
AUTHENTIC GUIDEBOOK

COMPOST28

A GARDENPUNK TABLETOP GAME

TO BE CONTINUED, MAYBE



VOL 3.

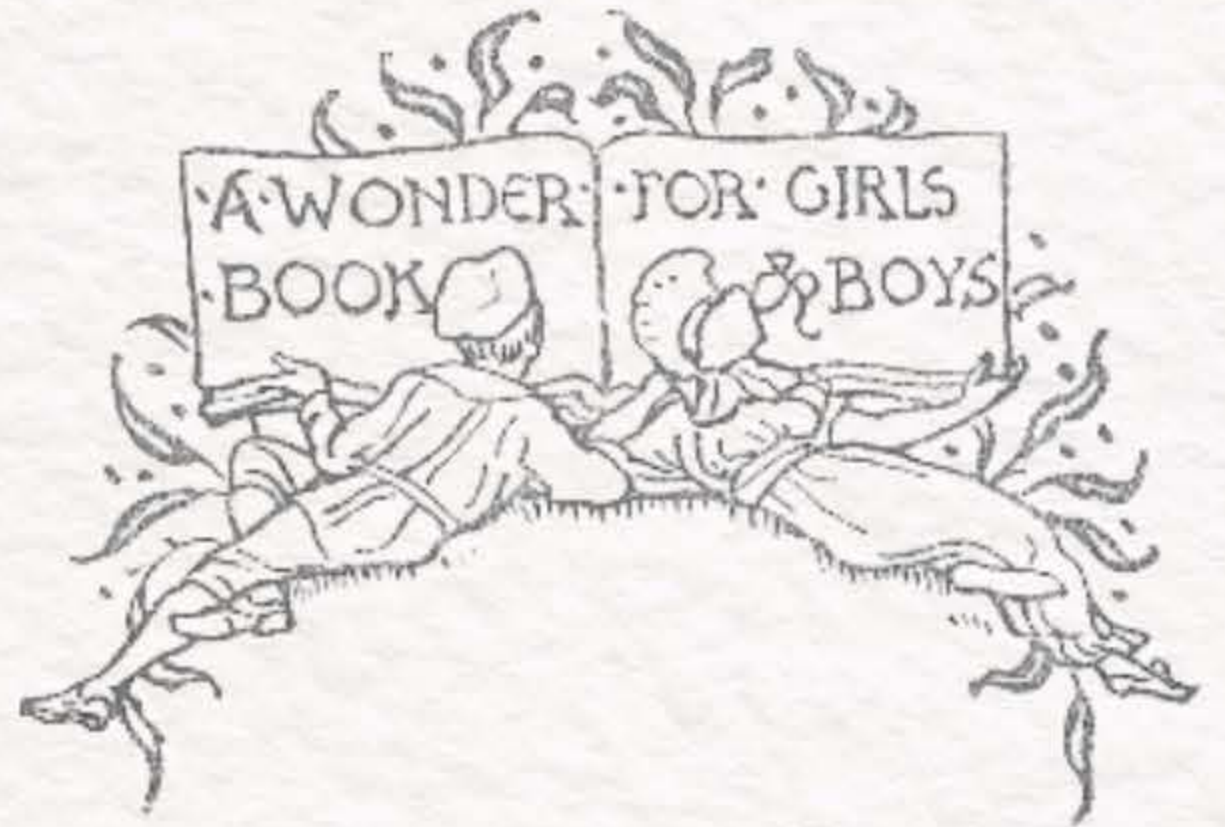
INCLUDING THE YEAR

2026

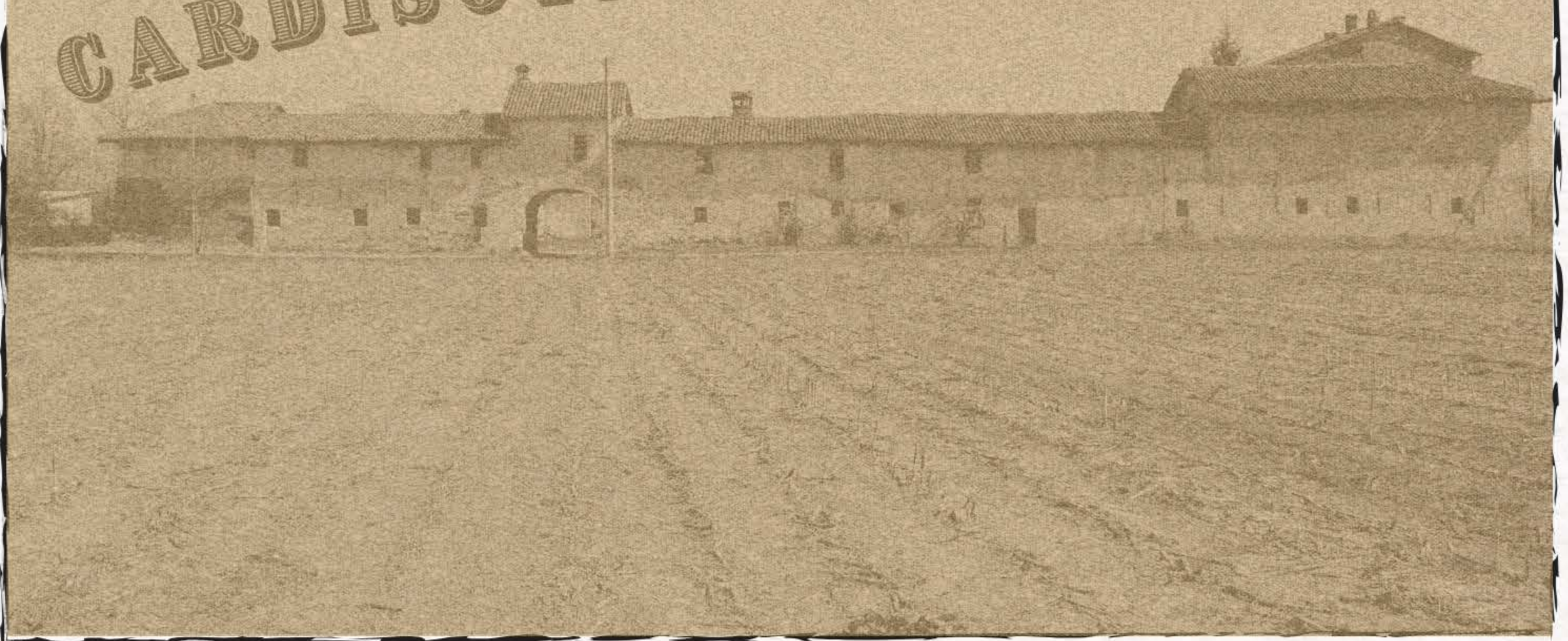


Compost28 is a gardenpunk tabletop game about composting.

The goal of the game is to keep your compost stable so that the content will decompose and you will gain quality soil for your garden. There is no way to win this game. It's just about having a little bit of fun.



GREETINGS FROM
CARDISOTA!



❖❖❖

This is potentially the third guidebook of COMPOST28, written around the year 2024. No prior guidebooks are required to play the game, as all the material is available here. When something has been updated with new knowledge a clear mark has been added.

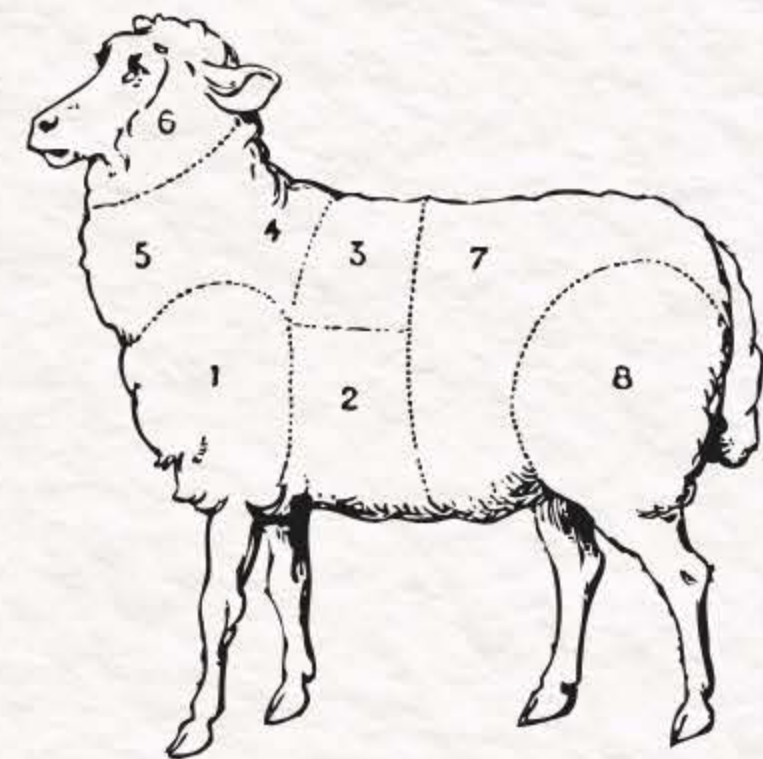
In this volume we explore how a compost can be utilized to help a garden grow.

You are encouraged to build a miniature of your hapless gardener and their patch of land.

There are also ways to buy various creatures, for benefit and for harm.

Our experienced readers have also sent us letters explaining how the HEALTH of a compost is best maintained.

We have often urged upon our farmers the importance of raising fat mutton, for our markets are scantily supplied with it. It would doubtless be profitable business. The great advantages for transportation at a rapid and cheap rate, afford peculiar facilities for getting mutton to market, even from those sections where land is cheap. Many who grow fine wool would find it more profitable to produce fat mutton and wool of common quality; and this will continue to be good business, until our markets are better supplied with fat mutton.



You start the game with 10 gobins, gobbins is the local currency and can be spent on daily activities.

Next you need to get your compost pile going. Roll first on the **Nitrogen** and then on the **Carbon** tables. This is the starting pile of waste you have at your disposal. Be careful with it.

Always feel free to change the rules if it will make for a more fun experience.



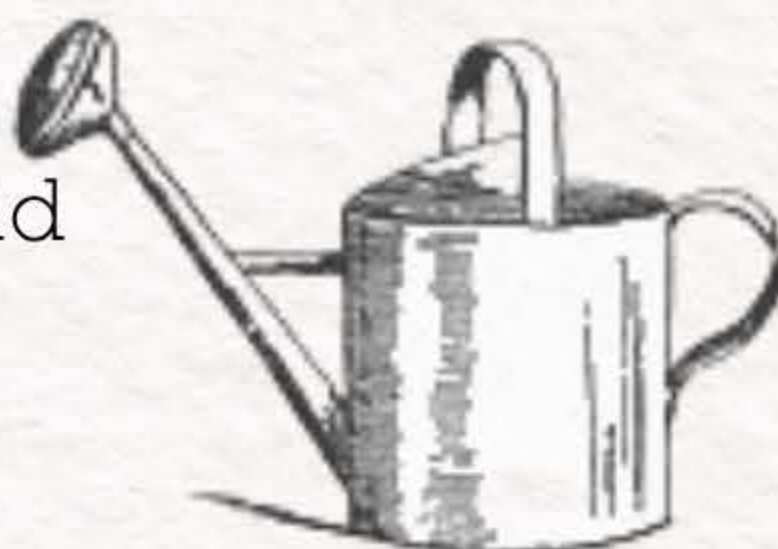
WRITTEN & DESIGNED BY

Alexander Winberg

ART BY

Dead people + Canva

The compost needs to be turned regularly, roll a D10 and that's the starting **Oxygen** level in the compost. Next, you need to add some **Water**. Toss a coin, heads you add 1 unit of Water, tails you add 2 units.



MOON'S PHASE

Last Quarter 2d, at 12 o'clock, 46min in the after'n.

New Moon 9th, at 9 o'clock 16 min in the morning.

First Quarter 16th at 1 o'clock 30min in the morn'g.

Full Moon 24th, at 12 o'clock 12 min in the morning.

After that's all sorted out you can spend any gobbins you have, or you can save them in a tin can above the stove. Don't worry, at the **Start** of each day you earn D10 shiny new gobbins.

A SOUND & WORKIN COMPOST CONSIST OF THE FOLLOWING STATS



- Carbon
- Nitrogen
- Oxygen
- Water
- Health



If any of the stats goes above 10 or drops below 1 then the compost has utterly failed and needs to be burned to eradicate the shame. You lose the game, just start over or play something else.

Each day you can spend gobbins as you see fit. The gobbins can be spent on the following activities. You can do up to D3 activities per day. For a faster life, do up to D6 activites per day

- a. Buy Nitrogen, then add it to the compost.
- b. Buy Carbon, then add it to the compost.
- c. Turn the compost (it's free and adds D6 Oxygen).
- d. Add Water (it's also free, add D6 units of water).
- e. Buy protective gear.
- f. Buy creatures.
- g. Hire a parasite remover or a mold inspector.
- h. Potter about in the garden.
- i. Visit the Doc.



HEALTH

YOUR COMPOST STARTS WITH D10 IN HEALT, OR 10 FOR AN EASIER EXPERIENCE.



IF THE COMPOST REACHES 0 HEALTH THEN IT HAS FAILED.

DEDUCT HEALTH EACH TIME YOU ARE FORCED TO DO SO.

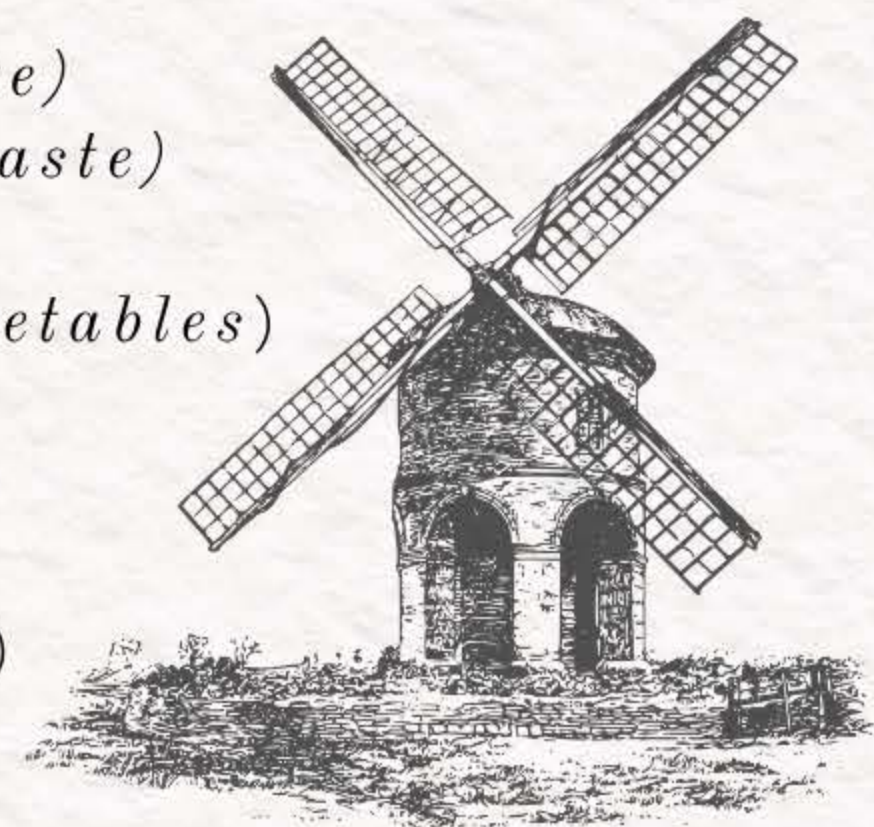
HEALTH CAN ONLY BE CHANGED BY EVENTS. ISN'T IT HORRIBLE HOW SOME THINGS ARE OUTSIDE OF YOUR CONTROL?

WHAT CAN YOU PUT IN A COMPOST?



ORGANIC GREEN WASTE (IT PROVIDES NITROGEN).
IT COSTS 1 GOBIN TO BUY A RANDOM TYPE OF GREEN WASTE.

- I.....Food waste (contain 2 Nitrogens) (*Vegetables*)
- II.....Grass clippings (contain 1 Nitrogen) (*Garden waste*)
- III....Garden trimmings (contain 1 Nitrogen) (*Garden waste*)
- IV....Fresh leaves (contain 1 Nitrogen) (*Garden waste*)
- V.....Fruits, relatively fresh (contain 2 Nitrogens) (*Vegetables*)
- VI....Carcasses (contain 4 Nitrogens) (*Meat*)
- VII...Roadkill, still warm (contain 2 Nitrogens) (*Meat*)
- VIII..Butcher residue (contain 2 Nitrogens) (*Meat*)
- IX....Root vegetables (contain 3 Nitrogens) (*Vegetables*)
- X.....Seeds (contain 3 Nitrogens)



CURE FOR POISONED SHEEP.

IN A COMMUNICATION TO THE EDITOR OF THE NEW ENGLAND FARMER, WE HAVE THE INFALLIBLE CURE FOR A SHEEP THAT IS POISONED: WHICH WE HAVE TAKEN THE LIBERTY TO TRANSCRIBE, FOR THE BENEFIT OF OUR PATRONS.

"BRUISE THE BUDS AND TWIGS OF WHITE ASH, BOIL THEM ONE HOUR IN WATER ENOUGH TO COVER THEM WHEN PRESSED DOWN WITH A STONE OR SOME OTHER WEIGHT. TWO SPOONFULS OF THE DECOCTION THUS MADE, IF ADMINISTERED WITHIN TWENTY-FOUR HOURS AFTER THE SHEEP HAS EATEN THE POISON, WILL GENERALLY EFFECT A CURE WITHIN ONE OR TWO HOURS. IF ADMINISTERED AT A LATER PERIOD IT WILL GENERALLY EFFECT A CURE, BUT NOT SO SOON." — R. NEWMAN.

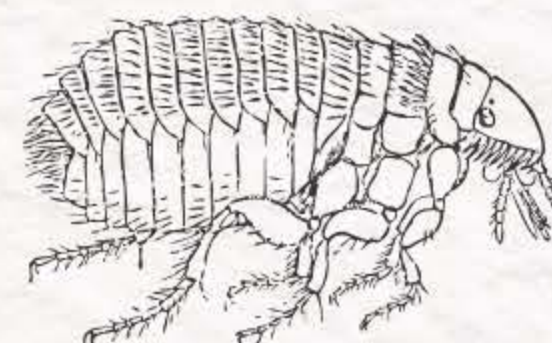


ORGANIC BROWN WASTE (THAT'S CARBON).
IT COSTS 2 GOBINS TO BUY A SOURCE OF CARBON.

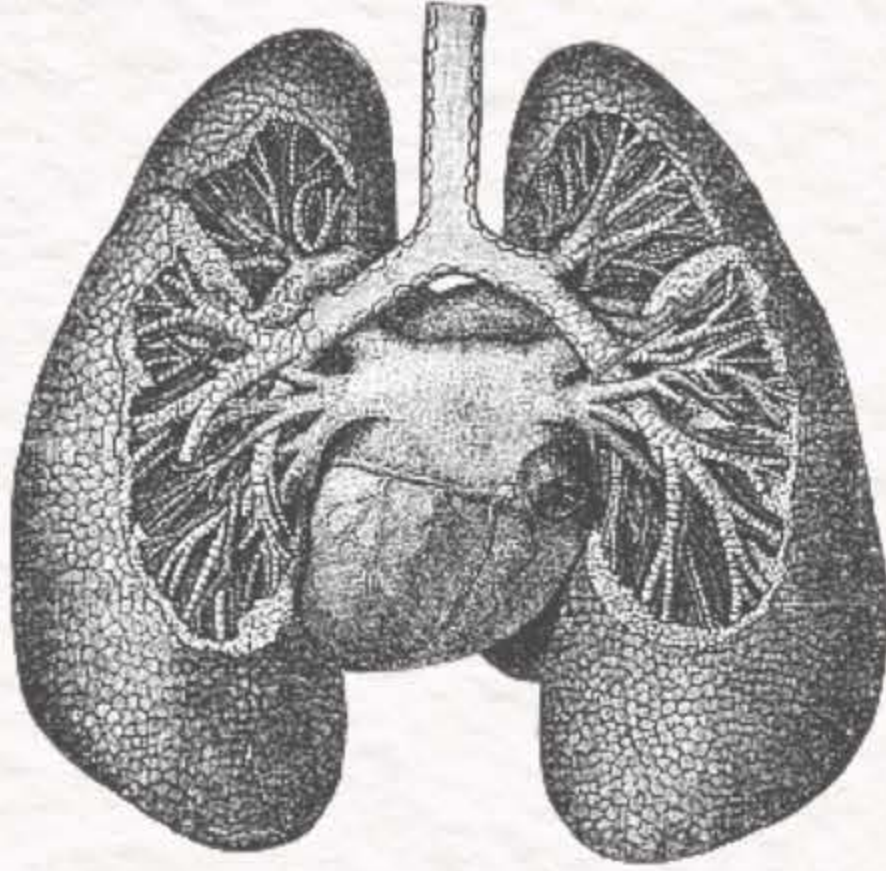
- I.....DRIED VEGETATION (CONTAIN 2 CARBONS)
- II.....FALLEN LEAVES (CONTAIN 1 CARBON)
- III....STRAW (CONTAIN 1 CARBON)
- IV....WOODCHIPS (CONTAIN 3 CARBONS) (*WOOD*)
- V.....PAPER (CONTAIN 1 CARBON)
- VI....LIMBS (CONTAIN 2 CARBONS) (*WOOD*)
- VII...LOGS (CONTAIN 4 CARBONS) (*WOOD*)
- VIII..PINE NEEDLES (CONTAIN 2 CARBONS)
- IX....SAWDUST (CONTAIN 1 CARBONS)
- X.....WOOD ASH (CONTAIN 2 CARBONS)

TYPES OF NITROGEN & CARBON

The waste you add to the compost may be of a certain type like meat or wood. This is only important if there is something that impacts the use of that particular type. For example Termites will prevent Wood from being added to the compost.



DISEASE + SIKNESSE



EACH TIME YOU INTERACT WITH THE COMPOST THERE IS A CHANCE YOU MIGHT CATCH A DISEASE. ON A ROLL OF 7+ ON A D10 YOU HAVE CAUGHT A DISEASE. ROLL ON THE DISEASE!! TABLE TO SEE WHAT YOU ARE SUFFERING FROM.

DISEASE!!

ROLL A D6 OR CHOOSE ONE THAT SUITS YOU.

I...ASPERGILLOSIS - YOU HAVE MUTATED AND CRAVE THE DELICIOUS NUTRIENTS OF THE COMPOST. LOWER CARBON BY ONE AT THE START OF EACH DAY.

II...FARMER'S LUNG - DEADLY IF NOT CURED BY THE DOCTOR, YOU DIE WITHIN D6 +1 DAYS.

III...HISTOPLASMOSIS - FUNGAL INFECTIONS. IF UNTREATED THE COMPOST WILL BE INFECTED BY MOLD ON A 4+ OF A D6 ROLL.

IV...LEGIONNAIRES DISEASE - YOU NEED TO ISOLATE FOR D3 DAYS AND CANNOT BUY ANYTHING DURING THAT TIME.

V...PARONYCHIA - YOUR HANDS WITHER, ADD 1 LESS OXYGEN EACH TIME YOU TURN THE COMPOST.

VI...TETANUS - YOU START TO FEED ON THE PARASITES IN THE COMPOST. EACH TURN THERE IS A 8+ CHANCE ON A D10 THAT YOU WILL DEVOUR EITHER A VERMIN OR A CREATURE.



TO AVOID DISEASE YOU NEED PROTECTIVE GEAR. PROTECTIVE GEAR COSTS 10 GOBINS FOR EACH PIECE. EACH PIECE LOWERS THE CHANCE OF GETTING A DISEASE BY 1, YOU CAN WEAR A MAXIMUM OF 4 PIECES. ROLL A D6 EACH TIME YOU ROLL IF YOU GET A DISEASE. ON A 1 THE PROTECTIVE GEAR BREAKS AND SHOULD BE REMOVED.

Dr. Kobb



FOR YOUR HEALTH ASTHMA CIGARETTES

RAT AND MOUSE URINE AND FECES WILL CONTAMINATE HORSE, CHICKEN, GOAT, OR OTHER ANIMAL FEED, WHICH NOT ONLY WASTES FEED AND IS AN EXPENSIVE PROBLEM, BUT ALSO SPREADS DISEASE FROM ANIMAL TO ANIMAL THROUGH CONTAMINATION.

BOTH MICE AND RATS ARE MESSY EATERS AND SPOIL FAR MORE FOOD THAN THEY EVER CONSUME. EVEN IF JUST TWO MICE ARE ACTIVE INSIDE A BARN FOR SIX MONTHS, THEY CAN DEVOUR AS MUCH AS FOUR POUNDS OF GRAIN AND LEAVE UP TO 18,000 DROPPINGS.

LET'S NOT FORGET THAT VERMIN CAN ALSO CARRY PATHOGENS HARMFUL TO THE HUMANS WHO SPEND TIME AROUND THESE SHEDS, BARNs, AND FARMS. THEY ARE PROLIFIC CARRIERS OF DISEASES, INCLUDING BUBONIC PLAGUE, LEPTOSPIROSIS, RABIES, AND BACTERIAL FOOD POISONING.

An amazing opportunity!
Visit Dr. Kobb for all your health problems. Pay only 10 gobins for a free consultation and a home brewed remedy.

On a D10 roll of 5+ she cures you of one random disease. If you had no disease she gives you one for wasting her time.



A PARASITE REMOVER COSTS 7 GOBINS AND WILL AUTOMATICALLY REMOVE ALL PARASITES.

PARASITES!

- 1..**RATS** - FAT AND MEAN LOOKING, THE RATS SPREAD CONTAGIONS, ON A ROLL OF 5+ ON A D10 YOU GAIN A DISEASE.
- 2..**COCKROACHES** - AT THE END OF THE WORLD THE ROACH WILL RULE ALL, BUT NOW THEY RULE THE COMPOST HEAP AND YOU NEED TO PAY D6 GOBINS AT THE END OF EACH DAY TO REPAIR THEIR DAMAGE.
- 3..**A LOST HEN** - THE HEN LOVE TO PICK THROUGH THE COMPOST, LOOKING FOR WORMS AND DISRUPTING THE DELICATE ECOSYSTEM. KILL IT TO GAIN 2 NITROGENS (MEAT).
- 4..**A CONSCIOUS AND EVIL PLANT** - THE POISONOUS PLANT WILL TRY TO BIT YOU IF YOU COME NEAR IT, ON A ROLL OF 8+ YOU GAIN A RANDOM DISEASE.
- 5..**TERMITES** - THE TERMITES WILL DEVOUR ANY WOOD YOU ADD TO THE COMPOST. YOU HAVE TO PAY FOR A NEW ROLL OF BROWN WASTE.
- 6..**SPIDERS** - THERE ARE STICKY WEBS EVERYWHERE, YOU GAIN ONE LESS ACTION PER DAY, DOWN TO A MINIMUM OF 1.

THE GARDEN GROWS STEADILY



Now that the compost is up and running you have plenty of compost for your patch of dirt, it is time to start growing crops.

When pottering about you can spend D6 gobins on seeds, you might have found them in a drawer and do not need to visit the market. Then roll on the table to see what SEEDS you have found. Seeds do not need to be planted immediately, but it requires one activity to do so and one activity to WATER the plants.

HARVEST

If you would decide to potter around in the garden you can spend an activity harvesting the fruits of your labour. Some crops can be sold, but others are better served fresh or stored in the pantry.



1. Carrots! Delicious and edible

Fresh, pan fried, or pickled. Sell them for D6 gobins or give them to a creature.



2. Turnips! Gross and unappetizing, but better than starving.

You can eat them for a free activity, or feed them to your creatures



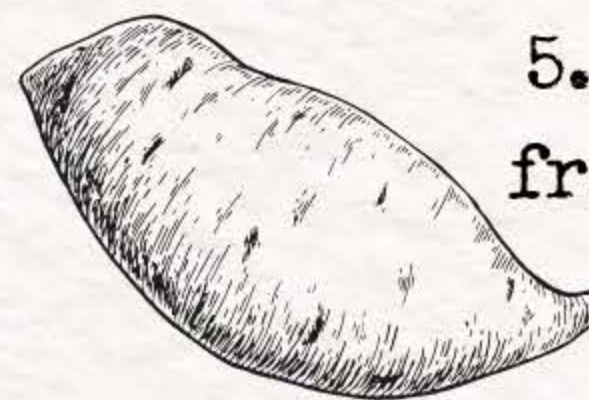
3. Beetroots! They sure are good when pickled!

It takes an activity to get the pickle just right, but then you can sell the beetroots for 10 gobins,



4. Onions! The King of the Kitchen!

Goats really love them, but all creatures will eat them.



5. Sweet potatoes! Pie or fries, it's all delicious.

So yummy! For D6 days you gain one extra activity!



6. Pumpkins! Better have plenty of water available.

You can sell them for 2D10 gobbins. But they require plenty of water.

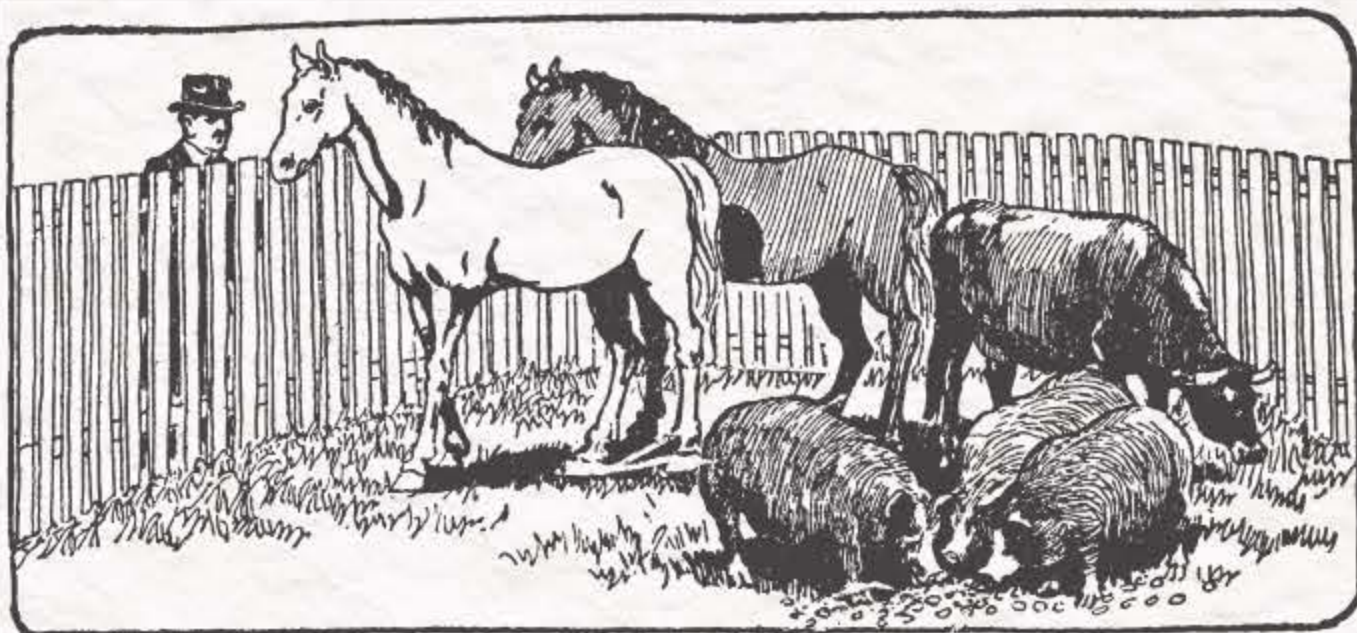
Spend one activity per day watering the pumpkin patch. Your back may ache, but the tasty pumpkins are worth it.

CREATURES!

CREATURES!!

CREATURES!!!

ON DANCING. "I AM NOW AN OLD FELLOW," SAYS COWPER, IN ONE OF HIS LETTERS, "BUT I HAD ONCE MY DANCING DAYS, AS YOU HAVE NOW; YET I COULD NEVER FIND THAT I COULD LEARN HALF SO MUCH OF A WOMAN'S REAL CHARACTER BY DANCING WITH HER, AS CONVERSING WITH HER AT HOME, WHEN I COULD OBSERVE HER BEHAVIOR AT TABLE, OR AT THE FIRESIDE, AND IN ALL TRYING SCENES OF DOMESTIC LIFE. WE ARE ALL GOOD WHEN PLEASED; BUT SHE IS THE GOOD WOMAN WHO WANTS NOT THE *FIDDLE* TO SWEETEN HER."



ON ANIMAL HUSBANDRY

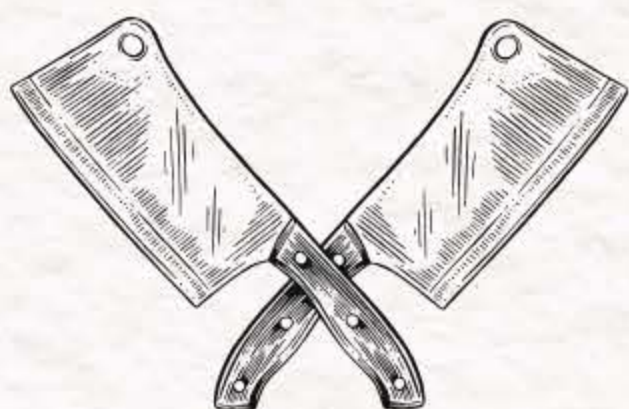
ALL ANIMALS MUST BE PURCHASED FROM A FRIENDLY NEIGHBOUR. EACH ROLL ON THE CREATURES! TABLE COSTS 20 GOBINS, IT'S NOT CHEAP KEEPING ANIMALS SO BE SURE YOU CAN AFFORD IT.

ONCE YOU HAVE PURCHASED A CREATURE YOU NEED TO FEED IT ONCE PER DAY.

GIVE THE ANIMAL SOME MUNCHY COMPOST. LOWER THE HEALTH OF THE COMPOST BY 1

OR GIVE IT SOME CROPS, THOSE CROPS THAT ARE SUITABLE FOR CREATURES ARE MARKED SO IN THE GARDEN SECTION.

OR YOU CAN BUY FOOD FOR THE ANIMALS. SPEND 3 GOBINS PER DAY TO FEED THE ANIMALS. BUT BE AWARE THAT YOU WILL BE SEEN AS A BIG SHOT BY YOUR POORER NEIGHBOURS.



With a working compost in the garden you might now be interested in taking on the curious challenge of husbandry..

I. PIGS



Fat and filthy, but oh so tasty, makes for delicious meat. After 5 days you can slaughter the pigs, it takes 2 activities to kill and butcher them. Sell the meat for 25 gobins.



II. CHICKEN

Easily scared, but easy to manage. You can eat their eggs once per day for a free activity.

III. SNAILS



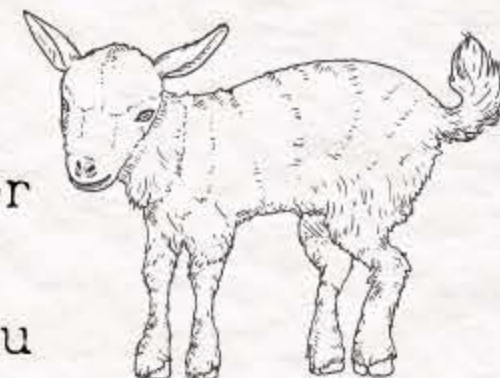
Considered a delicious treat by some. Pickle the snails, it takes 1 activity, but nets you a neat 27 gobins. Alternatively let them roam in the compost. You may change a stat once per day as you see fit.



IV. GOATS

Goats will protect you against bridge-trolls. But also against Parasites. While you have a goat your compost cannot be infected by Parasites.

VI. SHEEP



Lambs are especially tasty! Slaughter them for a 30 gobins, it takes two activities to go through with it. If you would rather not kill the cute animals you can instead sell their wool once a day for D6 gobins.

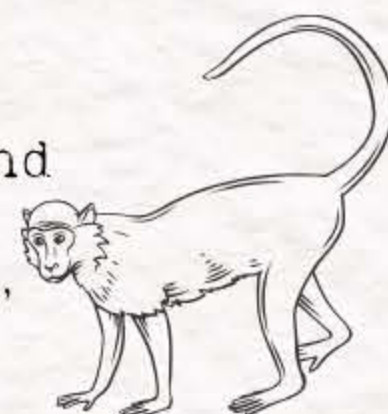


V. SNAKES

Looks like you have gone off the deep end and become a snake farmer. You eventually abandons your garden to become a snake handling preacher. Your compost withers and die while you are on the road.

VI. MONKEY

You bought an exceptionally intelligent monkey. You can only ever have one friend like this so no further monkeys are welcomed. Your new friend helps you out, gain 2 more activities per day. Your neighbours start gossiping about you...



ALWAYS FEEL FREE TO ADAPT THE RULES IF SOMETHING DOESNT MAKES SENSE OR DOESNT WORK. THE MOST IMPORTANT THING IS TO HAVE FUN AND MAYBE BUILD A MINIATURE GARDEN AS A LITTLE WHOLESOME HOBBY PROJECT.

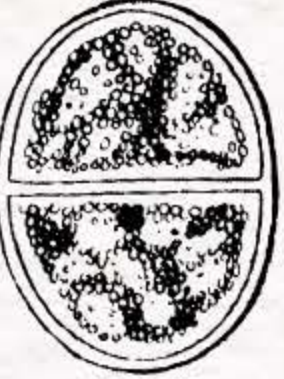
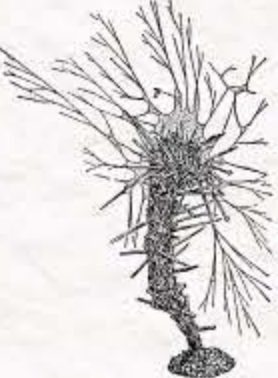
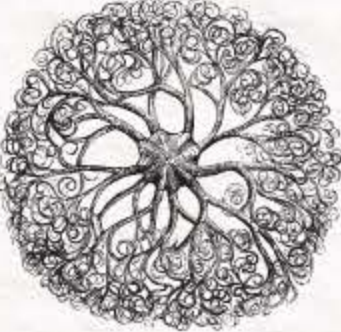
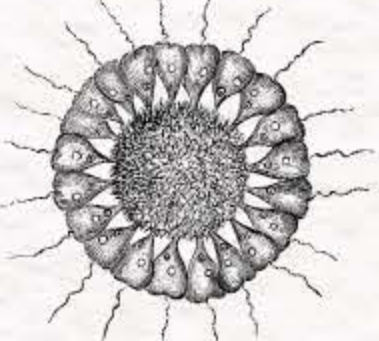
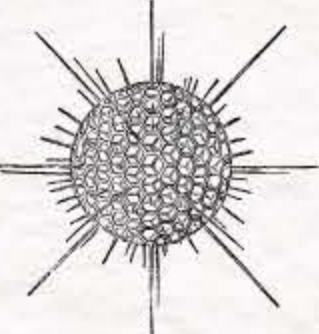
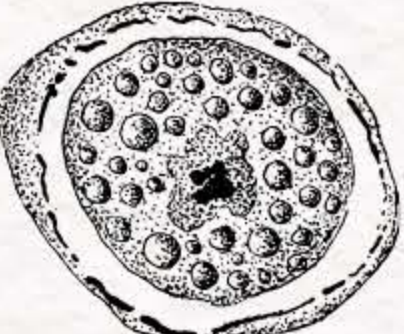
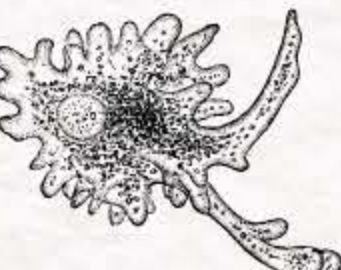
BE A GARDENPUNK.

SMITH + REUBEN

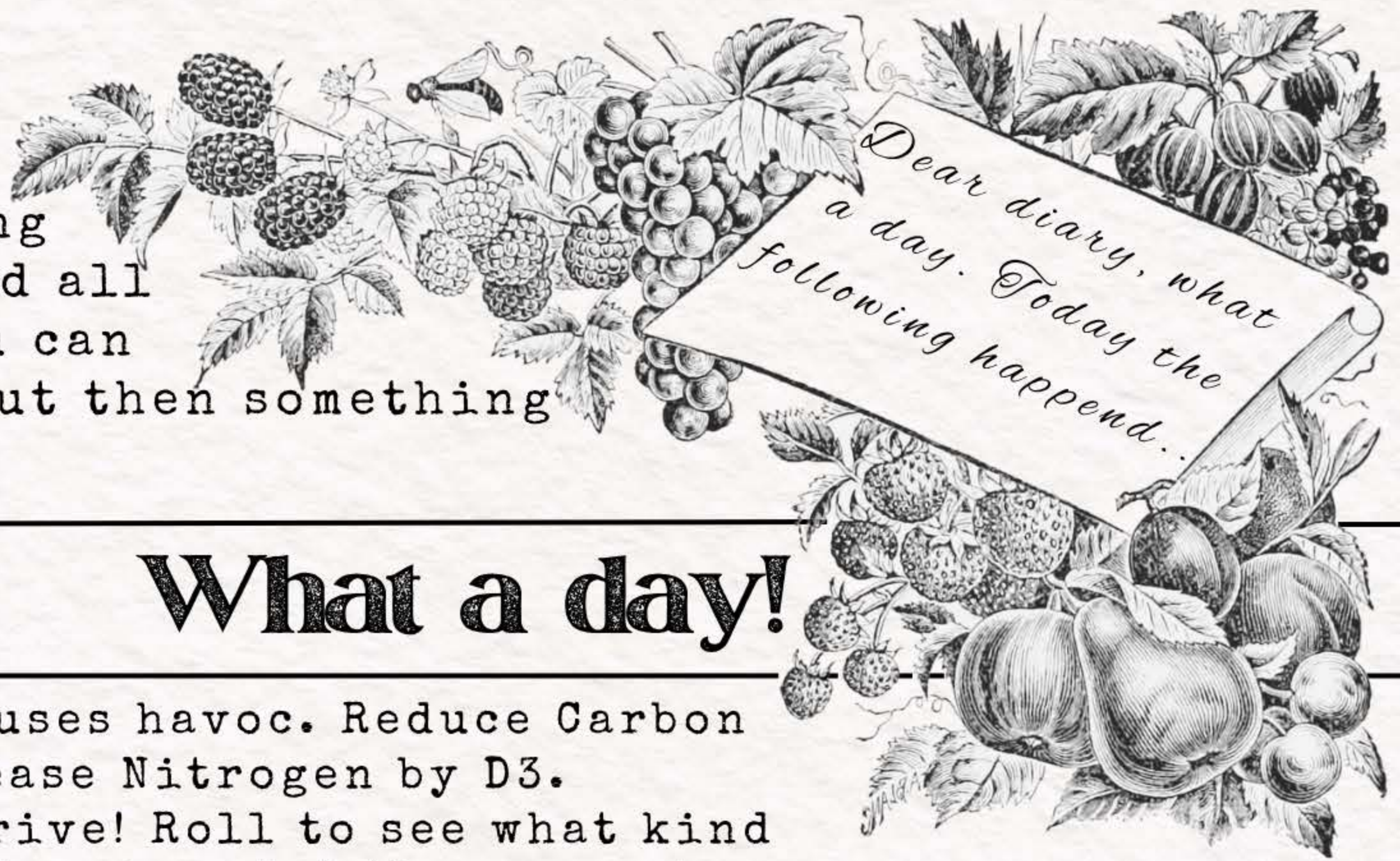
MOLD INSPECTORS
EXTRAORDINAR!



WE INSPECT AND REMOVE ANY MOLD YOU MIGHT BE
SUFFERING FROM FOR ONLY 10 GOBINS!
100% SATISFACTION GARANTEED! WE ALSO SELL VARIOUS
TONICS AND TINCTURES THAT WILL LEAVE YOU MORE
THAN SATISFIED

	I	CHAETOMIUM! YOUR COMPOST IS TOO WET AND MOLD IS THRIVING! ON A D10 ROLL OF 6+ THE HEALTH IS LOWERED BY 1.
	II	BLACK MOLD! YOUR LUNGS ARE FILLING UP WITH STACHYBOTRYS. YOU GAIN A DISEASE ON 5+ ON A D10 AT START OF EACH DAY.
	III	TRICHODERMA! THE GROUND BENEATH YOUR COMPOST IS TOXIC. LOWER HEALTH BY 1 EACH DAY.
	IV	ULOCLADIUM! YOU SHOULDN'T USE YOUR COMPOST AS AN outhouse. <u>RATS</u> ARE ATTRACTED TO YOUR COMPOST AND MOVE IN.
	V	SERPULA! THE CARBON IS INFECTED AND STARTS TO ROT! SET CARBON TO 1, YOU WILL NEED TO BUY MORE SOON.
	VI	ASPERGILLUS! THE OXGYGEN IS FILLED WITH MOLD! YOU NEED TO TURN THE COMPOST EACH TURN OR GAIN AN OTHER MOLD.
	VII	AUREOBASIDIUM! THE NITROGEN IS TOXIC AND UNSTABLE. LOWER NITROGEN BY D3 EACH TURN.
	VIII	PENICILLIUM! THE COMPOST POISONS YOUR WELL. GAIN A RANDOM DISEASE.
	IX	MUCOR! STICKY AND DISGUSTING, WITCHES LOVES THIS TYPE OF MOLD. SELL IT EACH TURN FOR D6 GOBINS.
	X	ALTERNARIA! THIS GREEN GLOWING MOLD ATTRACTS PARASITES. GAIN A RANDOM PARASITE.

After a you have gotten everything in order and used all your actions you can finally relax. But then something happens...



ROLL A D66

What a day!

- 11... Imbalance causes havoc. Reduce Carbon by D3 & increase Nitrogen by D3.
- 12... Parasites thrive! Roll to see what kind of Parasites has invaded the compost.
- 13... Mold - disgusting! Roll on the Mold table.
- 14... A mean looking snake makes its lair in the compost. It will eat any parasites, but bites you on a 8+, killing you if you are unprotected.
- 15... The compost becomes anaerobic. Reduce Nitrogen by D3
- 16... It's harvest time, you reap the benefit of your hard work and extract fine soil. Gain 2D6 gobins.



- 21... Heavy rain ruins the fun. Add Water by D3.
- 22... Suffocating heat kills the earth. Reduce Water by D3.
- 23... A surprise visit - The Parasite Remover stops by for a smoke, he offers you some advice and you learn how to remove Parasites for free.
- 24... Manure thief! Some sicko has been stealing from the compost! Reduce all components by D6 (roll once).
- 25... Toxic, interacting with the compost becomes more dangerous. You will catch a disease on 6+ now.
- 26... Lazy summer day, time enjoy the nice weather. Everything else can wait.



Compost28 is free to use and adapt (if you actually would want to do that for some reason). The game may never be sold or used as a guide to composting. Do let me know if you actually ever play this game. Find me in the 28 discord.

The following acts inspired compost28.
First Aid Kit. Ethel Cain. Will. Lee Hazlewood. Michelle Gurevich. Edgar. Old Farmer's Almanac. TSPN. Alice. The peaceniks in the non-combat tabletop community. Tammy.



DEDICATED TO MARIA.

THE BETTER PART OF THE MAN IS SOON PLOUGHED INTO THE SOIL FOR COMPOST. BY A SEEMING FATE, COMMONLY CALLED NECESSITY, THEY ARE EMPLOYED, AS IT SAYS IN AN OLD BOOK, LAYING UP TREASURES WHICH MOTH AND RUST WILL CORRUPT AND THIEVES BREAK THROUGH AND STEAL. IT IS A FOOL'S LIFE, AS THEY WILL FIND WHEN THEY GET TO THE END OF IT, IF NOT BEFORE.

- HENRY DAVID THOREAU

- 31... Acidic and volatile. Increase Nitrogen by D3.
- 32... An unwanted earth elemental moves in, they love Carbon and will eat some everytime you throw it in, count added Carbon as 1 less.
- 33... Bountiful eruption. Increase Carbon by D3.
- 34... Stable and calm, the compost stabilizes, freely move the components so that the compost is stable.
- 35... Compact, there is too much waste stuffed into the compost. Reduce Oxygen by D3.
- 36... Complete collapse opens up the compost's core. Increase Oxygen by D3.

- 41... Creepy crawlies! See the Parasites! to find out what has invaded your heap.
- 42... Hog invasion. Your neighbor's prize hog gets into your garden and digs into the compost. Lower each stat by D6, roll separately for all stats.
- 43... There are bats in your hair! Bats swarm you, covering you in feces. You are infected by a random Disease!!
- 44... Lowered toxicity, the compost becomes safer to handle. You will catch a disease on 8+ now.
- 45... A fortunate discovery, you find an old ring in the compost, you can either keep it or sell it for D10 gobins.
- 46... A fungal growth spreads and you need to find out the type of Mold.



The road is long for those exhausted

TO EVERYTHING THERE IS A SEASON
AND A TIME TO EVERY PURPOSE AND TO THE HEAVENS

A season generally lasts for 16 days, after 16 days roll a D10 at the start of each day. If you roll 6 or more the seasons change. Follow the optional rules for seasons if you think it will bring more joy to your game. Otherwise you should feel free to ignore them.

WINTER	SPRING	SUMMER	FALL
YOUR COMPOST HIBERNATES DURING THE FROZEN SEASON. YOU CAN ALWAYS CHOOSE TO LOWER ANY ADDITIONS OR DEDUCTIONS TO ANY STAT BY 1. IF YOU WANT YOUR COMPOST TO STAY ACTIVE DURING THE WINTER YOU NEED TO MAKE SURE IT IS HEAT ISOLATED, OTHERWISE THE PROGRESS MIGHT STOP COMPLETELY.	THE EARTH AWAKENS AGAIN. IT'S IMPORTANT TO ADD APPROPRIATE AMOUNTS OF WASTE, IF YOU DON'T ADD ANYTHING TO THE COMPOST DURING A TURN YOU MUST LOWER A RANDOM STAT BY 1. IT'S TIME TO GET THE COMPOST IN ORDER, MAKE SURE YOU TURN IT REGULARLY AND THAT THERE IS PLENTY OF MATERIAL IN IT.	THE SUMMER IS THE SEASON OF COMPOSTING. IMMEDIATELY MOVE THE STATS SO THAT THE COMPOST IS STABLE WHEN THE SUMMER BEGINS. EACH ADDITION TO THE COMPOST COUNTS AS TWICE THE ADDED AMOUNT. TAKE CARE OF THE COMPOST DURING THE SUMMER AND YOU CAN GAIN SEVERAL BATCHES OF FINE COMPOST FOR YOUR GARDEN.	A SEASON OF HARVEST. ANY ADDED GARDEN WASTE CAN BE COUNTED AS DOUBLE IF YOU SO CHOOSE. CONSIDER USING THE FALLEN LEAVES FOR YOUR GARDEN BEDS, OR YOU CAN SHRED IT TO HELP TO COMPOST DURING THE WINTER.

51...	Your garden fork break suddenly. You cannot turn the compost until you buy a new one for 10 gobins.
52...	You tear your clothes while working, remove all protective gear. If you were unprotected, you gain a Disease!
53...	Newcomers, you notice that a new type of creature has moved into the garden. Look for the newcomers in the Creatures section.
54...	Conscious and alive, the compost awakens. Play TSPN with the compost as your pet.
55...	Things are going great and the compost is really coming along. Add or deduct 1 from each stat.
56...	You notice that the compost seems to be thriving. Add 1 to Health.

61... Something is wrong, you are not sure what the problem is, but the compost looks a bit unhealthy. Remove 1 from Health.

62... Crow wisdom. An old crow offers you some advice, increase 1 stat by 1.

63... Stealing magpies! – A magpie steals D4 gobins from you, bastard!

64... Things take a turn for the better, You notice that the mold in the compost is receding, any Mold infections is removed.

65... The Doc comes over for tea. you have a really nice chat while sipping compost tea. She even cures you for free from any Disease you might have.

66... Freezing cold leaves your compost a frozen solid Reduce Carbon by D3.



GIVE A MAN A FISH, AND YOU FEED HIM FOR A DAY; TEACH HIM HOW TO FISH, AND YOU FEED HIM FOR A LIFETIME.

TURNING YOUR GARDEN INTO A COTTAGE

A DEDICATED HOBBYIST MIGHT WANT TO BUILD OUT THEIR GARDEN INTO A PROPER COTTAGE, WITH THE NECESSARY BUILDINGS FOR TOOLS, CREATURES, STORAGE, AND OF COURSE THEIR OWN COTTAGE.

THIS KIND OF DEDICATION SHOULD BE APPLAUDED, EVEN IF IT IS A LITTLE MAD.

SUGGESTIONS FOR FUTURE ADDITIONS TO THE COTTAGE INCLUDES A SHED FOR YOUR TOOLS, THIS COULD BE A SIMPLE BUILD, OR A MORE DEDICATED ADDITION WITH DOORS THAT CAN BE SWUNG OPEN.

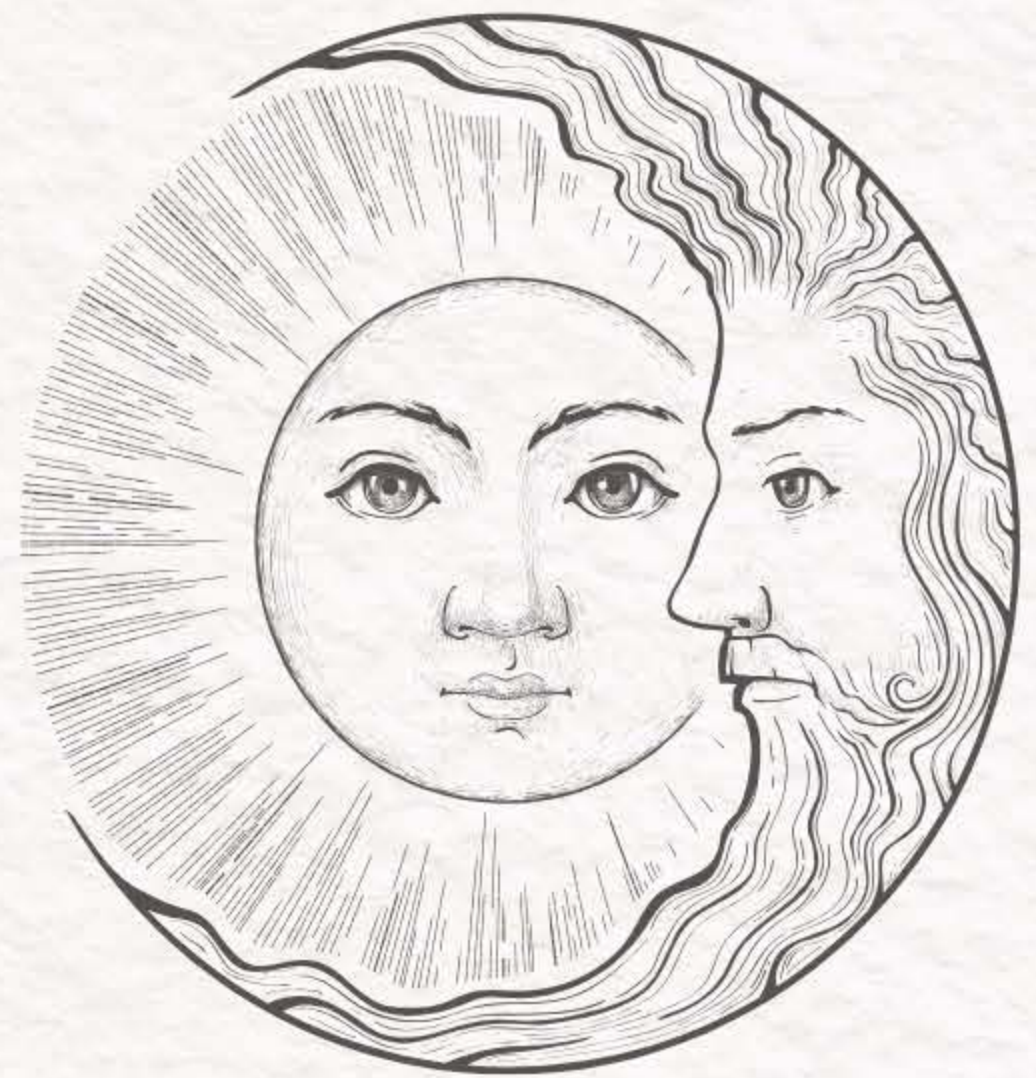
IF YOU DECIDED TO PLANT CROPS YOU SHOULD OF COURSE ADD A GARDEN WITH THE NECESSARY CROPS. PUTTING THE CROPS ON BASES WILL MAKE IT EASIER FOR YOU TO SWITCH THEM OUT AS THEY MATURE AND ARE READY FOR HARVEST.

A PEN FOR THE CREATURES CAN BE A NICE HOBBY CHALLENGE, AS WELL AS COLLECTING SUITABLE ANIMALS. DO NOT BE AFRAID OF EXPERIMENTING WITH DIFFERENT MINIATURES.

IF YOU REALLY FEEL READY FOR AN ADVENTURE YOU SHOULD ADD YOUR OWN COTTAGE. A SIMPLE BUILD COULD BE IN THE STYLE OF A HOBBIT HOLE, BUT DON'T FEEL LIMITED. ADDING A COTTAGE WILL ADD A NICE BOARD TO PLAY ON.

CERTAIN CHARACTERS CAN VISIT YOU DURING THE GAME, THEY SHOULD OBVIOUSLY BE REPRESENTED BY MINIATURES, AS SHOULD YOUR OWN LITTLE COMPOST-KEEPER.

AS YOU SEE EVEN THE SIMPLEST OF GAMES CAN TURN INTO A GREAT HOBBY EXPERIENCE. THERE ARE NO LIMITS FOR WHAT CAN BE DONE WITH MINIATURES IN THE 28 STYLE.



LAZY SUMMER DAYS WILL BE FONDLY REMEMBERED WITH FONDNESS DURING THE CRUEL WINTER