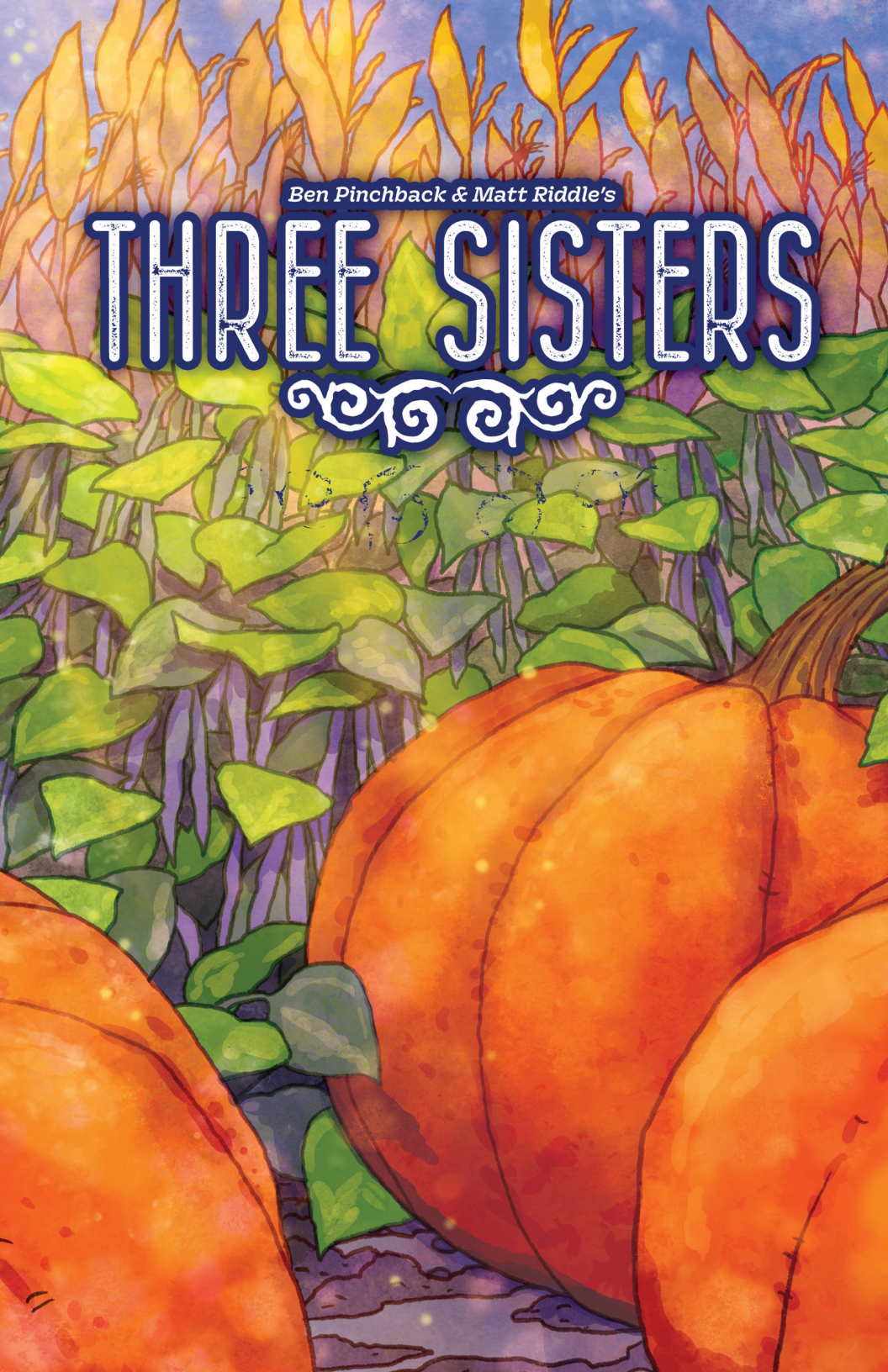

Ben Pinchback & Matt Riddle's
THREE SISTERS

INTRODUCTION

The garden plot in your backyard is tilled and ready. The days are getting longer and the weather warmer. Your kids have come home from camp eager to teach you a gardening method called companion planting.

This technique has been practiced by Indigenous peoples for centuries to grow a trio of crops known as the ***Three Sisters***: corn, beans, and squash. The corn provides a lattice for the beans to climb, the beans transfer nitrogen from the air to the soil, and the squash creates a natural ground cover that reduces weeds and keeps pests away.

Your backyard also includes perennials, an orchard, and even a beehive to pollinate it all. Fill your shed with tools and your garden with compost. Between managing your crops and taking occasional trips to the farmer's market, your summer is going to be packed with activity. Can you grow the best garden in town?

COMPONENTS

- 2 Scoresheet Pads *(50x sheets each)*
- 1 First Player Marker
- 1 Round Marker
- 1 Farmer Edith Pawn
- 1 Game Board
- 6 Dice



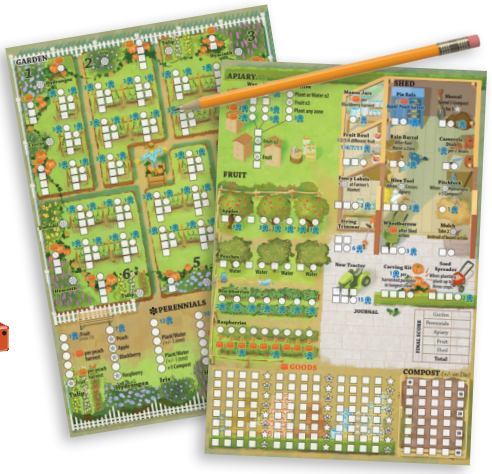
SETUP

1) Position the game board in the center of the table.

2) Place the round marker on the first space of the round track.

3) Place the Farmer Edith pawn on the space of the action rondel that is marked with a golden pushpin.

4) Give each player a complete scoresheet (one sheet from each pad) and a pencil *(not provided)*.



5) Create a pool of dice based on the number of players.

- 2 players = 4 dice 
- 3 players = 5 dice 
- 4 players = 6 dice 

6) Choose a first player at random and give them the first player marker. 

OVERVIEW

In ***Three Sisters***, you will select dice from the action rondel in order to take actions in your backyard. The value of the die determines where you can plant or water in your garden, and the location of the die determines which other action you can take.

As your crops grow to maturity, you will harvest them for goods and points. Unlock bonuses from the tools in your shed, plan ahead for round-end events, and trigger delicious action combos in the other parts of your backyard.

After eight rounds of hard work are complete, the end results will be compared to see who can boast the biggest harvest.

GAMEPLAY SEQUENCE

The game is played over eight rounds. Each round has three phases:

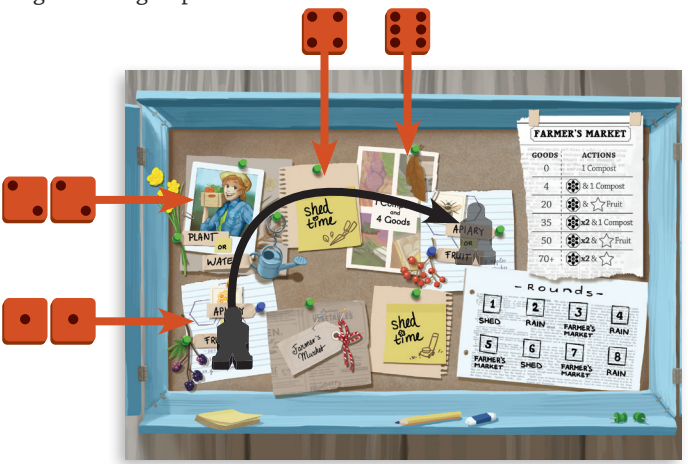
1) Planning Phase
2) Gardening Phase
3) Event Phase

1. Planning Phase

The current first player rolls the entire pool of dice. Group the dice by their rolled values (i.e., all 1s, all 2s, all 3s, etc.).

Place the groups of dice on the action rondel in ascending order: the lowest group on the space with the Farmer Edith pawn, the next lowest group on the next space clockwise, and so on, until all groups of dice have been placed.

Advance the Farmer Edith pawn clockwise around the action rondel to the next space after the highest dice group.



Example*: In this four-player game, LJ rolls all six dice and groups them by their values. The lowest group (two "1s") goes on APIARY OR FRUIT with Farmer Edith. The second group (two "2s") goes on PLANT OR WATER. The third group (one "4") goes on SHED TIME. The last group (one "6") goes on 1 COMPOST AND 4 GOODS. LJ then advances Farmer Edith past all of the groups to the other APIARY OR FRUIT space.*

2. Gardening Phase
Each player chooses an available die from the action rondel and takes the corresponding **garden action** and **rondel action** (in any order). The current first player chooses first, then each other player in clockwise order.

Once all players have chosen dice and taken the corresponding actions, all players use the lowest remaining die simultaneously, taking both the corresponding garden action and rondel action (in any order).

***Example**: After all four players have chosen and used their dice, there are two dice remaining on the action rondel: a "2" on PLANT OR WATER and a "6" on 1 COMPOST AND 4 GOODS. The "2" is the lowest remaining die, so all four players simultaneously use that die. Each player takes both a garden action and a rondel action with the "2."*

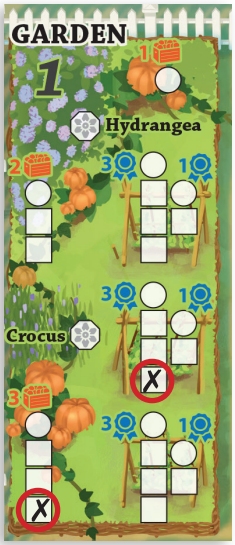


GARDEN ACTIONS
The different die values correspond to different garden zones (1–6). Take a garden action of your choice in the zone indicated by the die.

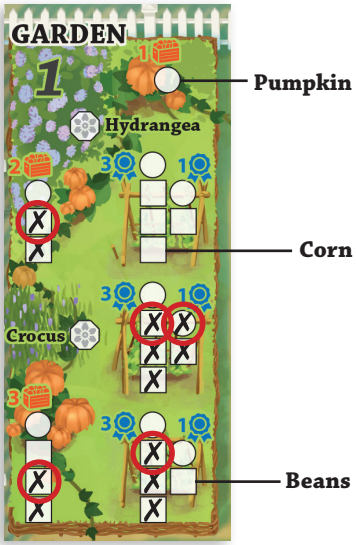
- **Plant** – Plant up to ***two*** crops in the indicated zone by filling in only the bottom box of each of those crops. *Note: Each bean cannot be planted until the neighboring corn is at least two boxes tall.*
- **Water** – Water ***all*** crops in the indicated zone by filling in the next empty box of each crop that has already been planted.

NOTE: Each Corn is four boxes high. Each Bean is 2 boxes high and next to a corn. Pumpkins vary from 1-4 boxes and are around the outside edge of the Garden.

***Example**: Lilly chooses a "1" die, and she decides to plant crops. She cannot plant any beans in zone 1 yet, so she plants one corn and one pumpkin. Cisco also chooses a "1" die, but he has already planted some crops in zone 1, so he decides to water crops instead. He waters all of the planted crops: two pumpkins, two corn, and one bean.*



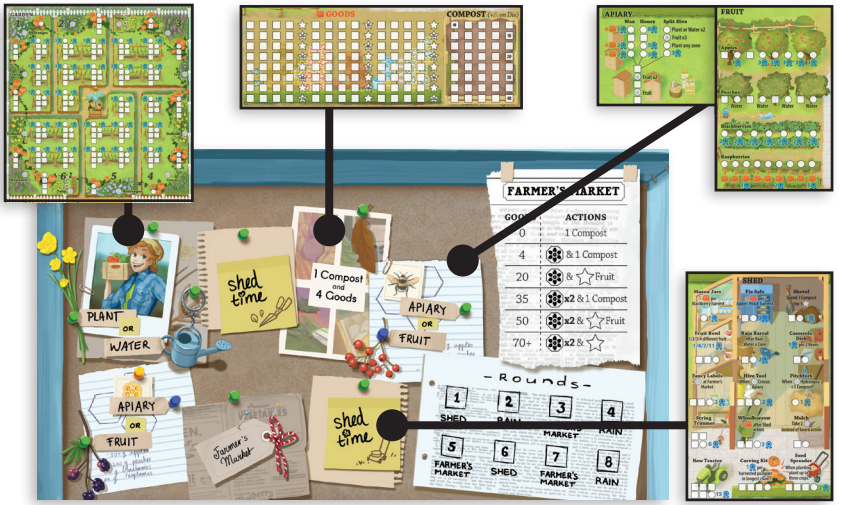
Lilly - Plant action



Cisco - Water action

RONDEL ACTIONS

The different spaces of the action rondel correspond to different rondel actions. Take the rondel action indicated by the space with the die.



• **Plant or Water** – Take a plant action -OR- water action in the zone indicated by the value of the die (*see GARDEN ACTIONS, pg. 4*). *Note: This plant or water action is in addition to your garden action for that die.*

• **Shed Time** – Fill in the next empty box of any one shed item.

• **1 Compost and 4 Goods** – Fill in the next empty box of your compost track -AND- the next four empty boxes of your goods track.

• **Apiary or Fruit** – Fill in the next empty box of your apiary -OR- the next empty box of any one fruit.

• **Farmer's Market** – Consult the farmer's market chart and take actions based on the number of goods you have.

***Example**: Emma chooses a die from SHED TIME. For her rondel action, she can fill in the next empty box of any shed item. She fills in the first box of the Casserole Dish, which has two boxes total. Once she fills in the second box, Emma will unlock the Casserole Dish scoring bonus for the end of the game (one point per two harvested beans).*



3. Event Phase

All players resolve the effects of the current ***event*** simultaneously. The event for each round is indicated on the round track.



- **Shed** – Take a shed action.

- **Rain** – Take a water action in all zones of your garden, starting with zone 1 and ending with zone 6 (see GARDEN ACTIONS, pg. 4).

- **Farmer's Market** – Consult the farmer's market chart and take actions based on the number of goods you have.

Once the event has been resolved, the round is over. Pass the first player marker to the left and advance the round marker. Then proceed to the next round. If this is the eighth round, proceed to the end of the game instead.

END OF THE GAME

Once eight rounds have been completed, the game ends. The players now compare their final scores. To determine final scores, each player reviews their scoresheets and totals their points in the following categories:

- **Garden** – Score points for harvested crops. Each corn is worth 3 points and each bean is worth 1 point. Pumpkins are not worth any points.

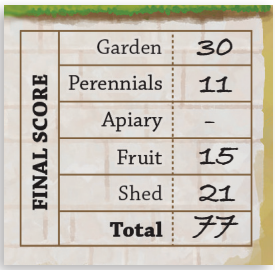
- **Perennials** – Score points for completed perennials as listed.

- **Apiary** – Score points for the hive. Each harvested wax is worth points as listed (2/2/5 points) and each harvested honey is worth points as listed (5/5/8 points). Having a split hive is worth 3 points.

- **Fruit** – Score points for harvested fruits. Each apple is worth 3 points, each blackberry is worth 2 points, and some raspberries are worth points as listed (1/2/5 points). Peaches are not worth any points.

- **Shed** – Score points for completed shed items as listed.

The player with the most points wins the game! If there is a tie, the tied player with the most garden points wins the game. If there is still a tie, the tied players grab pitchforks and fight ... or begrudgingly enjoy their shared victory.



***Example**: LJ is tallying his final score at the end of the game. He scores 30 points for the garden, 11 points for perennials, 0 points for the apiary, 15 points for fruit, and 21 points for the shed. His final score is 77 points.*

FARMER'S MARKET

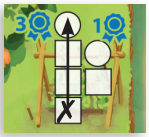
When you visit the farmer's market, either by taking the corresponding rondel action or by resolving the corresponding event, compare your goods total against the farmer's market chart that is printed on the game board.

The chart has six rows. Each row indicates a certain number of goods and certain actions. Find the highest row that your goods total has reached or passed and take the actions for that row. If there are multiple actions, you may take them in any order.

- 0+ goods = Gain 1 compost.
- 4+ goods = Take 1 perennial action and gain 1 compost.
- 20+ goods = Take 1 perennial action and 1 ★ fruit action.
- 35+ goods = Take 2 perennial actions and gain 1 compost.
- 50+ goods = Take 2 perennial actions and 1 ★ fruit action.
- 70+ goods = Take 2 perennial actions and 1 ★ bonus action.

GARDEN

Garden crops are filled in order, ***from bottom to top***. When you take a plant action, fill in the bottom box of up to two unplanted crops in the indicated zone. When you take a water action, fill in the next empty box of all planted crops in the indicated zone.

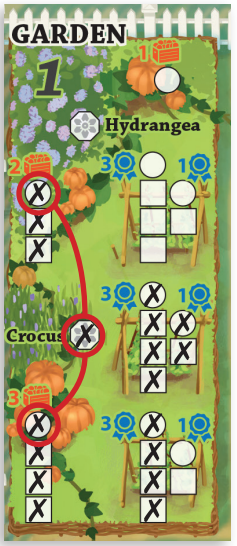


When you fill in the circle of a crop, you harvest that crop. Some crops provide goods that you gain immediately when you harvest them, and some crops are worth points at the end of the game if harvested.

- **Corn** – There are 3–5x corn that can be harvested per garden zone. Score 3 points at game end for each harvested corn.

- **Beans** – There are 3–5x beans that can be harvested per garden zone. Score 1 point at game end for each harvested bean. Each bean cannot be planted until the neighboring corn is at least two boxes tall.

- **Pumpkins** –There are 1–3x pumpkins that can be harvested per garden zone. When you harvest a pumpkin, gain goods as listed (1/2/3 goods). When you harvest two adjacent pumpkins, take the perennial action shown between them.



***Example**: When Lilly takes a water action in this zone, she fills in the circles of several different crops, harvesting them. The harvested corn and beans will be scored at game end, while the harvested pumpkins provide goods immediately. Because these two adjacent pumpkins have now been harvested, Lilly takes the perennial action shown between them. It's a crocus perennial, so she fills in the next empty crocus box.*

PERENNIALS



Perennials are filled in order, ***from bottom to top***. When you take a perennial action, fill in the next empty box of any perennial. Bonus actions can also be spent on perennials.

When you fill in certain boxes, you gain extra actions that you take immediately or ongoing bonuses that apply for the rest of the game. All perennials are worth points at the end of the game if completed.

NOTE: Iris and Tulip ongoing bonuses are cumulative. When you earn the higher Tulip bonus it adds to the lower bonus, so when you harvest a peach you gain 3 goods. When you earn the higher Iris bonus it adds to the lower bonus so that you may adjust the dice value by +1/-1 twice when you plant or water.

Tulip
- Take a fruit action.
- When you harvest a peach, gain 2 goods.
- *No action or bonus*.
- When you harvest a peach, gain 1 good.
- *No action or bonus*.
- Score 1 point per harvested fruit at game end.

Hydrangea
- Take a raspberry action.
- *No action or bonus*.
- Take a blackberry action.
- Take an apple action.
- Take a peach action.
- Score 7 points at game end.

Iris
- Gain 1 compost.
- You may adjust the dice value by +1/-1 when you plant or water.
- *No action or bonus*.
- You may adjust the dice value by +1/-1 when you plant or water.
- *No action or bonus*.
- Score 12 points at game end.

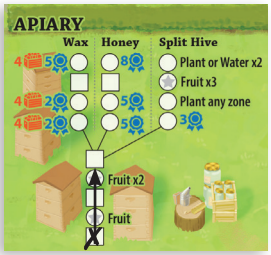
Hyacinth
- Gain 2 goods.
- *No action or bonus*.
- Gain 2 goods.
- Gain 2 goods.
- *No action or bonus*.
- Score 10 points at game end.

Crocus
- Gain 2 compost.
- Gain 1 compost.
- Gain 1 compost.
- Gain 2 compost.
- *No action or bonus*.
- Score 6 points at game end.

Daffodil
- Take a shed action.
- *No action or bonus*.
- Take a shed action.
- Take a shed action.
- Take a shed action.
- Score 4 points at game end.

APIARY

The apiary is filled in order, ***from bottom to top***. When you take an apiary action, fill in the next empty box of the apiary. Bonus actions can also be spent in the apiary.



When you fill in the last box of the main hive section, you unlock access to three new sections. These new sections still must be filled from bottom to top, but you may split up your apiary actions among them however you like.

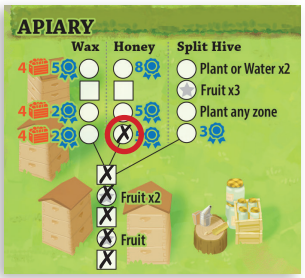
When you fill in circles in the apiary, you harvest wax/honey or gain extra actions that you take immediately. All wax/honey are worth points at the end of the game if harvested.

• **Main Hive** – When you fill in a circle, take 1 or 2 fruit actions as listed.

• **Wax** – There are 3x wax that can be harvested. When you harvest a wax, gain 4 goods. Score the listed points at game end for each harvested wax (2/2/5 points).

• **Honey** – There are 3x honey that can be harvested. Score the listed points at game end for each harvested honey (5/5/8 points).

• **Split Hive** – When you fill in a circle, gain the listed bonus:
- Score 3 points at game end.
- Take a plant action in the zone of your choice.
- Take 3 fruit actions.
- Take 2 plant and/or water actions in zones of your choice.They can be in the same zone or different zones.



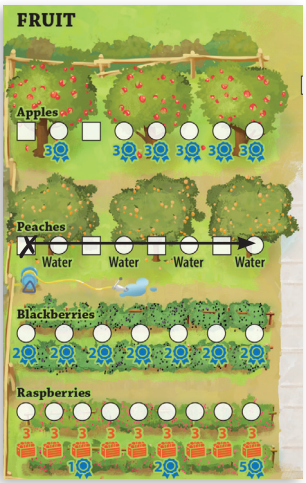
***Example**: Cisco has completed the main hive section of his apiary, so he has access to the three new sections. With his next apiary action, he decides to fill in the first box of the honey section, harvesting honey that will be scored at game end. With his future apiary actions, he can choose honey again or wax or split hive instead.*

FRUIT

Fruit rows are filled in order, ***from left to right***. When you take a fruit action, fill in the next empty box of any one fruit row. Some fruit actions must be spent on specific fruit rows when indicated. Bonus actions can also be spent on fruit rows.

When you fill in circles in the fruit rows, you harvest those fruits. Some fruits provide extra actions that you take immediately when you harvest them, and some fruits are worth points at the end of the game if harvested.

You can also gain ongoing bonuses from other sections of your scoresheet that are triggered by harvesting fruits.



• **Apples** – There are 6x apples that can be harvested. Score 3 points at game end for each harvested apple.

• **Peaches** – There are 4x peaches that can be harvested. When you harvest a peach, take a water action in the zone of your choice.

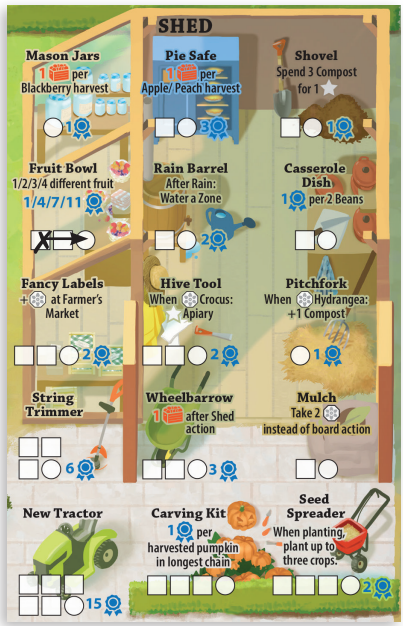
• **Blackberries** – There are 7x blackberries that can be harvested. Score 2 points at game end for each harvested blackberry.

• **Raspberries** – There are 9x raspberries that can be harvested. When you harvest a raspberry, gain 3 goods. Score points at game end for certain harvested raspberries as listed (1/2/5 points).

SHED

Shed items are filled in order, ***from left to right***. When you take a shed action, fill in the next empty box of any one shed item. Bonus actions can also be spent in the shed.

When you fill in the circle of a shed item, you complete that shed item. Many shed items have ongoing bonuses that unlock when you complete them, and most shed items are worth points at the end of the game if completed.



• **Mason Jars** – When you harvest a blackberry, gain 1 good. Score 1 point at game end.

• **Pie Safe** – When you harvest an apple or a peach, gain 1 good. Score 3 points at game end.

• **Shovel** – At any time, you may spend 3 compost to take a bonus action. Score 1 point at game end.

• **Fruit Bowl** – Score points at game end based on how many different fruits you have harvested: 1/4/7/11 points for 1/2/3/4 different fruits.

• **Rain Barrel** – After each rain, take 1 water action in the zone of your choice. Score 2 points at game end.

• **Casserole Dish** – Score 1 point at game end for every 2 harvested beans.

• **Fancy Labels** – When you visit the farmer's market, take an extra perennial action. Score 2 points at game end.

• **Hive Tool** – When you take a crocus action, take an apiary action too. Score 2 points at game end.

• **Pitchfork** – When you take a hydrangea action, gain 1 compost. Score 1 point at game end.

• **String Trimmer** – Score 6 points at game end.

• **Wheelbarrow** – When you take a shed action, gain 1 good. Score 3 points at game end.

• **Mulch** – When you take a rondel action, you may forfeit it to take 2 perennial actions instead.

• **Shiny New Tractor** – Score 15 points at game end.

• **Pumpkin Carving Kit** – Score 1 point at game end for every pumpkin in your longest consecutive chain of harvested pumpkins.

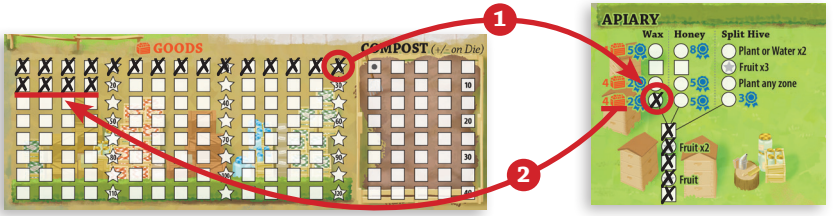
• **Seed Spreader** – When you take a plant action, plant up to 3 crops in that zone (instead of 2).

GOODS TRACK

You start the game with zero goods. When you gain goods , fill in the indicated number of boxes on the goods track. Always fill from ***left to right*** and ***top to bottom***.

When you fill in a star on the goods track, you ***gain a bonus action*** to spend immediately. Spending a bonus action allows you to fill in the next empty box anywhere in perennials, apiary, fruit, or shed. Bonus actions ***cannot*** be spent in the garden!

The current number of goods you have determines which actions you gain when you visit the farmer's market.



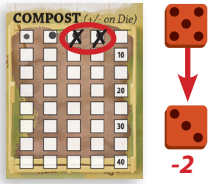
***Example**: Emma just harvested a raspberry (+3 goods), so she fills in the next 3 boxes on her goods track. One of those boxes is a star! She uses this bonus action in her apiary to harvest a wax (+4 goods), so she fills in the next 4 boxes on her goods track. If this had included another star, Emma would gain another bonus action.*

COMPOST TRACK

You start the game with one compost. When you gain compost, fill in the indicated number of boxes on the compost track. Always fill from ***left to right*** and ***top to bottom***.

When you plant or water, you may spend compost to ***adjust the die value*** by +1/-1 in order to target a different garden zone. You may spend multiple compost on a single die. Cross off filled compost boxes when you spend them.

Die values can wrap around from "6" to "1" and vice versa when adjusted. If your rondel action is plant or water, the adjusted die value must be applied to both actions you take with that die.



***Example**: LJ really wants to water his crops in zone 3, but the only dice available when it is his turn to choose are "5s" and "6s." Fortunately, he has plenty of compost available. He chooses a "5" and spends two compost to adjust the die value twice. With the die value now adjusted to a "3" instead, LJ is able to water his crops in zone 3.*

SOLO MODE

As you work to grow your crops in the local community garden, you must try to avoid the pesky meddling of Farmer Edith. She's a kind-hearted soul, but her interference with your efforts might just cost you your shot at gardening fame!

Setup

Set up the game as normal. Create a pool of four dice (as in a two-player game). Give yourself a scoresheet, but Farmer Edith does not need her own scoresheet. You will not need the first player marker.

Gameplay Sequence

The solo game is played over eight rounds as normal. The changes to the various phases of each round are noted below.

1. PLANNING PHASE

Perform this phase exactly as in the multiplayer game.

2. GARDENING PHASE

You and Farmer Edith each choose two dice, in an alternating sequence (A, B, A, B). You are the first player in odd rounds, and Farmer Edith is the first player in even rounds.

When Farmer Edith takes her first die, she always chooses a die from the apiary or fruit space with the golden pushpin (if available). Otherwise, she chooses the next available die in a clockwise direction from there.

When whoever is the first player takes their second die, they must choose the next available die in a clockwise direction from the Farmer Edith pawn, leaving the other player with the lone remaining die.

3. EVENT PHASE

You resolve the effects of the current event, but Farmer Edith does not.

Farmer Edith Actions

When Farmer Edith chooses a die and takes the corresponding actions, she always takes the garden action first and the rondel action second. As she takes actions, she ***crosses off*** various things on your scoresheet, which makes them unavailable to you.

GARDEN ACTIONS

Farmer Edith crosses off one crop in the garden zone indicated by the value of the die. The crop she chooses is based on this priority system: Pumpkins (tallest to shortest) > Corn (your choice) > Beans (your choice). She never crosses off a crop that you have already planted. If you have already planted all crops in the entire zone, she passes instead.

RONDEL ACTIONS
Farmer Edith crosses off something in the section of your scoresheet indicated by the space of the action rondel with the die.

• **Plant or Water** – Farmer Edith crosses off one crop in the garden zone indicated by the value of the die *(see GARDEN ACTIONS, page 4)*. *Note: This rondel action is in addition to her garden action for that die.*

• **Shed Time!** – Farmer Edith crosses off one shed item. The shed item she chooses is based on the icon (shears or mower) of the action space and the value of the die. She never crosses off a shed item that you have already completed. If you have already completed the chosen shed item, she passes instead.

  • *Shed A (shears)* – Mason Jars (1), Pie Safe (2), Shovel (3), Fruit Bowl (4), Rain Barrel (5), Casserole Dish (6).
  • *Shed B (mower)* – Fancy Labels (1), Hive Tool (2), Pitchfork (3), String Trimmer (4), Wheelbarrow (5), Mulch (6).

• **1 Compost and 4 Goods** – Farmer Edith crosses off the next available bonus action on the goods track. You must skip this box entirely when you reach it on the goods track.

• **Apiary or Fruit** – Farmer Edith chooses one of the two sections and crosses off one empty box in that section. The section she chooses is based on which section is marked with a blue pushpin on the action space. The empty box she chooses is based on the value of the die. If the chosen section has no valid empty boxes, she passes instead.

  • *Apiary* – topmost honey (1–2), topmost wax (3–4), topmost split hive action (5–6).
  • *Fruit* – rightmost apple (1–2), rightmost peach (3), rightmost blackberry (4–5), rightmost raspberry (6).

• **Farmer's Market** – Farmer Edith crosses off the topmost empty box of one perennial. The perennial she chooses is based on the value of the die: tulip (1), hydrangea (2), iris (3), hyacinth (4), crocus (5), or daffodil (6). If the chosen perennial has no empty boxes, she passes instead.

End of the Game
The game ends after eight rounds as normal. Total your final score and compare it against the chart to determine the outcome of your gardening career!

Score	*Gardening Career*
0–39	You'll have better luck next time!
40–49	You are ready for the county fair!
50–64	Your skills have earned you a blue ribbon!
65–79	You have been crowned a state champ!
80–99	You have become an internet-famous blogger!
100+	You have been given your own TV show!

CLARIFICATIONS

• Iris bonuses function the same way that compost does. You may use compost and iris bonuses to adjust the value of the same die.

• When you gain multiple extra actions during a single action, you may resolve those extra actions in any order. If you like, use the "journal" area of your scoresheet to keep track of your unspent actions.

• In the wax, honey, and raspberry sections, the later harvests are worth more than the earlier harvests. The point values for these harvests are cumulative; the higher values do not replace the lower values.

• Tulip can be combined with the Pie Safe in the Shed to gain up to 4 goods when you harvest a peach.

CREDITS

Game Design: Ben Pinchback and Matt Riddle

Illustration: Marlies Barends and Beth Sobel

Graphic Design: Chris Kirkman

Editing: Dustin Schwartz

Playtesting: David Studley, Matt Kruse, Dan Cunningham, Andrew Bucholtz, Sarah & Will Reed, Jamie Utley, Brad Bachelor, Don and Kate Liles, Peter McOwen and others I have surely left out due to poor record keeping and I apologize profusely.

Special Thanks: Adam Hill and Corey

© 2021 Motor City Gameworks. All Rights Reserved.

