Uwe Rosenberg

At the Gates of Loyang

China, 2000 years ago: *Loyang (Luòyáng / 洛阳) has risen to become the Capital of the Han Dynasty and one of the four great Capitals of old China. The economic upturn of the now-flourishing city requires a better supply of basic foodstuffs. These are provided by the local farmers, who plant wheat, pumpkins, turnips, cabbages, beans and leeks in their fields.*
After each harvest, the farmers assemble at the gates of Loyang to sell and trade their vegetables. They deliver to their regular customers or lucratively sell their vegetables to passing shoppers. Vegetables can also be traded at Market stalls or used for seed and planted in fields.
If the farmers need vegetables that they don't have in stock, they can buy them in the Shop. Twenty different helpers, each with different individual skills, are available to assist them.
The most successful farmer will be the one who moves furthest along the Path of Prosperity within the given timeframe.
Each step costs more and more money, which is also needed for investments. Farmers have to find the right balance.
The coins have square holes, so that they can be held on strings. They have the Chinese name "Cash",
which is the derivative of the modern term. (see footnote).

Game components



- 1 Rule booklet

On counter sheets:
- 4 T-shaped game boards (with Path of Prosperity and Shop)
- 12 Satisfaction markers (blue/red)
- 24 1-Cash coins (small)
- 14 5-Cash coins (large)



237 wooden tokens:
- Vegetables:
  - 48 Wheat (yellow)
  - 46 Pumpkins (orange)
  - 44 Turnips (red)
  - 36 Cabbages (white)
  - 32 Beans (light green)
  - 25 Leeks (dark green)
- 4 Scoring markers (to show progress on the Path of Prosperity)
- 2 Starting player tokens (1 larger, 1 smaller)





120 Cards:
- 4 "Storehouse / Cart" cards
- 4 "Turn Summary" cards
- 6 "Loan" cards (Reverse: Income modifiers for Casual customers, see "Tips" on page 8)
- **36 Private fields** (green backs):
  - 4 Home field cards (9 spaces)
  - 8 fields with 3 spaces each
  - 8 fields with 4 spaces each
  - 8 fields with 5 spaces each
  - 8 fields with 6 spaces each
- **70 action cards** (brown backs):
  - 6 common fields (2 each with 3/4/5 spaces)
  - 14 Market stalls (orange)
  - 14 Regular customers (blue)
  - 14 Casual customers (red)
  - 22 Helpers (beige)





Footnote:
The expression "Cash" is derived from the Sanskrit "karsha" (small coin with a particular weight) and the Tamil word "kasu" (small piece of money). Cash coins were used for almost 3,000 years, and were only replaced by the Yuan at the end of the 19th century.

INTRO

Introductory version for your first game
For the first game, we offer an "Introductory version". This incorporates two small changes, which are included in the rules in red boxes. These changes make it easier to start playing the game, but otherwise have no real influence on its play.

PLAYERS

Special rules for different numbers of players:
These game rules apply to any number of players, with the following exceptions:
- With 2 players, there is a difference in the play of the Card phase *(see page 4)*.
- With 4 players, two players will take their actions simultaneously *(see page 4)*.
- Additional rules for the Solo game are in a separate section on page 9.

DETAILS

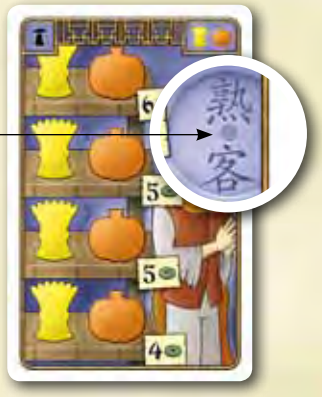
Tips in blue boxes are not necessary when you first read the rules. They cover special cases and answers to rules questions.

Game Setup

Separate the money, the vegetables, the Satisfaction markers and the Loan cards and place them on the table as the **Supply**.
There should be an adequate supply of all components.
Should there, unexpectedly, not be enough, players should improvise additional tokens.

INTRO

Special rules for the Introductory version:
Shuffle the 4 Regular customers that are marked with a blue dot in the space for the Satisfaction marker. Deal one, face-down, to each player. Players look at the cards and can hold them in their hand until they decide to play them during a Card phase. In a 2- or 3-player game, any remaining Regular customers are returned to the Action card deck.



Shuffle the Action cards and place them in a face-down pile.

Each player receives the following items, which are laid out as shown in the illustration:
- 1 T-shaped game board
- 10 Cash
- 1 Home field
- 1 Scoring token *(place it at the bottom of the Path of Prosperity)*
- 1 "Storehouse / Cart" card *(with the side shown facing up)*
- 1 "Turn Summary" card
- Vegetables to stock the Shop:
  3 wheat, 2 pumpkins, 2 turnips, 2 cabbages, 1 bean and 1 leek.
  (The two pale-coloured spaces in the Shop remain empty. As a general rule: dark price tags show the cost that must be paid to buy the vegetable; pale price tags show the price a player can receive for selling it to the Shop.)
- 8 Private fields (with green backs):
  2 sets, each of 4 cards with 3, 4, 5 and 6 spaces. Shuffle each set of 4 cards then place one set on top of the other, face-down and to the left of the Home field. This forms the Field pile.



4+4 Private fields

Home field

Turn Summary card



Storehouse / Cart

Shop



Path of Prosperity



Scoring marker

Choose a Starting player, who takes the larger Starting player token.
(The smaller Starting player token is not used at the start of the game.)

Beginning with the Starting player and continuing in clockwise order, each player buys 1 vegetable from his own shop and plants it in his Home field.
(Price: see the dark price tags between the vegetables in the Shop).

"To plant" means to place the vegetable on a Field card. All other spaces on that field are then filled with the same vegetable. The additional tokens are taken from the Supply.

There are two restrictions here:
- Only the vegetables that are shown on the Home field card can be bought and planted *(that is, only wheat, pumpkins or turnips)*
- No more than 2 players may plant the same type of vegetable at the start of the game.



In the example, Ralph has chosen Wheat as his starting vegetable. He has 7 Cash remaining.

Playing the game

The game is played over **9 Rounds**. Each Round consists of **3 Phases**:

1. **Harvest phase** (players receive one new field and harvest vegetables from their fields)
2. **Card phase** (players each play 2 Action cards, then a new Starting player is chosen)
3. **Action phase** (players buy and sell vegetables, then progress on the Path of Prosperity).

During the Card phase, players receive new cards. They use these in the Action phase to convert the harvested vegetables to money.

Players can take out loans **at any time** during the game.

At any time during the game, players can see how many rounds are left by counting the remaining vegetables on their Home field.



In this example, there are still 5 full rounds to be played.

Phase 1: Harvest phase

All players carry out the Harvest phase simultaneously.

- **Each player turns over the top field from his Field pile** and places it to the right of his other fields. In the last round, there is no new field to uncover.
- **Each player harvests exactly 1 vegetable from each of his fields.** He places the harvested vegetable(s) and any vegetables that were left in his Storehouse from previous turns on (or beside) his Cart. *(Unlike the Storehouse, there is no limit on how many vegetables a Cart can hold.)*
- **Once the last vegetable has been removed from a Private field, it is removed from the game.** In contrast, fully harvested Common fields from the Action card deck are placed on the Action card discard pile ("The Discard pile"). (Common fields from the Action card deck can be recognised by the Cost symbol at the top left). Fields that have not yet been sown are not discarded.





Phase 2: Card phase

- At the start of the Card phase (and only then), create a new Draw pile by shuffling the Discard pile into the remaining Draw pile.
- Deal each player a hand of **4 Action cards**.
- Next comes the **Distribution round**. Each player will play **2 Action cards** face-up into his own playing area.

Note: A card, once played, cannot be discarded until it has been used. Helper cards ONLY can be discarded at any time.

DETAILS

If this is the first time you are reading these rules, you can skip the section on the Distribution round. Exactly how players acquire their 2 Action cards is not important for understanding the flow of the game.

The cards are placed in the appropriate place in the player's "played" area. Each type of card has its own position here: the Market stalls and Helpers are placed to the left, the Regular and Casual customers to the right, and the Fields / at the top.

Distribution round

During the Distribution round, each player plays **exactly 1 card** from his hand and **exactly 1 card** from the common "Courtyard":

- The player with the larger Starting player token places one card from his hand face up in the centre of the table, opening the "Courtyard".

Players then take turns in clockwise order. On his turn, a player must choose one of the following two options. Passing is never allowed.

- The player places 1 card from his hand into the Courtyard; **or**
- The player takes exactly 1 card from the Courtyard **and** exactly 1 card from his hand. He plays both cards by placing them face-up in the appropriate part of his own play area. Any remaining cards from his hand are placed face-up in the Courtyard, and the player takes no further part in the Distribution round.



Note: The last player left to choose in a given round may no longer place any cards into the Courtyard, but must immediately choose from the available cards.

INTRO

Special rules for the Introductory version

When playing the two cards, a player may play the Regular customer that was dealt to him at the start of the game **instead of a card from his hand**. There is no restriction on the number of rounds for which a player may hold this Regular customer. *(As well as this Regular customer, the player also chooses a card from the Courtyard. He may not play a card from his hand. Once he has played, all the remaining cards in his hand are placed in the Courtyard.)*

2 PLAYERS

Special rules for 2 players:

During the Distribution round, at the start of his turn, a player may choose to turn over the top Action card from the Draw pile and place it in the Courtyard. *(This is also allowed when only one player is left and he must immediately choose from the available cards. This special rule gives players a wider choice of cards. The rule also allows the Starting player to immediately make a selection, even before his opponent has had a turn.)*



Important:

- Whenever a Regular customer is played, immediately place a Satisfaction marker (with its blue side up) on the marked area on the right hand side of the card.
- Whenever a Market stall is played, immediately fill it with the vegetables shown.
- Whenever a player plays a "Field" Action card, he must immediately pay 2 Cash for it. To make the payment, the player may (even out of turn) sell vegetables to his Shop, use Helpers, or take out a Loan. *(Private fields are free, but there is a charge for Common fields).*





DETAILS

Notes and Special Cases:

- *A player may never choose to play 2 cards from the Courtyard or 2 cards from his hand; he must always play 1 card from the Courtyard and 1 from his hand.*
- *If the active player has only 1 card remaining in his hand, he must immediately play it and choose 1 card from the Courtyard. A player's last card may never be placed in the Courtyard; it must be played from his hand.*
- *There is no limit to the number of cards that may be placed in any row of a player's play area.*

At the end of the Distribution round, the remaining cards in the Courtyard form a new face-up Discard pile. They will be shuffled into the Draw pile at the start of the next Card phase.

End of the card phase



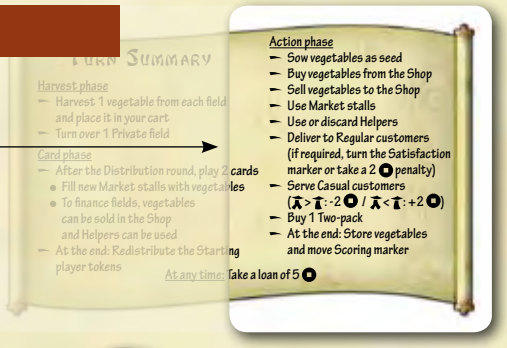
Choose a new starting player

The last player to play two Action cards during the Card phase receives the large Starting player token and becomes the Starting player. The second last player to play two cards receives the smaller Starting player token and becomes the Second player.

Phase 3: Action phase

A player may take actions in any order during his turn.

The Turn Summary card gives an overview of all actions.



A player may take any action, with the exception of Action H, "Buy a Two-pack", as many times as he wishes during a round.

A player who takes an action more than once may also take other actions in between.

At the end of their turns, players must store their vegetables and may move their Scoring marker.

The Starting player begins, then the Second player.

In a three-player game, the player with no Starting player token is third to play.

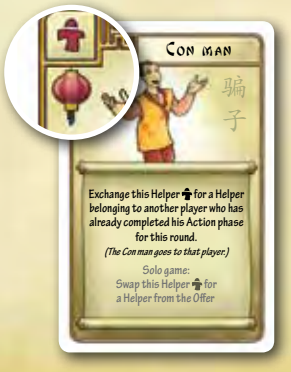


4 PLAYERS

Special rules for the Four-player game

In each round, the Starting player chooses one of the two non-Starting players as his partner for the Action phase. The other non-Starting player is paired with the Second player. The Starting and Second players take their Action phase at the same time. Once they have finished, their partners can have their turns.

Note: Whenever a player takes an action that refers explicitly to "the other players", only the player's current partner may be affected. Cards which allow this type of action can be recognised by a Chinese lantern symbol.



The individual actions

A - Sow Vegetables as Seed

The player takes 1 vegetable from his Cart and places it on an empty field.
The remaining spaces on the field are filled with vegetables of the same type, which are taken from the Supply. The top border of each field shows which vegetables can be planted on it. The more spaces on a field, the fewer types of vegetable can be planted.



A Bean field is sown. 4 beans are placed on the Bean field, which will be harvested each round until it is empty.

B - Buy Vegetables in the Shop

The player buys 1 vegetable from his own Shop and places it in his Cart.
A player can only buy vegetables that are available in his Shop.
The purchase price is shown in the Shop, on the darker price tag beside the vegetable.



Wheat costs 3 Cash, Pumpkins cost 4 Cash, Turnips and Cabbages cost 5 Cash each. Beans and Leeks cost 6 Cash each.

C - Sell Vegetables to the Shop

The player takes 1 vegetable from his Cart and sells it to his own Shop.
Each place in the Shop is reserved for a specific type of vegetable. A player can only sell vegetables if he has appropriate free space(s) in his Shop. The selling price is shown in the Shop: use the lighter-coloured price tag. *(Players receive 1 Cash for selling Wheat, Pumpkins, Turnips and Cabbages, and 2 Cash for selling Beans and Leeks.)*
Note: This action can be taken at any time during the game. This includes during the Card phase or during Action H (Buy a Two-pack), in order to finance purchase of a new Field.

D - Trade Vegetables at a Market stall

The player trades 1 or 2 vegetables of his choice from his Cart for 1 vegetable from a Market stall.
The number of bowls on the Market stall shows how many vegetables must be traded for the one that is on offer. These are returned to the Supply. The player then moves the vegetable from the Market stall to his Cart. If a Market stall is empty after an exchange, it is immediately placed on the Discard pile.



At this Market stall, a player can trade any 1 vegetable for 1 Pumpkin or 1 Cabbage, and any 2 vegetables for 1 Leek.

DETAILS

Notes and special cases:
- *When a player plays or reveals (see Action H) a Market stall, immediately fill it (from the Supply) with the vegetables shown on the card. Fill the Market stall immediately, even if another player has caused it to be revealed.*
- *Players may trade in a vegetable for the same type of vegetable (e.g. Wheat for Wheat).*
- *A vegetable which has been acquired from a Market stall may immediately be traded for another.*
- *Once a Market stall has been played, it cannot be discarded until it has been completely emptied.*

E - Play or discard a Helper

A player can use a Helper's skills or discard the Helper without using it.
Most Helpers are played during the Action phase, but some can also be played in other phases of the game: the phase is indicated in the text on the cards. *(see the Helper Reference sheet on pages 10 and 11).*
As soon as a Helper is used, place it on the Discard pile. Helper cards are the only kind of card that can be discarded at any time without being used.



DETAILS

Notes and Special cases:
- *There are 20 different Helpers. Each Helper appears on one card, with the exception of the Trader, who appears on three.*
- *Some Helpers (marked with a purple lantern) refer to "other players". These allow players to affect other players' playing areas.*
- *If a player removes the top card of another player's Two-pack, the lower card is immediately moved to the appropriate place. (Neither player can stop the lower card from being revealed.) Remember: In a 4-player game, all Actions that refer to "another player" only refer to the active player's partner for that Action phase.*
- *Some Helper cards offer a choice of two Actions ("or"). A player can only ever use **one** of the two options when using that Helper.*
- *There are no Helpers that can affect another player's Home field, Cart or Storehouse. Vegetables in these areas are always safe from other players' actions.*



F - Deliver to a Regular Customer

A player can deliver vegetables to his Regular customers in any order.
Each Regular customer card contains eight empty spaces; the two vegetables shown will be delivered here for four rounds. Regular customers want to receive these two vegetables exactly once in each round, starting with the round in which the card was played. When a player plays a Regular customer, place a Satisfaction marker with the blue side facing up on the marker space at the top right of the card. If a player cannot or does not wish to deliver to a Regular customer in a particular Round, he turns the Satisfaction marker to the red side.
If the player does not deliver to a Regular customer when the red side is already facing up, he must pay a penalty of 2 Cash to the Supply.



If this player misses another Delivery, a 2 Cash penalty must be paid. For the last Delivery, this player is paid 7 Cash.

DETAILS

Notes and Special cases:



- *Fill the Regular customer card **from the bottom to the top**. The arrows between the prices are a reminder of this.*
- *When a player makes a delivery to a Regular customer, he receives the payment for the delivery immediately.*
- *Players may not partially fill a row (that is, only supply 1 vegetable).*
- *A Regular customer's first delivery is due **in the Round when it is played**.*
- *If a player's Regular customer is revealed during another player's action (see Action H), it only requires delivery in that round if the player has not taken his turn yet.*
- *To raise money to pay the penalty of 2 Cash, a player can sell vegetables from his Cart to the empty spaces in his Shop, place Helpers or take out a Loan.*
- ***Immediately** after the **fourth (top) line** of a Regular customer is filled, the card must be emptied and discarded.*
- *Once a Regular customer card has been played, it cannot be discarded until the Regular customer has received 4 Deliveries.*

***Detailed example:** Nina places the Regular customer who pays 5/6/7/8 Cash for Turnips and Cabbages in front of herself. She places a blue Satisfaction marker on the card. During this Action phase, she must deliver to the Regular customer: she delivers 1 turnip and 1 cabbage as required and receives 5 Cash. In the next round, she does not deliver the two vegetables, and she turns the Satisfaction marker to the red side. In the following round, she delivers again and receives 6 Cash. The Satisfaction marker stays red. (Only the "Saleswoman" Helper can turn a Satisfaction marker from red to blue again –see page 11.)*
After this, Nina misses another delivery and must pay the penalty of 2 Cash. In the next 2 rounds, she delivers again, receiving first 7 and then 8 Cash. She then discards the Regular customer, including the 8 vegetables and the Satisfaction marker. Until it is discarded, she must either deliver to the Regular customer or pay the penalty.



G - Deliver to a Casual Customer

A player can deliver vegetables to his Casual customers in any order.
The player takes the 3 named vegetables from his Cart, returns them to the Supply, and receives the purchase price:

- If he has **the same number** of Regular and Casual customers, he receives the price shown.
- If he has **more** Casual than Regular customers, the price paid is reduced by **2 Cash**.
  This is a penalty for players who make it too easy for themselves and avoid responsibilities to Regular customers.
- If he has **fewer** Casual than Regular customers, he receives a bonus of **2 Cash**.
  This is a reward for players who manage to serve a Casual customer despite commitments to Regular customers.



The order in which players serve Regular and Casual customers can influence these Modifiers.

DETAILS

Notes and special cases:

- ***Note!** All three vegetables must all be supplied in one Action phase. They cannot be stored on the Casual customer between turns.*
- *Casual customers are served one after another in any order. A player may not serve two Casual customers at the same time.*
- *Unlike with Regular customers, there is no penalty for not serving a Casual customer.*
- *Once a Casual customer card has been played, it cannot be discarded without first being served.*

H - Buy a Two-pack

Once during each Action phase, each player may buy a "Two-pack" of Action cards.

A Two-pack consists of two Action cards which are drawn from the Draw pile. Its cost is the greater of the number of either Helpers or Market stalls that the player has in his "played" area.
Cards which are covered by another Action card do not add to the cost.

Costs: 2 Cash (the covered Helper is not counted)



After making payment, the player draws 2 Action cards from the pile and places them face up in front of him, so that all other players can see them. He can choose to keep 0, 1 or 2 of these cards; any that he does not keep are discarded.

Note! If the player wants to keep **both** of the cards, he **must** place them **one on top of the other**. The top card is placed so that the top line of the card below is visible. The player chooses which card will go on top and which will go underneath.
Fields on Action cards always cost 2 Cash. This must be paid immediately, even if the field is placed beneath the other card of the Two-pack. *(This is additional to the cost of the Two-pack.)*



DETAILS

Notes and Special Cases:
- *A player with neither Market stalls nor Helpers can take a Two-pack for free.*
- *Even if the player chooses to keep neither card from a Two-pack, he cannot buy another Two-pack in the same Round.*
- *To finance a field that is part of a Two-pack, a player can sell goods to his Shop (see Action C, page 5), use a Helper or take out a Loan.*

The Two-pack as the game continues

Whenever a player places the upper card of a Two-pack onto the Discard pile, he **must immediately** (effectively, at the same time) move the lower card to the appropriate place. (Immediately fill revealed Market stalls with vegetables and place a Satisfaction marker on revealed Regular customers.)



Detailed Example: *Claudia buys a Two-pack. The Two-pack contains 1 Regular customer and 1 Market stall. Claudia chooses to keep both cards. She places the Regular customer beneath the Market stall. Some rounds later, she uses her Market stall for the third time and discards it. The Regular customer is immediately placed with her other Regular customers, and is given a blue Satisfaction marker. It must be served during that same Round. If Claudia cannot do this (see Action F, Page 6), she must turn the Satisfaction marker to its red side.*

End of the Action phase

Store Vegetables

At the end of each turn, players move leftover vegetables from their Cart to their Storehouse. A player can only hold as many vegetables as are shown on his Storehouse: any additional vegetables must be sold to his Shop or discarded (returned to the Supply).
A Storehouse with a capacity of only 1 vegetable can be upgraded for a cost of 2 Cash. (Turn the card over to show the "upgraded" side). From now until the end of the game, it can hold up to 4 vegetables.



Move Scoring Marker

Players pay Cash to progress along the Path of Prosperity.
In each round, the first step along the Path of Prosperity costs 1 Cash. For each additional space that a player wishes to move along the Path, he must pay the value shown on the space he moves to.

Example: Nell is on Space 15. For 1 Cash, she can move to 16, for 35 more (17+18=35), she can move 2 additional spaces to 18.



Loans

Players may take Loans at any time during the game. A Loan provides 5 Cash and 1 Loan card.
At the end of the game, players' Scoring markers are moved backwards 1 space along the Path of Prosperity for each Loan that they have taken out. Loans can **never** be repaid.

DETAILS

Notes and special cases:
The number of Loans a player may take is not limited. If there are not enough "Loan" cards, players must improvise. We recommend that first-time players be cautious about taking out Loans: it is rare for a player to take more than one Loan.

End of the Game

The Game ends after 9 Rounds – that is, at the end of the Round in which players finish harvesting their Home field.
Players who have taken Loans must now move their Scoring marker back 1 space along the Path of Prosperity for each Loan card that they have.



The winner is the player whose Scoring marker has progressed furthest along the Path of Prosperity.

Tiebreaker: If more than one player is in the same position, the winner is the one who has the most Cash remaining.

Second Tiebreaker: If the tied players also have the same amount of Cash, the number of vegetables remaining in the players' fields and Storehouses is the decider: the player with the most vegetables is the winner.

If there is still a tie after the second tiebreaker, the tied players are equal and share the win.

DETAILS

Notes and Special cases:

- *Even if a player has enough Cash remaining to reach the next step on the Path of Prosperity, this is not allowed. (This can happen, for example, if another player has used a Trader and has given the player Cash.)*
- *There is no penalty for having Regular and Casual customers at the end of the game.*
- *The number of vegetables in the Shop is also irrelevant.*



Frequently Asked Questions

What happens if the pile of Action cards is completely emptied during the Card phase?
The remaining cards are distributed evenly to the players, so that each player receives the same number of cards.

What happens if the pile of Action cards is completely emptied during the Action phase?
The Discard pile is immediately shuffled and becomes a new Draw pile.

Can I play the two cards I received during the Card phase on top of one another, as a Two-pack?
No, the two cards that are received during the Card phase must be played separately.

Can I trade vegetables at the Market stall during the Card phase, so that I can sell a more expensive vegetable to earn money to pay for a field?
No, Market stall actions are only allowed during the Action phase.

Tips

Sometimes, it can be hard to see which Regular customers have received deliveries during the current Action phase. At the start of an Action phase, move the Satisfaction markers to the row on the card where the delivery is to be made. As soon as the Regular customer receives a delivery (or the penalty is paid), move the Satisfaction marker back to the top right hand side of the card.



The Satisfaction marker shows that the Regular customer has not yet received a delivery.

To speed up play, we recommend that the Active player says how much money he should receive and that another player pays it to him.

To ensure that you do not forget the +2/-2 modifier for Casual customers, use the reverse side of an unused Loan card. Turn the card so that it shows the correct modifier to the right, and place it sideways underneath a Casual customer. If the count of Regular and Casual customers changes, return or rotate the card.



Solo game



The Solo game takes around 1 hour.

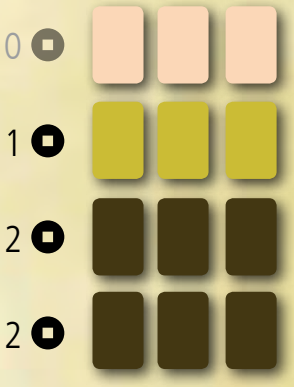
It works exactly the same as the game for 2 to 4 players, with the following additions:

Preparation:

- Shuffle the Action cards. For an imaginary opponent, turn over cards until there are exactly 2 Market stalls, 2 Regular customers and 2 Casual customers. Fill the Market stalls with the required vegetables. These cards give the Market woman, Trader, Deliveryman and Tout an opportunity for interaction. Any additional cards that are turned over are placed in the Discard pile.
- **Before** the Solo player sows his Home field, 12 Action cards are turned over, and placed in a grid of 4 rows and 3 columns. Cards will be bought from this grid during the Card phase.

Card phase:

- The player may buy up to 2 cards from the grid
- Cards in the top row are free, cards in the second row cost 1 Cash each, cards in the third and fourth (bottom) row cost 2 Cash each.
- After choosing, the remaining cards from the **second** row are placed in the Discard pile. The cards in the top row remain as they are. The remaining cards are moved upwards, with empty spaces filled from below and then from the Draw pile to complete the 4x3 grid.
- The Discard pile is only shuffled into the Draw pile **once** during the game: when the first empty field is discarded during the Harvest phase. (It is irrelevant whether it is a Private or a Common field.)



Your Goal:
"Good" players reach level 17, "Very good" players reach level 18 and "Masters" reach level 19 on the Path of Prosperity.

Appendix 1: Card overview

MARKET STALLS

Market stalls														
Wheat		1	1	1	1			1			1			
Pumpkins	1				1		1		1			1	1	
Turnips	1	1	1			1				1			1	1
Cabbages	1			1		2	1				1	1		1
Beans		1						1	2	2	1	1	1	2
Leeks			1	1	1	2	2	2	2	2				

REGULAR CUSTOMERS

Regular customers														
Wheat	x	xx		x				x						
Pumpkins	x		x			x	x				x			
Turnips			x		xx				x	x				
Cabbages				x		x			x			x	x	
Beans							x			x		x		x
Leeks								x			x		x	x
Pays	6	6	7	7	7	7	8	8	8	8	8	9	9	10
	5	5	6	6	6	6	7	7	7	7	7	8	8	9
	5	5	5	5	6	6	6	6	6	7	7	7	8	8
	4	4	4	4	5	5	5	5	5	6	6	6	7	7
	S		S	S					S					

S= Start card in the Introductory Version

CASUAL CUSTOMERS

Casual customers														
Wheat	x	xx	x		x	x		x			x			
Pumpkins	x			xx			x	x	x	x		x		
Turnips	x		xx			x	x			x			x	
Cabbages					xx		x		x		x		x	x
Beans		x		x		x			x			x		x
Leeks								x		x	x	x	x	x
Pays	7	8	8	9	9	9	9	9	10	10	10	11	11	12



Helper Reference

This section lists all 20 Helpers in detail. You do not need to read this section before your first game, as all the Helper cards are self-explanatory.
This section can be used to clarify any special cases and illustrates the variety of relationships between the Helpers.
The number in square brackets [] indicates whether the action is used during phase 1, 2 or 3 of a round.
(Because the card texts explain when to use a Helper, these numbers are not on the cards but are only in this section.)
Some Helpers refer to "other players". These Helper cards are marked with a purple lantern . This symbol allows players to recognise which actions allow them to directly affect other players.

Book-keeper: [2,3] Decide whether each vegetable space in your Shop should contain the indicated vegetable or not. (Add or remove vegetables as you choose.) In addition, choose one type of vegetable. For each Field card / on which this vegetable has been planted, you receive 1 .

- As well as during the Action phase, the Book-keeper can be used during the Card phase, if he is needed to finance a new Field.

Con man: [3] Exchange this Helper for a Helper belonging to another player who has already completed his Action phase for this round. *(The Con man goes to that player.)* Solo game: Swap this Helper for a Helper from the Offer.

- **Note:** A player cannot use the Con man to take a Helper that is underneath another card.
  In this example, the Trader cannot be taken by the Con man.
- The Con man cannot be used by the Starting player.
- Because the Con man is exchanged for another player's card, it remains in the game until a player discards it without using it.



Deliveryman: [3] Deliver to another player's Regular customer and take the proceeds yourself. If you make the last delivery to that customer, you must pay the owner 2 from the proceeds.

- The "owner" of the Regular customer must still deliver in that round, if he has not already and if he still has the Regular customer card.

Foreman: [1,2,3] Take one Helper immediately after it is placed on the Discard pile (by you or by another player).

- It is irrelevant whether the Helper was used or discarded.
- If the Foreman is under another Helper, he can be used immediately the other Helper is played.

Example: The Maid, which is on the Foreman, is activated and discarded. This frees the Foreman, who immediately takes the Maid back. The Foreman is then moved to the Discard pile, as it has been used.

- In the 4-player game, the Foreman can take the Harvest helper (during the Harvest phase) or the Squire, Market crier or Bookkeeper (during the Card phase) from any of the other players – there are no partners during these phases.
- The Foreman and the Squire can be combined: A player can use the Squire to select the Foreman, immediately use the Foreman and take back the Squire.
- If another player uses the Squire, a player with the Foreman can take the Squire card and use it in the same round (if he has not already taken two cards).
- If a player exchanges the Foreman for the Harvest helper during the Harvest phase, he can immediately use the Harvest helper.
  Players usually harvest at the same time. If a player has the Harvest helper, the player with the Foreman can require that the Harvest be played in player order: First the Starting player, then the other players follow in clockwise order.
- A player who has the Foreman and the Harvest helper can play the Harvest helper two times, one after another, to harvest 3 vegetables from a field with at least 5 vegetable tokens or to add 2 additional vegetables to a field.

Haggler: [3] Once only, buy 2 vegetables of the same kind in your Shop for the price of 1. (Combined with the Shopper, you take the 2 vegetables from the Supply rather than from the Shop.)

- The Haggler can only be used when there are two of the required vegetable in the player's Shop.
- Used with the Merchant, the price for the two vegetables is 1 Cash.

Harvest Helper: [1] You can harvest 2 vegetables from each of your own fields that contains 4 or more vegetables (Not from your Home field !), OR [3] Fields that you plant in this Action phase receive 1 additional vegetable token.

- Option 1: The vegetables on a field are counted before harvesting. The fields must have at least 4 vegetable tokens on them: it is not enough for them to just have 4 spaces. A player who takes this option can choose, for each field, whether to use it or not.
- If a player exchanges the Foreman for the Harvest helper during the Harvest phase, he can immediately use the Harvest helper. Players usually harvest at the same time. If a player has the Harvest helper, the player with the Foreman can require that the Harvest be played in player order: First the Starting player, then the other players follow in clockwise order.
- A player who has the Foreman and the Harvest helper can play the Harvest helper two times, one after another, to harvest 3 vegetables from a field with at least 5 vegetable tokens or to add 2 additional vegetables to a field.

Maid: [3] In this Action phase, you may exchange vegetables 1:1 at all Market stall spaces where you would usually have to trade in 2 vegetables to receive 1.

- The Maid can be combined with the Trader: a player can trade a vegetable 1:1 at another player's Market stall.
- A player can activate this card for the current Action phase without using it immediately: he may take other actions before using the Maid.

Example: John activates the Maid and moves her to the Discard pile. This reduces the price of a Two-pack, which he then buys. Only then does he trade in 1 vegetable at a 2:1 Stall.

Market crier: [3] Refill all your Market stalls with vegetables OR Sell 1 to 3 vegetables from your Market stalls to your Shop (at Shop prices!). You can earn a maximum of 3 .

- The Market crier can never refill a completely empty Market stall, as Market stalls are discarded as soon as they are empty.
- If the Market crier chooses to refill Stalls, he must refill all of a player's stalls.



Example for Option 2: Gerald takes 1 Bean and 1 Leek from his Market stalls. He does not need to trade in vegetables from his Cart. He places both vegetables on the appropriate spaces in his Shop and receives 3 Cash (even though the Shop's price would have been 4).

Market woman: [3] Exchange one of your Market stalls for another player's Market stall and refill both of them. *(Cards under the Market stalls that are revealed during the swap are moved to the appropriate "played" area.)*

- A player with no Market stall cannot use this card.
- A player cannot exchange an empty Market stall, as empty Stalls are immediately placed on the Discard pile.
- In the last round, some players might choose to clear out their Market stalls to stop other players from using them with the Trader or the Market woman.

Merchant: [3] You may buy, for 1 ●, 1 of any vegetable that you must deliver at least twice to your Regular customers 🧍 in this round. *(For example: You have Regular customers requiring wheat/wheat, pumpkin/cabbage and pumpkin/leeks. You may buy 1 wheat and 1 pumpkin for 1 ● each.)*

- The Merchant only counts by Regular customers, not Casual customers.
- Even if a player must deliver the same vegetable four times to his Regular customers, he can only buy at most 1 vegetable with the Merchant.
- Players can never buy vegetables that are not in their Shop.
- The Merchant can be combined with the Haggler: a player can buy 2 identical goods for 1 Cash.
- The Merchant can be combined with the Shopper: the player receives, for 0 Cash, up to 1 vegetable (that the Merchant could buy from the Shop for 1 Cash) from the Supply.

Messenger-boy: [3] You can deliver twice to any or each of your Regular customers 🧍 in this Action phase: Place two vegetables on each of the Regular customer's two vegetable spaces

- Players can choose which Regular customer they will deliver to twice. Players are paid for each of the two deliveries.
- Even after a double delivery, the player must deliver to the Regular customer over four rounds. In this way, a Regular customer may receive five (or even more) deliveries.
- A player is allowed to deliver to a Regular customer, and then use the proceeds to buy a vegetable that is required for that customer's second delivery.
- Players can also deliver twice to a Regular customer's top (last) row. Both these deliveries must be made at the same time.



Official: [3] In this Action phase, the "Buy a Two-pack" action is free for you.

- The Two-pack is already free for players with no Helpers or Market stalls.

Plough-man: [3] Return all vegetables from <u>one</u> of your fields 🌱 that contains at least 2 vegetables to the Supply. (You may not return vegetables from your Home field 🏠.) You can re-sow this field. OR You can immediately harvest vegetables from <u>all</u> fields 🌱 that contain exactly one vegetable token (but not your Home field 🏠.)

- Option 1: The player is not compensated in Cash for the returned vegetables. The field is treated as though it had just been turned over from the player's private Field pile. If the field is a Common field (Action card), the player does not pay the 2 Cash purchase price again. The player re-sows the field with a vegetable from his Cart. *(The Plough-man can re-sow at most 1 field.)*
- Option 2: Immediately after this Harvest, all emptied Private fields are removed from the game and all emptied Common fields (Action cards) are moved to the Discard pile.

Saleswoman: [3] Turn all your own Satisfaction markers to the blue side. OR During the current Action phase, your Casual customers 🧍 pay a bonus of +2 ● on the base price for all deliveries (regardless of how many Regular customers you have).

- The player can activate Option 1 for the current Action phase without using it immediately: he may take other actions before using the Saleswoman.

Example for Option 1: Fraser has 3 Regular customers, 2 with red Satisfaction markers and 1 with blue. First, he chooses not to serve the third customer and turns the Satisfaction marker to red. Then he uses the Saleswoman and turns all three Satisfaction markers to blue. He still needs to serve the first 2 Regular customers.

Shopper: [3] Buy 1 vegetable from the Supply (not from the Shop). The vegetable costs 2 ● less than it would in the Shop.

- Wheat costs 1 Cash, Pumpkins 2, Turnips and Cabbages 3, Beans and Leeks 4.
- The Shopper can be combined with the Haggler: you can buy 2 identical goods from the Supply for 2 less Cash.
- The Shopper can be combined with the Merchant: The player receives, for 0 Cash, up to 1 vegetable (that the Merchant could buy from the Shop for 1 Cash) from the Supply.

Squire: [2] During the Card phase, instead of taking 1 card from your hand and 1 from the Courtyard, you can take 1 card from your hand and up to 3 from the Courtyard. *(If you take the Foreman card, you can immediately swap it for the Squire.)*
Solo game: You may acquire up to 4 cards from the Offer.

- A player using the Squire must also play 1 card from his hand.
- The Squire cannot be used in the same round as it is played. Exception: If another player uses the Squire, a player with the Foreman can take the Squire card and use it in the same round (if he has not already taken two cards).
- The player plays all of the Action cards into his "played" area. As with all Action cards in the Card phase, they cannot be placed on one another like a Two-pack.

Subsistence farmer: [3 🌳] Take 1 vegetable from a field 🌱 belonging to another player and pay the owner 1 ●. The field must contain at least 4 vegetable tokens and may not be the Home field 🏠. Solo game: For 1 ●, buy 1 wheat, 1 pumpkin or 1 turnip from the Supply.

- The Subsistence farmer can only be played during the Action phase. *(This is important in the 4-player game where players take actions with a partner.)*
- The player places the harvested vegetable in his own Cart.

Tout: [3 🌳] Exchange one of your Casual customers 🧍 for a Casual customer belonging to another player. *(Revealed cards are placed in your "played" area.)* OR [3 🌳] Buy a Casual customer 🧍 from another player for 2 ●. You must immediately serve this customer.

- "Serve" means "deliver the three goods to the customer."

*Example for Option 2: Jon has the Tout on top of a Regular customer. He buys a Casual customer, who must be served immediately, from Larry. Jon gives Larry 2 Cash from the proceeds. The Regular customer does not count towards the +2/-2 modifier in this instance, as it is only revealed when the Tout is moved to the Discard pile **after** it has been used.*

Tenant-farmer: [3] Pay 3 ● to choose 1 field from your pile of Private fields 🌱 (without changing the order of the fields in the pile) OR Place one empty field 🌱 from your Field area (that has not yet been sown) under the pile of your Private fields and select 1 other field from it (without changing the order of the fields in the pile)

- The new field is placed with the other fields.
- Option 1 reduces the size of a player's Private field pile. Some players may have a Private field left to turn over in Round 8; others may not.
- Option 2 allows a Common field (on an Action card) to be placed under the pile of Private fields. The player does not have to pay 2 Cash for the Common field when it is turned over for the second time.
- A player may not simply use the Tenant-farmer to look at his Private fields pile. A player who uses this card must also take a field.

Trader: [3 🌳] Trade in 1 vegetable at another player's Market stall 🏪. If you do this in Round 8, you must pay that player 1 ●; in Round 9, 2 ●.

- The Trader is the only Helper who appears more than once in the game. (There are 3.)
- With each Trader used, a player can obtain exactly 1 vegetable from another player's Market stall by trading in 1 or 2 vegetables from his cart (as shown).
- The Trader can be combined with the Maid.
- In the last round, some players might choose to clear out their Market stalls to stop other players from using them with the Trader or the Market woman.

Credits

洛阳

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You can download a walk-through of the game rules from our homepage www.hallgames.de - this gives an easy introduction to the game and acts as a guide for teaching it. For advanced players, the author has explained why he made certain rules the way they are.