



Crop Rotation

Digital Rules Document

2 Players

Ages 8+

20 min

Slip into the roles of two hobby gardeners on a shared plot of land and cleverly exploit the benefits of efficient companion planting as well as crop rotation after your opponent's season to grow your collection of seedlings into a luscious, verdant garden of delicious vegetables.

Components

36 Veggie Cards (1 deck of 18 cards per player, separated by coloured frames)



The cards' top half is the active area. It shows the plants' current state and bonuses.

A: Crop Rotation bonus

B: Companion Planting bonus

C: Growth requirements

D: Veggie (as a seedling or cultivated)

E: Reference for Companion Planting

Crop Rotation can be played with all the cards held in your hands throughout the entire game. You do not need a table or any surface, just play wherever you like (ideally in your own vegetable garden).

Setup

1. Hand each player their deck of 18 veggies
2. Make sure that all cards start with their seedling side on top and shuffle your deck
3. Hold it in your hand, facing you, so that you see the front of your deck and your opponent can see its back





Opponent's deck



Your deck

Aim Of The Game

Be the first player to achieve at least 5  in your garden.

To familiarise yourself with the gameplay, it is recommended to play the first few games to just 4 . All other rules still apply.

The Basics

Active Cards

The top 2 cards of your deck are your Active Cards. You can pick either of these to *plant* or *cultivate* (see *Gameplay*). When *planting* your second card, leave the first card in its position at the front of the deck. When *cultivating* the second card, move it to the front of your deck and then perform the action.

This is a crucial element of the game to manipulate the order of the cards in your deck.

Furthermore, you are allowed to look at the top 4 cards of your deck to plan out your turns. You may, however, only perform actions with one of your Active Cards.

Garden

During your turn, you will tuck 1 - 4 cards behind your deck using the *plant* action (see *Gameplay*). These tucked cards form your Garden and grant you companion planting bonuses. Your Active Cards are not considered part of your Garden.

Your Active Cards do not grant you their bonuses, only the cards planted in your Garden and your opponent's Garden.

Your Garden offers space for up to 4 veggies (cards) and you can never have more than 4 veggies in your Garden.

Gameplay

The player with the greenest thumb starts the game.

On your turn, you will either *plant* or *cultivate* one of your Active Cards (see **The Basics**). You can perform multiple *plant* actions and you can both *plant* and *cultivate* in a single turn. The actions of *planting* and *cultivating* are explained in detail below.

Turn Structure

1. Reset your Garden by aligning all plants back into your deck
2. *Plant* veggies into your Garden (at least once, up to 4 times)
3. *Cultivate* a plant (optional) and end your turn

On your turn, you must *plant* at least 1 veggie and may *plant* up to 4 veggies.

Planting

To *plant* a veggie in your garden, tuck it behind your deck, slightly offset to the left so that you can see the bonus in the top left. If you want to *plant* more veggies that turn, make sure that each subsequent one is again offset behind the other plants so that every plant's bonus is visible to you.

These (1-4) tucked plants make up your vegetable Garden.



Cultivating

To *cultivate* a seedling into a fully grown veggie, you must fulfil the growth requirements of that plant. That means you must have all the symbols shown in the growth requirements available in either your own or your opponent's Garden (in the top left of the back of their cards).

Any symbol only counts for 1 of the requirements, so if the plant needs 2 ☀️ and 2 💧 to grow, you must have at least 2 ☀️ in your Garden and at least 2 💧 in your opponent's Garden.

If you fulfil the requirements, flip the card to its cultivated side and leave it at the front of your deck. It remains cultivated for the rest of the game and gives you the respective bonuses when *planted* in your Garden.

The bonus on the last card of your opponent's deck is also available to you. So, on the first turn of the game, the starting player always receives 1 💧 from their opponent's garden.



Example: With (at least) 2 ☀️ in your Garden and 1 💧 and 1 🚫 in your opponent's Garden, you can cultivate your Carrot.

It remains the first card in your deck and your turn is over.

Remember, you only ever receive bonuses from plants that you have planted in your Garden, never from your Active Card.

After you *cultivate* a plant, your turn ends and you cannot perform any further actions. If you cannot or do not want to *cultivate* a plant during your turn, you can pass and end your turn after having *planted* at least 1 veggie into your Garden.

Do not align your cards at the end of your turn!


The bonuses at the back will be available for your opponent during their turn, so they need to remain visible for them. Instead, align your cards at the start of your next turn.

As the active player, you can play your turn openly, allowing your opponent to see the cards played. This is especially helpful when teaching the game. Remember, at the end of your turn, to hold your cards back up so that your opponent can see their bonuses.

Scoring

As with other bonuses, you only score points (🐞) in your Garden, not on your Active Cards.

Example: If you plant the Aubergine in your garden, you receive



1 🐞

+1 🐞 if planted adjacent to a cultivated Broccoli plant

-1 🐞 if planted adjacent to a cultivated Bell Pepper plant

So, if you plant the Aubergine between the Broccoli and the Bell Pepper, you receive 1 🐞 for it in total.

End Of The Game


The game ends as soon as a player has achieved at least 5 🐞 in their Garden, causing them to win the game.


Example: This player has achieved 5 🐞 in their Garden, thereby winning the game:


- 1 🐞 each for having the Aubergine, Nasturtium, Cabbage and Tomato planted in their Garden
- + 1 🐞 for companion planting the Tomato next to the Cabbage




The Zucchini on the frontmost card is not part of the Garden and is therefore not considered in the scoring.




All  are calculated simultaneously, including any bonuses and penalties from companion planting.

Example: In this case, the player has not reached the 5  needed to end the game:

1  each for having the Garlic, Bean, Pea and Celery planted in their Garden

+ 1  for companion planting the Celery next to the Pea



would give them 5  but they get penalised both for planting the Bean next to the Garlic and for planting the Pea next to the Bean, costing them 2  and resulting in a total of only 3 . The game continues.

Credits & Thank Yous

My gratitude goes out to all my friends and loved ones as well as all the people from the gaming community online, especially on BGG and Reddit, who helped me bring this project to life with their support, feedback and playtesting.

Special thanks go to Hannah Müller, Tatjana Wannewetsch, Cruz Matos, Janina Bayer, Andreas & Elea Vorbach, Nicolas Görge, Armin Nourifar, Alison Scott and Andrew Barton.

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Appendix

The plants in Crop Rotation offer bonuses both for Companion Planting in your own garden as well as for Crop Rotation after your season that benefits your opponent. These bonuses are ...


... from Companion Planting


 **Sunlight:** Basic bonus for seedlings. Seedlings don't block sunlight for the other plants.


 **Pollination:** These plants attract beneficial insects that help pollinate other plants.

 **Soil Aeration:** These plants loosen and aerate the soil with their root system or their growth, allowing for better root development of other plants.

... from Crop Rotation

 **Water:** Basic bonus from crop rotation. The plant material of these plants can be used to mulch the soil at the end of the season and retain moisture.

 **Pest Control:** These plants deter pests or protect other plants against diseases.

 **Fertilisation:** These plants enrich the soil with nutrients with their root system or can be incorporated into the soil as green fertiliser at the end of the season.

Disclaimer: While part of the inspiration for Crop Rotation came from the idea of ecological gardening without the need for artificial agents, some scientific accuracy had to be sacrificed for the sake of balanced and fun gameplay.

I encourage you to read up on these topics and to incorporate them into your own garden.