

Player B gets 30 points based on the cabbage harvest piece. Since there are multiple players in first place for tomatoes and corn, no one gets these points.



Credits

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**Today is the annual harvest festival!
Harvesting becomes even more important in this
mini-expansion!**

Contents

Harvest pieces (5 pieces each, tomato, corn, cabbage)
Rulesheet



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Make the following changes to the base game.

Game Preparation

Place the harvest pieces together near the field. This is called the "stock".

Game Flow

When you harvest on your turn, you take one harvest piece of the same type as the harvested vegetables from the stock and keep it in front of you. If it's not in stock, you don't take it.



Note: Even if you harvest in a location that is not related to your own field and don't take vegetable cards, you still take a harvest piece.

Example: Player A places a tomato card in Player B's field and causes a harvest. As a result, Player B and Player C each take tomato cards from their own fields, and Player A takes a tomato harvest piece.

Score calculation

At the end of the game, compare the number of harvest pieces that players have for each vegetable. The player who has the most harvest pieces for each vegetable gets 30 points. If more than one player has the most harvest pieces, no one gets these point.

Example: Player A has 2 tomato harvest pieces, 1 cabbage harvest piece, and 1 corn harvest piece. Player B has 2 tomato harvest pieces, 3 cabbage harvest pieces, and 1 corn. Player C has one tomato harvest piece and one corn harvest piece.