

Game End & Scoring

The game ends when the last Contract Card is resolved. Players count their reputation points found on their awarded Contract Cards, on the Turf Trimmers and Grass Guzzlers that have been unlocked, and points from money tokens (\$3 = 1 point). The player with the most reputation points wins. Ties are broken by having the most Contract Cards. If a tie still exists, the player with the most money is the winner.

Phase Summary

Hire (in turn order)

Players spend money tokens to unlock higher powered lawn mowers and/or purchase bid cards.

Bid (simultaneously)

Players arrange their bid cards below Neighborhood & Odd Jobs ID tokens, meeting the bid requirements for the Contract Cards. A player may use one or more previously awarded Contract Cards with yellow-outlined points icons to “stake their reputation” on a bid (this means, when resolved, the bid will be modified by one dollar less for each point on the Contract Cards used for this ability). Players may bid on multiple Contract Cards. Players may also designate sets of three cards with a common icon for Odd Jobs. Doing so during the Bid Phase earns a small bonus for these players.

Resolve (in neighborhood order)

First, pay Odd Jobs bonus (\$3) to players who designated cards for Odd Jobs during the Bid Phase. Then, going in neighborhood order, compare bids on Contracts. Lowest bid (considering modifications) wins Contract Card and payment (money tokens). Winning Bid Cards are discarded. Ties are broken using staked reputation first and then using the Tie Breaker Card. If the Tie Breaker Card is used, pass it to the left. Losing bidders may keep any unused Bid Cards for future turns or play them as sets with a common icon to do Odd Jobs (no bonus is awarded for Odd Jobs sets formed during the Resolve Phase). All Contract Cards used for the “staking reputation” ability are removed from the game. Bid Cards used for Odd Jobs are discarded and players receive payment in money tokens.

Cycle

Set up the next round, cycle any Contract Cards not bid on this turn. Pass the Tie Breaker card to the left if it wasn't used this round.

Credits

Designer

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Key Playtesters

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Playtesters

Family members: Sean Seguin, Kyron Saunders, Shirley Effelberg, the Rattles, Bart Saunders, Dave Saunders, Scott and Amy Seguin, and Jack and Laurel Lalicker. *Central Naz Game Night people:* Adam Barney, Nate Owens, Terry Patnode, Gerry Baygents, James Schuette, Evan Walsh, Kevin McCurdy, and Chad Deshon. *Youthfront people:* David Beeder, Emily Arnold, Cheriese Nims, and Ben Snethen. *Protospiel guys:* David Witcher and Clark Rodeffer. And *Indian Creek friends:* Daniel Sipes, Ben and Sarah Stears, Lance, Scott, Alex, and Ian Leverich, Justin and Mandy Lee, Jason and Valorie Wilson, David and Alicia Brush, Jeremy Kendall, Andy Elliott, and Pete and Lauren Elliott. (Plus probably a dozen more I'm forgetting.)

Icons

Several icons in the prototype were used from or inspired by icons found on this site game-icons.net, by Lorc, Delapouite, and John Colburn.

MOW MONEY

By Matt Saunders © 2013 (version 3.3 / November 2013)

2 to 6 players, ages 10+, 45 minutes

Spring has arrived in Walkerville and the lawns are coming back to full life after the long, cold winter. You and up to five other players compete as start-up landscape company owners armed with a push-mower and big dreams of growing your businesses into landscaping powerhouses. The property owners in Walkerville generally award contracts to companies that agree to work for the lowest pay, but sometimes having a good reputation will sway the auction in your favor. Through cunning management of bids and odd jobs, your goal is about earning the best reputation. And while in this game reputation matters most, in the end, having a few extra bucks won't hurt.

Components

159 Cards:

- 6 – (Green) Sod Snipper cards
- 6 – (Red) Turf Trimmer cards
- 6 – (Yellow) Grass Guzzler cards
- 6 - Player Aid Cards
- 50 – Green Bid cards (in \$1, \$2, and \$3 amounts)
- 36 – Red Bid cards (in \$2, \$3, and \$4 amounts)
- 20 – Yellow Bid cards (in \$3, \$4, and \$5 amounts)
- 24 – Contract Cards worth various Reputation Points from 1 to 8
- 4 -- (Blue) Neighborhood Cards (A, B, C, D)
- 1 - Tie Breaker Card

72 Money Tokens (12 - \$10, 24 - \$5, 36 - \$1)

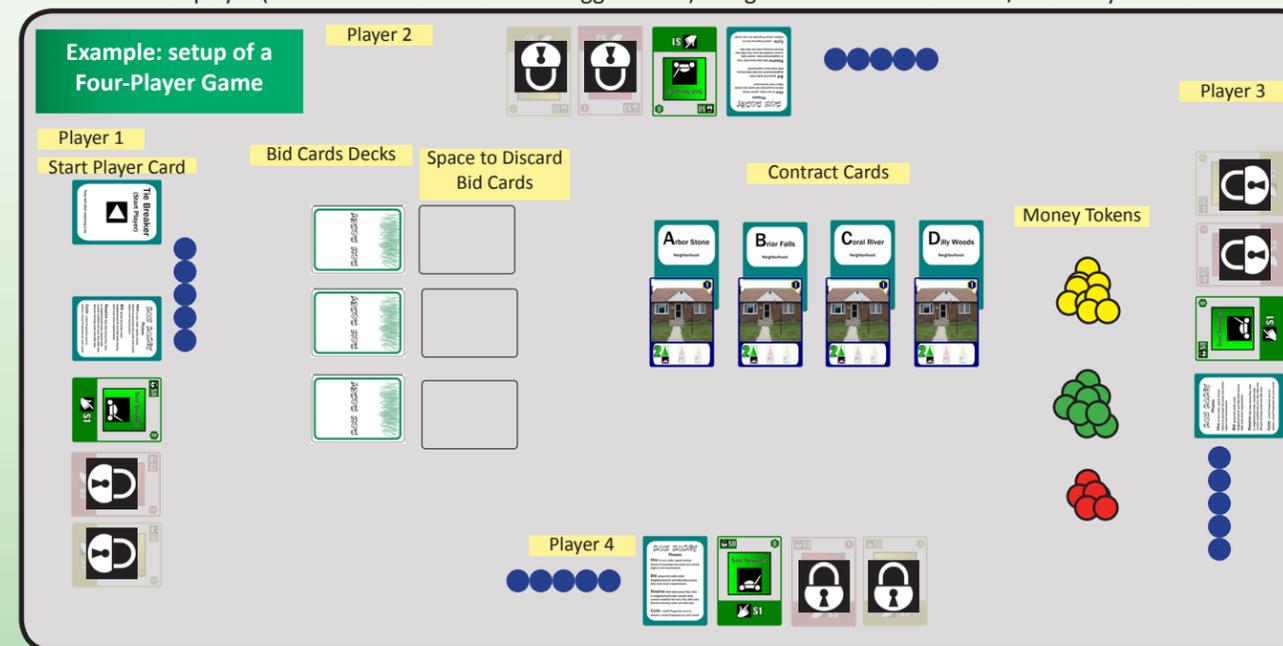
30 Neighborhood Identification Tokens

During the game you will keep certain cards on the table and certain cards in your hand. This chart explains which go where.

On the Table	In Your Hand
<ul style="list-style-type: none">Lawn mowersPlayer Aid	<ul style="list-style-type: none">Bid CardsAcquired Contract Cards

Setting Up the Game (see illustration below)

- Sort the money tokens into three piles by denomination and place to one side of the table. This is the “bank.”
- Sort the Bid Cards by color into three decks. Each deck of Bid Cards needs to be shuffled and placed face down. Allow enough space beside each deck of Bid Cards for a discard area.
- Create four “neighborhoods” using the Neighborhood Identification Cards and Contract Cards. Begin by placing the four Neighborhood cards in the middle of the table. Set aside the four 1-Point Contract Cards for a moment. Shuffle and deal the remaining 20 cards facedown on top of the four Neighborhood cards. Finish by placing a 1-Point Contract Card face up on top of each stack of Contract Cards. *With two or three players, remove the “D” neighborhood as well as six randomly selected Contract Cards to create three neighborhoods instead of four.*
- Choose a start player (the one who has mowed the biggest lawn) and give them the Tie Breaker / Start Player Card.



Each player receives:

- One each of the three Lawn mower Cards (Sod Snipper, Turf Trimmer, and Grass Guzzler). Turn the Turf Trimmer and Grass Guzzler Cards to their “locked” side (face down). The Sod Snipper begins face up
- A set of Neighborhood ID & Odd Jobs tokens (five total tokens, labeled A, B, C, D and OJ)
- A starting hand of five Green Bid Cards drawn from the Green deck

Game Play Overview

The game is played over several rounds until every Contract Card has been awarded. Each round consists of four phases: **Hire**, **Bid**, **Resolve**, and **Cycle**. Once the last Contract Card has been awarded, the game is over. Players count Reputation Points found in three places: Contract Cards, their unlocked lawn mowers, and for money tokens (every \$3 = one point). The player with the most Reputation Points wins.

Phase Details

The Hire Phase

In turn order, starting with the player who currently has the Tie Breaker card, players may spend money tokens to unlock higher powered lawn mowers and/or purchase Bid Cards. *(Note: Players won't have any money to spend until after the first round of the game.)*

Unlocking higher powered lawn mowers

You may spend money tokens to unlock (flip over) your Turf Trimmer (Red) lawn mower for \$3 and the Grass Guzzler (Yellow) lawn mower for \$6. Unlocking these higher powered lawn mowers gives you the ability to purchase their related bid cards for the rest of the game. You may choose to unlock the Grass Guzzler first if you wish.

Purchase Bid Cards

Each round, you may purchase *up to five* Bid Cards of each color as long as you have unlocked the related lawn mower. Green Bid Cards may be purchased for \$1 each. Red Bid Cards may be purchased for \$3 each, and Yellow Bid Cards may be purchased for \$5 each.

The Bid Phase

During this phase, players simultaneously choose which Bid Cards they want to use for contracts and which for Odd Jobs. When bidding, look for colored icons on the Contract Card to indicate requirements for the contract. If a card has multiple color requirements, you must choose which color you want to use for your bid. For example, a 5-Point Contract Card requires **either** 2 Yellow Bid Cards **or** 3 Red Bid Cards **or** 4 Green Bid Cards, not a combination. Some icons on various Contract Cards contain a performance star. These icons indicate all bid cards of that color require a performance star. (See example to right.)

Bid

You may bid on as many contracts as you can each round. Bids are made by placing the required number of bid cards face down on the table with a Neighborhood Token placed facedown on top. For example (see sidebar) if a player wishes to bid on the 5-point card located in the "D" neighborhood using three red Bid Cards, the player selects bid cards from their hand and then stacks them facedown on the table in front of them. The player will put the "D" Token face down on top to assign it to the "D" neighborhood. (The example below shows a bid of \$8.)



Stake Your Reputation (Special Ability)

The 1-, 2-, and 3-Point Contract Cards have a special ability, indicated by the yellow outline on the points icon. If you have acquired these types of cards in previous rounds, you may choose to *add* one or more of them to your bid in order to try to sway the auction in your favor. Here's how it works: The sum of your bid is modified by subtracting one dollar for every reputation point you stake with this action. For example, if the player in the example below adds a 2-Point Contract Card to the other three red Bid Cards, the modified bid equals \$6. A player may add as many of these special Contract Cards as they choose, however, this must be done with caution as *any Contract Card used for this ability will be lost and removed from the game once the auction is resolved.*



Lawn mower Cards

Bid Cards

Contract Cards

Odd Jobs

Players may choose to use some of their Bid Cards to do Odd Jobs instead of using them to bid on contracts during the Bid Phase. To do Odd Jobs, players look for sets of three Bid Cards that contain a matching icon. Colors may be mixed when making sets. Though most cards have two icons, they cannot be used to form two sets at the same time. Players place as many of these sets facedown on the table as they want, using the Odd Jobs token just as if the cards were being used to bid on contracts. Different sets of icons are worth different amounts of money (see sidebar). Once resolved in the next phase, Odd Jobs sets pay the players a guaranteed amount of money.

The Resolve Phase

Players reveal their intentions this round by turning over all of their Neighborhood and Odd Jobs ID tokens on top of their stacks of bid cards.

Odd Jobs Bonus

Players who chose to create at least one Odd Jobs set during the Bid Phase receive a one time \$3 bonus. Leave these cards here for now; they will be paid out at the end of this phase.

Resolving Bids

Bids are resolved by Neighborhood in alphabetical order. Starting with the Contract Card at the "A" Neighborhood, compare and resolve the bids. Players who competed in this auction reveal their cards and announce their total bid (including any modification from the "Staking Reputation" ability).

The Contract Card is awarded to the player who has the lowest bid after considering any modifiers, even if they are the only bidder. This player discards the Bid Cards and receives the Contract Card in their hand as well as money tokens equal to the *full* sum of the bid cards (in other words, don't modify the payment). All Contract Cards used by all players for Staking Reputation are removed from the game.

Losing bidders may keep Bid Cards for future rounds and/or immediately use them to form new sets of Odd Jobs (even if the player decided not to do Odd Jobs during the Bid Phase). *Players may not rearrange Odd Jobs sets that were formed during the Bid Phase.*

Ties

In the case of ties, the player who staked the most reputation wins the Contract Card. If no players staked reputation (or if tying players staked the same amount) the player who has the Tie Breaker card (or sitting closest clockwise to the player with the Tie Breaker card) wins the Contract Card. Pass the Tie Breaker card to the left of the winner only if the tie was broken using this card.

Resolving Odd Jobs

Once all the Neighborhoods have been resolved, players discard their Odd Jobs sets and collect money tokens according to the Odd Jobs payout schedule (see sidebar).

The Cycle Phase

The Cycle Phase is a small bookkeeping phase to set up the next round. Follow these checks:

- All Contract Cards not bid on during this round are placed face down at the bottom of the Neighborhood.
- If a Neighborhood runs out of Contract Cards while other Neighborhoods have more than one Contract Card left, slide a Contract Card from a full Neighborhood into the empty Neighborhood.
- If the *last* Contract of any Neighborhood goes without being bid upon, keep it face up for the next round. If the game continues two rounds with only one Contract Card left as the last one in the game, the game ends.
- If there wasn't a tie this round during the Resolve Phase, pass the Tie Breaker card clockwise to the next player.

Card Distributions

Contract Cards

Points	Quant.	Requirements
1+	Four	2-Gr
2+	Four	3-Gr
3+	Four	3-Gr* 2-Rd
4	Three	4-Gr* 3-Rd
5	Three	4-Gr* 3-Rd* 2 Yw
6	Three	3-Rd* 2 Yw
7	Two	4-Rd* 3 Yw
8	One	3 Yw

+ indicates cards with the special ability for staking reputation

* indicates bid cards with performance star are required for this Contract

Odd Jobs Payouts

MOW MONEY		Odd Jobs		
		Frequency		
3x = \$3	37	0	0	
3x = \$5	33	27	0	
3x = \$9	11	20	14	
3x = \$14	2	21	12	
3x = \$20	2	4	14	

Bid Cards

Type	Quantity
Green \$1	15 (8 w/ stars)
Green \$2	20 (10 w/ stars)
Green \$3	15 (15 w/ stars)
Red \$2	11 (6 w/ stars)
Red \$3	14 (7 w/ stars)
Red \$4	11 (11 w/ stars)
Yellow \$3	6
Yellow \$4	8
Yellow \$5	6