

Game Instructions

House is Wild!

A game based on "Crazy Eights"

Objective: To put all of your cards into the "food forest" (ie: the discard pile) so that each card added to the forest connects in at least *two ways* with the preceding card - input to output or output to input.

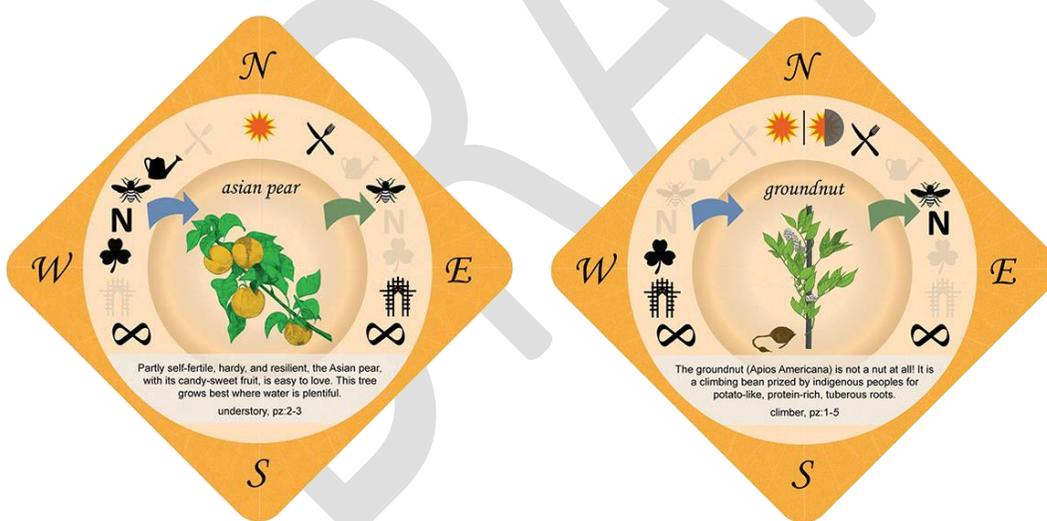
Overview

As with many Food Forest card games, connections are made between inputs (ie: what the plant needs most) and outputs (ie: what the plant produces best). Inputs (referred to below as "needs") are on the left side of the central image, and outputs (products) are on the right side.¹

To illustrate connections, let's consider the Asian pear and groundnut cards.

The Asian pear needs water, pollinators, nitrogen, and a ground cover (ignore the double loop "infinity" icons near the bottom of the circle².)

The Asian pear produces food, pollinators³ (by attracting them), and a trellis.



Two of the Asian Pear's needs (pollinators and nitrogen) can be joined to two of the groundnut's products (again, pollinators and nitrogen). These are things that the Asian pear tree needs and that the groundnut produces. There is a third need/product connection, can you find it⁴?

¹ For this game, ignore the N, S, W, E symbols, the infinity loop, and the text below the central image.

² Players may elect to allow players to allow more creative connections. If playing this way, your opponents give a thumbs up or thumbs down about the connection. A thumbs-down tie goes to the player.

³ A card may need and produce the same icon, but it may not be joined with itself.

⁴ The Asian pear can provide a trellis for the groundnut! Note, the groundnut does not require pollinators in the Food Forest deck. Yes, pollinators can help the plant produce seeds but the plant's primary means of propagation is through root nodes. The groundnut, therefore, can reproduce easily without pollinators, unlike the Asian pear.

Preparation

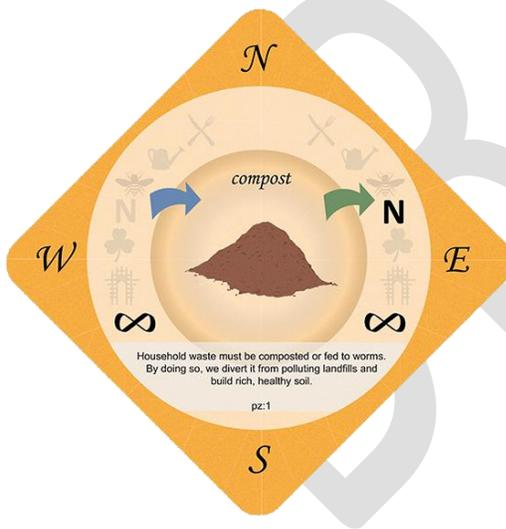
1. Remove all natural disasters, insects, blank cards and instructional cards from the deck.
2. Shuffle cards and deal five cards FACE UP to each player. (Helping others is encouraged!)
3. Place the remainder of the cards in the center of the table, face down.
4. Turn over the top card of the deck to start the "food forest" (ie: the discard deck)

Playing "House Is Wild!"

Play begins with the player to the left of the dealer. Each player, in turn, tries to make 2 need/product connections between one card in his hand and the top card in the "food forest". If he succeeds, play passes to the next player. If he fails, he takes a card from the face down deck. That card may be immediately played if possible.

House cards are wild and may be played with no matching needs or products. If a player places a house card on the "food forest", she may also discard any other card in her hand directly thereafter.

If a card's needs + products equal 1, match that 1 icon rather than 2. Ex: the compost card has no needs⁵ and only 1 product (N). It may be placed on any card needing N and any card that needs N can be played on top of it.



Ending the game

The game ends when either:

- One of the players has discarded all of her cards
- The face down deck is entirely gone

⁵ We all know that a compost pile needs food and plant waste but, within of the Food Forest deck, there is no icon to represent that. There are plenty of needs and products that do not fit neatly into icons. If you would like to consider these in the game, the infinity loop lets you be as creative as your friends will allow.

Scoring the game

If a player discards all of his cards, he is declared the winner. The remainder of the players are scored as described below.

Any players who do not discard all cards before the end of the game can be scored by adding all of the needs icons and products icons on all of the cards remaining in their hand. The player with the fewest needs + products icons has the best score. Games can be played in series, keeping track of scores, until one player reaches a pre-determined final score (say 50) at which time the player with the fewest points wins.

Variations

1. Once players are comfortable with the mechanics of the game, hands may be played hidden.
2. The insects and natural disasters cards can be added back to the deck to create a more competitive game. Some suggestions for game play including these cards is:
 - a. If a player draws a natural disaster card, she puts it aside (out of the game entirely) and draws two more cards.
 - b. If a player draws an aphid card, he may pass it to another player. If that player holds a ladybug card, both cards are removed from the game with no effect. Otherwise, the receiving player must draw two more cards.

These are only suggested variations. Feel free to modify this game in any way to make it more enjoyable or challenging.