space** on a terracotta pot.



When this happens, **finish the current round so that all players have taken the same number of turns**. During these final turns, players continue drafting from whatever tiles remain on the terracotta pot(s).

The game can also end **if the recipe deck runs out**, though this should be extremely rare.



Final Scoring

After the final round, **players score bonus points**:

First, each player **scores their trellis**:

Gain 1 VP for each Overgrown (double-stacked) tomato tile adjacent to your trellis.

Gain 1 VP for each trellis adjacent to your trellis.

Then **score canning jars**:
For each tomato type, the player with **the most tomatoes of that type** in their canning jar **gains 1 VP**.

Ties are friendly. If multiple players are tied for the most of a tomato type, **each tied player gains 1 VP**.

After final scoring, **the player with the most VP wins**.

In Heirloom there are **no tiebreakers**. If multiple players **score the same maximum number** of victory points, **they share the victory**.

Thanks for playing Heirloom!

Heirloom



Solo Rules

*You are the head chef of the **Conte d'Antares**, and the customers are hungry! Work to complete as many dishes as possible before you run out of available tomato tiles.*

Except for the **changes described below**,
follow all standard Heirloom rules.



Setup

Complete the standard game setup. Additionally:

- 1 Use **both terracotta pots**.
- 2 Place **3 tomato tiles on each terracotta pot**, following the standard rules.
- 3 Shuffle the **Recipe deck** and **place it beside the play area**.
- 4 Draw the top Recipe card and **place it face-up beside the deck**. This is the **Active Order**.
- 5 Leave the next card **faceup on top of the Recipe deck**. This is the **Upcoming Order**.

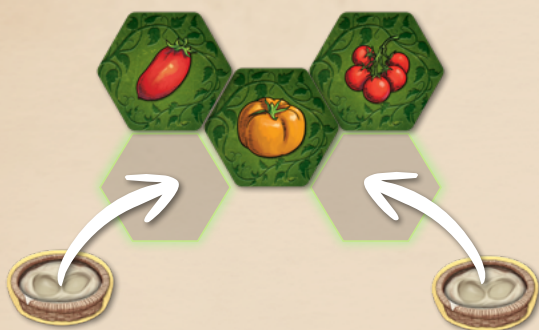


Rule Changes

DEPLOY BASKETS

When taking the Deploy Baskets action, you may **place all 3 of your baskets as part of the same action.**

Baskets may still never be placed adjacent to one another.



TERRACOTTA POTS

Both terracotta pots are always used, and each may hold **up to 3 tomato tiles**.

Terracotta pots are **not refilled immediately** after tiles are taken from them.

They are refilled **only after the Active Order has been completed.**

COMPLETING AN ORDER

The player count rule for completing orders **still applies**, so the fulfilment requirement is **fixed number + 1** (since there is only one player) **for all orders.**

When you fulfill the requirements **shown on the Active Order:**

Gain the number of Victory Points **equal to the fixed number on the Recipe card.**

Any extra tomatoes **are sent to your canning jar.**



Discard the **completed Recipe.**

Move the Upcoming Order **beside the deck**. It becomes **the new Active Order.**

By doing so, the **next card** of the Recipe deck will become **the new Upcoming Order.**

Refill **both terracotta pots to the max 3 tiles each.**

If a Victory Point track **reaches its maximum**, begin tracking additional points **with another character Victory Point token.**

End of the Game

The game ends immediately if **the Active Order cannot be completed** using the tomato tiles **remaining on the terracotta pots**.

Your final score is **the total number of Victory Points earned from completed Recipes**. Each type of tomato in your canning jar **gains +1 VP**.

If you complete every Recipe in the deck, you win!

You may reshuffle the Recipe deck and continue playing to see **how high a score you can achieve**.



