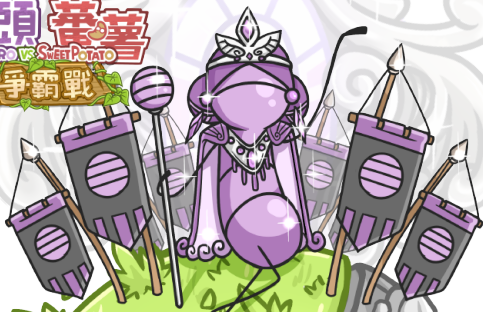


# 芋頭 蕃薯 TARO VS SWEET POTATO 爭霸戰



Once upon a time ,  
there are two ancient civilizations : Taro and  
Sweet Potato. They launch war for many decades  
to win the name of "Amazing Crop." They think  
only ONE civilization can survive in the world.  
When the western Taro and eastern Sweet Potato  
fight with each other. Who could win the war ?  
Maybe they just fight in your backyard  
right now secretly.....



# Introduce

Line up with your piece to win Taro vs Sweet Potato! Players will lead Taro or Sweet Potato. Then you have to make good use of features of cropper to get points. Occupy more territories, get more points.

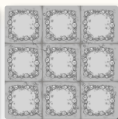
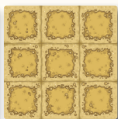
## Components

◆ 3 -Zone Boards

Grass

Earth

Stone



◆ 1-Indicator Marker



◆ 10-Point Tokens



◆ 24-Cropper Tiles



Taro

Start Set

16 -1x1

6 -1x2

2 -2x2

Sweet Potato



# Set Up

① Connect 3 boards depends on players. There should be one side connect with each other at least.



② Players choose their own group : Taro or Sweet Potato.

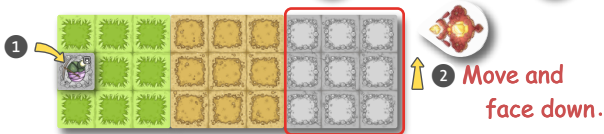


③ Take cropper tiles of your own group. Face up tiles as Start Set side and place in prepare zone.



## How to Play (Place cropper → Move the Indicator Marker → Execute the ability → Harvest)

The player who visits a farm recently goes first. You can place cropper in any zone. (Choose one from **Grass**, **Earth** or **Stone** ①). Then move the Indicator Marker beside the zone to record it. The Indicator Marker will face up to the color of opponent ② (Taro  /Sweet Potato ).



### Type of frame



**Grass** (Farmer) : Move Indicator Marker to **Grass** Zone.

**Earth** ( Miner ) : Move Indicator Marker to **Earth** Zone.

**Stone** (Carrier) : Move Indicator Marker to **Stone** Zone.

**White** : Move Indicator Marker to **current** Zone.

**Black** : Move Indicator Marker to **any** Zone.

**The Indicator Marker** It is restricted to the **opponent** for placing cropper to the zone.



If you can't place cropper in the zone, you have to withdraw compelled one of your cropper to prepare zone. Then you can move the Indicator Marker to any zone (face up to your opponents' side). Only if you can't place cropper, then you may withdraw cropper compelled.

**Place the cropper** After the action of start player, other players place cropper in turns. You can only place ropper on the zone that Indicator Marker points. **You can't:**

- ① Place cropper across zones.
- ② Turn over cropper in prepare zone randomly. (You can only turn over with **Score Harvest**)
- ③ Place cropper on other cropper.

After placing the cropper, follow the type of frame to move the Indicator Marker. Then face up to the opponents' side. If the cropper with the special ability, it goes first. Then examine if it arise "Score Harvest".

**How to Win** ① Until one player gets 5 points.

(Followings happen rarely. Please take point 1 as your goal for first time you play this game.)



- ② After placing your cropper, you occupy a zone. (Before arising special ability and Score Harvest.)
- ③ Your opponent can't withdraw cropper compelled.

**Score Harvest** There are "Connect Harvest", "Special Harvest" and "Force Harvest".

If the cropper arise Score Harvest, you will get correspondence points. Take these cropper back to the prepare zone and turn it to the other side. The cropper will become new cropper that you can plant.



## Connect Harvest **2x2 Cropper Tiles can't use it.**

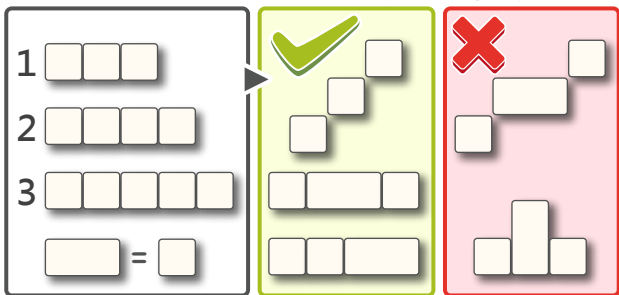
The same group of cropper connect a line.

(Diagonal line suits for it)

- ① 3 croppers → 1 point.
- ② 4 croppers → 2 points.
- ③ 5 croppers → 3 points.

# 1x1 and 1x2 Cropper Tiles suit for Connect Harvest.

# However 1x2 Cropper Tiles only count for 1 cropper, it can't use for diagonal harvest. You have to connect 1x2 and 1x1 Cropper Tiles for a line. Then you can get points.



## Special Harvest

Some cropper owns special ability for Special Harvest.

◆ **Knight - Guard / Capture** : Surround **your** or **opponent's King** by matching any 2 sides of King completely to harvest it. → 3 points.



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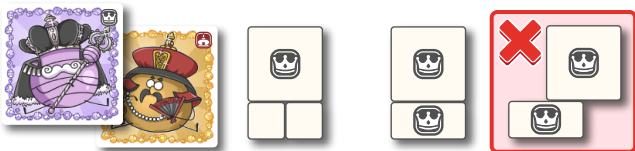


# If you get King of opponent by Capture Harvest, you'll capture King. **NOTE** : The opponents' cropper that you capture will stay in your prepare zone until the game ends.

- ◆ Pope - Worship : Connect with your 2 1x1 Cropper Tiles → 1 point.
- ◆ Queen ↓



- ◆ King - Worship : → 2 points.
- ◆ King - Honor : Connects with Queen → 2 points.

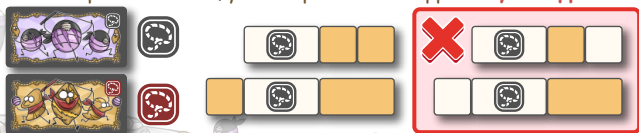


- ◆ Minister - Assist : If King/Queen connect Minister by Worship Harvest , you can get 1 extra point.



(You won't get 1 extra point while Minister connects Queen by Connect Harvest.)

- ◆ Robber - Capture : Able to connect with **opponents' cropper** and harvest them. However you can only choose one group to connect and harvest. You can't harvest "both" **your** and **your opponent's** cropper by Capture Harvest at the same time. After Capture Harvest, you'll capture the cropper of **your opponent**.



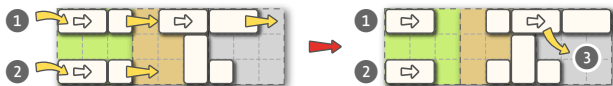
**Forced Harvest** If you help your opponent getting harvest in your turn. You can skip your opponent's turn and remove the Indicator Marker. Then you can place cropper in any zone and place the Indicator Marker depends on the frame of cropper.

# If you place a cropper that will make both you and your opponent's get harvest at the same time. The actor will get point first. (Ex. If you get points by Connect Harvest and also help Robbery of opponent to get points, your group will get points first)

## The Effect of Cropper

If you place the cropper, the effect occurs immediately and only happens one time. The harvest will arise later.

◆ **Knight** : It can move the whole line of cropper forward in the same direction with the point of the weapon. (including the 1x2 cropper that line up straight with Knight ①) Knight will stay.



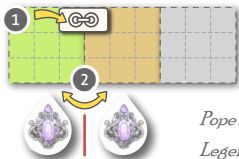
*As the Gladiator with important mission. They own sufficient ability to attack the King.*

# If there are some barriers in front of Knight, the cropper will stop in front of it. (Barriers Ex. 2x2 tiles, non-straight-line 1x2 tiles or the zone border without any connection with other zone ②.)

**NOTE** : If you move the tiles to the border between two zones by the effect of Knight. The cropper also belongs to the linkage ③.

◆ **Pope** : It can **across two zones and link them** ①.

Then you must move the Indicator Marker to **one of the two zones** ②. After this action, players can't use



Standard Bearer or Minister to move the Zone Boards which are linked up.

*Pope leads cropper before King and Queen come out.  
Legend has it that Pope will summon Angel to protect the homeland.*

◆ **Angel** : **Kick one of your own cropper** (1x1, 1x2 or 2x2 tiles) **within 1 cross-shaped grid back to the prepare zone** ①.

(This tile will remain the same side in the prepare zone.)

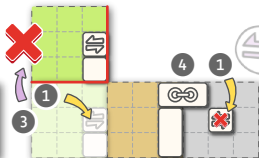
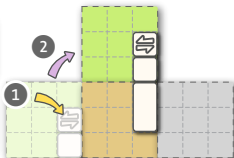
If there are same group tiles within 1 cross-shaped grid, the player has to use the ability immediately.



*The strong and mysterious power is specialized for lost cropper to find their way home during the war.*

◆ **Standard Bearer** : It can **move Zone Board parallel**. (You can only move the Zone Board where Standard Bearer were placed ①.)

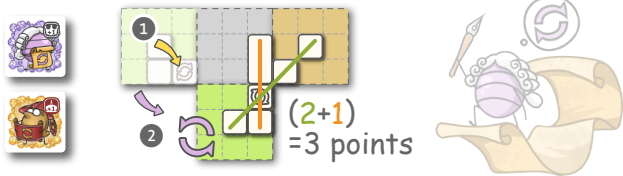
You have to connect boards with each other completely ② ③. If you place Standard Bearer in linked zone, the function of cropper will become invalid ④.



*Only a few croppers own the ability for changing topography.*



◆ **Minister** : It can rotate and move Zone Board parallel.  
(The rules of effect are the same as the Standard Bearer.)

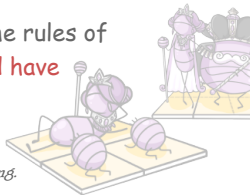


# The effect of Minister and Standard bearer can be chosen to move to original Zone. *All croppers try to do their best becoming the Minister, then they will be Queen's little cutie.*

◆ **Queen** : It can link two zones (The rules of effect are the same as the Pope.) , and have other Special Harvest way.

*Queen is the top leader of cropper.*

*Queen can assign a cropper to be the King.*



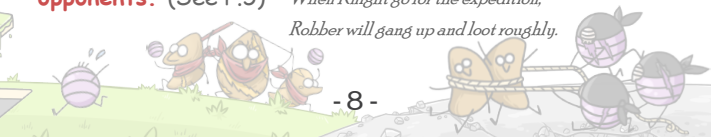
◆ **King** : It can only face up King while Queen shows up in prepare zone. **King is invalid before it is faced up.** King is not suitable for Connect Harvest, but it owns the Special Harvest way. After King became harvested, it has to take a rest. Until Queen shows up in the prepare zone next time, King will work again. If you harvest Queen, King won't be faced down.

*The goal of its life is absorbing nutrition from earth and focus on reproduction next generation.*

◆ **Robber** : **Get Special Harvest from the cropper of opponents.** (See P.5)

*When Knight go for the expedition,*

*Robber will gang up and loot roughly.*



◆ **Devil** : Kick one of **your opponent's** cropper within 1



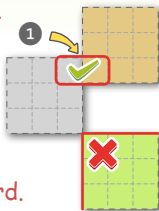
cross-shaped grid back to the prepare zone ①. (The rules of effect are the same as the Angel.)



*Legend has it that the forgotten Angel will become evil and make enemy fall into chaos.*

## Variations Under this case, the game will be very intense. Just enjoy it!

① Face down and shuffle 3 Zone Boards, face up 1 randomly. Deal the rest 2 boards to each player and connect the boards. After this Set Up, there should be at least 1 grid connected between each board ①.



② The effect of **Standard Bearer** or **Minister** : When moving the zone board, you just have to make sure that there are at least 1 grid connected between each board.

**NOTE** : It's not for 4-Player Model.

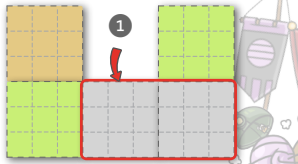
## Rule for 4-Player If you and your friends all have Taro vs. Sweet Potato. Invite your friends and play it!

### Set Up

① Choose your group : Separate 4 players into 2 groups : Taro or Sweet Potato. Partners sit opposite to each other around the table.



② Face down and shuffle all 6 Zone Boards. Turn over 1 board randomly. Remove 1 board and deal the rest 4 boards to all players. Then choose a start player to place the board, other players place board in clockwise order. Player has to place boards match completely. The same kind of board will become the same zone during the game ①.



③ Take tiles of your groups.(The quantity is the same as 2-player-model.) Place tiles into your prepare zone and Face up tiles to Start Set side. **There are 2 Indicator Markers in 4-player-model.**

④ Start player place cropper and other players act in clockwise order.

### How to win

① The group gets 5 points.

② After placing your cropper, you occupy a zone.

(Before arising special ability and Score Harvest.)(When the same kind of Zone Boards are connected , consider it as a zone.)

③ Your opponent can't withdraw cropper compelled.

### Scoring

The way is almost the same as 2-Player-Model.

**Here's the differences :**

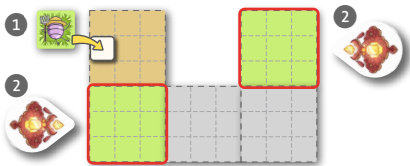
① You can harvest with your partner's cropper and share Point Token with your partner. If you harvest the cropper from your partner, face down and place them to your prepare zone. **(Not your partner's prepare zone.)**

② If you harvest your opponent's cropper by **Forced Harvest** , remove the Indicator Marker. The next player will pause one turn and get the cropper that you just harvested. At the same time, your partner can place cropper at random zone and follow the frame of cropper to put Indicator Marker.

### The Indicator Marker

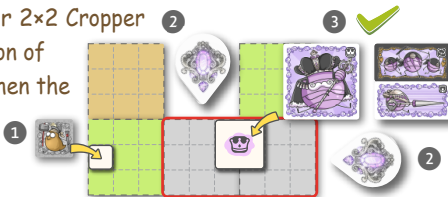
In 4-Player-Model , if you place Farmer, Miner and arrier, the Indicator Marker will also restrict your opponent to place cropper at the particular zone.

**e.g.1** : If 2 Grass Zones aren't connected , the Indicator Makers will point the 2 Grass Zones separately ② after placing Farmer ①.



**e.g.2** : If 2 Stone Zones are connected , they will be considered as 1 zone. And the Indicator Makers will point the 2 Stone Zones together ② after placing Miner ①. If you connect 2 same zones, they will become one big zone. You can put 1x2 or 2x2 Cropper Tiles at the junction of

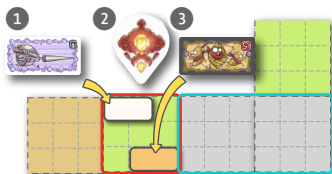
this big zone ③ , then the cropper will own the link effect.



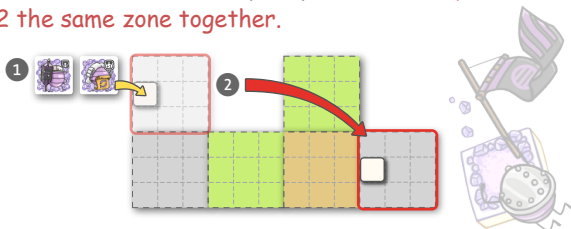
**e.g.3** : If 2 zones aren't connected and player place a white frame cropper on one of them ①. The Indicator Markers will only point at the zone which you placed the white frame cropper ②. If you place a black frame

cropper ③ , the Indicator Markers will point at the zone that you assign ④.

(connected will be considered as 1 zone.)



e.g.4 : **Standard Bearer and Minister** ① can only move the 3x3 Zone Board that they be placed ②. They can't move 2 the same zone together.



# If the cropper is affected by Angel , it will be kicked back to the prepare zone of the player who act this round ; If the cropper is affected by Devil , the cropper will be kicked to the prepare zone of the next opponent.



Thanks for your support.  
Enjoy the game!



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We hope every player have fun with our games. See you next time !



Design : 陳柏論 (TaroTaro)  
Editor : 陳駿宏 (DumDum)  
Illustrator : 瘋狂島 Maddish Island  
× 陳柏論 (TaroTaro)  
Translate : Livia Yu  
Proofread : 陳享聿(GingerGinger)



FaceBook

邁提斯企業有限公司  
©2011-2019 Maddish Island.  
GUI number : 54776818  
Made in Taiwan  
TEL : +886-5-233-3663  
FAX : +886-5-232-5230  
Address : No. 90, Aly. 30, Ln. 1,  
Chang'an St., Chiayi City 600,  
Taiwan (R.O.C.)



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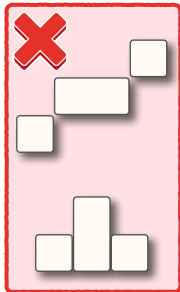
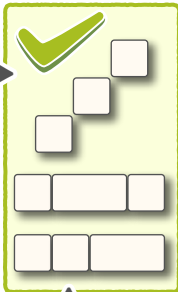
# Connect Harvest

1

2

3

=



## Special Harvest

The following takes the Taro group as an example.

Robber

Capture



Robber



Pope, Queen, King

Worship



Pope  
Queen

2



King

Minister

Assist

2



Queen

Minister

3



King

Minister

Knight

Capture



3



Knight

Knight

King

=

Knight King Knight



Knight

Guard



King+Queen

Honor

2



King

Queen

Combo Harvest

6

(3+2+1)

