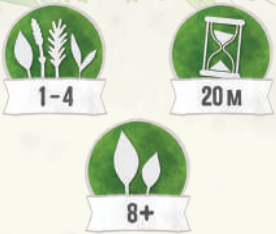
Herbaceous

A FLAVORFUL GAME BY STEVE FINN, EDUARDO BARAF, AND BETH SOBEL



OVERVIEW

Everyone has a green thumb when playing *Herbaceous*. Relax while enjoying this beautiful and elegant game of picking and potting herbs. Pot the best collection of herbs in your containers, but don't wait too long or your friend might grab them first.

OBJECTIVE

Players try to score the most victory points by collecting and potting herbs from the Community Garden and their Private Garden.

CONTENTS

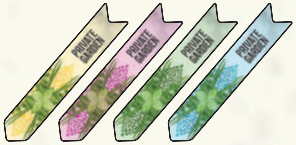
Herb Cards

63 Herb Cards
7 different (x9)

9 Special Herb Cards
3 different (3x)

Container Cards

16 Container Cards
4 different Containers
in 4 player colors



4 Garden Markers
in 4 player colors

1 Herb Biscuit Card

4 Quick Reference Cards

GAME SETUP

1. Each player receives **4 Container Cards**, the back of the card is the player's color.

2. Shuffle the **Herb Cards** and **Special Herb Cards** (72 cards) together into a deck.

3. Without looking at them, remove cards from the game depending on the number of players:
   - *4 players – 0 cards*
   - *3 players – 12 cards*
   - *2 players – 24 cards*

4. Place deck face-down as a **Draw pile**.

5. Designate an area for cards in the center for the **Community Garden** (A) and an area in front of each player as their **Private Garden (B).** Each player places a **Garden Marker** in their color between their Private Garden and the Community Garden. **(C)**.

6. Place the **Herb Biscuit Card** to the side of the playing area within reach of all players.

GAMEPLAY

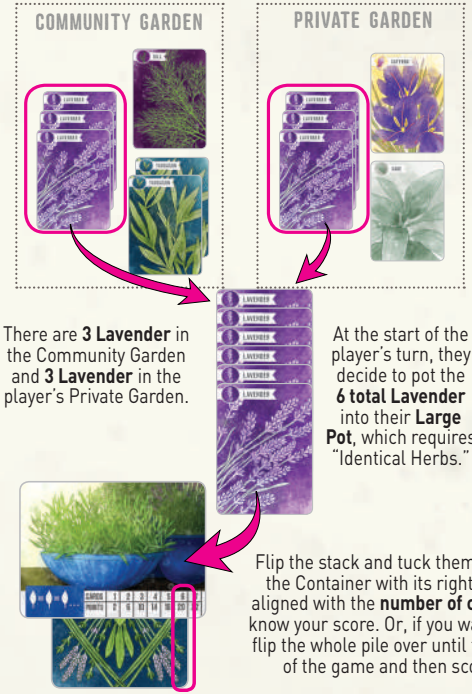
The player who most recently cooked with or planted herbs is the starting player and takes the first turn. Players take turns clockwise until the game end conditions are met (*see pg. 6*), and perform the following **steps** in this order:

STEP 1: POT HERBS (optional)

As an optional action, at the start of a turn a player may decide to pot herbs. To do so, a player:

- Chooses **1 of their 4 Container Cards** to use.
- Collects a **set of Herb Cards** specified by the chosen Container Card and then tucks them under the Container.
- Herbs may be taken from the Community Garden and/ or a player's Private Garden in *any combination*.
- Each **Container Card** may only be used **once per game**.
- The player may only pot one Container a turn.

IMPORTANT:
Special Herbs may ONLY be potted in the **Glass Jar Container**.



There are **3 Lavender** in the Community Garden and **3 Lavender** in the player's Private Garden.

At the start of the player's turn, they decide to pot the **6 total Lavender** into their **Large Pot**, which requires "Identical Herbs."

Flip the stack and tuck them under the Container with its right edge aligned with the **number of cards** to know your score. Or, if you want, just flip the whole pile over until the end of the game and then score.

CONTAINERS

There are **4 different containers**, each of which MUST follow its own requirements when potting:

LARGE POT (Identical Herbs)

For this container, collect 1 to 7 Herb Cards of the same type. *For example, 6 Lavender.*

WOODEN PLANTER (Different Herbs)

For this container, collect from 1 to 7 different Herb Cards. *For example, 1 Bay, 1 Saffron, 1 Rosemary, 1 Dill, and 1 Tarragon.*

SMALL POTS (Pairs of Identical Herbs)

For this container, collect from 1 to 6 pairs. Each pair must be different from the others. *For example, 2 Sage, 2 Dill, and 2 Bay.*

GLASS JAR (Regular and/or Special Herbs)

Any 3 Herb Cards can be potted into this container. They can be the same or different. *This container may include both Special and regular Herbs.*

FIRST TURN - NO POTTING

On the first turn of the game, *Step 1: Pot Herbs* is not possible because there are no cards played yet to pot.

TIPS FOR POTTING

The gardens begin to grow as players *plant* (*see Step 2, next page*). Be mindful of what Herbs your opponents have in their Private Gardens and what is in the Community Garden.

HERB BISCUIT CARD

If a player pots each value of **Special Herb (1, 2, and 3)** into the Glass Jar, that player immediately earns the **Herb Biscuit**, which is tucked under the Glass Jar container. It provides **5 bonus points** at the end of the game. Only one player can be awarded the Biscuit in a game.

STEP 2: PLANT (mandatory)

After *Step 1*, which is optional, a player must perform *Step 2* if there are still cards in the deck. In this step, the player plants herbs into the Private Garden or Community Garden by doing the following:

1. The player draws the top card from the deck and immediately decides where to place it:
   - Into the **Private Garden** in front of the player *OR*
   - Into the **Community Garden** in the center
2. Then draws a second card and places it in the location **not chosen** by the first card. In other words, if the first card was placed in the Community Garden, the second must be placed in the player's Private Garden (*and vice versa*).

IF ALL CONTAINERS ARE USED

Even if a player has used all of their Containers, they still participate in the *Plant* step on their turn.

GAME END

After the deck is exhausted, players keep taking turns collecting Herbs. Once a player cannot pot any more herbs, that player stops. Continue until everyone has either used all of their container cards or until it is not possible for anyone to pot anything.

SCORING

CARDS	1	2	3	4	5	6	7
POINTS	2	6	10	14	18	20	22

- Each **Container Card** lists at its bottom how many points are earned for the number of cards collected.
- For the **Glass Jar**, each Special Herb scores an additional bonus of the amount shown on the card. Also, earning the **Herb Biscuit** adds *5 points*.
- Players score *1 point* for each **unpotted Herb** still in their **Private Garden**.

The player with the **most points** wins. In the event of a tie, the player whose **Glass Jar** has a **higher total wins the tie**. If there is still a tie, those players all win and should *break bread* together.

TEAM VARIANT

SETUP

Setup is the same as a normal 4-player game, but teammates must sit across from each other so the teams' turns are alternating. The team with the youngest player goes first.

GAMEPLAY

The game plays as normal with the following changes to ***Step 2: Plant***:

Each player places **3 cards** in the Plant step, instead of 2. Draw them one at a time, deciding where each card is placed. In any order:

- **1 card** is placed in the player's **Private Garden**.
- **1 card** is placed in the **Community Garden**.
- **1 card** is placed in their **Teammate's Private Garden**.

In a Team game, **12 cards** are played per round for a total of **6 rounds** in the game.

"*Table talk*" and discussion by teammates is permitted.

GAME END AND SCORING

When the game ends, each player scores their **Containers** per normal play but the teammates then add their total scores together. The team with the **highest score wins**. In the case of a tie, the team with the highest combined Glass Jar score wins. If there is still a tie, the team with the highest single Glass Jar wins.

EXPERT TEAM PLAY

Have you had a team partner for years? Looking for more competitive play? Try out the Team Variant with either or both of these two changes:

- **Single Teammate Score**: Instead of combining both players' scores at the end of the game, the team's final score is the score of the teammate with the **lowest score**.
- **No Table Talk**: Players may not discuss or consult each other on strategy during the game. In addition, when drawing and playing cards, the player drawing the card may not reveal it to others until they've clearly stated where it will be planted. Once revealed, the player may not change their decision of where to plant.

CREDITS

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