



Rulebook v. 1.1

Note:
This version of the rules is different from what was submitted to Fastaval 2023 where Potato Patrol premiered and won 2nd place in "Deltagernes Pris" (Participants Award). Some components and rules have been updated, to reflect some of the hotfixes we introduced during the convention, to provide players with a scenario that could actually be won 😊

Intro

Awaken, brave sentinels of the Kingdom of King Carrot!

Winter has been tough for everyone. Starving and desperate enemies from the animal kingdoms are invading. King Carrots army is spread thin, and tasks vital to the state have to be completed before winter once again grips the country.

Only the most competent, well-trained specialists can serve the kingdom, while still keeping the hungry enemies away.

Only the Potato Patrol can save us now!

In Potato Patrol every player is a part of the elite team of potatoes defending the kingdom against hungry fauna, while they struggle to solve tasks critical to the kingdom's survival.

Players have to build towers to protect the entryways to the kingdom, defeat invading enemies, collect resources and complete a special mission before winter comes again.

Components

- 150 Enemy cubes (50 blue birds, 50 red mammals, 50 yellow gastropods)
- 8 Character cards
- 45 Market cards (30 towers, 15 Ideas)
- 15 Mission cards
- 32 Season cards
- 45 Upgrade discs (15 blue, 15 red, 15 yellow, 20 white with arrows)
- 10 Action markers
- 1 Invasion card
- 6 Market cost indicator cards
- 5 Lane boards
- 5 Round Reference cards

Components (continued)



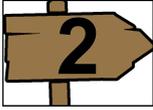
Tower cards

These cards represent permanent fortifications and traps, which players can activate each turn without spending an action. They are built next to Lanes, and defend specific spaces against the enemy types matching their colour and Upgrades.



Ideas

These cards represent genius ideas and beneficial events. They can be bought by players to grant one-time benefits.



Market cost indicators

During the game, Towers and Ideas are added to The Market and can be bought by players. The cost indicators show the number of resources that players must spend to buy Towers and Ideas next to them.



Lane boards

Enemies are placed on the Lanes at the beginning of every round and slowly progress towards the middle of the table. Towers can be placed by the side of the lane to defend spaces, indicated by the arrows on the Towers.



Character Cards

At the start of the game every player takes control of one character. Each character has a unique set of possible actions. Each turn players may take up to two actions, from the ones available on their character

card.



Mission Cards

A mission is the main goal of every game. Every mission consists of a given number of cards describing tasks and events during the mission. To win, players must complete all

tasks on the mission cards.



Enemy Cubes

These markers represent Enemies while on a Lane Board and Resources while in a player's possession.



Season Cards

Season cards indicate the progression and actions of the enemies, and also represents the time until winter arrives and the players lose the game. At the beginning of the game, 12 cards are chosen, 3 for each season: Spring, Summer, Autumn and Winter.



Upgrade discs

Upgrades can be placed on empty spaces on Towers to give them permanent advantages..



Invasion Card

This card holds enemies that have escaped the players defences. Let too many enemies gather here, and it may cost you valuable time to root them out!

Note:

During these rules, and in the game itself, the symbol



will be used to indicate the number of players in the game.

Setup

1. Distribute one character to every player, in the way you deem best. Players place their character on the table in front of them.
2. Place the market cost indicators in a row in the middle of the table, in order of highest to lowest.
3. Shuffle the Tower and Idea cards, to form a single combined market deck. Place the deck face down next to the highest numbered market cost indicator.
4. Draw and place 1 card above each market cost indicator from the market deck. This is The Market from where players will buy Towers and Ideas.
5. Choose one of the available missions and collect all cards belonging to that mission. The cards should be in numerical order, with the lowest number being the top card, when the deck is placed facedown. Place the sorted deck near the market.
6. Assemble the season deck by doing the following:
 - a. Find the Winter card "End of Winter" and put it facedown on the table. Shuffle the rest of the Winter cards and place two random Winter cards facedown on the top of the "End of Winter" card.
 - b. Shuffle all Autumn cards, and place 3 random Autumn cards facedown on top of the Winter cards.
 - c. Shuffle all Summer cards, and place 3 random Summer cards facedown on top of the Autumn cards.
 - d. Shuffle all Spring cards, and place 3 random Spring cards facedown on top of the Summer cards.
 - e. Place the newly assembled deck near The Market. The rest of the season cards are not used in this game and can be put back in the game box.
7. Place the Invasion card next to the season deck
8. Every player takes a lane board and places it to the right, such that it is placed between that player and the player to the right.
The lane board should be placed with the arrows pointing towards the middle of the table, and each of the long sides facing one of the players.
9. Place all upgrade markers within easy reach of all players.
10. Give one of each type of resource (enemy marker) to each player. These are the players' starting resources. Place the rest of the enemies within reach. This is the supply.
11. Turn over the first mission card, and start the game!

Goal

All players win when they have completed the chosen mission. They do this by completing the task stated on the cards in the mission deck.

At the end of a round, if there are no more mission cards in the mission deck, the players have won!

All players lose if a whole year has passed since the beginning of the game, without them completing their mission. The year is represented by the Season deck, and if the deck is empty when the players would need to reveal a season card for any reason, they lose!

There is no way for a single player to win, while the others lose. ALL players win or lose together. Cooperate or the kingdom falls!

Game flow

The game is played over at most 12 Rounds. Every round is separated into distinct phases, which must be progressed through in order. When a round is finished, a new round begins, until players either win (by completing the last mission card) or lose (if the season deck is empty when a card would be revealed).

The structure of every round can be seen here, and every phase is described in detail on the next couple of pages.

1. Enemy Phase

A season card is drawn and resolved, causing enemies to move and spawn.

2. Action Phase

Players each perform their 2 actions, simultaneously with other players.

3. Activation Phase

All towers may be activated, defeating enemies in their lanes.

4. Mission Phase

The market is refreshed, and mission cards are resolved.

1. Enemy Phase

In this phase, time passes and enemies have the opportunity to advance.

Players must reveal a season card and resolve the instructions on the card.

Season cards are separated into three sections. The first two sections always happen. The third only happens sometimes. Season cards are always resolved from the top down, in order. The sections are:

a. Move enemies

ALL enemies on all lane boards advance to the next space on the board. Start with enemies on the space closest to the middle of the board. Place these enemies on the Invasion card. Then move all enemies from the middle space to the space closest to the middle. Then move enemies from the outermost space to the middle space.

b. New enemies

The season card indicates which enemies will spawn this turn. Enemies always spawn in the space on the lane board farthest from the middle of the table, in the end marked with arrows.

c. Other Effects

Sometimes season cards may have other effects, usually something bad. Resolve these effects as specified on the card.

After resolving and discarding the season card players have to check for invading enemies.

Count all enemy tokens placed on the Invasion card.

If there are at least 🧟 enemies tokens on the invasion card, remove 🧟 enemy tokens from the invasion card and discard the top card from the season deck.

Resolve this new enemy phase exactly as you did the first, repeating every step, including starting yet another enemy phase if enough enemies are still present beside the season deck.

If players are unable to reveal or discard cards from the season deck, because it is empty, they lose the game.

2. Action Phase

In the action phase, every player gets the opportunity to perform 2 actions from the available actions specified on their character card.

The availability of actions may vary from character to character, and some characters may have a slightly different version of an action than the “standard”. Make sure to read your characters' available actions carefully.

Players may perform actions simultaneously, independently of other players . In situations where the order of player actions matter, players should work together, to find a desired order.

As a rule, actions only affect towers, lanes and enemies within the controlling player's reach. A player is considered able to reach the following:

- **Lane boards** next to the player.
- **Enemies** placed on lanes in reach.
- **Towers/Tower spaces** on the players own side of lanes in reach.
- All **other Players**, no matter seating position.

Players must complete each individual action in its entirety, before performing another action.

Using actions are optional, and a player can choose to perform one, two or none of their available actions. Any unused actions are lost when the next phase starts.

When playing with new players:

We recommend players use the Action markers to indicate which actions they have used during their turn, by placing them on the corresponding space on their character card. This might help seeing how many actions are left before the action phase ends.

The most common actions are described below. Most characters have some version of these actions, but be advised that some characters have modified effects of some actions as described on their cards.

a. Gather

Salvaging from the battlefield or cashing in your paycheck.

Take any combination of two resources from supply.

b. Attack

Personally taking to the battlefield, to show those animals who's boss!

Choose an enemy within reach and place that enemy in your supply as a resource.

c. Build

Constructing additional defences or implementing crazy ideas.

Take a card from the market, paying the amount of resources specified on the market cost indicator card next to it. The resources must be of the same colour as the card. If the card does not have a colour, players may freely choose which colour resources they wish to spend, as long as they all match.

Towers are placed in an empty space on the players' side of one of the player's two lane boards.

Ideas are resolved immediately, and then discarded.

A build action can also be used to destroy any of the players towers to receive 2 resources matching the towers colour.

d. Trade

Send a wheelbarrow of supplies to another member of the Patrol, hoping they send something back.

Choose another player. You and that player may give any amount of resources to each other. Players are not limited to "equal" trades, and may even trade nothing for something if both players agree.

In addition to the above actions, every player has the option to refresh The Market by paying 2 of any combination of resources. This does not use up one of the player's two actions, and may be done at any time during the Action Phase.

When refreshing the market, choose and discard any amount of market cards and immediately refill the market, by drawing and placing cards next to each market cost indicator.

Activation Phase

In this phase players have the opportunity to activate any of their towers, in any order they choose. Every tower can only be activated once during each phase.

Players activate their Towers simultaneously and independently of each other. In situations where the order of Tower activations matter, players should work together, to find a desired order.

When playing with new players:

We recommend resolving one lane at a time the first few rounds, in order to gain a better grasp of the activation rules and minimise the possibility of errors.

Whenever a tower is activated, it will defeat one matching enemy for each Type symbol (👤, 🐙 or 🐛) on the card, in each of the spaces indicated with range (↑) symbols.

Example:
This tower, with one 🐙 symbol and 🐛 damage symbol, would damage a 🐙 and a 🐛 enemy in EACH of the two spaces indicated with its ↑ symbols.

A defeated enemy is removed from the lane and claimed by the player controlling the tower.

When playing with new players:

We recommend placing defeated enemies on the range (↑) symbol of the activated tower, to better visualise which tower has been activated, and which spaces it has defeated. Then players collect the enemies at the end of the phase.

Mission Phase

At the end of the round, the market is refreshed, as specified in the Market section of these rules.

Then check the current mission cards for any effects that occur at the end of round.

If the mission card is resolved and/or discarded, immediately reveal the next mission card. If there are no more mission cards to reveal, the players have won!

Otherwise, start a new round.

Mission deck

The mission deck represents whichever mission the players have been assigned by King Carrot.

At the start of the game the first mission card (with the number 1) is revealed and resolved. During subsequent play, other mission cards will be revealed in ascending order, until the last mission card has been completed, in which case the players win.

Mission cards often state criterias for completion, which the players must fulfil in order to progress towards victory.

At the end of the round, mission cards are checked to determine if they have been completed. If so, they are discarded.

Market

Nearby villages and towns offer resources, blueprints and workers to help with the construction of defences or the implementation of great ideas.

The Market represents building projects available to all players.

Cards in the market are bought by players using the Build action, and cost a number of resources equal to the price indicated by the card. Resources paid must be the same colour as the card bought. If the bought card has no colour, any colour resource may be spent, but all paid resources must be of the same colour.

Cards in the market belong to one of two categories; Towers or Ideas. Both are built in the same way, but function differently.

Towers

Towers are placed in an empty space on Lane Boards, within a player's reach. They can automatically attack enemies, and help defend a lane over the long term.

Towers may have spaces for upgrades, which grants them new damage or range symbols, besides the pre-printed ones. Upgrades can only be placed on free upgrade spaces on a card, and range upgrades have extra restrictions on their placement (see "Upgrades" section).

Towers may have additional effects as described on the cards. In cases where an effect on a card breaks the rules described in this book, the card takes precedence.

Ideas

Ideas are temporary solutions and inventions. Ideas are resolved immediately when bought, and are then discarded. Some ideas may stay in play for the rest of the game, as described on the individual card. Ideas are the primary way for players to gain upgrades for their towers.

Refreshing the market:

In the beginning of the game, at the end of every round and whenever a player pays 2 resources during the Action phase, The Market is refreshed.

When the market is refreshed, slide each card in the market to the right, filling the empty space with the lowest-cost.

Then refill any empty spaces with new cards from the market deck.

Upgrades

During the game players can procure upgrades for their Towers, either from The Market, or by other means.

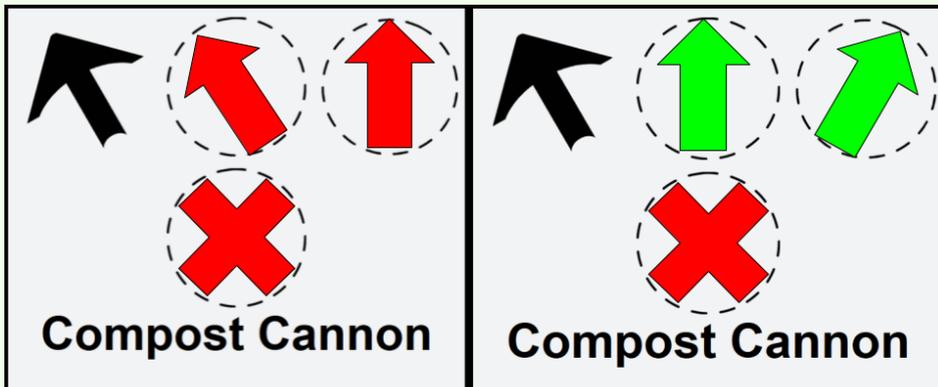
Upgrade tokens are placed on an available upgrade slot on a tower, marked by a dashed circle, and either provides the tower with additional Types (🐙, 🐙 or 🐙), or Range (↑).

Type upgrades can be placed in any empty upgrade space on a tower, and functions exactly as the pre-printed type symbols on towers. When a tower is activated it can damage one enemy matching every damage symbol on its card, in each space within range. A Tower may have multiple damage upgrade tokens of the same colour.

Range upgrades indicate which spaces a tower card is able to affect. Each Tower may only have one ↑ pointing to each space, and they are limited to the top upgrade spaces. ↑ placed in the left-most slot can only target the space to the left, and vice versa. ↑ placed in the middle slot can only target the space directly next to the tower.

Example:

Red arrows mark illegal placement of a ↑ upgrade. Green arrows mark legal placement of ↑ upgrades. Red crosses mark spaces where ↑ upgrades may never be placed.



Enemies

Enemies invading the kingdom come in cubes of three distinct varieties: Mammals (🐘), Bird (🐦) and Gastropods (🐌). Every colour represents a category of hungry animals, coming to invade the kingdom.

Enemies are placed by season cards, and always arrive at the end of lanes farthest from the middle. They then steadily move closer to the middle of the table, in a way also determined by the season cards. Whenever an enemy would move from the innermost space on the lane it moves to the Invasion card. Enemies on the invasion card represent enemies that have slipped through the players defences, and are ravaging the countryside. When 🐌 enemies have invaded, the players need to spend precious time rooting them out.

Players can prevent enemies from moving through the lane by defeating them. Enemies can be defeated by a player using the Attack action, or by a tower card with the appropriate damage type and range.

Damaged enemies are claimed by the player responsible for defeating it. These tokens now represent resources salvaged from the enemy, and can be used to buy cards from the market and complete mission tasks.

There is no limitation to the number of enemies in the game. Should you run out of tokens, procure a suitable temporary replacement to use.