

Greener Pastures



1-4
players



40-60
minutes



2.2
weight



12+
age

About the Game

An engine builder where your rivals are the engine. Every farmer specialises in one crop, so everyone needs everyone - and every visit to your farm puts coins in your pocket.

Turns are a single quick action and every interaction leaves both sides better off. Nobody ever wrecks your farm; they pay to keep it busy. First to feed the island wins.

Features



Five asymmetric crop engines - your farm plays nothing like your neighbour's.



Multi-use cards - each card is a building, a crop or a delivery.



Focus on your own crop, but you can also build rival's buildings.



Quick to learn, endless combinations of cards.



Doing the Rounds

GROW YOUR FARM



Plant cards on your buildings and harvest them into your barn - every crop has its own rhythm.

HIRE HANDS



Add hired hands to your farm - skills your neighbours can't grow themselves.

GET PAID BY RIVALS



Every time a neighbour uses your farm, they pay you. Being needed is the engine.

FEED THE ISLAND



Deliver harvests up the island. Reach the peak first and the game ends - with you ahead.

Components

105 cards · 5 meeples · 30 cardboard tokens · small box

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