

Tomatomat

Delicious, highly coveted, yet not easy to get!

A card game about tomato vending machines

by Jörg Domberger.

Everyone wants them: fresh, juicy, firm, and brightly coloured specialty tomatoes. The only way to acquire them is by inserting the correct coins into these rare 'Tomatomat' machines.

But don't make it too obvious, as dirty thieves will not hesitate to steal these coins from you. Luckily, there are also some police officers on patrol trying to catch these thieves. Whoever plays most cunningly will be able to win the most valuable 'Tomatomat' machines.

Game components:

104 cards, split into:

48 playing cards in 4 different colours.

Of each colour, there are:

7 coins with a value of 7



2 coins with a value of 2



2 thieves



1 police officer



36 vending machines in different colours, with 1 to 3 stars



20 order cards (5 colour-coded sets, each with cards I., II., III., and IV.)



This rulebook

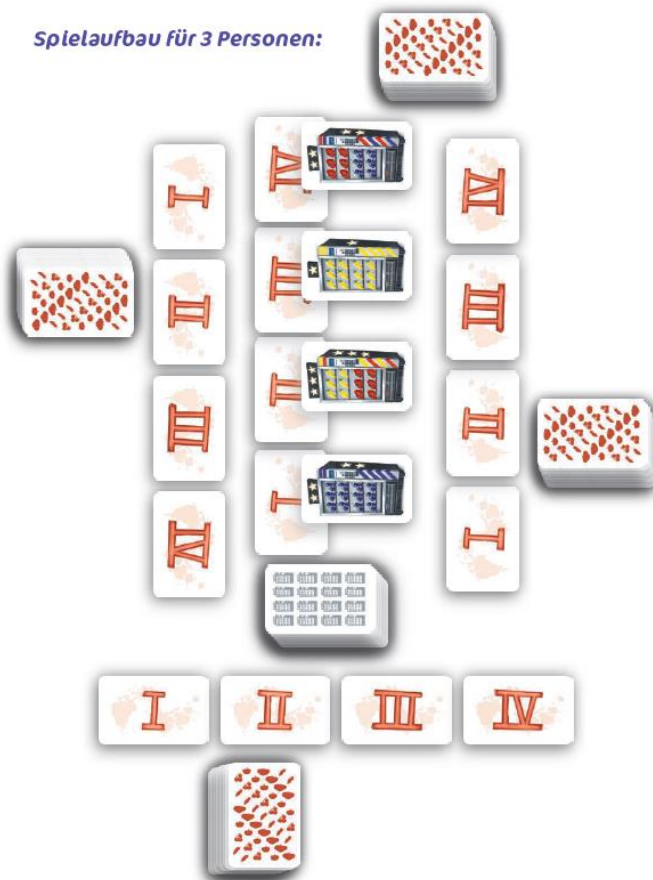
Goal of the game:

Using luck and intuition, your goal is to acquire the most valuable vending machines by tactically playing the right cards onto the displayed machines

Game setup:

- Each player takes a set of **order cards** and puts them down in front of them in ascending order (I . – IV .), counting from left to right. Place one full set of order cards at the centre of the table. Put any excess order cards back into the box.
- Sort the **playing cards** and the **vending machines** (*for short: 'machines'*) into two different piles (tomatoes or machines on their backs) and shuffle them independently.
- Reveal the top **4 machines** and place one in front of each order card in the centre of the table. Place the remaining machines nearby as a face-down deck.
- Deal **12 playing cards** to each player. Place these face-down in front of you as your personal deck. Don't look at these cards yet!
- In a game for 2 players, form two similar decks out of the remaining playing cards and place these between you.
- In a game for 3 players, form one deck out of the remaining playing cards, and place this between you.

Game setup for 3 players:



Gameplay:

The game runs over **4 rounds**. Each round is split into 2 phases:

A. Allocate playing cards (3x)

B. Distribute machines

A. Allocate playing cards (3x)

In this phase, each player takes these actions simultaneously.

Draw the top **4 playing cards** from your personal deck and look at them carefully. Allocate them to the machines in the centre of the table by placing them face-down next to the corresponding order cards in front of you. You can choose how to distribute them: Each vending machine can therefore hold none, one, several, or all of your playing cards. All 4 of your cards must be played.

Note: The order cards help you to keep track of how you have allocated your playing cards to the machines in the centre.

After everyone has allocated all their cards, draw the **next 4 playing cards** from your personal deck and allocate them to the machines in the centre, following the same procedure as before. Place these new cards again face-down next to the selected order cards in front of you. Make sure to leave a slight overlap with the cards below to keep track of the total number of allocated playing cards per machine.

Important: Once you have allocated a playing card, you must never peek at it or relocate it.

Repeat this procedure for a third time, after which all 12 playing cards from your personal decks will have been allocated to the machines. At this point, move onto scoring and distributing the machines.

B. Distribute machines

In this phase, you check who wins the machines.

Start with the machine at order card **I** . Reveal the playing cards you have allocated to this machine (those you placed on your personal order cards **I**).

Important: Now activate the **card effects** in the following order:

1. **Police officers catch thieves:** Any revealed police officer catches **all** revealed thieves of a **matching colour** on all corresponding order cards (including your own)! Discard the police officers and caught thieves onto your personal discard piles. Thieves who did not get caught remain face-up on their order card.

2. **Thieves steal coins:** The remaining thieves steal **all** coins of the **matching colour** on all corresponding order cards (including your own)! Discard all thieves and their stolen coins onto your respective personal discard piles.

The following applies:

- If the colour of a coin **matches the colour** of the tomatoes in the current machine, its value gets **scored twice**.
- If the colour of a coin does **not match the colour** of the tomatoes in the current machine, its value gets **scored once**.

Whoever scores the highest total value wins the current machine and places it face-up in front of them. In the case of a tie, nobody gets the current machine. It stays in the centre in front of the corresponding order card for the next round of the game.

Continue scoring the machines for the order cards II. – IV. in the same way.

***Important:** Discard all used playing cards (police officers, thieves, and coins) onto your **personal discard piles**. This way, you will use the same 12 cards at the start of the next round.*

Won machines stay in front of you until the end of the game.

Scoring example:

In front of order card II. there is a machine with 2 stars and yellow and green tomatoes. All players reveal the playing cards they have allocated to this machine:





- The yellow police officer (played by Andrea) catches the yellow thief (played by Robert). The green police officer (played by Robert) has no effect, as there are no green thieves among the revealed cards. Andrea discards her yellow police officer onto her personal discard pile. Robert discards both his yellow thief and green police officer onto his personal discard pile.
- The purple thief (played by Andrea) steals all purple coins: the '1' from Robert and, unfortunately, her own '2'. Andrea discards the purple thief and the stolen purple '2' coin onto her personal discard pile. Robert discards his stolen '1' coin onto his personal discard pile.
- Time for scoring: Ingrid achieves a total value of 4, while Robert achieves 2 and Andrea achieves 8.
- Andrea has the highest total score and so wins the machine.

End of a round:

After scoring all order cards, hand your personal discard piles to the next player in clockwise order. In a game of 2 or 3 players: include the decks between you in this swapping process as if they belonged to a player. Shuffle the received playing cards and place them in front of you as your new deck.

Draw **4 new machines** and place them in front of the order cards in the centre of the table. If there are machines remaining from the previous round (because of a tie), place the new machine on top of the old one so that its stars remain visible. The relevant tomato colours for this round are the ones on the topmost card. Whoever wins this machine in the upcoming round also wins all machines beneath it.

Start this new round again with phase A.

End of the game:

The game ends after the fourth round.

Whoever has won the highest total number of stars wins the game! In case of a tie, whoever has won the most machines wins. If the tie persists, the victory is shared by all eligible players.

If you have questions or suggestions regarding 'Tomatomat', please contact:
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We reserve the right to make changes to the material.

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