



# POMEGRANATE PLANET

**If you plant them, they will  
grow, hopefully!**



**Play Time**  
**15min per player**



**Number of Players**  
**2-4**



# POMEGRANATE PLANET

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Board Game Geek: Pomegranate Planet

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## OVERVIEW

Welcome to Pomegranate Planet, where the mighty pomegranate is valued above all else! Two to four players will compete for supplies from the Market to Grow more Pomegranates on their farm than anyone else. You will need to wisely use your Pomegranate Power Pebbles (or “Pom Pebbles” as the locals call them) in order to outsmart the competition and reign supreme as the primary purveyor of pomegranates on the planet.

Skip the rulebook! Find video tutorials of all of our games at this link: [tinyurl.com/Paw-WarriorGamesVideos](http://tinyurl.com/Paw-WarriorGamesVideos)

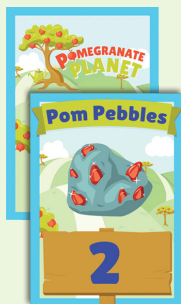
## OBJECTIVE

In Pomegranate Planet, you are a pomegranate farmer trying to Grow more pomegranates than the other competing farmers. Each round, you will be going to the Market and trying to win items using your Pom Pebbles. As you earn items from the Market, they will be added to your Inventory (and eventually to the Fields in your Farm), in the hopes of growing the most pomegranates by the time the game ends.

## COMPONENTS



78 Market Cards



4 Sets of 15 bidding cards

## SETUP

Each player chooses one of the four sets of Pom Pebble cards, belonging to the different farmers.

Shuffle the deck of Market cards and place it face-down to the side.

## PLAYING THE GAME

Pomegranate Planet is played in Rounds, with each Round consisting of three phases:

- 1: Bidding: Bid Pom Pebble cards to obtain items from the Market.
- 2: Awarding: Reveal all Bids and award items to the highest bidder.
- 3: Planting: Plant Fields by moving items from your Inventory to a Field.

## PHASE 1: BIDDING

Deal the top 5 cards from the top of the Market deck face-up in a row between the players. Players then bid on all five Market items by choosing one Pom Pebble card from their hand and placing it face-down, in front of each item, as shown below.



Deck



Discard





## PHASE 2: AWARDING



Once all players have finished placing their face-down Pom Pebble cards for the round, flip them over to reveal their values.

Each item goes to the highest bidder. In the case of a tie, the second highest bidder gets the item. However, if the second highest bids are also tied, or if all bids are of equal value, no player gets it; place the item in the discard pile.



### The “Pests” Item:

Bidding on the Pests Item works differently than all of the other cards in the Market. The lowest value Pom Pebble card takes that item instead of the highest. In the event that there is a tie for the lowest value Pom Pebble for a Pest, the second-lowest must take it instead. If that also is a tie, or there is no second-lowest value, it will go to the Discard Pile.

### Where to put cards you win from the Market:

The space in front of each individual player is referred to as their Farm and consists of 4 areas: 3 Fields for Planting pomegranates and an Inventory to store items before putting them into the Fields. All the areas are empty at the beginning of the game. When a player wins an item from the Market, it is placed into either their Fields or Inventory, depending on which type of card it is.







## AWARDING (CONTINUED)



### Inventory Items:

Seeds, Water, Fertilizer, Watilizer, and Pest cards have this symbol:  When a player gets one of these Items from the Market, it must be put into the player's Inventory.

### Field Items:

Pollinate and Greenhouse cards have this symbol:  When a player gets one of these Items from the Market, it goes directly into either one of their 3 Fields or the Discard Pile. Once a Field Item has been placed in a Field, it will stay there for the entire game. Each Field may only contain one Field Item. If a player wins a Field Item, and each of their Fields already has a Field Item in it, put the newly won card into the Discard Pile.

### Tractor:

When a player gets a Tractor from the Market, they put it off to the side. It does not take up a slot in a player's Inventory or their Fields. The player may use their Tractor at any time during the game. Once it is used, it is placed into the Discard Pile.

### Wheelbarrow:

When a player wins a Wheelbarrow card, it must be used immediately. The player looks at the top 3 cards of the Market deck and chooses one of them as if they had just won that card from the Market. The other 2 cards and the Wheelbarrow Card are then discarded.







## PHASE 3: PLANTING



After the Awarding phase, if a player has 5 or fewer Items in their Inventory, all the Items will stay there. If a player has 6 or more Items in their Inventory, they must choose 5 Items from it and move those Items into any one of their 3 Fields that has not been filled yet. When Planting a Field, all 5 cards that are coming from the player's Inventory must go to a single Field. (See the **Scoring** section of the rulebook, which describes how to Plant the optimal Field!) Any cards that weren't moved into a Field remain in a player's Inventory.

### The “Pests” Item:



All Pests Items in a player's Inventory when Planting a Field, must be among the cards chosen to be planted.



## ENDING THE ROUND



The round ends after the planting phase. Each player places the 5 Pom Pebbles they used for bidding this round off to the side; They cannot be used again for bidding until all players have no more Pebbles to bid with. Once all players' Pom Pebbles have been used, players put them back into their hands. This will happen every 3 Rounds. Set aside Pom Pebble cards are open information to all players.

Deal 5 cards from the top of the Market deck into the Market, and start the next round.



## ENDING THE GAME



When one or more players have Planted all 3 of their Fields, that is the last Round of the game. The other players can bring the cards that are left in their Inventory into one of their empty Fields, even if there are 5 or fewer cards in their Inventory, and Tractor Cards may still be used. Then, the game is over, and players count the number of Pomegranates that they've Grown in their Fields.





## SCORING



The player whose Farm yields the most Pomegranates wins the game.

Each Seed Card in a field can yield 1, 2, or 3 Pomegranates, based on the value indicated on the card. However, Seeds only yield Pomegranates if they actually Grow! That's where Water and Fertilizer come in. Water and Fertilizer determine how many of your seed cards will Grow into pomegranates.

- If a Field contains Water and Fertilizer, or a Watilizer, every Seed Card in that Field will Grow, and yield the number of Pomegranates indicated on the card. There is no penalty for having extra Water and/or Fertilizer.
- If a Field contains only Water OR only Fertilizer, but not the other, only 2 of the Seed Cards of the player's choice in that Field will Grow and yield Pomegranates.
- If their neither Water nor Fertilizer is in a Field, only 1 Seed Card of the player's choice will Grow and yield Pomegranates.

Fertilizer and Water are not the only things that affect how many pomegranates Grow in your Farm. These other Items also affect how your Fields yield pomegranates.

- A Pollinate Item in a Field gives one extra Pomegranate for each Seed Card that Grows in that Field.
- A Greenhouse Item in a Field doubles the number of Pomegranates produced by one of the Seed Cards that Grows in that Field.
- For each Pest Card in a Field, subtract one Pomegranate from that Field's total, to a minimum of zero.

The player with the most Pomegranates Grown on their Farm wins the game and is the primary purveyor of pomegranates on the planet!


In the event of a tie, the player that had the most Seed Cards Grow in all of their Fields combined is the winner.





## CLARIFICATIONS



- Players must Bid a Pom Pebble card for each item in the Market.
- Tractor Cards only work on Inventory items 



- If a player triggers the final round by completing their third Field and the others want to move cards from their Inventory into their last field, they must move all of the cards in their Inventory into the Field, including Pest Cards.

- If multiple Wheelbarrow Cards are won from the Market in a single Round, the Wheelbarrows are triggered in descending order from the highest to lowest bids. In case of a tie, randomly choose which player uses their Wheelbarrow first.



- If the Market deck runs out, shuffle the Discard Pile to create a new deck.

## INVENTORY ITEMS



### **Fertilizer (12)**

Allows 2 Seed Cards in your Field to Grow. When with Water, allows all of the Seed Cards in your field to Grow.



### **Water (12)**

Allows 2 Seed Cards in your Field to Grow. When with Fertilizer, allows all of the Seed Cards in your field to Grow.

### **Watilizer (3)**

Allows all of the Seed Cards in your Field to Grow.

### **Seeds (1x18; 2x12; 3x6)**

These seeds can grow into Pomegranates in your Field.



### **Pests (3)**

This card automatically takes a spot in the next Field you Plant, and is worth -1 Pomegranate. The player that Bids the lowest on this card in the Market adds it to their Inventory.



Bidding on the Pests Item works differently than all of the other cards in the Market. The lowest value Pom Pebble card takes that item instead of the highest. In the event that there is a tie for the lowest value Pom Pebble for a Pest, the second-lowest must take it instead. If that also is a tie, or there is no second-lowest value, it will go to the Discard Pile.

The “Pests” Item: All Pests Items in a player’s Inventory when Planting a Field, must be among the cards chosen to be planted.

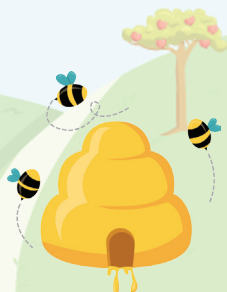


## FIELD ITEMS



### **Greenhouse (3)**

One Seed Card that Grows in this Field yields twice as many Pomegranates as indicated.



### **Pollinate (3)**

Each Seed Card that Grows in this Field yields 1 additional Pomegranate.



## OTHER ITEMS



### **Tractor (3)**

This card does not take up space in your Inventory. At any time, you can use this card to swap a card in one of your Fields with a card from a different Field, or with one in your Inventory. Discard this card after you use it.



### **Wheelbarrow (3)**

Look at the top three cards of the deck and choose one to keep. Discard the other two.



## GLOSSARY



**Discard Pile:** The area next to the deck of Market cards where some used items and items not awarded from the Market go.

**Farm:** The entire area in front of each player. Your Farm contains space for an inventory, and 3 Fields.

**Field:** The area where players Plant Seeds to get them to Grow. Each Field in your farm may contain 1 Field Item, and 5 Inventory Items.

**Field Items:** These Items move straight into a Field if won from the Market. These include Pollinate and Greenhouse. Each Field may only have one Field Item in it.

**Grow:** Seed cards only yield Pomegranates and give you points if they Grow. See Scoring for more information on how to get Seeds to grow.

**Inventory:** The area where you put Inventory Items when you get them from the Market. When your Inventory has 6 or more items in it during the Planting phase, move 5 of them into a single Field.

**Inventory Items:** These Items go into your inventory when you get them from the Market. These include Seeds, Water, Fertilizer, Wertilizer, and Pests.

**Market:** The area where items are available for players to bid on using their Pom Pebbles. Each Round, 5 Market cards are placed face-up in a row from the top of the deck.

**Plant:** The act of moving items from your Inventory into one of your Fields.

**Pom Pebbles:** The cards that players use to try and win items from the Inventory. You must place one Pom Pebble card from your hand for each item in the Market each Round.

**Round:** Each Round consists of 3 phases, Bidding, Awarding, and Planting.