

Point Salad

A game for 2 to 6 players by Molly Johnson, Robert Melvin, and Shawn Stankewich.
Condensed rules by Eric Postpischil, <https://edp.org>.

Setup

Of each kind of veggie, randomly select 3 cards per player, ignoring the point sides of the cards.
Remove unselected cards from game. Shuffle all selected cards.
Form 3 roughly equal draw piles, point side up.
From each pile, deal 2 cards veggie side up, forming a market of 6 veggies.
Randomly select a start player.

Play

Play turns until the draw piles and the veggie market are completely empty.

On each turn:

- Draft either 1 point card from the top of any draw pile or draft 2 veggie cards.
 - At the very end of the game, if only 1 (veggie) card is left, draft it.
 - Put the drafted card(s) in front of you, keeping the same side up.
 - Optional, once per turn: Flip any point card to make it a veggie card.
 - If veggie cards were drawn, refill empty veggie spaces from their corresponding draw piles.
 - If a draw pile runs out, refill it from the bottom half (approximately) of the largest pile, if possible.
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End of Game

Score each player's points according to their point cards.

- Each point card considers all of its player's veggie cards; each veggie card is used for each point card.
- Ties (such as most onions) are won by the player scoring the point card.
- Zero is eligible for a "fewest" criterion. Zero is not eligible for an "even number" criterion.

Ties are won by the player later in turn order.