



MÉTAYAGE

Peter Horvath
Stella Kim
Bruno Kruse
Nathan Rothman

Ingredients: Deck of cards.

Players:

3: Free for all.

4: Team up with player across and points are collective.

Goal: Earn the most points cumulatively throughout all four seasons.

Card Values:

Numbered Cards (3+): Land, Crops, or Cultivators

Ace Card: Counts as a 1

Face Cards:

King: Claim all the seeds into their point pile and overrides any card.

Queen: Protects the land allowing only the Queen holder to plant seeds and cultivate.

Jack: And instant drought — destroys all the seeds of the land.

Joker: Can be used for a wildcard value as a cultivate card.

Game Play: One move per turn.

Place land.

Plant seed.

Cultivate land.

Placing Land: First day of each season everyone must put down land. After land has been placed, land can be expanded by placing land cards on top of existing land thereby increasing value.

Plant Seed: Must be opposite color and card value must be less than land card(s).

Cultivate Land: Card must be same color as the land card. Cultivate card plus the plant seeds must equal the value of the land. Once land is cultivated the player retains the seed cards as points and discards the land and cultivate cards.

More Rules:

- A tally of points must be kept through the seasons and added up at the end of the last season to determine the winner.
- Once a land is cultivated, player must place new land.
- All players must always have seven cards in their hand at all times.
- After stockpile diminishes, play continues until everyone passes then the season is over.
- At the end of each season, player with most points is crowned King.
- The King of each season decides who shuffles and the turn order.