

AIRCROPS

Players: 2-4 | Ages: 14+ | Time: 40-80 min

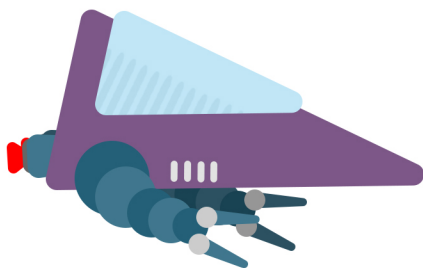
In the not-too-distant future, breakthrough technologies have enabled humankind to take to the skies and begin cultivating vegetables in floating fields up among the clouds.

As a vegetable farmer, these aerial fields represent a unique opportunity. Climb into your tractor pod and till your plots, tend your crops, and harvest the vegetables produced to earn more coins than your rivals.

Of course, the other farmers have their own plots within these fields as well. While the competition will be fierce, you can take advantage of your rivals' actions to more efficiently grow your own crops.

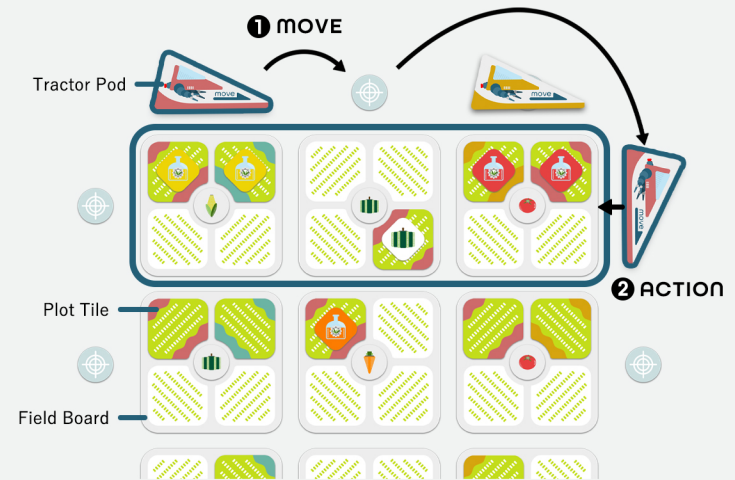
Harvesting vegetables will lend you the experience you need to develop new technologies, which in turn can be combined to optimize your crop yield.

Do you have what it takes to master the art of aerial agriculture?



SUMMARY

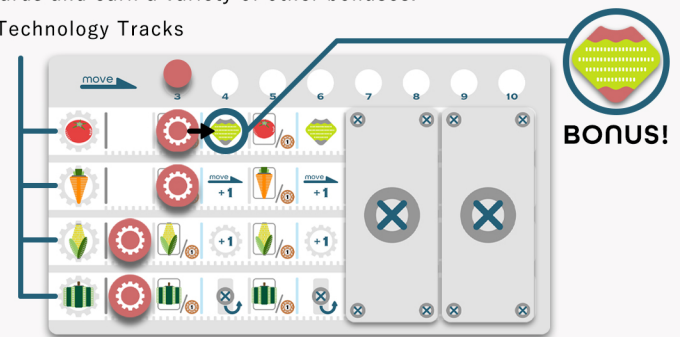
Move around a communal grid of field boards as you till plots, tend crops, and harvest vegetables.



The tend and harvest actions affect all plot tiles in a row or column, including those belonging to other players. But don't worry—you'll earn coins whenever you tend or harvest another player's vegetables.

Harvesting vegetables also allows you to develop new technologies. Advance along each vegetable's technology track to play technology cards and earn a variety of other bonuses.

Technology Tracks



Each technology card will give you an edge when growing specific vegetables, so choose the cards that best fit your strategy.



Technology Cards (Front)

Technology Card (Back)

COMPONENTS

Field Boards x12



Plot Tiles x48 (12 of each color)



Tractor Pods x4 (1 of each color)



Mobility Markers x4
(1 of each color)



Player Boards x4



Innovation Tiles x8



Technology Markers x16
(4 of each color)



Vegetable Tokens x64
(16 of each type)



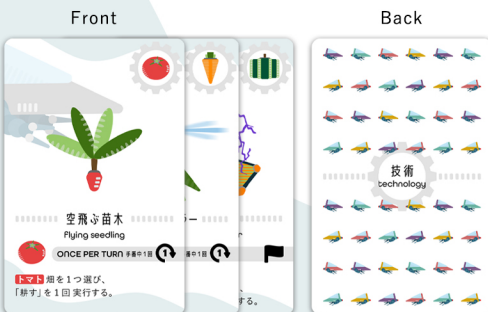
Primary Crop Chips x8
(2 of each type)



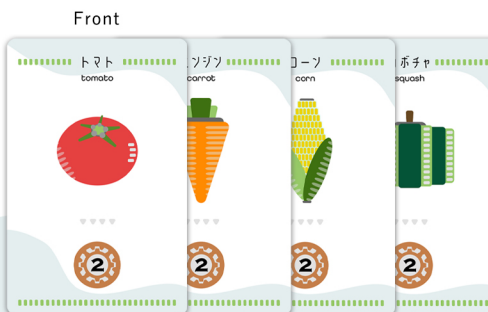
Secondary Crop Chips x8
(2 of each type)



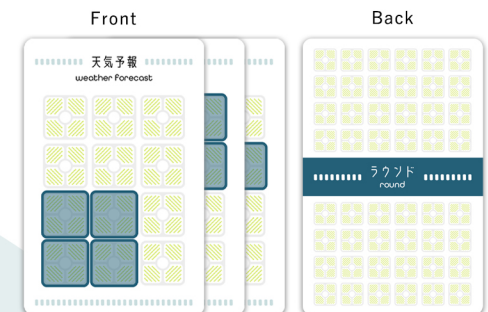
Technology Cards x48



Vegetable Cards x4



Round Cards x14



Component Overview

Nav Point Tiles x14



Round Marker x1



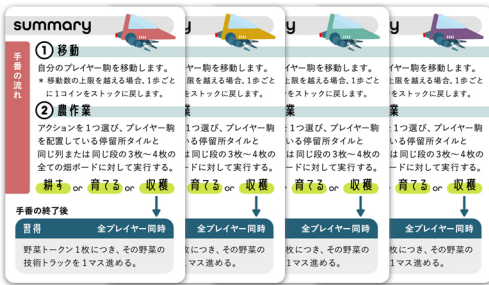
Start Player Marker x1



Coins x78



Summary Cards x4
(1 of each color)

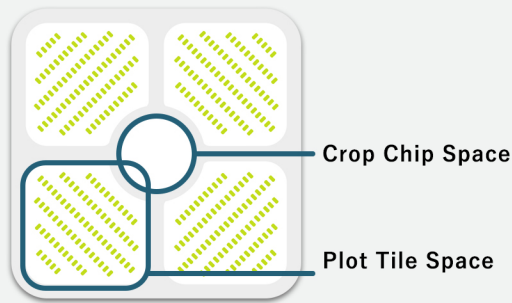


Rules x1

NOTE:

Unless otherwise specified, "crop chip" refers to both primary and secondary crop chips. Similarly, "vegetable token" refers to all four types of vegetable tokens.

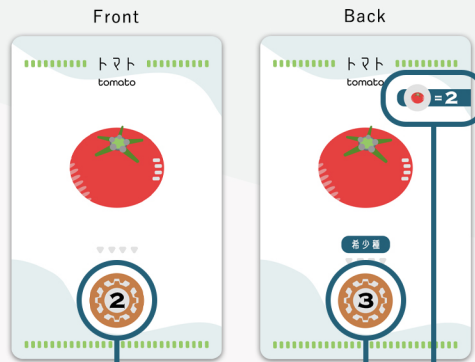
Field Boards



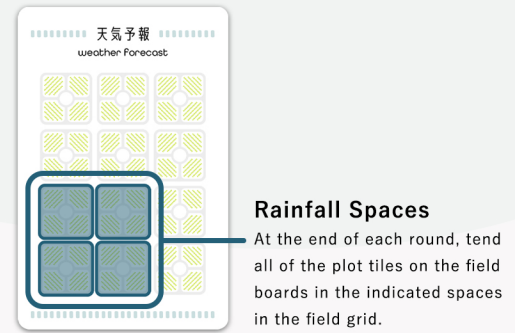
Technology Cards



Vegetable Cards



Round Cards



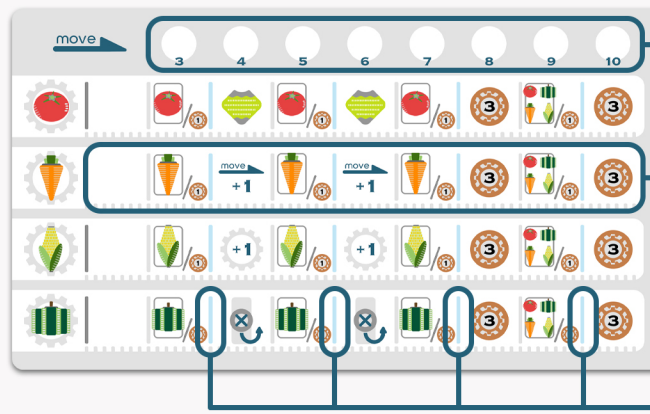
Value

The number of coins you earn by harvesting this vegetable.

Rare Crop Icon

Use the back side of the card when only two crop chips of this type are present in the field grid.

Player Boards



Mobility Track

Use your mobility marker to keep track of your mobility, which is indicated by the number at the bottom of the space occupied by your mobility marker.

Technology Tracks

Use your technology markers to keep track of your technology level for each of the four vegetables. When you move a technology marker to a new space on its track, immediately receive the bonus depicted in that space.

Blue Lines

Some technology cards reference the number of blue lines to the right of a particular technology track's marker. They are otherwise the same as the grey lines separating other track squares on the technology tracks.

SETTING UP

General Setup

- Arrange the field boards to form a 3x4 grid in the center of the table, then place a nav point tile at the end of each row and column.
- Shuffle the primary crop chips, then place them face down in eight random field boards' crop chip spaces. Next, shuffle the secondary crop chips and place four of them face down in the remaining field boards' crop chip spaces. Return the unused secondary crop chips to the box without looking at them, then turn the fourteen crop chips in the field grid face up.
- Place the vegetable cards face up next to the field grid, then count how many crop chips there are in the grid for each of the four vegetables. If a vegetable only has two crop chips in the field grid, turn its card face down. Separate the vegetable tokens by type and place them next to the corresponding vegetable card to form the stock.
- Shuffle the round cards, then place the appropriate number of them face down in a row above the field grid. Return the unused cards to the box without looking at them, then turn the four leftmost round cards face up. Place the round marker on top of the leftmost of these cards.

* Any references to the right or left of a card assume the card is being viewed from the proper orientation.

* Place the round cards so that the text faces the player sitting on the opposite side of the field grid.

Round Cards

2 Players: 12 cards | 3 Players: 10 cards | 4 Players: 8 cards

- Shuffle the technology cards, then deal eight to each player. Return the unused cards to the box without looking at them. Look at your technology cards and choose two to add to your hand, then pass the remaining cards to the player to your right. Repeat this a total of three times, until you have six technology cards in your hand. Return the remaining cards to the box, taking care not to show them to the other players.

Individual Setup

- Choose a color and take the mobility marker, tractor pod, four technology markers, twelve plot tiles, two innovation tiles, player board, and summary card of that color, then place two of your plot tiles in the stock.
- Give each player six coins, then separate the remaining coins by value and place them in the stock.
- Place your mobility marker in the leftmost space of the mobility track on your player board. Place a technology marker in the leftmost space of each of the four technology tracks, also on your player board. Place your two innovation tiles on your player board so that they cover the four rightmost columns of the technology tracks.

Determine the Start Player

- The player who most recently watered a plant becomes the start player and takes the start player marker.
- Beginning with the player to the right of the start player and proceeding counterclockwise, place your tractor pod on an unoccupied nav point, then place one of your plot tiles face up in an unoccupied plot tile space on every field board in the row or column next to the nav point occupied by your tractor pod.

* You may not place your tractor pod in the same row or column as another tractor pod, nor may you place it on the same edge of the field grid as another tractor pod.

NOTE:

During the game, each field board will grow the vegetable indicated by its crop chip. Hereafter, field boards will be referenced using the type of vegetable they can grow. For example, a field board with a tomato crop chip will be referred to as a tomato field.

Ex. Setup for a 4 Player Game

The diagram illustrates the setup for a 4-player game. At the top, two decks of cards are shown, each with a 'summary' card. Below these are two player boards, each with a 'summary' card and a '5' token. The central part of the image shows a 4x3 grid of cards. The top row is labeled 'Column' with a downward arrow, and the left side is labeled 'Row' with a rightward arrow. The grid contains various cards with icons and numbers. To the right of the grid is a vertical stack of cards and tokens, including a '2' token, a '3' token, and several '1' and '5' tokens. At the bottom, there are two more 'summary' cards and two more decks of cards, each with a '5' token.

GAME OVERVIEW

The game takes place over a series of rounds. Each round, every player takes a turn, beginning with the start player and proceeding clockwise. A round ends once all players have taken a turn.

Rounds

2 Players: 12 rounds | 3 Players: 10 rounds | 4 Players: 8 rounds

Turn Overview

① Move

Move your tractor pod clockwise around the field grid to a new nav point. You may move any number of spaces, regardless of your mobility. However, you must return one coin to the stock for each space you move that exceeds your mobility.

- * You must move your tractor pod at least one space. You may, however, make a full circuit of the field grid and return to the nav point your tractor pod occupied at the start of your turn.
- * If a nav point is occupied by another player's tractor pod, move to the next unoccupied space.
- Do not count skipped nav points towards the number of spaces you moved.

NOTE:

To make it easier to keep track of the active player, turn your tractor pod face down at the start of your turn, then turn it face up when you finish your turn.

② Cultivate

Choose one of the following actions and resolve it for every field board in the row or column next to the nav point occupied by your tractor pod. Once you have resolved your chosen action, the turn passes to the player to your left.

· Till · Tend · Harvest

- * You must resolve the same action for every field board in the row or column next to the nav point occupied by your tractor pod.

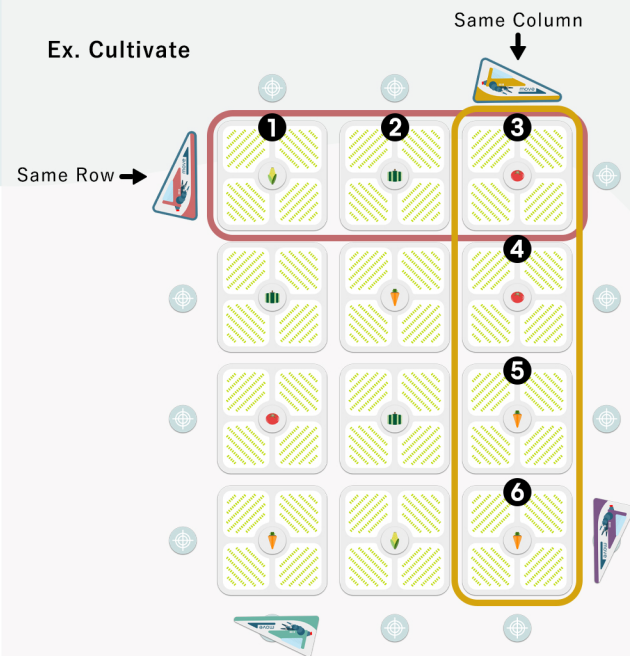
Till

Resolve one of the following options for every field board in the row or column next to the nav point occupied by your tractor pod.

Option A: Place one of your plot tiles face up in an unoccupied plot tile space.

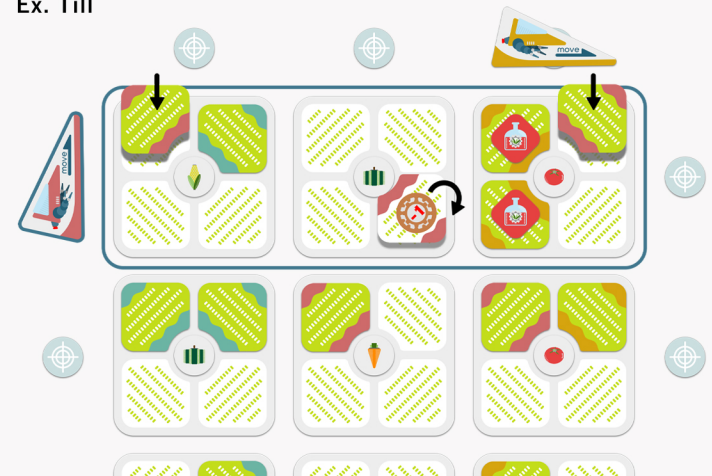
Option B: Turn one of your barren plot tiles face up.

- * You may resolve a different option for each individual field board.
- * You may have more than one plot tile on any given field board.
- * You may choose not to place a plot tile when resolving option A.
- * You cannot place a plot tile if you do not have any plot tiles or if all of the plot tile spaces on a given field board are occupied.



If the red player were to cultivate from their current position, they would resolve their chosen action for field boards ①, ②, and ③. If the yellow player were to cultivate from their current position, they would resolve their chosen action for field boards ③, ④, ⑤, and ⑥.

Ex. Till



The red player decides to till the three field boards in the same row as their tractor pod. They choose to resolve option A for the left and right field boards, and place one of their plot tiles face up in an unoccupied plot tile space on each board. They then choose to resolve option B for the central field board, and turn their barren plot tile face up.

Tend

Tend all of the plot tiles on the field boards in the row or column next to the nav point occupied by your tractor pod.

* This action affects other players' plot tiles as well as your own.

Perform the following steps when resolving this action:

Step 1:

Turn all face down vegetable tokens present in the plot tiles on the field board face up.

Step 2:

Place a vegetable token face down in every plot tile that does not already contain a vegetable token.

* A plot tile cannot contain more than one vegetable token at a time.

* The type of vegetable token placed is determined by the crop chip in the center of the field board.

Step 3:

Take one coin from the stock for each plot tile you tended that belongs to another player.

* Skip these steps for all plot tiles containing a face up vegetable token. Do not take a coin from the stock for skipped plot tiles.

* Skip these steps for all barren plot tiles. Do not take a coin from the stock for skipped plot tiles.

[Vegetable Growth]



↓ Stage 1

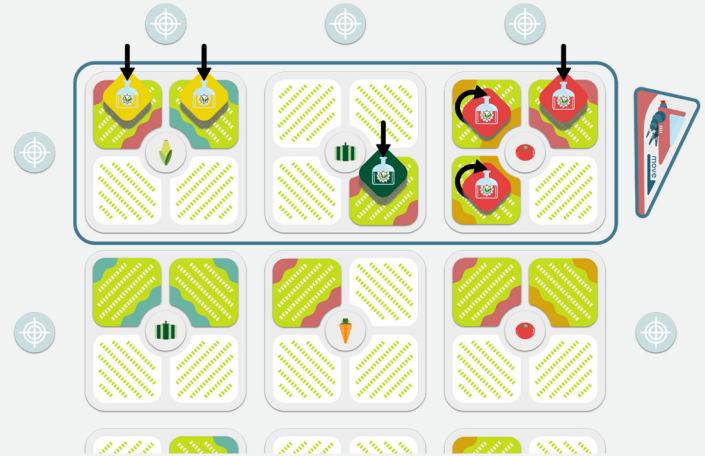


↓ Stage 2



Ready for Harvest

Ex. Tend



The red player decides to tend the three field boards in the same row as their tractor pod. First, they turn the two face down tomato tokens in the yellow player's plot tiles on the right field board face up. The red player's plot tile on the right field board doesn't contain a vegetable token, so they place a tomato token face down in that plot. Then, as the red and green players' plot tiles on the left and central field boards don't contain vegetable tokens, they place a corn token in the two plot tiles on the left board and a pumpkin token in the plot tile on the central board. Finally, as they tended three plot tiles belonging to other players, they take three coins from the stock.

Harvest

Harvest all of the face up vegetable tokens present in the plot tiles on the field boards in the row or column next to the nav point occupied by your tractor pod.

* This action affects other players' plot tiles as well as your own.

Active Player:

Collect the face up vegetable tokens present in your plot tiles along with the plot tiles in which they are placed. For each vegetable token collected, take coins equal to the value indicated on the corresponding vegetable card from the stock.

* Collected plot tiles can be placed when you till a field board on later turns.

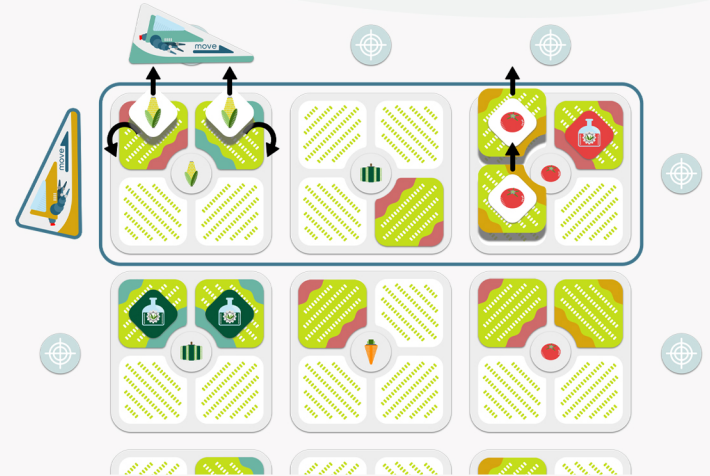
* You may perform this action even when your plot tiles do not contain any face up vegetable tokens.

Other Players:

Collect the face up vegetable tokens present in your plot tiles, then turn those tiles face down, making them barren plot tiles. For each vegetable token collected, take coins equal to the value indicated on the corresponding vegetable card from the stock. Finally, pay the active player one coin for every vegetable token you collected.

* If you do not have enough coins to pay the active player, pay what you can. The active player takes the remaining number of coins owed from the stock.

Ex. Harvest



The yellow player decides to harvest the three field boards in the same row as their tractor pod. They collect the two face up tomato tokens from their plot tiles on the right field board, along with the plot tiles in which they were placed. The red and green players collect the face up corn tokens from their plot tiles on the left field board, then turn those tiles face down. They then pay the yellow player one coin each.

Development

When the active player ends their turn after resolving the harvest action, all players who collected vegetable tokens perform the following steps before the next player begins their turn:

Step 1:

Return one of the vegetable tokens you collected to the stock.

Step 2:

Move your technology marker one space along that vegetable's technology track.

* You cannot move a technology marker if it already occupies the rightmost space of a technology track or if the next space is covered by an innovation tile.

Step 3:

Earn the bonus depicted in the space now occupied by your technology marker. These bonuses can allow you to play technology cards from your hand, take additional plot tiles from the stock, remove innovation tiles from your player board, and more. See page 9 for an explanation of the various technology track bonuses.

Step 4:

Repeat steps 1-3 until you have returned all of your vegetable tokens to the stock.

* You cannot save vegetable tokens for future turns. All vegetable tokens collected must be returned to the stock.

Ending the Round

Perform the following steps at the end of each round:

① Barren Plot Penalty

All players return one coin to the stock for each face down plot tile they have in the field grid.

② Weather Forecast

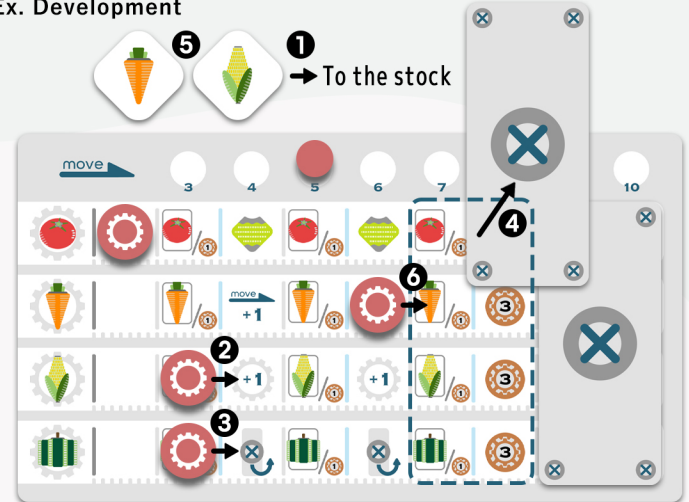
Tend all of the plot tiles on the field boards indicated by the rainfall spaces on the current round card, following the steps outlined on page 7.

* Players do not earn coins for fields tended in this way.

③ Round Upkeep

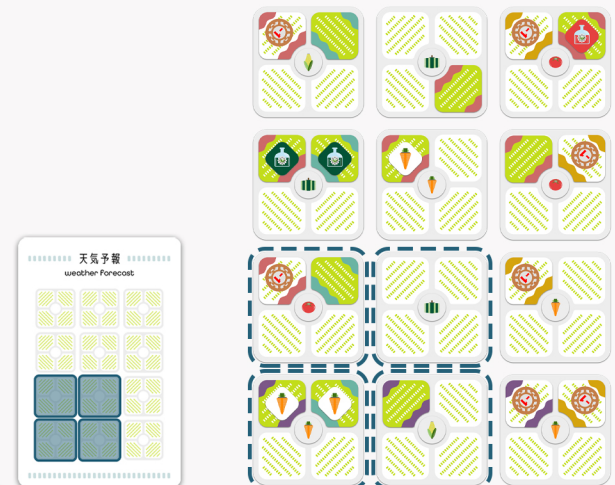
Move the round marker to the next card to the right, then turn the leftmost face down round card face up. If the round marker is now on top of the rightmost round card, proceed to scoring at the end of the next round.

Ex. Development



The red player returns one corn token to the stock (1), moves their technology marker one space along the corn technology track (2), and earns the bonus depicted in the space now occupied by their technology marker. This bonus allows them to move a technology marker one space along the technology track of their choosing, so they move their technology marker one space along the pumpkin technology track (3). They earn the bonus depicted, which allows them to remove an innovation tile from their player board (4). Next, they return a carrot token to the stock (5), move their technology marker one space along the carrot technology track (6), and earn the bonus depicted, which allows them to play a carrot technology card from their hand.

Ex. Weather Forecast



The rainfall spaces on the current round card indicate the four field boards outlined above. The players place a tomato token face down in the green player's plot tile on the tomato field and a corn token face down in the purple player's plot tile on the corn field. They skip the barren plot tile in the tomato field and the two plot tiles in the carrot field that already contain face up vegetable tokens.

SCORING

At the end of the game, perform the following steps:

Step 1:

Take one coin from the stock for each of your face up plot tiles in the field grid.

* Players do not earn coins for face down plot tiles.

Step 2:

Resolve the effects of any SCORING technology cards you played.

Once this is done, add up your coins. The player with the most coins is the winner.

* In the case of a tie, the player who played the most technology cards is the winner. If there is still a tie, the player with the highest mobility wins the game.

Technology Track Bonuses



Play a technology card of the indicated type from your hand or take one coin from the stock.



Take an additional plot tile of your color from the stock.



Move your mobility marker one space along the mobility track.



Move your technology marker one space along the technology track of your choosing and earn the bonus depicted.



Remove the leftmost innovation tile from your player board.



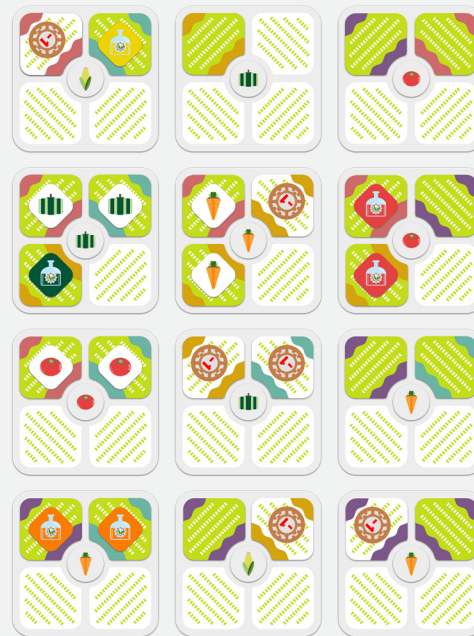
Take three coins from the stock.

Technology Card



Type

Ex. Scoring



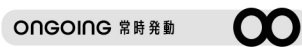
The red and green players have five face up plot tiles in the field grid, so they each take five coins from the stock. The yellow player takes four coins for their four face up plot tiles, while the purple player takes six.

Resolving Technology Cards

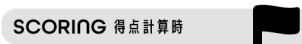
Playing a technology card allows you to take advantage of its effect. A card's timing determines when its effect is resolved. These timings are described below.



This effect may be resolved once every round at any point during your turn.



This effect may be resolved whenever applicable, as stated in the effect's description.



This effect may be resolved once during scoring.

Technology Cards



空飛ぶ苗木
Flying seedling

ONCE PER TURN 手番中1回

Till a single carrot field of your choosing.



空飛ぶ苗木 Flying seedling ONCE PER TURN

空飛ぶ苗木 Flying seedling ONCE PER TURN

空飛ぶ苗木 Flying seedling ONCE PER TURN 手番中1回

トマト畑では、「耕す」を1回実行する。

コーン畑では、「耕す」を1回実行する。

カボチャ畑では、「耕す」を1回実行する。



たねキャノン
seed cannon

ONGOING 常時発動

Whenever you till a carrot field, immediately till that field a second time.



たねキャノン seed cannon ONGOING 常時発動

たねキャノン seed cannon ONGOING 常時発動

たねキャノン seed cannon ONGOING 常時発動

自分で「耕す」を実行したトマト畑に、追加で1回ずつ「耕す」を実行する。

自分で「耕す」を実行したコーン畑に、追加で1回ずつ「耕す」を実行する。

自分で「耕す」を実行したカボチャ畑に、追加で1回ずつ「耕す」を実行する。

NOTE:

This effect may be resolved when you choose to till as your cultivate action, as well as when you resolve the effect of a flying seedling technology card.



整備クローラー
maintenance crawler

ONGOING 常時発動

Ignore barren plot penalties for face down plot tiles in carrot fields.



整備クローラー maintenance crawler ONGOING 常時発動

整備クローラー maintenance crawler ONGOING 常時発動

整備クローラー maintenance crawler ONGOING 常時発動

トマト畑では、ラウンド終了時の荒れた菜園のペナルティが発生しない。

コーン畑では、ラウンド終了時の荒れた菜園のペナルティが発生しない。

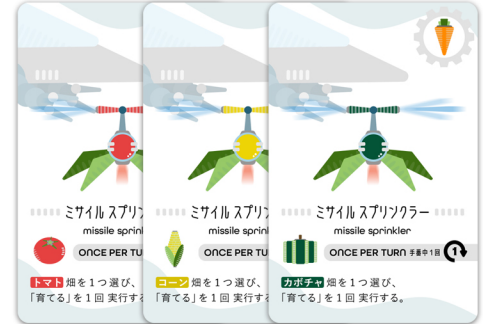
カボチャ畑では、ラウンド終了時の荒れた菜園のペナルティが発生しない。



ミサイルスプリンクラー
missile sprinkler

ONCE PER TURN 手番中1回

Tend all of the plot tiles in a single carrot field of your choosing.



ミサイルスプリンクラー missile sprinkler ONCE PER TURN 手番中1回

ミサイルスプリンクラー missile sprinkler ONCE PER TURN 手番中1回

ミサイルスプリンクラー missile sprinkler ONCE PER TURN 手番中1回

トマト畑を1つ選び、「育てる」を1回実行する。

コーン畑を1つ選び、「育てる」を1回実行する。

カボチャ畑を1つ選び、「育てる」を1回実行する。

NOTE:

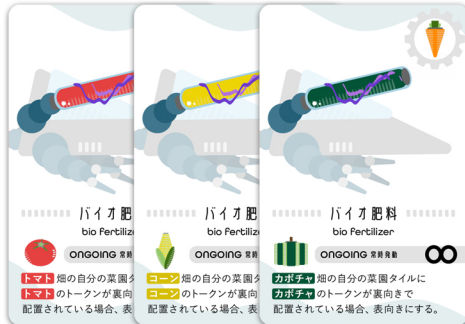
After resolving this effect, take one coin from the stock for each plot tile you tended that belongs to another player.



バイオ肥料
bio Fertilizer

ONGOING 常時発動

Turn all face down carrot tokens present in your plot tiles face up.



バイオ肥料 bio Fertilizer ONGOING 常時発動

バイオ肥料 bio Fertilizer ONGOING 常時発動

バイオ肥料 bio Fertilizer ONGOING 常時発動

トマト畑の自分の菜園がトマトのトークンが裏向きに配置されている場合、表向きにする。

コーン畑の自分の菜園がコーンのトークンが裏向きに配置されている場合、表向きにする。

カボチャ畑の自分の菜園がカボチャのトークンが裏向きに配置されている場合、表向きにする。

NOTE:

This effect may be resolved when you play this card, as well as any time a vegetable token of the indicated type is placed face down in one of your plot tiles.



ロケットエンジン
rocket engine

ONGOING 常時発動

Move your marker one space along the mobility track for every blue line to the left of your marker on the carrot technology track.



ロケットエンジン rocket engine ONGOING 常時発動

ロケットエンジン rocket engine ONGOING 常時発動

ロケットエンジン rocket engine ONGOING 常時発動

トマトの技術トラックの「通過した水色の線」1移動数上限トラックを1マス進める。

コーンの技術トラックの「通過した水色の線」1移動数上限トラックを1マス進める。

カボチャの技術トラックの「技術マークが通過した水色の線」1本につき、移動数上限トラックを1マス進める。

NOTE:

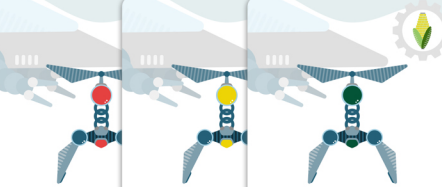
Blue lines are explained on page 3.



おやさいキャッチャー
crop catcher

ONCE PER TURN 手番中1回

Move one of your plot tiles from one carrot field to another carrot field, along with any tokens it contains.



おやさいキャッチャー crop catcher ONCE PER TURN

おやさいキャッチャー crop catcher ONCE PER TURN

おやさいキャッチャー crop catcher ONCE PER TURN

トマト畑の自分の菜園を選び、配置されているトマロの畑に再配置。

コーン畑の自分の菜園を選び、配置されているコーン畑に再配置。

カボチャ畑の自分の菜園タイルを1枚選び、配置されているトークンとセットで別のカボチャ畑に再配置する。

NOTE:
This effect cannot be resolved if there are no unoccupied plot tile spaces your plot tile can be moved to.



人工知能モニター
ai monitor

ONCE PER TURN 手番中1回

Move your technology marker one space along the carrot technology track and earn the bonus depicted.



人工知能モニター ai monitor ONCE PER TURN

人工知能モニター ai monitor ONCE PER TURN

人工知能モニター ai monitor ONCE PER TURN

トマトの技術トラックを記載のボーナスを獲得するその後、1コインをストックから取り戻す。

コーンの技術トラックを記載のボーナスを獲得するその後、1コインをストックから取り戻す。

カボチャの技術トラックを1マス進め、記載のボーナスを獲得する。その後、1コインをストックに戻す。

NOTE:
After resolving this effect, if the bonus earned allowed you to play a technology card and the card you played has a timing of ONCE PER TURN, you may resolve its effect this turn.



おやさい販売機
vending machine

ONGOING 常時発動

Do not pay other players when you collect vegetable tokens from plot tiles in carrot fields they harvested.



おやさい販売機 vending machine ONGOING

おやさい販売機 vending machine ONGOING

おやさい販売機 vending machine ONGOING

他プレイヤーの「収穫」の時に、自分の菜園タイルに別のプレイヤーの「収穫」のトークンが追加される。

他プレイヤーの「収穫」の時に、自分の菜園タイルに別のプレイヤーの「収穫」のトークンが追加される。

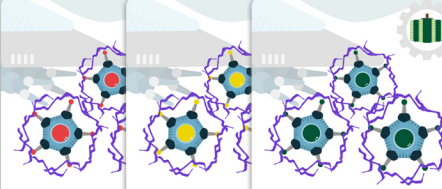
他プレイヤーの「収穫」の時に、自分の菜園タイルに別のプレイヤーの「収穫」のトークンが追加されない。



テクニカルシナジー
technical synergy

SCORING 得点計算時

Take two coins from the stock for every blue line to the left of your technology marker on the carrot technology track.



テクニカルシナジー technical synergy SCORING

テクニカルシナジー technical synergy SCORING

テクニカルシナジー technical synergy SCORING

トマトの技術トラックの水色の線が1本通過したとき、2コインをストックから取り戻す。

コーンの技術トラックの水色の線が1本通過したとき、2コインをストックから取り戻す。

カボチャの技術トラックの水色の線が2本通過したとき、4コインをストックから取り戻す。

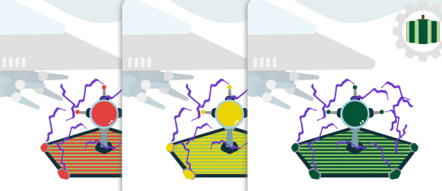
NOTE:
Blue lines are explained on page 3.



菜園発電機
garden generator

SCORING 得点計算時

Take one coin from the stock for each face up plot tile you have in carrot fields.



菜園発電機 garden generator SCORING

菜園発電機 garden generator SCORING

菜園発電機 garden generator SCORING

トマト畑に配置した自分の菜園タイル1枚につき、1コインをストックから取り戻す。

コーン畑に配置した自分の菜園タイル1枚につき、1コインをストックから取り戻す。

カボチャ畑に配置した自分の菜園タイル1枚につき、1コインをストックから取り戻す。

NOTE:
The coins earned by resolving this effect should be added to the coins earned for face up plot tiles during scoring.



おやさいリサイクラー
crop recycler

SCORING 得点計算時

Take two coins from the stock for every carrot token present in your plot tiles, regardless of its facing.



おやさいリサイクラー crop recycler SCORING

おやさいリサイクラー crop recycler SCORING

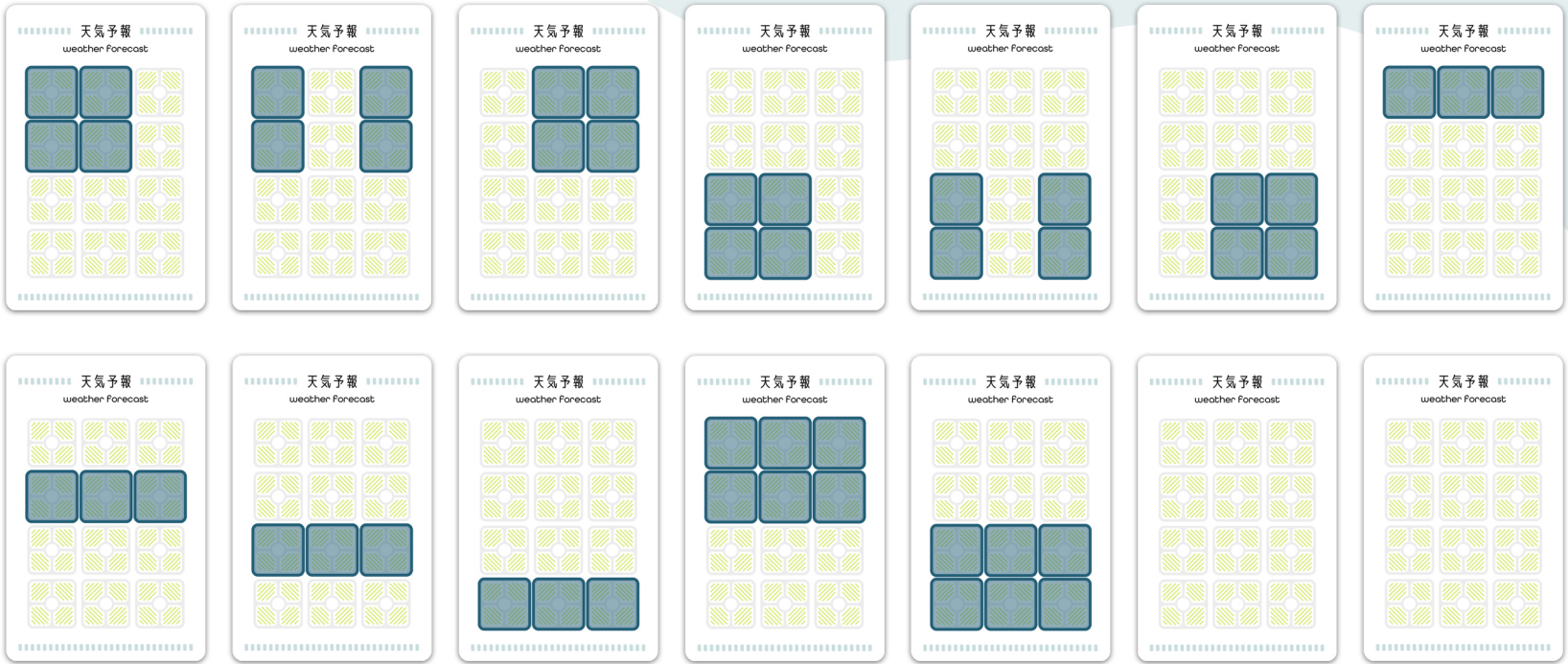
おやさいリサイクラー crop recycler SCORING

トマトのトークン(表向き)が配置された菜園タイル1枚につき、2コインをストックから取り戻す。

コーンのトークン(裏向き)が配置された菜園タイル1枚につき、2コインをストックから取り戻す。

カボチャのトークン(裏向き)が配置された菜園タイル1枚につき、2コインをストックから取り戻す。

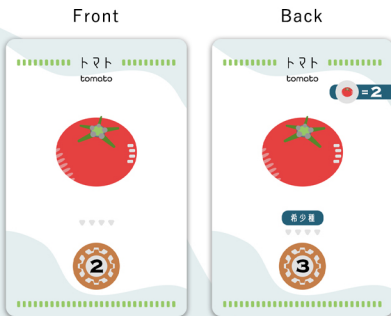
Round Cards



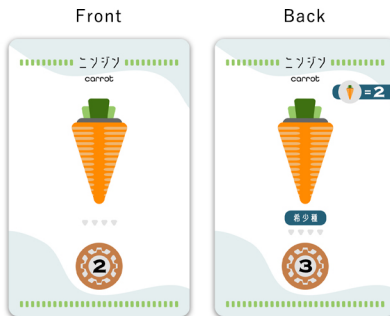
NOTE: If the current round card doesn't show any rainfall spaces, skip the weather forecast at the end of the round.

Vegetable Cards

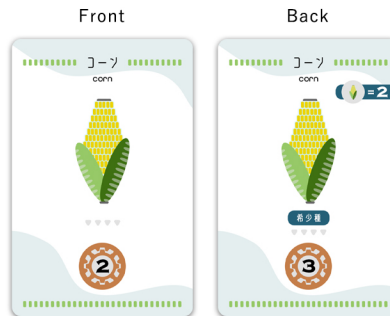
Tomato



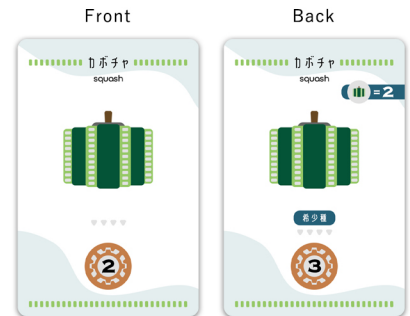
Carrot



Corn



Squash



Designer and Artist: Masaki Suga Translation: Samuel Allen In Cooperation With: Saori Shibata, Masao Fukase

Special thanks to everyone who helped playtest this game.