

**BERRIES** is a card game for 3-4 players. Players can either pick Berry cards from the patch or use their picked Berries to make Goods. Each Good has its own game winning condition. It's up to each player to out-pick, out-make, and out-smart their rivals.

## SET UP

Separate the 18 Goods cards (7 Scone, 6 Pie, and 5 Wine), and place them in 3 stacks comprised of the same Good to the side of the play area. These are the Good Stacks.

Shuffle together the 35 Berry cards and deal 2 to each player, forming each player's hand. A player's hand is kept secret from the other players.

Place the remaining Berry cards in a face down deck in the middle of the play area. Place the top 5 cards of the deck in a face up row, forming the *Patch*.

Choose a start player using a method everyone can agree on and give that player the **It's Your Turn** card. The game begins.



## 35 Berry Cards

Each **Berry card** represents one of 5 *Berries* (*Raspberries*, *Blueberries*, *Strawberries*, *Raspberries*, and *Cranberries* - 7 of each).

Each Berry card also has a **Recipe** for a **Good**. Each Recipe shows the number and type of Berries the player must use to make the Good.

## 18 Good Cards

Each **Good card** represents a various **Good** (*Scone*, *Pie*, and *Wine*) that players can make by discarding the appropriate Recipe and required Berries from their hand. The back of each Good card features a *Jam*.

Each Good also has a **game winning condition**. When a player makes a Good, if they've satisfied the winning condition of *that* Good, they **immediately** win the game.



## 1 It's Your Turn card

When a player has the **It's Your Turn card**, it is their turn. As the game is played, this card is passed among the players so that they can take turns. What a player can and must do, and the order those things occur, are covered in detail on this card.

The back side of this card features an explanation of making a Good.

## PLAYING BERRIES

Game play in **Berries** is driven by the **It's Your Turn card**. When a player has this card, it is their turn. The player should follow the text on the **It's Your Turn card**.

*During a player's turn, each player will get to do something (in clockwise order), based on what the player whose turn it is chooses to do.*

Rules V 1.0

## **PLAYER TURNS**

When it is a player's turn, they first draw 1 card from the deck and add that card to their hand. Then, they choose either **Pick** or **Make**.

**Pick** - When a player chooses **Pick**, they add any 2 cards from the *Patch* to their hand. Then, each other player, in clockwise order, adds 1 card from the *Patch* to their hand.

**Make** - When a player chooses **Make**, beginning with the player whose turn it is, each player, in clockwise order, may use the required cards from their hand to make 1 *Good* that has not yet been made this turn -or- they may draw 2 cards from the deck.

*If the deck is ever empty, the discard is shuffled to form a new deck.*

### **Making Goods**

When a player makes a Good, they reveal a Recipe from their hand, along with the Recipe's required Berries. The revealed cards are discarded. The player takes that Recipe's Good from its Good stack and places it in their play area.

When a player makes a Good, they might win the game immediately. If they do, the game ends. A Good's win condition is only in effect when it is made. The win conditions of Goods made in previous turns are ignored.

*Make Example - Anne makes a Scone*

*Anne reveals a Blackberry Scone Recipe from her hand, along with the Blackberry card required. The 2 revealed cards are discarded, and she takes a Scone from the Scone Good Stack and moves it to her play area. She now has a Jam, a Wine, a Pie, and a Scone. She checks the Scone's winning condition. Since she has 4 different Goods, she wins.*

**Jam** - The back of each Pie, Scone, and Wine is **Jam**. Jam is also a Good. A player can always make Jam, regardless if another player has already made Jam this turn.

To make Jam, a player must reveal and discard 2 *different* Berries from their hand, plus 1 additional *different* Berry for each Jam they already have. They then take a Good from any Good stack and place it in their play area face down as a **Jam**.

*Make Example - Mark makes a Jam*

*Mark wants to make Jam. He already has 1 Jam. In order to make a Jam, he will need to reveal and discard 3 *different* Berries from his hand. He does so, and takes a Wine from the Wine Good stack and places it face down in his play area as a Jam. He now has 2 Jams. He checks the Jam's winning condition. He does not have 5 Goods, so he does not win.*

If no one has won the game, after each player has used their part of a Pick or Make, each player discards cards from their hand until they have a maximum of 5 Berry cards.

Then, the player adds cards from the top of the deck to the *Patch* until there are 5 cards in the *Patch*. The It's Your Turn card is passed to the next player, in clockwise order.

**Alternate Ending** - At the end of a player's turn, if all Stacks are empty, and no player has won, the player with the most Jam wins.

*For a how to play video, please visit [smallboxgames.com/berries](https://smallboxgames.com/berries)*

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