

Picklet

A game for 2 – 6 players

For the *food-forest* playing cards

A game for children and beginners. You may simplify for younger children.

Object of the Game

Collect 6 pairs where an input icon on one card matches an output icon on another. Ex: the groundcover input icon on the blueberry card matches the groundcover output icon on the clover card. At most, a player may collect six pairs - one for every icon except the infinity loop. A pair with multiple matches only counts once but can be counted for either icon. For this game, ignore the infinity loop, suns, roles, and the “pz”.

On the right you will see an example of a matched pair. Here clover has three outputs that match inputs on the blueberry card: nitrogen, groundcover, and pollinators. When taking the pair, the player must declare at least one of the matches (see “Playing Picklet” below) but may later decide to use it as another match, like groundcover.



A Picklet Pair

Preparation

Remove natural disasters, insects, all blanks, and 2 house cards. Dealer places 9 cards in a diamond pattern, face down between players, revealing the center card:

Playing Picklet

The player to the left of the dealer flips over a second card. Play moves clockwise.

As soon as a pair can be made, anyone can take it by saying the icons that make the match (ex: one might yell “Picklet! Clover is a Groundcover for blueberry.”) New cards from the deck are then used to fill in the empty spaces in the diamond.



The Deal



Once a card is revealed, it remains face up and is available to all players. All players study the cards at the same time. When a pair is taken, it is displayed in front of the player who took it. If all of the cards have been revealed and no pairs found, the next player discards a card from the diamond. The dealer replaces the card with a new **face-up** card from the deck. Play continues in this fashion until a pair can be made. Play resumes as before.

Winning Picklet

A player wins by collecting one pair for each of the six icons – for a total of six pairs. If all cards have been used, and all matches made, the winner is the player who has collected the most pairs.

Optional Rules

Tornado card: Switch chairs with person on your right – leaving your cards at your old place.

Drought card: Every player discards one pair unless all pairs have water cards.

Aphid card: Player discards pair with a fruit tree (if player has no fruit tree, pass aphids to left).

Ladybug & Praying Mantis: Save and/or share to fend off aphids.