

A Taste of Home

A game where y'all make jam, for 2-4 players

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A Snack Dragon Games project

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Game Rules

Overview

In *A Taste of Home*, players compete to finish orders of fruit and jam.

Each round, players take turns doing things like planting and harvesting fruit, freezing fruit or making jam, and turning in finished orders.

The first player to complete 3 orders wins the game.

Thematic Overview

You all have your own reasons for wanting it, but there is only one remaining Platinum VIP JamPass to JamCon this year. The problem is you're all just a little short on cash to buy it. The only thing you can do is the thing you do best: make and sell your homemade jelly to make up the difference. Who will be the first to earn enough to score the last Platinum VIP JamPass?

In *A Taste of Home*, each player is a purveyor of homemade jams and other jam-adjacent things. Some people will seek you out for your jams, but some will seek you out for fruit to make their own. Your standards are high and your prices are fair, so business is booming.

Components and Setup

- 4 player boards and a matching token for each
 - Each player takes a player board and the matching token.
- 100 fresh fruit tokens in 4 types
 - 25 each of lemons, plums, peppers, and berries.
- 100 frozen fruit tokens in 4 types
 - 25 each of lemons, plums, peppers, and berries.
- 100? Money tokens
 - Some 1s, 5s, and 10s
- 5 IOU tokens
- 6 Field cards, lettered A to F
- 8 flag tokens
- 12 Order cards
- 4 lineup cards (numbered 1-4) and 1 lineup marker card
- 4 reminder cards

First, each player takes their player board and their lineup card.

Set out the Field cards in the center of the table:

- 2 players: A, B, C
- 3 players: A, B, C, D, E
- 4 players: A, B, C, D, E, F

The Field cards have reminders in the bottom right (2+, 3+, 4P).

If you're playing with fewer than 4 people, remove the Rainbow Jam card from the Order cards. Then shuffle the Order cards and deal 3 to each player face-down. Each player chooses one of their Order cards and places it face-down in the center of the table. These will be the Public Orders, which any player can complete. Put the rest of the Order cards away.

Next, the player who most recently ate a fruit, or the winner of the previous game, chooses one of the Public Orders to flip face-up, then each other player does the same, going clockwise around the table. Starting with the highest Order number and proceeding to the lowest, each player takes a lineup card.

Put all the fruit tokens together in the center of the table.

The player with the lowest number on their lineup card takes the first turn, then each player takes their turn in order by their lineup card.

Playing the Game

The game plays out across multiple rounds.

At the start of each Prepwork Phase each player gains 1 of the fruit on their lineup card for free. (1: Lemon, 2: Plum, 3: Pepper, 4: Berry)

Taking Turns

Each round of the game has 2 parts: the Market Phase and the Prepwork Phase.

During the Market phase, each player can run errands at the market, as well as selling their finished products and completing orders.

During the Prepwork phase, each player takes actions to use or preserve fruit as well as producing jam to complete their orders.

Prepwork Phase

The Prepwork Phase is the time during the week between markets where you can work on jam production. Fresh fruit doesn't stay fresh for long: it either has to be used or frozen. At the start of each Market Phase, each player moves all their remaining fresh fruit to *aged* fresh fruit. At the end of each Prepwork Phase, each player discards all their aged fresh fruit. Only frozen fruit can avoid this discard cycle altogether

At the start of your turn, you always remove a flag from each harvestable field you have leased.

During your turn you can do 1 of the following:

- Pick your spot in the next round's lineup
- Plant fruit in a plantable field
- Harvest all the fruit from a harvestable field
- Freeze fruit to preserve it
- Make jam with fresh and frozen fruit
- Complete an order
- Pass until the next round

Passing your turn removes you from the lineup until the next round. You can't pass a turn until you've reserved your place in the next round's lineup, and when you pass your turn, you return your lineup card to the center of the table.

The Lineup

Lineup cards are ordered 1-4, and each has a corresponding fruit.

When you reserve your place in the next round's lineup, you place your marker on one of the numbers on the lineup marker card that isn't already taken. Once a marker is placed on the lineup marker card, it can't be moved.

At the start of each round, each player gains 1 of the fruit on their lineup card for free.

Planting and Harvesting

The game board has 6 plantable fields, each of which has a different yield (fruit payout when harvested) and a different lease (number of flags you put on the field).

- A: 4 yield, 0 flags
- B: 3 yield, 1 flag
- C: 2 yield, 1 flag
- D: 4 yield, 1 flag
- E: 3 yield, 2 flags
- F: 2 yield, 3 flags

A field is either *plantable* or *harvestable*. When a player *plants* fruit in a field during a cycle, the field becomes *harvestable* during the next cycle.

To plant in a field, you take the field card from the center and place it by the Freshly Planted area of your player board. You name which fruit you're planting, then you put a number of those tokens on the field equal to the field's yield, then you put a number of flags on the field equal to the lease.

At the start of your turn, you always remove 1 flag from each harvestable field. A harvestable field with flags on it can ONLY be harvested by the player who holds the lease. Once there are no remaining flags on a field, it can be harvested by ANY player, and you return it to the center of the table so it's clear that anyone can harvest it.

To harvest a field, you take all the fruit tokens from the field and place them in the "Fresh Fruit" area of your player board, then you remove any remaining flags from the field. Once a field has been harvested, you return it to the center of the table and it becomes plantable. A field can (and should) be harvested, then replanted in a single round.

Freezing Fruit

If a player wants to keep their fruit for later use, they can freeze it. Frozen fruit is not discarded at end of turn like fresh fruit. It can be used for jam on later turns but it can't be used as fresh fruit to complete an Order.

Fruit can be frozen at a 2:1 ratio for everything but Berries, which freeze at a 3:2 ratio. A player can freeze as many fruits as they want when they choose this action for their turn.

Making Jam

When a player makes jam on their turn, they are able to complete as many recipes as they have the fruit for.

When making jam, Lemons can be used to boost the ratio of a full recipe or substituted for one fruit in a basic recipe. When making jam, both frozen and fresh fruit can be used.

Players can make jam with the following ratios:

- 2 Plums / 1 Plum + 1 Lemon: 1 Plum Jam
- 2 Plums + 1 Lemon: 2 Plum Jam
- 3 Peppers / 2 Peppers + 1 Lemon: 1 Pepper Jam
- 3 Peppers + 1 Lemon: 2 Pepper Jam
- 4 Berries / 3 Berry + 1 Lemon: 1 Berry Jam
- 4 Berries + 1 Lemon: 2 Berry Jam
- 3 Lemons: 1 Lemon Jam
- 1 of each fruit: 1 Rainbow Jam

Completing Orders

Each player starts the game with 2 face-down Order cards that are hidden from the other players, and a number of face-up Order cards are placed on the Market based on the number of players.

If a player has the required fruit and/or jam to complete one of their personal Orders or one of the public Orders, they can use their turn to complete the Order.

To complete an Order, a player gives up the fruit and/or jam requested on an Order card and tucks the card beneath their player card, face-up. A player can only complete a single Order each time they choose this action.

End of Round

At the end of each round, each player discards all their remaining fruit, but they keep all frozen fruit and jam.

Then each player moves any Freshly Planted fields over to the Ready to Harvest side of their player board. Each player takes their new lineup card and takes their token from the lineup marker card.

Each player takes their new lineup card and takes their marker from the lineup marker card. The next round starts with the player who has the lowest-numbered lineup card.

Order Cards

1. 1 Rainbow Jam (4 players only)
2. Any 10 fresh/frozen fruits
3. 7 of the same fresh fruit
4. 2 each of 3 different fresh/frozen fruits
5. 6 fresh/frozen lemons
6. 3 different jars of jam
7. 3 of the same jar of jam
8. 3 of the same fresh fruit and 2 jars of that fruit's jam
9. 1 jar of jam, 2 of a different frozen fruit, and 3 of a different fresh fruit
10. Any 4 jars of jam
11. Any 5 frozen fruits
12. 3 of the same fresh fruit and 3 of a different fresh fruit