

# Vegetable Stock

2-6 Players | 10-15 min | Age 10+

Grow your vegetables, manipulate the market, and make a fortune in Vegetable Stock! But beware, the market could crash at any moment!

## COMPONENTS

- 5 Market Cards
- 5 Price Cards
- 45 Vegetable Cards
- 1 Good Weather Card
- 1 Typhoon Card
- Rulebook

## SETUP

1. Place the 5 Price Cards in a row with the basic side face up. Shuffle the 5 Market Cards and randomly place one onto a Price Card covering all the values lower than 4. Place the next Market Card onto a Price Card covering all the values lower than 3, then 2, 1 and 0. This will result in a randomized starting market where each vegetable has a unique price. (Figure 1)

## FIGURE 1

### MARKET CARDS



VEGETABLE DECK

PRICE CARDS

2. Shuffle the 45 Vegetable Cards to form a face down deck.
3. The person who most recently ate a vegetable will be the First Player. You are now ready to play!
4. \*In a 2 or 3-player game, remove all cards that contain one of the vegetables of your choosing from the game. (For example, remove the 17 cards that have one or more Tomatoes on them.)

## GAMEPLAY

The game is played over 6 rounds.

1. Place a number of Vegetable Cards face up in the middle of the play area equal to the number of players plus one (N+1). For example, in a 4 player game, reveal 5 Vegetable Cards.

## VEGETABLE CARDS



2. Players take turns selecting one Vegetable Card from the middle of the table and placing it in front of them, starting with the First Player and going clockwise. These represent the shares of Vegetable stocks you have invested in.
3. Once everyone has taken one card, there will be one card remaining which will determine which vegetables increase in value. For each vegetable on this card, move its Market card up by one level on the Price card once for each time the vegetable appears on the card. (Figure 2) If it reaches the top level and needs to move again, move it all the way to the bottom level instead. (The market crashed! Sorry about that!)
4. Start a new round by revealing N+1 cards from the Vegetable Deck and rotating the First Player to the next person clockwise.

## FIGURE 2



## GAME END

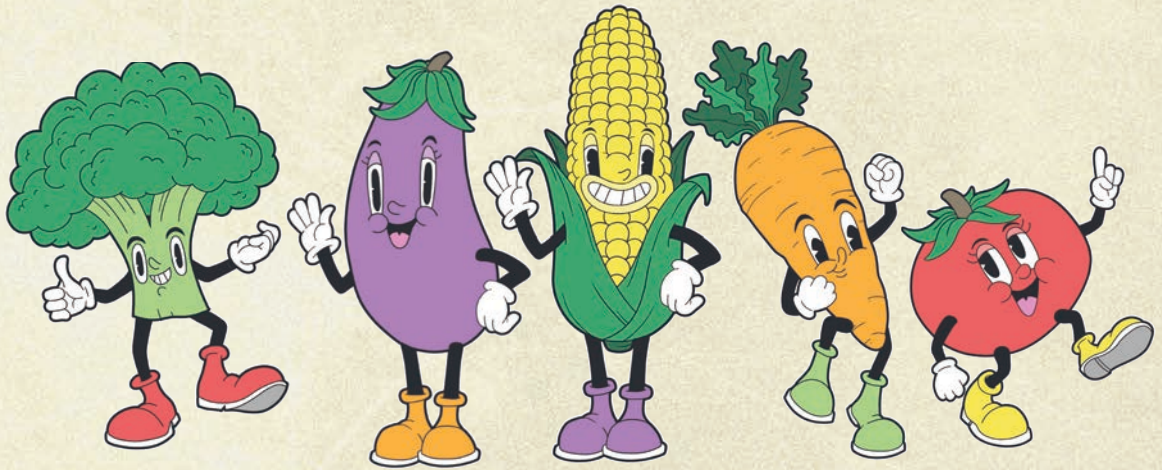
The game ends after 6 rounds. Count the number of times each vegetable appears in your collection (the number of shares you have invested in) and multiply this by its final price. For example, a card with 2 Tomatoes and 1 Broccoli on it represents 2 shares of Tomato Stock and 1 share of Broccoli Stock. If Tomatoes ended the game on value 4 and Broccoli ended on level 2, this card would be worth  $2 \times 4 = 8$  for Tomatoes and  $1 \times 2 = 2$  for Broccoli. Add up your earnings for each Vegetable to determine your total money. The player with the highest total wins! If there is a tie, the tied players share the victory.

## VARIANT RULES

- Dynamic Market:** Play with the reverse side of the Price Cards. The market will be like riding a roller coaster. Hold on tight. :)
- Weather Cards:** Shuffle the two Weather Cards into the Vegetable Deck. When a Weather Card is revealed, use the following rules:

**Good Weather:** Reveal one more Vegetable Card during step 1. At the end of the round, two cards will increase (or crash!) market values instead of only one.

**Typhoon:** No markets will crash this round. If at any point a Market Card would normally move from value 5 to 0, leave it on 5.



## CREDITS

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