

# POINT SALAD™



Designed by Molly Johnson, Robert Melvin, and Shawn Stankewich

Graphic Design by Dylan Mangini

# CREDITS

Game Design

Shawn Stankewich, Molly Johnson and Robert Melvin

Director of Projects

Nicolas Bongiu

Production

Dave Lepore

Development Lead

Todd Rowland

Creative Direction

Shawn Stankewich, Molly Johnson and Robert Melvin

Graphic Design

Dylan Mangini and Flatout Games

Editing

Todd Rowland, Edward Bolme

Special Thanks

Nicolas Bongiu, Joseph Chen, John D Clair, Ryan Dancey, Alastair Hulme, Fiona Hulme, Paul Hulme, Chad Martinell, Jan Martinell, Lee Nicol, Vladimir Orellana, Sarah Reed, Will Reed, Kathy Rowland, Seattle Tabletop Designers, Josh Wood and John Zinser

© 2019 Alderac Entertainment Group.  
Point Salad and all related marks are ™ and ©

Alderac Entertainment Group, Inc.  
555 N El Camino Real #A393, San Clemente, CA 92672 USA.

All rights reserved. Printed in China.

Warning: Choking Hazard! Not for use by children under 3 years of age.



A game for 2 to 6 players, ages 14+ by Flatout Games

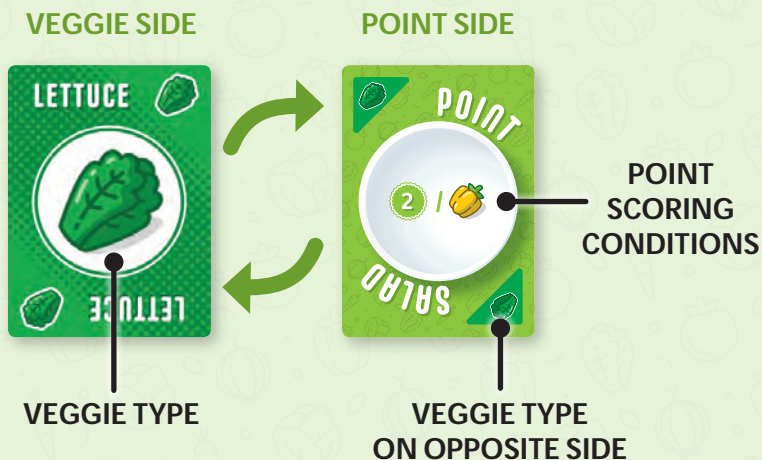
## OVERVIEW

Point Salad is a card-drawing and tableau-building game for 2–6 players. Players take turns building a salad of veggies and collecting point cards in order to score the most points for the ingredients in their salad!

## COMPONENTS

- 108 double-sided veggie/point cards
- 1 Rulebook

Double-sided cards feature 18 each of 6 different veggies with 108 unique scoring conditions on their point card backs.



# SETUP

1. Based on the number of players, count out or remove the following number of each of the 6 veggie cards from the game (without looking at the point card backs):

**2 Players:** Count out 6 of each veggie (36 total)

**3 Players:** Count out 9 of each veggie (54 total)

**4 Players:** Remove 6 of each veggie (72 total)

**5 Players:** Remove 3 of each veggie (90 total)

**6 Players:** Use the entire deck

Place any removed cards back inside the box so that players do not see which point cards have been removed.

2. Shuffle all remaining cards and create three roughly equal draw piles with point card sides face up.
3. Flip over two cards from each draw pile and place them in a column below the pile. This creates a veggie market below the piles (see page 5).
4. Randomly choose a start player.

***Note:** Since Point Salad is so quick-playing, you may decide to play multiple rounds! You may keep track of scores over multiple rounds and declare a winner at the end. For 2 players, we suggest splitting the deck into 3 equal rounds of 36 cards each (see above), or for 3 players, 2 equal rounds of 54 cards each. This will allow you to use the full deck through multiple rounds and spend less time sorting the cards!*

## POINT CARD DRAW PILES



## VEGGIE MARKET



## GAMEPLAY

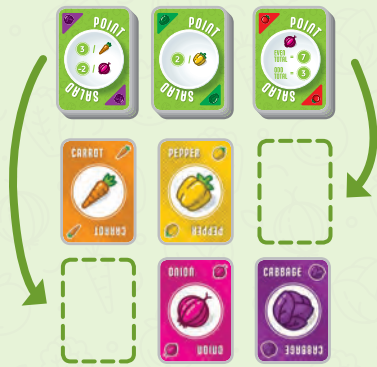
On your turn you draw one or more cards. You may draw either  
**(1) one point card** from the top of any of the draw piles or  
**(2) two veggie cards** from those available in the market. After you select your card(s), add them to a face-up tableau in front of yourself, then your turn is complete.

**Optional free action:** Once per turn, you may choose to flip over any one of your point cards (either drawn this turn, or on a previous turn) and turn it into a veggie card (but you cannot flip a veggie card into a point card).

**Note:** The veggie type is indicated in the corners of the card.

## TURN END

Once you have drawn your card(s), refill the veggie market by drawing cards from corresponding draw piles in each column, filling any empty slots. Flip the cards over from the point side to the veggie side as they enter the market. If one of the draw piles of point cards runs out, split the largest pile roughly in half, and move the bottom half to replace the empty pile (ensuring the point card on top of the largest pile does not move). Once the market refill has been completed, play continues with the next player to the left.



## GAME END

The game ends when all cards from both the point card piles and veggie market have been drawn. The player with the most points is the winner.

## SCORING

Players tabulate their victory points by counting how many points each of their own point cards are worth and adding these scores together to obtain their final score. If two players are tied in total victory points, then the player who played later in the turn order is the winner. When tabulating a point card, a player's full tableau of veggie cards are considered

for each point card, meaning that **each veggie card is used to score each point card**. Players may score a point card multiple times, and they may also use the same veggie card to score multiple point cards. If two players are tied for a scoring condition on a card (e.g., most onions), then the player with the point card scores the victory points.



*Note: Veggies that do not match scoring conditions on point cards are not scored (e.g., cabbage)*

1. 8 points for each combination of tomato, lettuce, and carrot:  $8\text{pts} \times 2 = \mathbf{16\text{pts}}$
2. 5 points for each pair of carrots:  $5\text{pts} \times 2 = \mathbf{10\text{pts}}$
3. 3 points for each carrot, -2 points for each onion:  $(3\text{pts} \times 5) + (-2\text{pts} \times 3) = \mathbf{9\text{pts}}$
4. 10 points for having the most (or tied for the most) onions of all players: if it is the most =  $\mathbf{10\text{pts}}$
5. 5 points per veggie type with at least 3:  $5\text{pts} \times 3 = \mathbf{15\text{pts}}$

**TOTAL SCORE =  $16 + 10 + 9 + 10 + 15 = 60\text{pts}$**

