



### Equipment

- ※ Two 52-card decks.
- ※ 10 tokens per player for marking claims in the forest of cards.
- ※ 1 disturbance token per player.
- ※ 60 counters representing reeds of bamboo collected from the forest.
- ※ For a two-player game, you will need about 35 minutes; for a three- or four-player game, about 50 minutes.

A game by Ben Klemens

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Your goal is to build a path across the bamboo forest, using wood gathered from the forest itself. You begin with two spaces, and can harvest from nearby spaces. With enough harvested bamboo—and the right claim on the land—you can build another spot elsewhere in the forest. You decide whether to build along your most direct route across the forest or where there is the most bamboo to harvest. Swap parts of the forest itself to improve your future harvest, diminish an opponent's, or move a card into a path to be built upon later.

### Objective: the path

Build a bridge from one end of the forest of cards to the other, connecting the North and South ends or East and West ends.

- ※ The bridge consists of a sequence of adjacent cards that all have built tokens on them.
- ※ Your path can change directions and may go along one edge. As long as the start of a valid path is on one side of the forest and the end is on the opposite side, it is a winning path.
- ※ Your path:
  1. must include at least one token from another player.
  2. may include at most two tokens from one other player.
  3. may include at most three tokens total from all other players.
- ※ You win if you have a complete path at the end of the build step of your turn.

Alternatively, you can win by building eight tokens in the forest for a 3-4 player game or ten tokens in a 2-player game.

## Setup and starting

1. Sort the cards into a deck of ♣|♠ cards and a deck of ♦|♥ cards.
2. Take one J, Q, and K from the ♦|♥ deck; shuffle them into the ♣|♠ deck. This primarily ♣|♠ deck is the deed pile.
3. Shuffle the ♦|♥ deck and deal out its cards face up into a  $7 \times 7$  grid. This is the forest of cards.
4. Each player gets 14 reeds to start.
  - ※ Player reed stores are public information. If asked, report how many reeds you have.
5. Deal three deed cards to each player.
6. Each player selects one deed to discard. Everyone reveals their discard simultaneously. The player with the highest-valued discard (aces low) is the starting player. In case of ties, the suit order is ♣ (low), ♠, ♦, ♥ (high). The card from the black-backed deck beats the same card from the green-backed.
- ※ Both the draw and discard piles will be face-down. Leaving the discards a little messy makes it obvious which pile is which.
7. Beginning with the starting player and continuing clockwise, each player places a token on any card in the forest, flipping the card as they do so. Then, players take turns placing tokens in counterclockwise order, beginning with the last player. For example, in a three player game, the order of token placement is player 1, 2, 3, 3, 2, 1.
8. All players lay their remaining deed cards face-up.
9. Beginning clockwise from the starting player, players take their turns until a player creates a winning path!



### A sample tableau

At the end of setup, the forest of cards has been dealt out. Each player has built on two cards in the forest of cards, has two deed cards, and 14 points. To the south, there is the face-down draw deck, the face-down discard deck, and the bank.

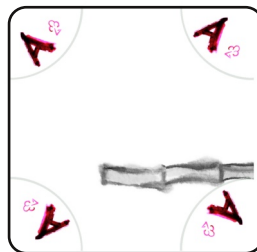


## Definitions

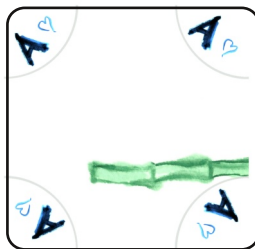
- ※ **The forest of cards:** The grid of  $\diamond$ / $\heartsuit$  cards on the table.
- ※ **Adjacent:** North, South, East, or West on the forest of cards. Diagonals don't count.
- ※ **Vacant:** Cards that are face down with a token are built-up areas. Cards that are face-up with a token on them have recently been swapped, and will not be productive again until cleared. All other cards are vacant.
- ※ **Matching:** Cards match if the values listed in the corner (A, number, J, Q, K) match. It is the corner number, not the reed count, that determines a match: a  $4\heartsuit$  and a  $3\heartsuit$  are both worth two bamboo, but they do not match. Wild cards (see below) match anything.
- ※ **Deed cards:** The  $\clubsuit$ / $\spadesuit$  cards and the wild cards are deeds to spaces in the forest of cards that you will draw and hold. You need a matching deed card to swap or build on a vacant card in the forest of cards. A player will typically hold some combination of cards that are face down (usable only for building) and cards that are face-up (usable for building and swapping).
- ※ **Wild cards:** Three of the deed cards are  $\diamond$ / $\heartsuit$ . These wild cards match any card in the forest of cards.



These do not match (Ace and 2). But harvest one reed from either.



These match: they are both Aces.



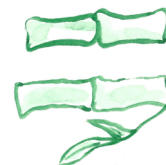
Q: What are the suits ( $\clubsuit$   $\diamond$   $\heartsuit$   $\spadesuit$ ) for? Why do the backs have slightly different colors?

A: These features will be useful when you sort the cards into two standard decks to play Bridge or Poker. Only the value of the card (A, 2-9, J, Q, K), the color of the card, and the count of bamboo reeds are relevant for Bamboo Harvest.

one reed



two reeds



three reeds



four reeds



five reeds



ten reeds  
(on chits)





## Turn sequence


Each turn consists of four steps: one build, one swap, harvest, manage deeds. Players must clear their disturbance token (step 2), harvest (step 3) and discard down to three cards (step 4). Other actions are optional. Order matters! Do one build first, then remove the disturbance token, then do one swap, then harvest, then turn cards face-up.

### 1. Build on one space in the forest of cards

- ※ Pay 30 reeds.
- ※ Discard a deed card (face up or face down), and flip over a vacant matching face-up card anywhere in the forest of cards. It does not have to be adjacent to any already-built clearings.
- ※ Place your token on the card you just turned face-down.
- ※ A wild deed ( $\diamond|\heartsuit$ ) matches any card in the forest, but your *winning* build must be with a regular, non-wild deed card.

### 2. Swap two cards in the forest

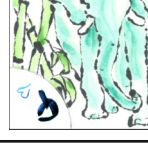

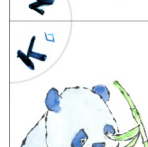
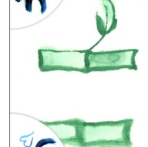
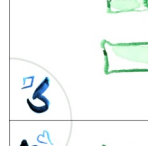

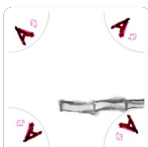
- ※ If your disturbance token is on the board (from a previous swap), remove the token from the board now, whether doing a new swap or not. The area is no longer disturbed and may be swapped again during this turn.
- ※ Swapping requires an already face-up deed card, a vacant matching card in the forest, and one other vacant card in the forest.
- ※ Swap the two cards in the forest.
- ※ Put the disturbance token on one of the swapped cards (player choice).
- ※ The cost of the swap depends on the length of the path between the cards:
  - Adjacent cards are one edge away = 0 reeds
  - Cards two edges away = 0 reeds
  - Cards three edges away = 5 reeds
  - Cards four edges away = 10 reeds
  - And so on, adding 5 reeds for each additional edge traversed in the path.
- ※ Cards on the path between the two cards may be occupied. The swap happens via helicopter.
- ※ A wild deed ( $\diamond|\heartsuit$ ) matches anything in the forest of cards, but it may only be used for swapping once. After swapping with the wild deed, put a marker on it to indicate that it may not be reused for swapping.



**An example**

**1. One build:** Blue has a  $K\spadesuit$  and 33 reeds. Discarding the  $K$  and 30 reeds, she can build on the  $K\heartsuit$  in the forest.

**2. One swap:** Blue has an  $A\clubsuit$ , which gives her the right to swap the  $A\heartsuit$  with the  $9\heartsuit$ . She chooses to put her disturbance token on the  $A\heartsuit$ . The cards are adjacent, so she can do the swap for free. Cards are never discarded after a swap.

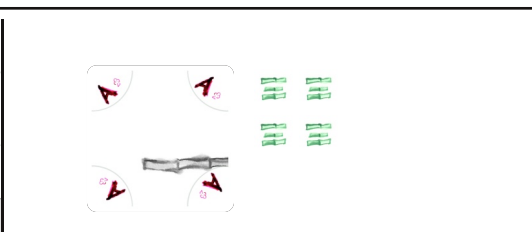
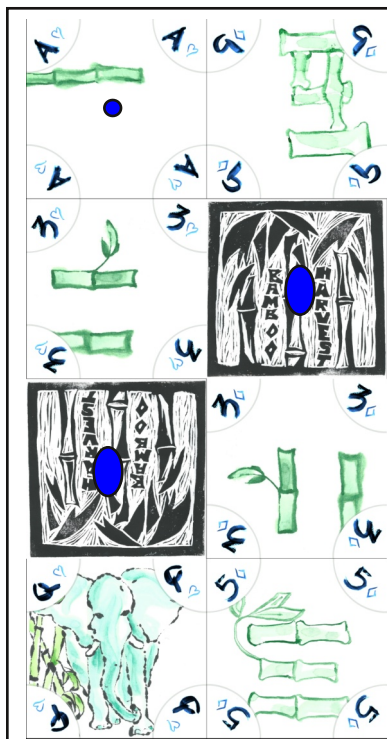


### 3. Harvest

- ※ Every token you have built harvests from one adjacent, vacant card (if any). The disturbance token never harvests.
- ※ Harvesting from a numbered card (including Ace=1pt) yields the number of reeds on the face of the card (not the number in the corner, which is used only for matching).
- ※ Harvesting from a J, Q, or K yields a draw of one deed card from the draw pile.
  - If the draw pile is exhausted during the game, shuffle the discard pile to make a new draw pile.
- ※ If two or more cards adjacent to a token match (that is, the values in the corner match), harvest from all of them. One token by four matching five-reed cards would harvest 20 reeds in one turn!
- ※ Each token's harvesting operation is independent of that of every other, and bamboo grows very quickly. Thus, multiple tokens may harvest from the same card.
- ※ *Optional buy*: A player who does not have any tokens adjacent to any vacant face cards has the option of paying 10 points to draw a card, after harvesting reeds from the forest.
- ※ Don't like a card you just drew? You may discard and redraw one drawn card per turn.

### 4. Manage deeds—reveal and discard

- ※ Optional: lay face-up any number of deed cards you have kept face down.
- ※ If you have more than three deed cards (whether face-up or face-down), discard down to three.



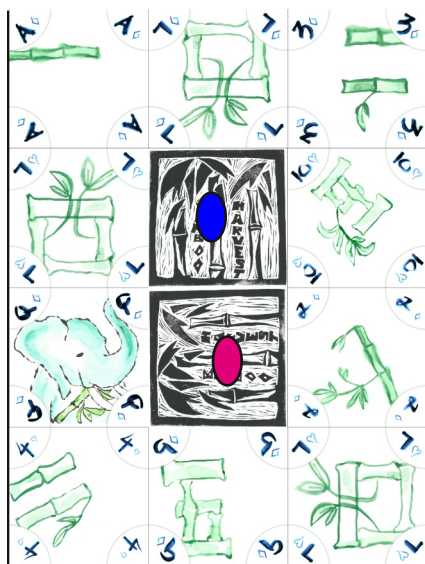
**3. Harvest:** Blue's upper right token could harvest from the 9♦ for 5 reeds, or the matching 3s for a total of 2+2=4 reeds. She opts to harvest 5 reeds. Her lower left token can harvest from the matching 3s for 4 reeds (even if the first token had done the same), or can harvest from the Q♥ for a draw from the deck. She opts for the reeds, for an overall total of 9 reeds harvested.

**4. Deed management:** Blue has only one deed card and it is already face up, so she has no deed management to do.

#### Strategy tips

- ※ Follow your own path with diligence. But a single path is easily blocked, so prepare multiple routes across bottlenecks.
- ※ Be efficient: do not waste moves building in spots that could never be part of a winning path.
- ※ Early in the game, when in doubt as to whether to reveal a card (to allow swapping) or keep it hidden (to make it harder for opponents to block you), you are probably better off revealing. Keeping cards hidden is more useful in later stages.

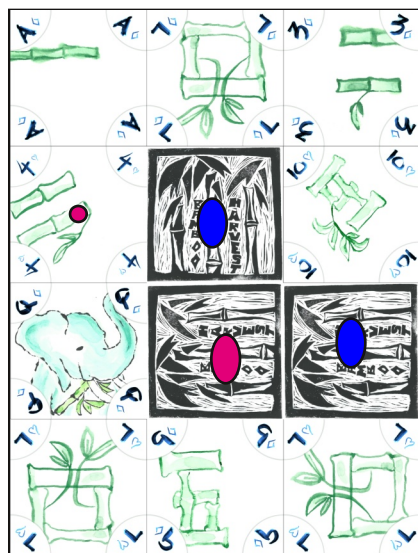
## A sample round



Blue has:  
32 reeds  
one hidden deed



Red has:  
26 reeds  
one deed face up and one  
face down



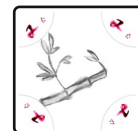
Blue has:  
15 reeds  
No deeds

Red has:  
26 reeds  
one deed face up and one  
face down



### Blue's play

- ※ Build: Blue has enough to build:
  - Reveals that her face-down deed is a 2♠; discards it.
  - Flips over and puts a token on the 2♦ in the forest.
  - Discards 30 reeds.
- ※ Swap: with no deeds face-up, Blue cannot swap.
- ※ Harvest: Because the blue token is by a pair, it harvests from both: 8 reeds! Having just built a token on the 2♦, that token can harvest another 5 reeds from the 10♥. Blue now has 15 reeds.
- ※ Reveal: With no remaining cards, Blue has nothing to reveal.



### Red's play

- ※ Build: With 26 reeds, red does not have enough to build.
- ※ Swap: Red swaps to keep blue from harvesting doubles.
  - Uses the 4♣ deed to swap the 4♥ and 7♥ in the forest of cards.
  - He chooses to put the disturbance token on the 4♥.
  - Pays nothing, because the 4♥ and 7♥ are two edges away.
- ※ Harvest: Red could harvest from the 9♦ (for 5 reeds), or the Q♦ (to draw a deed). He harvests 5 reeds, and now has 31 reeds—just enough to build next round.
- ※ Reveal: Red turns over his face down card to reveal he has a wild card (jack ♥).

