

# WHOLE HARVEST



## WHAT YOU NEED


A deck of Whole Harvest Cards                      2-4 players

## STARTING THE GAME




Shuffle the cards and have each player cut the deck. The player with the lowest fraction is the dealer. The dealer then shuffles the cards again and deals 5 cards to each player and then flips over the top card. This becomes the discard pile.


## GAME PLAY

### Starting a turn


-  The player to the left of the dealer goes first. A player starts their turn by picking up a card from the deck, selecting the top card of the discard pile or picking up the whole discard pile. (Note: a player can take the top of the discard or the whole thing but not part of the pile.)


### During a turn

-  A player can plant a fraction crop in one of their fields by playing a card in front of themselves. Each player has 2 fields that they can plant.
-  Once a crop is planted, they can play other fraction cards on top to make an even whole. A player can play a maximum of 3 cards per turn. If a player uses up all of their cards during their turn, they may select 3 cards from the top of the deck however none of those cards can be played until their next turn.
-  A player can harvest a crop at any time during their turn. A player harvests a crop when they have laid down the cards that add up to an even whole. The player puts those cards to the side.


 Uprooting a crop- If a player does not want or is unable to grow a crop to completion, they may uproot their crop by taking all the planted fractions in that field and placing them in the discard pile. A player may not plant a new crop in that field until their next turn.

Ending a turn.

 A player ends their turn by throwing a card in the discard pile. Then it becomes the next player's turn. If they discard their last card they may take 3 cards from the top of the deck.

 If at any point during the game there are no cards in the deck to pick up, the discard pile is shuffled and flipped over. If there are less than 3 cards in the discard pile when the cards in the deck run out the game is over.

Winning the game-

 The players count up how many wholes they have and the player with the most wholes wins. A player will receive no points for a partial crop even if they have the cards to complete it in their hand. A player must subtract 1 whole from their total for every 5 cards they have in their hand (5+ cards take away 1 whole, 10 + cards take away 2 wholes, etc.)

