

# Compost the card game

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*A two player card game by Jesper Tingvall*

## Start

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Shuffle entire deck and put it face down into **Draw Pile**. Give 4 cards to each player. The one who threw trash most recently starts.

## Turn

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On turn player can do one following actions:

- Put one cards face up in own or opponents **Compost Pile**.
- Discard entire hand face up into **Discard Pile**.
- Turn their **Compost Pile** into **Gardens**.

After action is done player draws so they have 4 cards on hand. Then it is next player's turn.

If no cards can be drawn shuffle **Discard Pile**, place face down and that is new **Draw Pile**.

## Turning compost into Gardens

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If a player has more than two cards in their **Compost Pile** they can choose to turn it into **Gardens**.

1. Turn **Compost Pile** face down and shuffle the compost.
2. Draw cards from compost pile until a **Stone** card is reached, or end of compost pile. All those cards form a **Garden**. Repeat 2. until all cards in **Compost Pile** are turned into **Gardens**.
3. All **Stone** cards and **Gardens** of value 0 is thrown into **discard pile**.

## Value of a Garden

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Value of a **Garden** is following: [sum of all cards] x [multipliers] x [multiplier]

Example: If a **Garden** contains 2 **Leaf**, 1 **Wild Flower** and 2 **Critters** it's value is:  $(1+1+3) \times 2 \times 2 = 20$

## Playing cards needing gardens

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For playing **Tomato** or **Beetroot** card you need to discard **Gardens** up to value required by card. You can not divide up a **Garden**, so some value might be wasted. Discarded **Gardens** are put into the **Discard pile**.

Example: Player wants to put a **Tomato** into their **Compost Pile**. He has two **Gardens**; one worth 6 and one worth 10. He has to discard both of them as a **Tomato** requires a total value of 12.

## End of game

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Game ends at the end of a player's turn when either of the following conditions are met.

- There are no cards in the **discard pile** nor in the **draw pile**.
- End of round and there are 6 **Gardens** in total.

Player with highest sum of all **Gardens** win.