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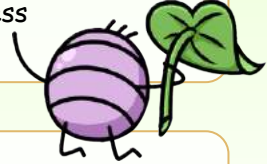


Introduction

Time : 15-45min

Players : 2-6 (Recommended for 4 or more people)

Taro Paradise is a light strategy and hand management planting game. You will be a Taro farmer on Maddish Island. You can utilize all of the limited resource and multiple tools to make the combo to plant Taro. And you have to properly help each other and make use of special Paradise System to get more opportunities and to harvest. Do not seek quick success and instant benefits, then you can score more.



Components

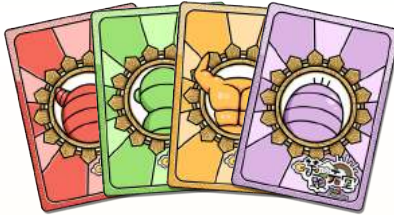
4 Field Cards

4 different colors



120 Farmer Cards

4 different colors
30 cards each



35 Maddish Cards



6 Player Boards



30 Helper Markers

6 different Characters
5 for each Player



3 Score Aid Card

	1	2	3	4	5	6
2	4	-4				
3	4	0	-4			
4	8	4	0	-4		
5	12	8	4	0	-4	
6	12	8	4	0	-4	-8

There is a scoring table on the card back. You can put the card in sleeve and use Whiteboard pen to write on it!

1 Score Pad



3 Game setting

Players :

3 - 6 Players : Place 4 Field Cards in a row. Set the same color Paradise under the Field. **Shuffle and Mix** the 116 Farmer Cards, **divide into two decks.**

2 Players : Remove 1 color of Field, Farmer Cards and Camouflaged Cards.

4 color Field & Paradise

One side of Field setting to "Outside" (Tool Area)

Maddish deck Farmer deck

One side of Field setting to "Inside" (Resource Area)

Farmer deck

Choose Mode :

Choose 1 Player Board and place its 5 Helper Markers in front of you.



Normal Mode (Blue Sky) :
Pick out 2 Personal Cards(see P.12) from Maddish deck. Shuffle remaining Maddish Cards and place beside Farmer Card deck.



Maddish Mode (Rainbow Sky) :
Shuffle All Maddish Cards and place beside Farmer Card deck.

Draw : The player who recently ate or planted Taro will be the first one to draw cards. Each player randomly draw 1 Farmer Card from one of two decks (clockwise) until all players have 5 cards. You can reset your hand when :

1. Taro Resource Card ≥ 3
2. Tool Card with Attention Sign ≥ 3



You need to show your hand and shuffle them into the deck before resetting it. Then the game will start.

★ Card introduction

- ◆ Card symbol
 - ◆ Conditions of Planting (Taro Resource Card only)
 - ◆ ① Conditions of using
 - ◆ ② Card Effect
 - ◆ The real color of Card
-
- ◆ Card name
 - ◆ Score
 - ◆ The color of Card Back Present the color of the back. Some card have different color of Card Back.



Normal Card Surface / Back



Camouflaged Card Surface / Back

★ Playing introduction

Farmer Action → Action ends → Game Over → Final Scoring

★ **Farmer Action** : When it's in your turn, choose one of the two actions :


① Work Action ▶

Choose a Field to work (when you choose a Field, you can't work on other Fields.) You can use all of the same color cards with no limit on this Field (need to follow ① Conditions of using. ② Card Effect.)



② **Lazy Action** ▶ Only 1 card can be discarded in every Lazy Action. Discard a card (face up) to your Discard Area on Player Board or discard a Taro Resource Card into Paradise. This card can't be discarded if it can be used in this situation.



★ **Action ends** : In the end of the action, draw 1 card from Farmer deck. (If you place a card with  effect, activate the effect instead.) If your hand is less than 5, draw cards until it's 5. The player's hand has no upper limit.

★ **Game ends & Final Scoring** : Each player take turns doing Farmer Action until all Farmer Deck runs out, the player who runs out of their hand will end the game first and wait for all players ending the game. Finally, start calculating scores. (see P.9)

★ **How to place Farmer Cards?** Farmer Cards are classified into 3 types : Tools, Resource and Paradise.



Tools This type of card needs to be placed in Field's Outside. **When placing, cover the previous card** and immediately activate the tool.

Outside



Field

Paradise This type of card needs to be placed on Field and can't overlay Helper Area. **In the beginning, Paradise is not opened when it is under Field.** (How to open Paradise, see P.7)



Field's Inside

Resource This type of cards need to be placed in Field's Inside. Resource Cards are divided into 4 kinds (Fertilizer, Water, Eater, Taro Resource.)

These cards can not completely cover the previous card and must distinguish the "sequence" of them.

(Suggest to put one column of Fertilizer and one column of Water.) **The effect of the card can only affect the last Resource, such as 5.**

Color There are 4 colors of cards in Farmer Cards. All of the cards have to be **placed in the same color Field.** Each color of Fields can be planted with different types of Taros. The following introductions are all called "Taro" to refer to all kinds of Taro. (Taro, Beairo, Magiro, Sunro)



★ **Conditions of placing :**



Resource place in Field's "Inside".



Paradise place on "Field".



Tools place in Field's "Outside".



Attention It can only be placed when it is effective.



Pair It can only be placed when the ratio of Water and Fertilizer is 1:1.



Sustained It will always be effective until being covered.



1st First It should be placed first in Work Action.

★ **What is "Pair" ?** When the number of Water and Fertilizer are the same on Field(1:1), it's called "Pair".



" 1 pair" : Inside are 1 Water and 1 Fertilizer.

" 2 pair" : Inside are 2 Water and 2 Fertilizer.



"Unpair" : The number of Water and Fertilizer are not the same or Eater exists in Field.

The left picture is an example of a Field with 2 Water and 1 Fertilizer. Because of not meeting the condition of "Pair", so you can't place a Taro Resource card to Plant Taro unless you remove 1 Water or add 1 Fertilizer.

★ **How to Plant ?** Planting is the main way to score in the game.

You must meet the following conditions before you Plant :

- ①.Resource Card needs to be "Taro Resource Card".
- ②.Resource Card in Field's Inside must be "Pair".
- ③."Pair" need to be more than or equal to its Conditions of Planting.
- ④.Need to be Planted in the same color Field. (Except for Mutagen.)

#If Taro on Paradise is planted, Paradise will still open on Field.

Planting reward : If you successfully Plant Taro①, all the cards of "Inside" and "Outside②" will be Harvest into your Score Area③. (Left of the Player Board.)



🌟 Helper System : As a kind-hearted farmer, you need to help each other. If Field's Inside become "Pair" due to your Farmer Action (Work or Lazy), you can place a "Helper Marker" on "Helper Area" at the end of Action.

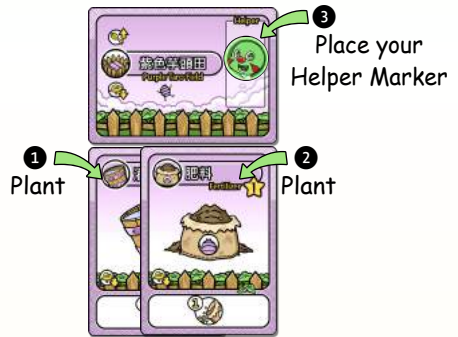
There are several situations you can successfully place "Helper Marker" :

- ①. When the Field's Inside becomes "Pair" from "Unpair" at the end of Action.
- ②. At the end of Action, the number of "pair" needs to be more than the beginning of your Action.
- ③. If Field is "Planted" during Farmer Action, the number of Pair will be reset to "Unpair". At this time, the farmer turn Field into "Pair" and end Action. This situation is also a way to help.

Note : 1 Field can only have 1 Helper Marker of your own, but there can be different Players' Helper Markers.

If you don't Plant in Action.

Before Action	After Action	Help or not
unpair	≥ 1 pair	✔
1 pair	≥ 2 pair	
1 pair	1 pair	✘
2 pair	1 pair	
1 pair	unpair	



Ex 1. When it's in your turn, Purple Field is "unpair". Then you go to work in Purple Field and turn Purple Field into ①② "1 pair". At the end of Action, you can place a Helper Marker on Purple Field ③.)

Ex 2. When it's your turn, Purple Field is already "1 pair". Then you go to work in Purple Field and keep Purple Field in "1 pair". Because you didn't help other at the end of Action, you can't place a Helper Marker.

If you "Plant" in Action.

Before Action	After Planting	After Action	Help or not
1 pair	unpair	≥ 1 pair	✔
2 pair	unpair	≥ 1 pair	
≥ 1 pair	unpair	unpair	✘

Ex 3. When it's your turn, Red Field is already "1 pair". You go to plant in Red Field, turning Red Field into "Unpair". Then you turn Red Field into "1 Pair" to end the of Action, you can place a Helper Marker on Red Field.

Helper Reward : When Field was Planted, each Player's Helper Marker which placed on this Field will return to their Player Board (placed from left to right ①.) and immediately get the reward (The Player in Farmer Action draw first.) Helper Reward from 1 to 4 will get 1 point and draw 1 Maddish Card, but 5th is 2 points and draw 2 Maddish Cards. (In the normal mode, the 1st and 3rd will get 1 Personal Card ②.)

If your Helper Marker return after you end the game, you won't get Maddish Card, but you can earn Helper Score.



Maddish Card :

- # The blue Maddish Cards can be used in any Fields.
- # When Maddish Card is placed in a Field, it will become the color of that Field.
- # "Taro Resource" in Maddish Card (such as Little Ginger, Sweet Potato Bro. , Little Mystro, Giant Mystro, etc.) can be discarded in any Paradise.



Paradise System : Taro Paradise is a mysterious area hidden in Taro Field. When Taro is abandoned by Farmer, Taro Fairy will appear to take care of it. When Field meets the conditions of Planting, Taro will Fall into Field and be Planted.

Conditions of opening Taro Paradise :

- ①.If Field was Planted successfully, Paradise of its color will open.
- ②.If you discard Taro to Discard Area, Paradise of its color will open.
- # When Paradise is opened, it will not be covered again.



Paradise's discard Function : Farmer can discard "Taro Resource Card" into Paradise of its corresponding color when doing "Lazy Action". When you discard Taro into Paradise, you can not only activate its Discard Effect but also don't need to losing points. A Paradise can only be placed 1 Taro Resource Card.

Conditions of discarding Taro into Paradise :

- ①.Paradise must be opened. ②.The color of Taro Resource Card needs to be the same as Paradise. ③.There is no other Taro Resource Card in Paradise.

When Taro Resource Card is discarded, it will and must activate its "Discard Effect" except there is no card to specify. EX : Discard Guard Taro , you can Push Out 1 Resource from Purple Field. If there is no Resource in the Field, Guard Taro can be still discarded.

Paradise's Falling function : When Resources in Field turn into "pair" and meet "Conditions of Planting" in Farmer Action (Work/Lazy), Taro on Paradise will fall into Field's "Inside" and be Planted. If you successfully use Paradise's Falling function, you will also get Planting Reward.

Conditions of Falling :

- ①. Must have a Taro Resource Card in Paradise.
- ②. The number of "Pair" needs to be **more than or Equal to** Taro's "Conditions of Planting" which in Paradise.

When you meet "Conditions of Falling", you can use Taro in your hand instead of Taro in Paradise. But you can't "no Falling" and "no Planting".

Paradise will always open on Field. If Taro on Paradise is planted, Paradise will still open on Field.

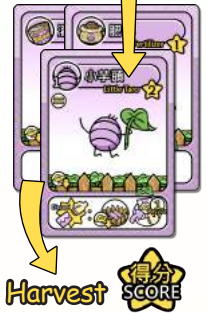
Action effecttion : Whatever you do to the Field that effect other Fields to meet Conditions of Falling or Help, you can also Plant Taros or put Helper Markers.

The example on the right side is the main combo in Taro Paradise. You can not only discard the card without losing score but also gain a lot of score.

Discard **Guard Taro** into **Purple Field** ①. Push Water into **Yellow Field** ②, turn **Purple** and **Yellow Field** into 1 pair. Then you can use "Conditions of Falling" ③ to Harvest **Guard Taro** ④ that you just discarded.

Because **Yellow Field** has 1 pair and **Yellow Paradise** has no Taro, you can place a Helper Marker on **Yellow Helper Area** ⑤. If you have Sunro in hand, you can only Plant in the next round.

Because you can only do Work or Lazy Action in Farmer Action.



🌟 **Final scoring** : When all players end the game, you can start to calculate Scores.
Scoring divides into 3 parts :

★ ① **Harvest Score** : ① **The left side** of Player Board is Harvest Area.
Plus the points inside the stars, then the total points are **Harvest Score**.

👉 ② **Discard Score** : ② **The right side** of Player Board is Discard Area.
Plus the points inside the stars, then the total points are **Discard Score** (minus points.) If Discard Area has no cards, you will gain 5 extra points.

👉 ③ **Helper Score** : Has 2 parts : (③ **Helper Reward** + ④ **Helper Rank**)



	1	2	3	4	5	6
2	4	-4				
3	4	0	-4			
4	8	4	0	-4		
5	12	8	4	0	-4	
6	12	8	4	0	-4	-8

③ **Helper Reward** : "Helper Marker" in Player Board will give you extra points, 1 to 4 will get 1 point, 5th is 2 points (left to right.)

④ **Helper Rank** : It depends on the amount of Helper Markers on Player Board. Player who has the most Helper Markers gain the 1st Rank Score.

If Players have the same Helper Rank, the Rank Score will be split equally.

Ex.

	Player	A	B	C	D	E	F
The total points of Helper Score	Marker	5	5	3	1	1	1
	Reward	6	6	3	1	1	1
	Rank	A and B tied for first place $(12+8)/2=10$		3rd Rank 4	D, E and F tied for 4th place $(0-4-8)/3=-4$		
	Score	16	16	7	-3	-3	-3

🌟 **Points Game Mode** : Players can choose to play Points Game Mode. Points Game will require 3 rounds of game. Scores of the three rounds will be added together, and Player with the highest Score will become the winner.

🌟 **Losing Paradise (variant rule)** :

Put 4 Paradise Cards into Farmer Card deck and shuffle it.
You can place Paradise Card on Field when Farmer Action.



Farmer Card

Resource / Tools / Paradise



Resource

Water / Fertilizer / Eater / Taro Resource

Water/Double Water :
Provide Field with
1Water / 2Water



Fertilizer/Double Fertilizer :
Provide Field with
1Fertilizer / 2Fertilizer



Eater : ①. When two Eaters meet up, they will be Harvested into your Score Area. ②. You can't place Fertilizer and Water when Eater is in Field. ③. This Field is "Unpair" when Eater exists.



Taro Resource Cards : Planting Taro Resource Card needs to meet Condition of and It can not only be Planted but also has its Discard Effect.



Little Taro :

Discard ① :
"Recycle" 1 Resource into
your hand from this Field ②.



Farmer Taro :

Discard ① :
"Pull In" 1 Resource
from other Field ②.



Guard Taro :

Discard ① :
"Push Out" 1 Resource
from this Field ②.



Giant Taro :

Need to be ≥ 2 pair to its
Conditions of Planting.

Discard :

In the end of Action,
draw 3 Farmer Cards
from Farmer deck
instead of 1.

(see P.3 Action Ends.)

Tools



Field Hoe :
"Recycle" 1 Resource into your hand from **this Field.**



Shovel :
"Recycle" 1-2 Resource into your hand from **this Field.**



Sickle :
"Harvest" 1 Resource into your Score Area from **this Field.**



Rake : It can only be placed when there is "No Resource" Inside. In the end of Action, draw 3 Farmer Cards from Farmer deck instead of 1. (You can continue to place other cards after using Rake.)



Basket :
"Recycle" 1-2 Farmer Cards of this color from other Players' hands.

#When Tool Cards have and : it can be used if it only meet the first : condition. EX. When you use Purple Rake on the Purple Field, but there are no Farmer Cards to draw, you can still use it.



Cart :
You can "Push Out" 1 Resource from **this Field** or "Pull In" 1 Resource from **other Field.**



Mutagen :
This Tool will keep effecting until it is covered. With this Tool, Players can Plant Taro of any color in "Pair" Field.

Paradise



Paradise :
If you have the opportunity to get Paradise (EX: Paradise Vacuum, "Losing Paradise Mode") and place it on Field during Work Action, you can draw "extra" Farmer Card when there is Helper Marker on this Field.

(1 Helper Marker = 1 extra Farmer Card.) (It is able to coexist with the effect of Rake and Maddish Party Cracker.)



Resource

Water / Fertilizer / Eater / Taro Resource

Triple Water/Fertilizer :
Provide Field with 3
Water / Fertilizer



Maddish Package :
Provide Field
with 1 Water and
1 Fertilizer



Eater : ①. When two Eaters meet up,
they will be Harvested into your Score
Area. ②. You can't place Fertilizer and
Water when Eater is in Field. ③. This
Field is "Unpair" when Eater exists.



The image at this location
is Personal Cards for the
character and is used in
the Normal Mode.

Taro Resource Cards : Only Sweet Potato Bro doesn't have any Discard
Effect, but it can still be discarded into Paradise.



Little Ginger :



Discard : In the end
of Action, draw 2 Farmer
Cards from Farmer deck
instead of 1.



Sweet Potato Bro :



Planting : **Block this
Field 1 round** and Harvest
in the next round. The blocked
Field cannot be the target of
other effects. This card can
be Planted in Fields without any Resource.



Little Mistro :

Discard : "Recycle" 1
Tool into your hand from
this Field.



Gaint Mistro (≥ 3 pair) :

Discard : In the end of Action,
draw 2 Maddish Cards from
Maddish deck instead of 1
from Farmer deck.

If Little Mistro is discarded into Paradise, Tool in this Field will be Recycled.
If discard Little Mistro to your Discard Area on Player Board, you can Recycle
one Tool in any Field. **The effect of the card can only affect the last Tool.**



Tools



Maddish Basket :

"Recycle" 1-2 Farmer Cards
of this color from other
Players' hands. (If you place
Maddish Basket in Red Field,
you can just only "Recycle" Red Cards.)



Little Mistro :

This Tool will **keep effecting
until it is covered.** With this
Tool, Players can Plant Taro
of any color in "Pair" Field.



Machine Cart :

"Push Out" 1-2

Resources from this Field or "Pull In" 1-2 Resources from other Field.

You can only choose "Push Out" or "Pull In"



Maddish Bullhorn :

Place it in one Field.

Select another Field and "Pull In" all Tools to cover this Card and activate the Tool Effect of the top one.



Spider Shovel :

"Recycle" 1-2

Resource into your hand or "Harvest" 1-2 Resource from this Field.

You can only choose "Recycle" or "Harvest"



#If Tool has the  symbol, it must meet its conditions, too.



Change Storm (L / R) :

It need to be used at the beginning of Action. All players pass thier hand to the (left or right), except for Maddish Cards.



Fertilizer Sun :

This tool will keep effecting until it is covered. Provide this Field with Fertilizer equal to the number of Water.

(EX.If there are 2 Water and 1 Fertilizer in Field, Fertilizer Sun will provide Field with 1 Water and make Field becomes "Pair".)



Helper Certificate :

It can only be placed when Inside is "Pair". You can immediately place a Helper Marker on this Field.



Water Clouds :

This Tool will keep effecting until it is covered. Provide this Field with Water that equal to the number of Fertilizer.

(EX.If there are 3 Fertilizer in Field, Water Cloud will provide Field with 3 Water and make Field become "Pair".)



Maddish Rain Boots :

Select another Field, you can work between these 2 Fields in this Action.



Maddish Pinwheel :

This tool will keep effecting until it is covered. You can place Resource Cards of all colors in this Field.



Paradise Cleaner :

"Recycle" 1 Paradise and 1 Taro Resource Card in Paradise. (If there is no Taro in Paradise, you can only Recycle Paradise.)



Maddish Clamp :

"Harvest" 1 Taro Resource Card in Paradise into your Score Area.



Maddish Crane :

It can only be placed in Field without any Resources. Then you can select one Field and "Pull In" all Resource into "Inside".
(Can't change the sequence)



Maddish Bomb :

In the end of Action, draw 1 Maddish Card instead of 1 Farmer Card.
(It will be the minus point if being "Harvested" into Score Area.)



Maddish Glasshouse :

①.In the end of Action, draw 2 Farmer Cards from Farmer deck instead of 1. ②.**Block this Field 1 round.** The blocked Field cannot be the target of other effects.



Maddish Party Cracker :

In the end of Action
①.draw 2 Farmer Cards from Farmer deck instead of 1.
②.draw extra Farmer Cards the same as the number of "Helper Markers in this Field".



Paradise



Eater Paradise :

①.It can only be used on Paradise without Taro Resource Card and then Harvest Paradise into Score Area.
②.Occupy the Paradise area, so players can't discard Taro Resource Card to Paradise anymore.

Note



①.If the " End : " effects of the cards appear repeatedly, you can only choose one of the effects to activate.

②.But " End : " effect can coexist with " End : Extra " effect.



Thanks for your support. Enjoy the game!



MaddishIsland® started from 2011. We focus on Taiwan original story. Since 2018 we start up board game business and we are trying our best for Taiwan original board game. We wish every player have fun with our games. See you next time!



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FaceBook

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Official Web

9 Tips

- ★ Make good use of Helper System to grasp the timing to help other players, and Harvest more points at a better timing.
- ★ In the situation that the hand is not easy to use, you can use the rule of the lower limit of 5 cards to replace the hand at the right timing.
- ★ When drawing Farmer Cards in the end of Action, you can draw the current favorable color.
- ★ Making good use of Effect of Tools, controlling and increasing cards in the hand, and paying attention to the color of other farmers hands will increase the chances of Planting or placing Helper Marker.

★ The following example shows the situation that might happen during the game. How to use the current hand to Score all the cards of the three Fields in a round? (There are more combo waiting for you to discover).



Step 1

- 1 Place
- 2 Pull In
- 3 Harvest

Step 2

- 4 Place
- 5 Push Out
- 6 Falling
- 7 Harvest

Step 3

- 8 Place
- 9 Place & Planting
- 10 Harvest
- 11 Draw 1 card at the end of Action. Because your hand is less than 5, you can draw 4 extra cards.