Beet hupferl

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4+ · 1–4 · 15

Watering • Sprouting • Harvesting

Can vegetables be thirsty? Sure they can, if it hasn't rained for so long.
Now everything in the vegetable bed looks awfully dry. Cucumber, cabbage, and pumpkin are thinking of
how great a sip of water would be. And even the red beet has turned quite pale. But fortunately,
you have watering cans! One splash is enough to let the carrots sprout.
Do you want to harvest them straight away? Oh, but what is that?!
The snails are also eager to feast on this vegetable...

Game Materials

2 sticker sheets:
25x vegetable
(5x each of red cabbage, cucumber,
carrot, pumpkin, red beet)
5x snail
30x earth
12 as a reserve

30 tiles

4 watering cans

1 vegetable garden
with 16 places (hollows)

4 grass patches

20 water drops
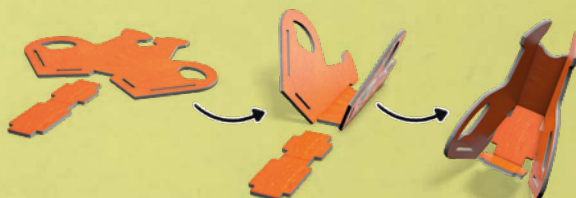(mini-marbles)

1 bowl for the drops

Before the 1st Game

🍂 Attach the **stickers**:
Put the stickers **on one side** of all 30 tiles in the following way:
5 times each with red cabbage, cucumber, carrot, pumpkin, red beet;
5 times with a snail. Do you want it to look even nicer? In this case,
also attach the earth stickers on the back of the tiles.

> You don't necessarily have to stick the "earth"
> on the backs of the tiles; they add to the garden, though.
> If you do, it is important to attach the "earth" on
> all tiles in the same way, so that players won't be
> able to see what's on the front.

🍂 This is how you put the **4 watering cans** together:

🍂 Place each **grass patch** on one side at the edge of the garden.

The gameplay takes place inside the box. Take everything out of the box – except for the vegetable garden with the grass patches.

- Mix all tiles, with the earth side facing up.
- Put one tile on each hollow of the garden, without looking at what is at the tile's bottom.
- Keep the remaining tiles within reach as a face-down supply.
- Put all water drops in the bowl.
- Each of you takes one watering can.

Object of the Game

Who can **harvest the most vegetables** by watering cleverly, and with luck and good memory skills, while, at the same time, avoiding the greedy snails?

Course of the Game

Players play in turn. The player who last ate a carrot begins.
On your turn, you fill your watering can with **1 water drop** from the bowl. Then you may **water**.
Before you start playing, agree on which one of the two versions to use; this then applies to all players:

Watering for players from 4 years and up:
1x directly from above the vegetable bed
You may empty your watering can directly above the vegetable bed. Choose a hollow you want to water.

> But sometimes, the water drop rolls somewhere else... gee...!

> Look, your water drop seeps away in the hollow. And now a vegetable will grow there... or a snail will turn up.

Watering for players from 5 years and up:
2x from the grass into the vegetable bed or 1x directly from above the bed.
On each turn, **choose** whether you want to water

- 2x from the grass into the bed or
- 1x directly above the bed.

This is how you water from the grass into the vegetable bed:
Pour out the drop from above one of the 4 tilted grass patches. You may do this once or twice. Each drop **first** has to hit the **grass patch**, before it rolls into a hollow.

> ...or once you are ready for it.

> The special "Beethupferl" watering from the grass: The drop finds its way by rolling to the plant... or it ends up at a snail.

> Great, you can water 2x in a row! But consider carefully when it might be smarter to water only 1x, but in a more precise way.

The following rules apply to both versions.

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Keep watering, in turn, until either **3 vegetables of the same** kind or **3 snails** are visible.

3 vegetables of the same kind are visible:
Super! Harvest **one of these**.
Take this tile and place it
face up in front of you.

3 snails are visible:
Oh dear! Take one of the snails and place it
face up in front of you. At the end of the game,
it will unfortunately eat one vegetable and
thus take it away from you.

Turn the other two tiles (of this kind) back over – after trying to memorize what you have seen...
Put the **drops from all 3 hollows back** into the bowl.
After that, put a new tile from the supply,
with the earth side facing up, on the now-vacant hollow.

2 drops in the same hollow: The tile stands upright

A second drop in the same hollow makes the tile
stand upright. This tile counts as a **visible** vegetable
or as a **visible** snail.

But upsy-daisy!
With twice as much water,
the vegetable pops up
erect out of the ground.

3 drops in the same hollow: Immediate harvest

Does yet a third drop also land in the same hollow?
In this case, any more water would be too much
of a good thing. **Harvest** the vegetable **right away** –
even if there are not yet 3 of them visible in the bed.
Unfortunately, this applies also to the **snail**:
You have to **immediately** take it from the bed.

The immediate harvest also comes with the same rule: Take all water drops out of the hollows of the same kind and put them back into the bowl. Turn the applicable tiles over on their back. After that, put a new tile from the supply, with the earth side facing up, on the now-vacant hollow.

Every vegetable in the "Beethupferl"
garden needs only 1 drop of water.
Therefore, avoid watering a vegetable
twice – since this enables the next player
to add the third drop
and harvest immediately.

Are you already really great with your watering cans?
If you are, use the following **immediate harvest** rule from now on: A third water drop may roll
only from the grass into a hollow – but never by watering directly from above the vegetable bed.
If, in an attempt at watering directly, a third drop inadvertently lands in a hollow, you may not harvest the vegetable and
have to put the third drop back into the bowl. You would have to take the snail, though.

End of the Game

The game ends when you
- have placed the **last tile** from the supply into the vegetable bed   **or**
- have taken **3 snails** in total from the garden.

Now, **each snail** you have collected **eats one** of the **vegetables** you have harvested.
That vegetable is now **gone**, so pick one and put it aside. After that, check who (still) owns the **most
vegetables**. Is it you? Super! You win! There can be more than one winner.

This can happen even to the best gardener! (Special situations)

- Does a drop remain **outside the hollows** somewhere in the vegetable garden?
  In this case, you may use it again for watering right away.
- Has a drop that you are currently **removing** inadvertently rolled into a different hollow?
  In this case, take it out of there, put it back into the bowl and turn the tile back over.
- Has the **second drop** on your game turn landed **directly in the vegetable bed** – instead of first landing on the grass patch? If you would have been able to harvest **a vegetable**, now you may not do it; instead, the next player can do that (before he waters). If it were a snail, you would have to take it, though.
- Does a tile remain **in a horizontal position, although there are 2 drops** in the hollow?
  In this case, put one of the two drops back into the bowl.
- Has a tile been "**pushed off**" by drops? In this case, simply put it back on the hollow.

Variant: Let us harvest together!

If you want to try out whether you can move faster than "at a snail's pace"
when harvesting together, play this variant:

Here, you have a **common objective**:
Cooperatively, try to harvest **2 pieces (or more)** of **each kind of vegetable**,
before you have to take the third snail from the vegetable bed.

> You can also use the rules of this variant to play **alone** "against the snails."

This is the only change in the **course of the game**:
If the third drop is in a hollow with

- **a vegetable**, remove this **vegetable from the game**, since you now don't get it;
- **a snail**, place the snail in front of you.

Once you have taken **3 snails** from the garden, all of you **lose**, unfortunately.
If you together manage to **collect 2 tiles** of **each kind of vegetable**,
you've done great and **win** the game together.