



10+



2-5



45 Min.



GAMES

# Stalk Exchange



**Skip the Rulebook!**





# Objective

Each player starts and ends the game with a secret Stalk Portfolio of Flower tokens. At the end of the game, the player with the most valuable Stalk Portfolio wins.



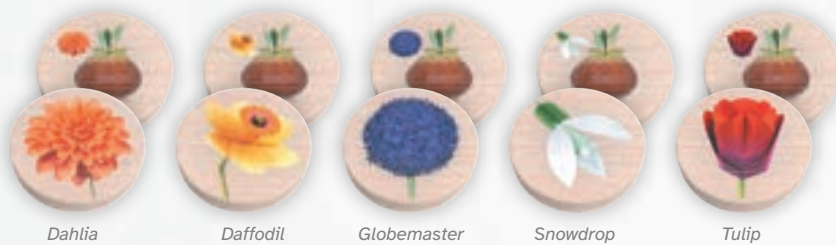
# Components



**Garden Board**



**Market Board**



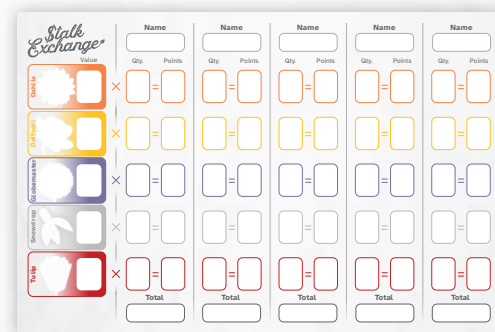
**125 Double-Sided Flower Tokens**  
(25 of Each Flower Token)



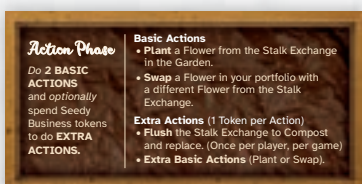
**5 Stalk Value Tokens**  
(5 Unique Flowers)



**5 Garden Sheds**  
(Privacy Screens)



**Pad of Score Sheets**



**5 Reference Cards**



**20 Seedy Business Tokens**



**Greenhouse & Compost Bags**





# CELEBRATING PAPER CRAFT ARTWORK IN BOARD GAMES

Working with paper is the thing I enjoy the most. Before I created the elements in paper for 'Stalk Exchange', I started by gathering images from different angles that I later put together and drew digitally in illustrator. Drawing vector lines in illustrator not only helps me to draft ideas but also to get the templates I need to create every single element.

After the design phase, I moved into the cutting and gluing. I also enjoy painting the paper, doing gradients and adding details, which I feel make the pieces more life-like. Some of the flowers I created are very common in the country I live in, so it was lovely to have a go at them and make them out of paper for this occasion.

*~Diana Beltrán Herrera*



# Setup

## 3 Player Setup Example

- 1 Place the Garden and Market boards** in the center of the table. The Market board can be off to the side.

Market Board



- 3 Stack all 5 Stalk Value tokens** on the Market Track at space 0.

- 2 Put all the Flower tokens into the Greenhouse bag**, mix and set the bag to the left of the Stalk Exchange.

- 4 Players set a Garden Shed and a Reference card** in front of them.

*Tip: Don't break down the Garden Sheds after each play; the sheds are designed to nest and the box is designed so sheds can be stored away assembled.*

- 5 Players form their Stalk Portfolio** by drawing Flower tokens and putting them in their shed:

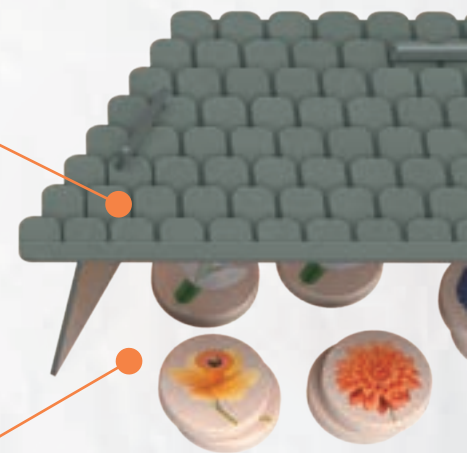
**2-3 Players** = 12 Flower tokens each

**4 Players** = 10 Flower tokens each

**5 Players** = 8 Flower tokens each

Keep your Flower tokens hidden from the other players.

*Tip: Stacking flowers of each type will aid in allowing more privacy of your Stalk Portfolio.*



6

**Seed the Garden** with random Flower tokens from the Greenhouse bag, also flower side up.



**2 Players**

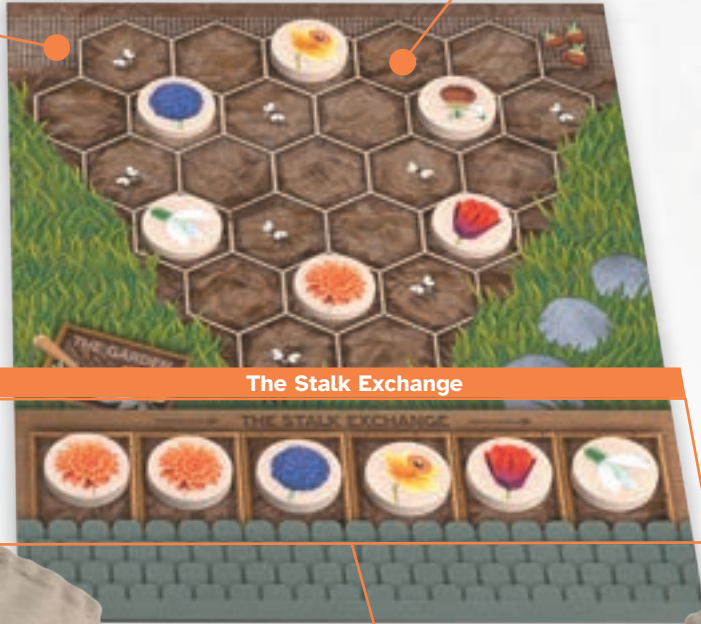
Place 9 Flower tokens on the Bee Spaces.



**3-5 Players**

Place 6 Flower tokens on the Butterfly Spaces.

Garden Board



The Stalk Exchange



7

**Populate the Stalk Exchange** with 6 random Flower tokens from the Greenhouse bag, flower side up.



8

**Place the Compost bag** to the right of the Stalk Exchange.

9

**Players collect Seedy Business tokens** and put them in their shed as follows:

Game	P 1	P 2	P 3	P 4	P 5
2-3 Players	3	3	3	-	-
4 Players	3	3	3	4 (Last)	-
5 Players	3	3	3	4	5 (Last)

**Tip:** If there are new players, the first player is the player teaching the game. Otherwise, determine the first player randomly. Turn order goes clockwise with the 'last' player to the right of the first player.



# Gameplay Overview

Players take turns in a clockwise order. A player's turn is divided into 2 phases, **Action** and then **Upkeep**.

**All decisions** are made **during the Action phase**. The **Upkeep** phase **resolves** those choices.

After a turn where a game end condition is met (see pages 10-11), the players reveal their Stalk Portfolios, compare values, and determine a winner.

## 1 Action Phase (Decisions)

Basic Actions (2 per turn)

- 1 Plant
- 2 Swap

Optional Actions

- 3 Seedy Business
  - Extra Plant
  - Extra Swap
  - Flush the Exchange

## 2 Upkeep Phase (Resolve)

- 1 Harvest Flowers
- 2 Bloom Bulbs
- 3 Update Stalk Values
- 4 Move the Stalk Exchange



## 1 Action Phase

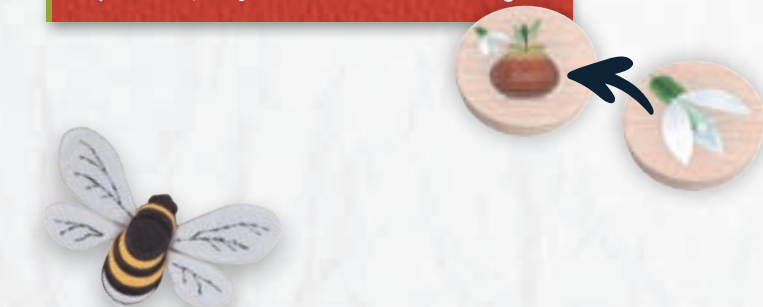
**A player MUST do 2 Basic Actions** during this phase of their turn. There are **2 types of Basic Actions** players may do; **Plant** and **Swap**. Players may do all their actions in any order they like and **they may mix or repeat** their actions.

**A player may also spend their Seedy Business tokens to complete extra actions** on their turn.

### 1 Plant (Basic Action)

A player chooses a Flower token on the Stalk Exchange and places it in any unoccupied space in the Garden, Bulb side up.

**Important:** You may never Plant a Flower token directly from your portfolio, only from the Stalk Exchange.



Planting a Snowdrop from the Stalk Exchange, Bulb side up.

## 2 Swap (Basic Action)

A player takes a Flower token from the Stalk Exchange, adds it to their Stalk Portfolio, and then replaces it with a different type of Flower token from their Portfolio.



Swapping a Daffodil for a Dahlia.

## 3 Seedy Business (Optional Actions)

If a player has Seedy Business tokens to spend, they may take extra actions in addition to their Basic Actions at any point during the Action Phase. Players place spent Seedy Business tokens in front of their screen. **You may spend as many of your Seedy Business tokens as you want in a single turn, but you can't get more during the game so spend them wisely.**

### Extra Planting 1

A player may spend a Seedy Business token to do an extra Plant action.

### Extra Swaps 2

A player may spend a Seedy Business token to do an extra Swap action.

### Flush the Exchange

A player may spend a Seedy Business token to move all Flowers on the Stalk Exchange to the Compost bag. After doing so, **the player places their Seedy Business tokens in front of their shed, blue side facing up.** Then, refill the entire Stalk Exchange with random Flower tokens from the Greenhouse bag.

**A note from the designer:** Flushing the Stalk Exchange gives the active player a chance to Swap for better Flowers, exert more control over which Flower tokens the next player has access to on their turn, and even hasten the game's ending.



Flushing the Exchange

### Flush the Exchange FAQs

*I just did the Flush the Exchange action and the Greenhouse bag was empty before I could replace all the Flower tokens on the Stalk Exchange—what should I do?*

**Replace as many Flower tokens as possible and finish the turn. The game will end at the end of that turn.**

*What if I flushed all the Flower tokens off the Stalk Exchange and the Greenhouse bag is empty?*

**If it is no longer possible to take any actions, move onto the Upkeep phase.**



**Important:** A player may only do the **Flush the Exchange** action once per game. To track this, players flip the token spent on the Flush the Exchange action to its blue side when they put it in front of their screen.



## 2 Upkeep Phase

This phase **MAY** have up to 4 steps. Only do Steps 1-3 if the conditions in the Garden require them to be done. Step **4** is the only step in the Upkeep phase that happens every turn.

### 1 Harvest Flowers

If any Flower tokens or Flower groups are surrounded, remove them from the Garden and set them aside for Step **3**.



2 groups of Daffodils (○) are surrounded. They are harvested and set aside for Step **3**.

**Note:** The Dahlias (A+B) are not harvested because they formed a Flower group with an open space adjacent to them (C) during the Harvest step.



**Important:** If two or more Flower tokens of the same type are adjacent, they form a group. The whole group must be surrounded by tokens that are different from the type in the group before the group is harvested. The surrounding tokens do not need to match each other.

#### Harvesting in Detail

If a Flower token or a Flower group is surrounded on all sides by different Flower types, Bulbs, and/or the borders of the Garden, they **MUST** be harvested during Step **1** of the Upkeep Phase.

**All harvesting happens simultaneously.** If multiple Flower types and/or Flower groups are surrounded at the same time, ALL the surrounded Flowers are removed from the Garden at the same time.



The two Tulips (A+B), Globemaster (C), and Daffodil (D) are all surrounded by different flowers and/or Bulbs.



Even though the Flower tiles in these spaces were distinct types and groups, all of these flowers in spaces A, B, C and D were harvested simultaneously leaving nothing behind.

### 2 Bloom Bulbs

Flip over all Bulbs with at least one empty hexagon space around them.



The Bulbs (D+E) will both Bloom because they have empty spaces around them (○).

#### Upkeep Phase: Step **3** FAQ

During the Upkeep phase, why doesn't Step **3**, Update Stalk Values happen immediately after Step **1**, Harvest Flowers?

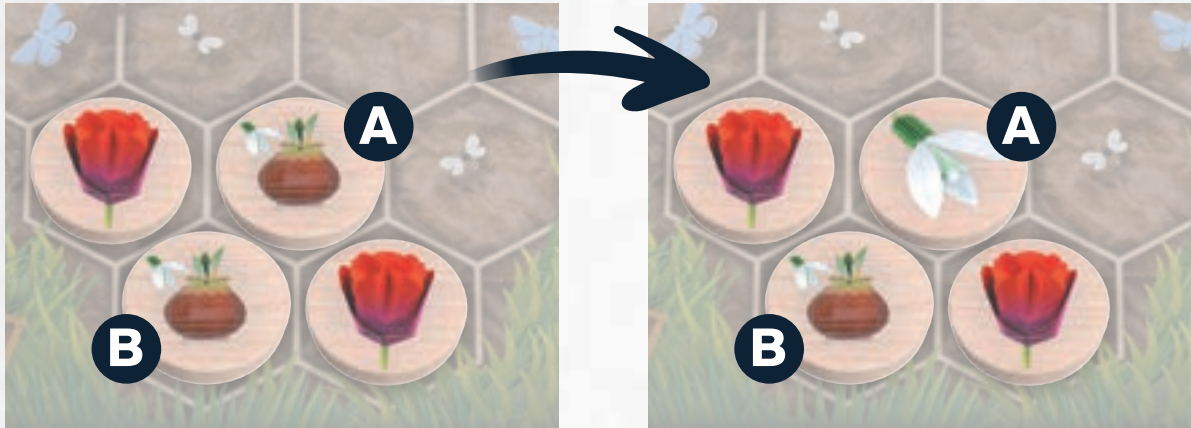
**In many games there is a big harvest where a lot of Flower tokens are removed from the Garden all at once. In those moments, it's important to make sure that every token you need to harvest is removed from the Garden BEFORE blooming any Bulbs. It's easier to lose track if you do not complete the steps in order.**



## 2 Bloom Bulbs (Continued)

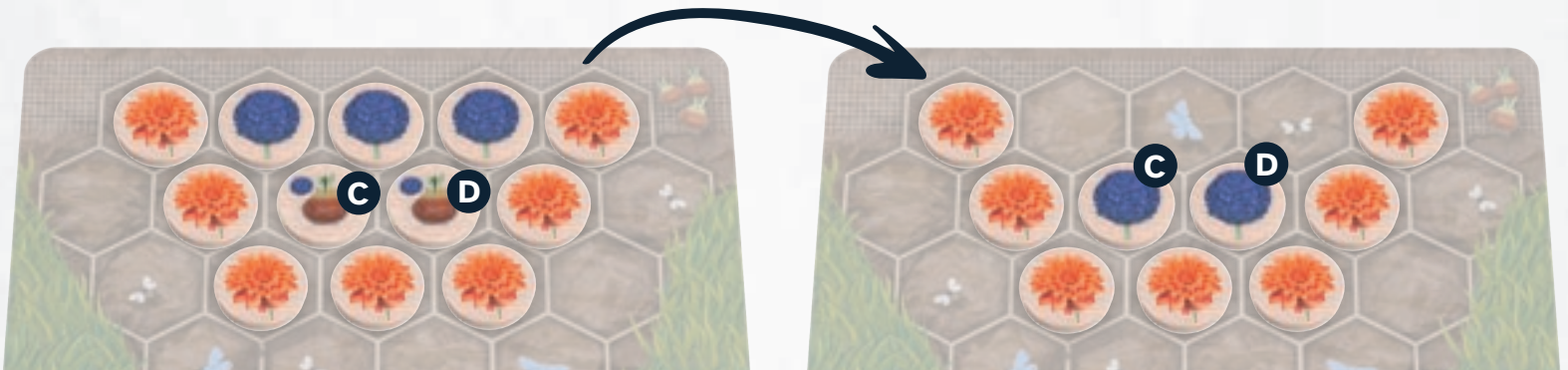
### Bulbs in Detail

All Flowers are planted as Bulbs, but Bulbs are never harvested. While a Flower token is flipped to its Bulb side, it's an obstruction to all Flower tokens regardless of what kind of Flower it will be when it blooms.



Even though both of these Bulbs will become Snowdrops, only Bulb **A** can bloom. Bulb **B** is surrounded and must stay a Bulb for now.

Players can never harvest Flowers the same turn they are planted. This is because the bulbs will not bloom until after the Harvest step (1) of the Upkeep is completed.



The Globemaster Bulbs **C** + **D** were planted into a situation that triggered the harvest of another group of Globemasters.

However, **C** + **D** can only bloom AFTER the harvest is complete, meaning **C** + **D** can't be harvested on this turn.

## 3 Update Stalk Values

Take all of the Flower tokens harvested in Step 1 and put them on the far end of the Market Track, starting at the indicated player count (**F**), and fill them in towards the other end. For every Flower token added to the Market Track, advance the matching Stalk Value token one step in value (**G**).

**TIP:** If you're ever uncertain of what Flower's Stalk Value should be during play, count the number of its harvested Flower tokens on the Market Track. They match!



**Important:** In a 2-player game, decide together if you will play a long or short game. For a long game, start placing Flower tokens on the 2-player space at the end of the track. For a shorter game, place the first Flower token on the 2-3 player space instead.

The 3 Daffodil tokens are placed on the Market Track with the first one being placed on top of the 2-3 Player stone (**F**). The Daffodil Stalk Market Value token advances 3 spaces (**G**).

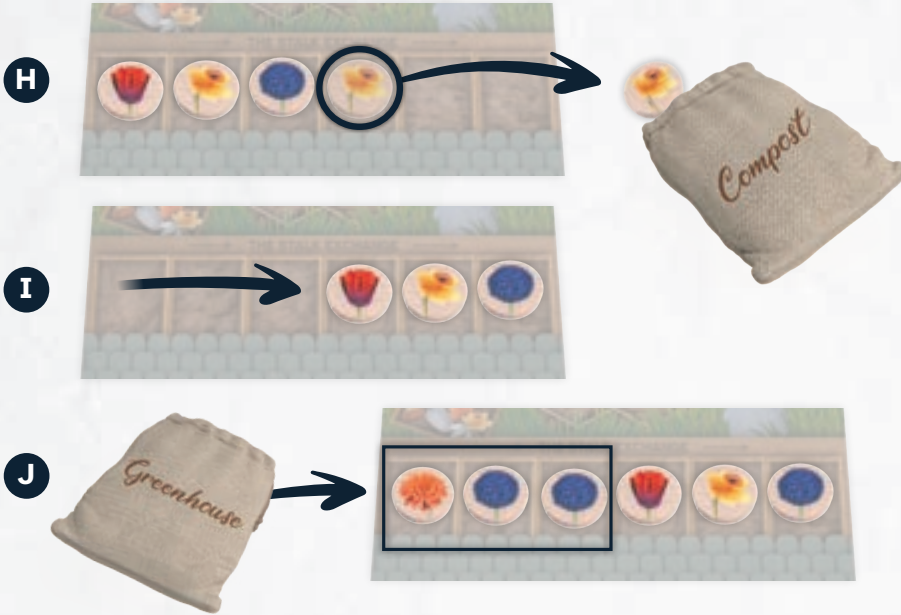




## 2 Upkeep Phase (Continued)

### 4 Move the Stalk Exchange

Move the rightmost flower on the Stalk Exchange into the Compost bag (H). Then shift the remaining Flower tokens as far right as possible (I). Lastly, refill the Stalk Exchange from the Greenhouse Bag (J).



## Game End

There are two ways for the game to end:

- 1 The **Harvested Flower tokens meet or pass the highest Stalk Value token** on the Market track.
- 2 The **Greenhouse bag is emptied**.

If either one of these triggers occurs during a player's turn, it represents a Market Crash and **the game ends after the active player's turn**; followed by 1 **Bust** and 2 **Final Scoring**.

### 1 Bust (Finalize Stalk Values)

**Before Final Scoring**, check the Stalk Value track. **The highest valued flower loses half of its value rounded-up.**



10 Tulips had the highest Stalk Value (9) when the game ended so they busted.



After rounding up the final Tulip Stalk Value is 5 ( $9:2 = 4.5 \rightarrow 5$ ).

**Important:** In the event of a tie, **ALL** the tied Flower Stalks bust. Shrewd gardeners should be mindful of how they can use this to their advantage.



# Game End (Continued)

## 2 Final Scoring

When the Stalk Values are finalized, all players reveal their Stalk Portfolios. Each player determines their score by multiplying each Flower token in their Stalk Portfolio by its Stalk Value and totaling those results. Score Pads are included to make this easier.

The player with the most points wins. If there is a tie, the tied players compare the number of the most valuable flower(s) in their portfolio. Whoever has more wins. If there is still a tie, compare the next most valuable flower types until the tie is broken. If there is still a tie, the tied players share the victory.

After the Bust, the **Stalk Values** of the Flowers are as follows:



The players have **Stalk Portfolios** that look like this:

### Player 1



### Player 2



### Player 3



### Scoring Example

	Name PLAYER 1	Name PLAYER 2	Name PLAYER 3	Name	Name
<b>Dahlia</b> Value: 6	Qty. 4 Points 24	Qty. 2 Points 12	Qty. 4 Points 24	Qty. Points	Qty. Points
<b>Daffodil</b> Value: 7	Qty. 1 Points 7	Qty. 2 Points 14	Qty. 5 Points 35	Qty. Points	Qty. Points
<b>Globemaster</b> Value: 1	Qty. 1 Points 1	Qty. 1 Points 1	Qty. 0 Points 0	Qty. Points	Qty. Points
<b>Snowdrop</b> Value: 2	Qty. 0 Points 0	Qty. 2 Points 4	Qty. 2 Points 4	Qty. Points	Qty. Points
<b>Tulip</b> Value: 5	Qty. 6 Points 30	Qty. 3 Points 15	Qty. 5 Points 25	Qty. Points	Qty. Points
	Total 62	Total 46	Total 88	Total	Total



## Credits

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**Papercraft Artwork and Photography:** Diana Beltrán Herrera

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# Gameplay Summary

## 1 Action Phase (Page 6)

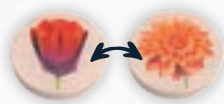
- Players **MUST** take 2 Basic Actions.
- Players **MAY** take as many Optional Actions as they have Seedy Business tokens to spend.
- Players **MAY** do all their actions in any order and/or combination they like.

### Basic Actions (Page 6)

**1 Plant** a Flower token from the Stalk Exchange in any unoccupied space in the Garden, Bulb side up.



**2 Swap** a Flower token on the Stalk Exchange with a Flower from your Stalk Portfolio.



### Optional Actions (Page 7)

#### 3 Seedy Trades

- Extra Plant
- Extra Swap
- Flush the Exchange (**Once per player per game!**)  
Dump all Flower tokens on the Stalk Exchange into the Compost bag. Replace those tokens immediately with new Flower tokens from the Greenhouse bag.



## 2 Upkeep Phase (Page 8)

This phase **MAY** have up to 4 steps. Only do Steps **1** to **3** if the conditions in the Garden require them to be done. Step **4** is the only step in the Upkeep phase that happens every turn.

### 1 Harvest Flowers

If any Flower tokens or Flower groups are surrounded, remove them from the Garden and set them aside for Step **3**.



### 2 Bloom Bulbs

Flip over all Bulbs with at least one empty hexagon space around them.



## 2 Upkeep Phase (Continued)

### 3 Update Stalk Values

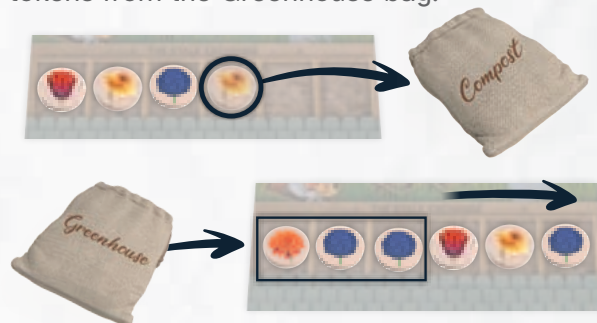
Take all of the Flower tokens harvested in Step **1** and put them on the far end of the Market Track. For every Flower token added to the Market Track, advance the matching Stalk Value token one step in value.



**TIP:** If you're ever uncertain of what Flower's Stalk Value should be during play, count the number of its harvested Flower tokens on the Market Track. They match!

### 4 Move the Stalk Exchange

The rightmost Flower token goes to the Compost bag. Refill the Stalk Exchange with new Flower tokens from the Greenhouse bag.



## Game End (Page 10)

There are two ways for the game to end:

- 1** The **Harvested Flower tokens meet or pass the highest Stalk Value token** on the Market track.
- 2** The **Greenhouse bag is emptied.**

Finish the turn then **Bust** the highest valued Flower Stalk (or Stalks, in the event of a tie) to half of its value, rounded-up. Lastly, perform **Final Scoring**.