



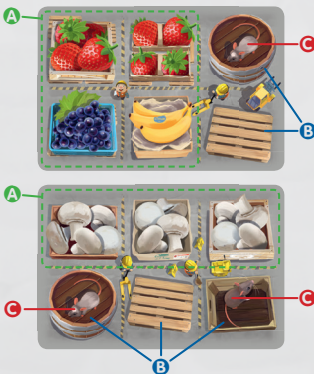
COMPONENTS

- 40 Cards
- Scorepad
- Pencil

Each card has 6 spaces with items, including:

- A Goods** (strawberries, bananas, grapes, carrots or champignons),
- B Empty crates, pallets or barrels** (even if these are closed, we assume they are empty),
- C Mice.**

Tiny brave warehouse workers and their forklifts are depicted on the cards only for aesthetics.



GOAL OF THE GAME

Players place different goods in their warehouses. Crates contain mostly vegetables and fruit. However, some of the crates are empty or even contain mice! Players try to place the goods in their warehouses in a way that will bring them the most points. Nobody wants to have mice in their warehouse, so each mouse yields negative points.

GAME SETUP



- Shuffle **all the cards** and place them in a face down stack **A**.
- Reveal **3 cards** from the stack and place them in the middle of the table for all players to see. These create the **loading dock B**.
- Then deal **2 cards** to each player from the top of the stack. Players should not let the opponents see their cards. Each player **chooses one card from their hand** and places it face up in front of themselves. Cards laid out in front of the player are called their **warehouse C**.
- Each player keeps **the other card** in their hand D.

3-player game setup:





GAMEPLAY

The player who works at the warehouse (or the youngest player) starts the game. The gameplay then continues clockwise around the table.

On their turn the player **has to add a single card to their warehouse**. This can be either:

A. a card from the player's hand,

OR

B. a card from the loading dock.

A. If a player decides to add a card from their hand to their warehouse:


- once the card is placed, the player takes a new card from the top of the stack and adds it to their hand (they do not show this card to the opponents),
- the player's turn is over and the next player in clockwise order begins their turn.

B. If a player decides to add a card from the loading dock to their warehouse:

- they choose one of the three visible cards from the loading dock and add it to their warehouse,
- they draw a new card from the top of the stack and place it face up on the loading dock (so there are 3 visible cards again),
- the player's turn is over and the next player in clockwise order begins their turn.

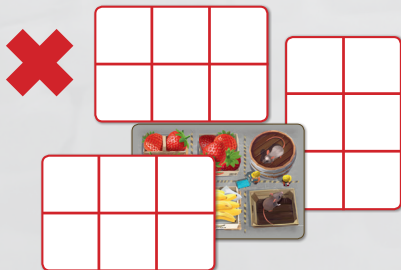
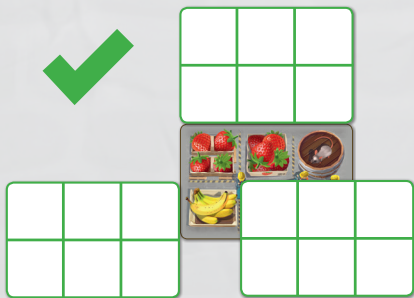
RULES FOR ADDING CARDS TO THE WAREHOUSE

- The added card **can be rotated** in any direction.
- The added card has to fulfill one of the following conditions:
 - a) It has to be **orthogonally adjacent** (either completely or partially) to any other card already placed in the warehouse,
 - b) It has to **cover** (either completely or partially) another card already placed in the warehouse.



Note: Cards being added to the warehouse cannot be tucked under cards already placed there. New cards have to be placed either adjacently (orthogonally) or on top of cards already placed in the warehouse.

Below you can see some examples of **correct** and **incorrect** placements of new cards.





END OF THE GAME


The game is over once each player has placed **8 cards** in their warehouse. When the game is over players score points for their warehouses and note them in the scorepad.

SCORING

- Each player checks which of the goods in their warehouse makes **the biggest group**. If a player has several kinds of good that form the biggest group, the player has to choose one of them. Then they inform the opponents about it.

A group is a cluster of spaces with the same kind of good that are orthogonally adjacent to each other.

- All players count their points for the kind of good that matches the biggest group of each player.



Note: It may happen that the same kind of good will be the biggest group for two or three players. In that case such good is still scored only once.

- Points for goods are scored in the following way:
 - The player has to count the number of spaces for the biggest group of a given kind in their warehouse (i.e. 7 spaces).
 - The player has to count the number of separate groups of a given

- kind in their warehouse, including the biggest one (i.e. 5 groups).
- Both values should be multiplied by each other. The final value is the player's score for that good (i.e. $7 \times 5 = 35$ points). This has to be noted down in the scorepad.
 - The player has to sum up the scores for all the scored goods.
 - In the end, players have to subtract negative points for each mouse they have in their warehouse: **each mouse is -2 points.**

Example: Ola checks which good makes the biggest group in her warehouse. *Strawberries* and *grapes* each make a group of 5 spaces, so she has to choose one of these goods. Ola chooses *strawberries* and informs other players about her choice. Other players do the same and inform their opponents about the biggest groups of goods in their warehouses: Christina - *bananas*, Michael - *grapes*, Patricia - *strawberries*.

As a result, every player will score points for 3 kinds of goods in their warehouse: *strawberries*, *bananas* and *grapes*. *Strawberries* make the biggest group in the warehouses of two players, but it will be scored only once.

Ola scores points for her warehouse:

- The biggest group of *strawberries* (5 spaces) x number of *strawberry* groups (4 groups) = 20 points,
- The biggest group of *bananas* (3 spaces) x number of *banana* groups (2 groups) = 6 points,
- The biggest group of *grapes* (5 spaces) x number of *grape* groups (1 group) = 5 points.

Ola gathered 31 points ($20 + 6 + 5$). From this total she has to subtract negative points for mice:

- There are 3 mice in her warehouse which is -6 points (-2 points for each)

Ola got 25 points for her warehouse. This result is noted down in the scorepad.
Other players score their points the same way.

Ola's warehouse:



- The player who got the most points is the winner. In case of a tie, the winner is the player who has fewer mice in their warehouse. If there is still a tie, players rejoice in their shared victory.



2 PLAYER VARIANT



The gameplay is the same as described before. The only difference is scoring. Once the game is over, each player checks which kinds of good make the **2 biggest groups** in their warehouse. Other rules for scoring remain the same.



4 PLAYER VARIANT



At the beginning of the game players are divided into **2 two-player teams**. Gameplay and scoring are the same. However, at the end of the game members of the team **sum up their scores**. The team that got more points in total wins the game. In case of a tie, the team with fewer mice in their warehouses wins.

Note: We have prepared a small meta-game for you! On the sides of the box bottom, we have listed some achievements, that you may try to fulfill. Will you be able to beat them all? Have fun!

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