

POTATO TOMATO



RULE BOOK

OVERVIEW

No one knows how it started...

Rumour has it, the rivalry began when one of the potatoes claimed that **BAKED POTATO** is the **MOST POPULAR** side dish.

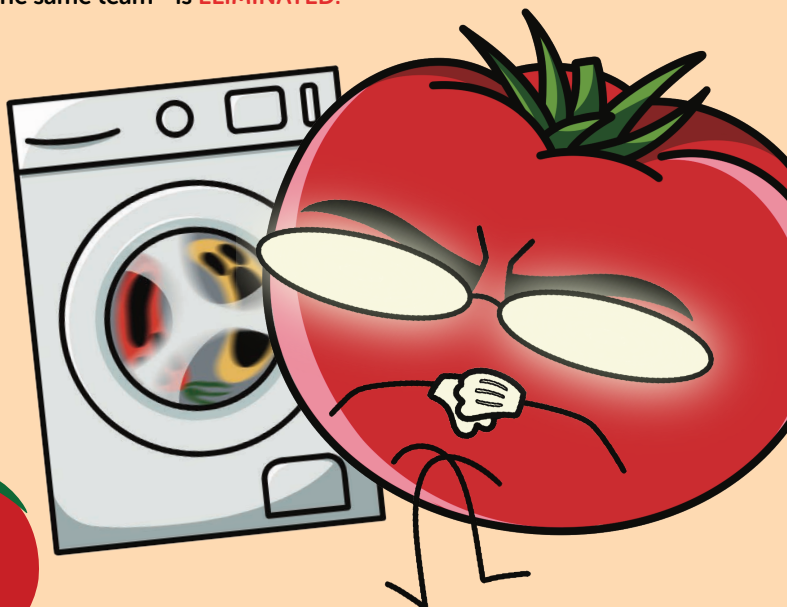
A fiery tomato challenged the claim, asserting that the most popular side dish is, in fact, **BAKED TOMATO!**

The argument quickly spread around the world of side dishes. Hence began the "**POTATO TOMATO**" conflict!

However, the Alliance of Fruits and Vegetables has yet to get involved in this nonsense... **for now!**

Both the Potatoes and the Tomatoes have started sending spies to sabotage each other. **You are one of the spies.**

Your mission is to **reveal other players' roles**. When all role cards of a single player are exposed, that player - and everyone on the same team - is **ELIMINATED**.



WHAT DO WE HAVE HERE?

30 BASIC CHARACTER CARDS

15 Basic Potato Cards
15 Basic Tomato Cards



21 SPECIAL CHARACTER CARDS

8 Special Potato Cards
8 Special Tomato Cards
4 Neutral Cards
1 Promo Card



32 ACTION CARDS

10 Blue Action Cards
10 Green Action Cards
6 Colorless Action Cards
6 Dual-color Action Cards



1 Rulebook



30 Burn Tokens



GAME SETUP

1. Take numbers of Basic Character Cards according to the table below.
For Special Characters, see setup changes on page 9

PLAYERS	3	4	5	6
POTATO	8	10	13	15
TOMATO	8	10	13	15

Return the remaining Character Cards to the game box.

2. Shuffle all taken Character Cards and deal **5 cards** to each player.
DO NOT show them to any other players.
Return the remaining Character Cards to the game box (if any).
3. Place all Character Cards face-down on your own play area.
They must be placed to form a **horizontal row**.
4. Randomly take numbers of Action Cards according to the table below.

GREEN	BLUE	DUAL-COLOR	COLORLESS
4	4	2	2

Return the remaining Action Cards to the box.

5. Shuffle all drawn Action Cards together to form an **Action Deck**.

FOR YOUR FIRST GAME

We recommend using these Action Cards:

GREEN	Burn, Match, Fuel, Rock-Paper-Scissors
BLUE	Burn, Inspect, Rotate, Swap
DUAL-COLOR	Burn, Avenge
COLORLESS	Slap, Overview

If all players agree, players can choose **any 12 Action Cards** to form the Action Deck.

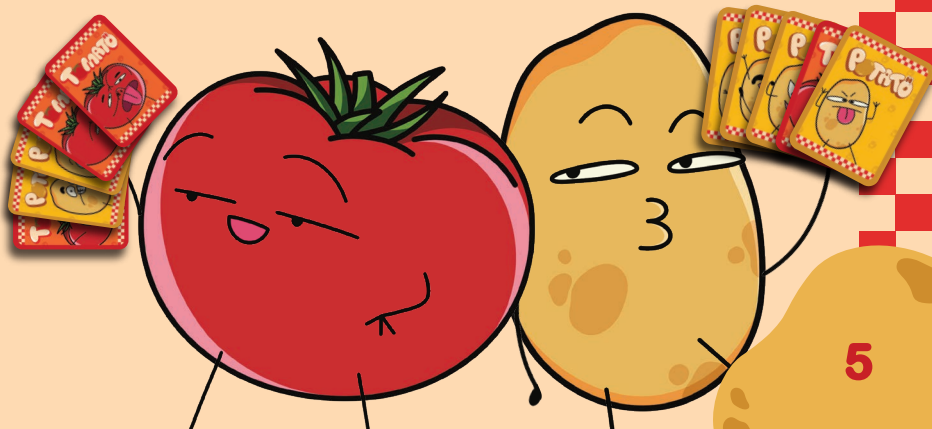




WHICH TEAM ARE YOU?

EASY!

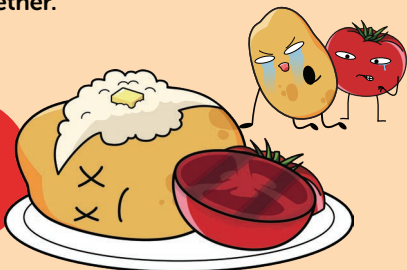
Look at all your Character Cards, but **DON'T** let anyone see them okay?
If you have **more Potatoes**, you are **Potato**, otherwise you are **Tomato**!



HOW TO WIN?

The game ends **IMMEDIATELY** whenever **ALL** of any **ONE** player's Characters are revealed. That player - and everyone on the same team - all lose the game together.

LET'S PLAY THE GAME



The player who recently eats either **baked potato** or **baked tomato** becomes the **first player**.

All players take turns, one player at a time, clockwise, starting from the first player.

There are **3** phases each turn:



DRAW PHASE

The active player shuffles the Action Deck; draw 1 card at a time and place it **face-up** where everyone can see.

An Action Card with ⚡ must be resolved **IMMEDIATELY**.



The player keeps drawing a card until **EITHER ONE** of the following occurs:

- The active player **does not want to** draw a card anymore and says **"STOP!"**. Then **continue** the Action phase.
- The active player reveals **3** Action Cards of the **same color** 3 Greens or 3 Blues, called **"BURNT!"**. The active player takes **3 Burn Tokens**. Then **skip** the Actions phase.



A Dual-Color card will always be counted as 1 Green **AND** 1 Blue.

A Colorless card will always be counted as **0**.



BURNT!

After receiving Burn Tokens from getting **BURNT!**, if you have **FIVE OR MORE** Burn Tokens, choose and reveal **ONE** of your Characters; then, return all Burn Tokens to the supply.

ACTION PHASE



The active player resolves the effects of **all face-up Action Cards**, one card at a time, in any order. All Action Cards **MUST** be resolved, even if the active player **does not want to!**

No revealed Character Cards can be affected by any Action Cards; they cannot be swapped, taken, re-positioned, or removed unless stated otherwise.

If an Action Card's effect asks the active player to give burn tokens to another player, those burn tokens **cannot be separated** and given to multiple players unless stated otherwise.



REVEALING A CHARACTER CARD

If any players possess **FIVE OR MORE** Burn Tokens after an action is resolved, those players **MUST** reveal **ONE** of their Characters; the **player who plays the action** chooses which Character to be revealed. Then, those players return **all Burn Tokens** to the supply; the active player continues the next action.



EXAMPLE

Lisa, who already has 4 Burn Tokens, is given 2 more by Jennie. Lisa reveals 1 of her Character Cards - chosen by Jennie - and returns all Burn Tokens to the pool.

Jennie gives Lisa 2 and 3 Burn Tokens with her second and third actions respectively. Lisa reveals another Character Card - chosen by Jennie again! - and returns all Burn Tokens to the pool.

CLEAN-UP PHASE

Return all face-up Action Cards to the Action Deck.
Pass the deck to the player on the **LEFT** of the active player.
That player becomes the new active player.



SPECIAL CHARACTERS

As an agreement, players can **mix** Special Characters together with Basic Characters by following these steps:

1. Select Special Characters to be played.
Numbers of Special Potatoes and Tomatoes must be as **CLOSE TO EQUAL** as possible.
2. Replace numbers of Basic Potatoes and Tomatoes with selected Special Characters. If you play any Neutral Characters, replace a Basic Potato or Tomato with each Neutral Characters. Maintain as **EQUAL NUMBERS** of Potatoes and Tomatoes as possible.

IMPORTANT!!!

If you have equal number of Potato and Tomato Characters, plus Neutral Characters, you are in **NO TEAM**.



LASTLY

This game is for everyone to enjoy and can be played in various ways. If your group wants to **adapt** the rules in any way, **feel free!**

You can share your group's house rules and even videos of your game-play in the **BGG forum!**



ACTION CARD REFERENCE

BLUE

BURN	Give 2 Burn Tokens to any ONE player.
FORECAST	Secretly look at any ONE other character. Then, you may swap that character with one of yours.
INSPECT	Secretly look at any TWO characters from any other players.
OVERLOOK	Give 1 Burn Token; or if you stop after this card is revealed, secretly look at any THREE characters from any other players.
PAW	Give 1 Burn Token to the player on your left or right.
ROTATE	The active player chooses whether to take from the left or right; EACH player takes ONE Character (from the player on that side) which will then replace the one taken from them.
SHUFFLE	Secretly take THREE characters from any other players; shuffle them together; draw one each to those players.
SURPRISE	Give 3 Burn Tokens to a player with NO Burn Token.
SWAP	Swap any TWO characters between any players.
TRANSFER	Take 2 Burn Tokens from any ONE player and give them to another player.

DUAL - COLOR

BURN	Give 2 Burn Tokens to any ONE player.
REVENGE	Give Burn Tokens equal to the number of your revealed Characters to any ONE player.
WASH	Remove 1 Burn Token from any ONE player.
MIX & MATCH	Secretly look at any TWO characters from different players. You may swap them if they are from the other team.
WILDLIFE	Give 1 Burn Token; or if you revealed all Action types, give 2 Burn Tokens each to any TWO other players (not yourself).
PEEL	You take 2 Burn Tokens, then secretly look at all Characters of any ONE player.

IMPORTANT!!!

Only **UNREVEALED** Characters can be affected by the action cards.



GREEN

BURN	Give 2 Burn Tokens to any ONE player.
FUEL	Give 1 Burn Token; or if MATCH action is also revealed, give 3 Burn Tokens to any ONE player.
GATHER	Give Burn Tokens equal to the number of revealed Action Cards, in this turn, to any ONE player.
GREEN FLAG	Give 1 Burn Token; or if you reveal more Green Actions than other color actions, give 3 Burn Tokens to any ONE player.
MATCH	Give 1 Burn Token; or if FUEL action is also revealed, give 3 Burn Tokens to any ONE player.
OVERCOOK	Secretly look at any ONE other character. or if you stop after this card is revealed, give 3 Burn Tokens to any ONE player.
PAIN & GAIN	You take 1 Burn Token, then give 2 Burn Tokens to any ONE player.
ROCK - PAPER - SCISSOR	Play Rock-Paper-Scissors with any ONE player; loser gets 3 Burn Tokens.
PAW	Give 1 Burn Token to the player on your left or right.
SIPHON	Swap all Burn Tokens from any TWO different players.

COLORLESS

BDSM ⚡	IMMEDIATELY: Remove 1 Burn Token from any player, then you MUST draw another 2 Action Cards.
BURN	Give 1 Burn Token to any player.
OVERVIEW	You choose left or right; ALL players secretly look at ONE Character from the player on the chosen side. Place the viewed cards back at their original position.
WHITE FLAG	If you reveal more than one Colorless Action Card without any other Action types, reveal any ONE character.
SHARE	Choose ONE player; you secretly look at ONE of that player's Character, and vice versa.
SLAP ⚡	IMMEDIATELY: Slap on this card; give 2 Burn Tokens to the SLOWEST player.



Whenever you are instructed to **GIVE** burn tokens to a player, take tokens from **the supply** and give them to that player, unless stated otherwise.

ICON REFERENCE



1 BURN



ALL BURNS



DISCARD 1 BURN



LOOK AT 1 CHARACTER CARD



TAKE 1 CHARACTER CARD



DRAW 2 ACTION CARDS



STOP DRAWING ACTION CARDS



ACTIVE PLAYER



ANOTHER PLAYER



ANY 1 PLAYER



ALL PLAYER



PLAYER ON THE LEFT



PLAYER ON THE RIGHT



DIFFERENT PLAYERS



SLOWEST PLAYER



THEN



GIVE



SHUFFLE



IMMEDIATELY



PLAYING
ROCK PAPER SCISSORS



LOSER



UNREVEALED CHARACTER CARD



REVEALED CHARACTER CARD



FLIP A CHARACTER CARD
(TO REVEAL IT PERMANENTLY)



ACTION CARD

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