Important! To promote the theme of the game and allow for easier reading, the words "token" and "marker" have been omitted. For example, instead of saying "lavender token" or "ladybug marker", it just states "lavender", or "ladybug" instead.

Pergola

You don't have to read this rulebook. Watch a video explaining the rules.

RULEBOOK

Components

action board

4 types of tools:

- 15 shovel
- 15 rake
- 15 trowel
- 18 hoe

pond board

leaf board

holder for tokens and other components

scorepad

tool holder

Plants:

20 buttercup (10 in 2 colors)

33 hollyhock (11 in 3 colors)

26 magnolia (12 × single branch, 14 × double branch)

19 lavender leaves

9 lavender flowers

30 leaves (6 in 5 colors)

Insects and others:

9 small dragonfly

8 medium dragonflies and 4 large dragonflies

30 butterflies

30 ladybugs

40 bees

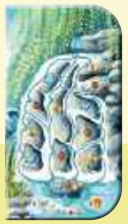
16 lanterns (4 in 4 types)

For each player (4 sets):

garden board

scoring board

water cascade board



pergola board

2 water drop

4 honey jars

frog

birdhouse

player tool pot

Important! Before your first game distribute plants and insects in the token holder as shown in the picture.

Setup

Important! Before your first game, place the following in each of the tool pots: 2 water drops, 4 honey pots, 1 frog, and 1 birdhouse (the frog and the birdhouse should be in the same color).

Players' setup

Everyone takes a garden A, pergola B, cascade C, and scoring board D. Place these elements as shown in the picture below.

Everyone also receives a pot E with the following components: 1 frog F, 2 water drops G, 4 honey pots H, and 1 birdhouse I. Place these elements on your board according to the following:

Frog. Place it in your garden.
2 Water drops. Place on the starting spots of the cascade.
4 Honey pots. Place them on the bench in front of your pergola, empty side up.
Birdhouse. Place it in your garden.
Tool pot. After placing all the components from the pot on the boards, place the pot next to your garden board. The pot should have a cardboard cover with 15 holes that you'll use to store the tools you gain during the game.

Return the unused pots and all the components in them back to the box.

Token holder J

Take out the large token holder from the box, together with the pond board, and place it in the middle of the table within easy reach of all of the players.

Leaf board K

Shuffle the leaves, then create 3 equal piles and place them on the leaf board. Place the board next to the token holder.

Tools and action board L

Place the action board within reach of all players showing the side for 2-4 players. Divide the tools by type and place them next to the action board. Depending on the number of players, use the following tools:

2 players: 3 players: 4 players:

Place the unused tools to the large token holder (underneath the pond board).

Shuffle the tools separately (for example in a 2-player game, shuffle just the shovels and hoes separately) and place them in the given order in the tool holder M. Then take 4 shovels and place them above the action board so there is 1 shovel above each action space.

Pond N

Divide the medium and large dragonflies into 4 types - 3 dragonflies each. You can recognize the type by the pictures on the dragonflies. Then place them on 4 bright waterlilies on the pond. The dragonflies should be placed on the waterlilies divided by type and in the specific sets:

2- and 3-player game. Place a stack of 2 dragonflies on each waterlily. The large dragonfly should be on top of the medium one. Place the remaining dragonflies to the token holder under the pond board - they won't be needed this game.

4-player game. Place a stack of 3 dragonflies on each waterlily. The large dragonfly should be on top of 2 medium dragonflies.

Placement of dragonflies in a 4-player game

You are ready to play!

The Course of the Game

Who are you and what are you doing

In *Pergola* you are a gardener, growing plants that attract beautiful insects. Your success will depend on your garden's appearance as well as how you fill it.

During the course of the game you choose tools that give you plants, insects or lanterns and you perform actions associated with them: bird flight, frog jump, water drip or insect flutter.

Each of you will play 15 turns, after which you count your points.

Your final result depends on how you create your garden.

Solo rules can be found on pages 14-15.

Player's turn

The person who last worked in a garden becomes the starting player (if there is no such person, the starting player becomes the most colorfully dressed person). Then you perform your turns in clockwise order.

A player's turn consists of 4 steps:

1. pick a tool,
2. enrich your garden,
3. perform an action,
4. clean up.

1 Pick a tool

Pick any 1 tool from the 4 available above the action board and place it next to your garden. Then take the components indicated on the tool - for example, a tool showing a lavender leaf and a blue hollyhock earns you a lavender leaf and a blue hollyhock. You can take the components on the tool in any order.

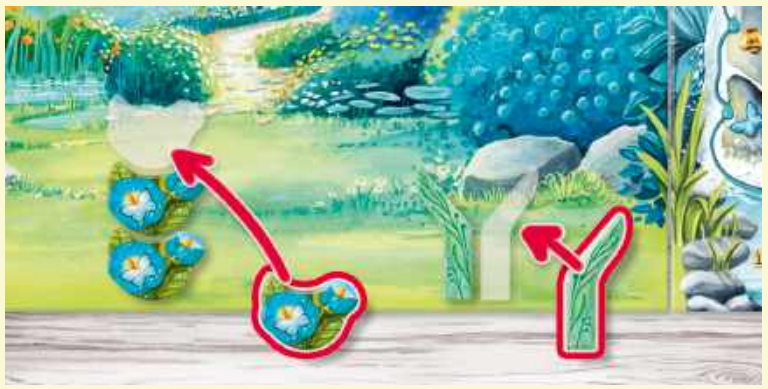
Important! *Each tool is right above an action space. When you choose a tool, you also choose the action under it that you will perform in step 3 of your turn (see Perform an action on p.5).*

Example: Jane chooses the tool that's above the water drip action and takes it. Then she takes the elements indicated on the tool from the holder, so she takes a blue hollyhock and a lavender leaf.

2 Enrich your garden

Place the taken components in your garden.

Important! *Not all components are placed in the garden in the same way. Plants are placed according to the rules on p. 6-9. The insects may be placed on the indicated spots on plants but it's not mandatory. The detailed rules about placement and insect scoring can be found on p. 6-9.*



Example. In the previous step Jane took the indicated components: a lavender leaf and a hollyhock. Now she places them in her garden.

3 Perform an action

The tool you chose in step 1 was above a specific action space (see below). Now you must perform the depicted action.

There are 4 actions available on the board:

- Flutter of 0, 1 or 2 insects.
- Bird flight.
- Water drop movement.
- Frog jump.

The detailed descriptions of actions are on p. 10-11.

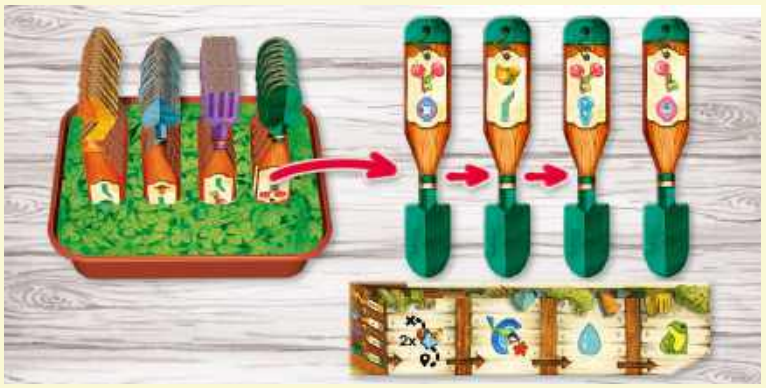
Example. Jane took a tool that was above the water drip action, so now she must perform this action.

4 Clean up

There is a gap now in the row with the tools. In order to fill it, slide the tools in the direction indicated on the action board.

Then take a new tool from the holder and place it above the insect flutter action space.

Place the used tool in an empty spot in your tool pot. The amount of tools in the pot indicates the amount of turns you played.



If there are no tools of a type left in the holder, replace the missing tool above the board with a tool of different type. The order of placing the tools depends on the number of players.

2 players:

3 players:

4 players:

If there are no more sets of tools in the holder, it means the game has ended and each of you performed 15 turns (see End of game below).

End of Game

The game ends after each of you has performed 15 turns, and therefore have 15 tools in your tool pots.

Time to count your points: Each of you take a page from the scoring sheet and write down points scored for each category.

The detailed scoring rules can be found on the following pages next to the descriptions of game components.

The winner is the player with the most victory points.

In case of a tie, the players share victory!

Plants And Insects

Hollyhock

The most popular type of alcea plant is the pink hollyhock, which seems to have always existed in gardens. Despite it's name, it grows in various colors. It's not really certain how it came to our gardens. It's possible it was brought over from China, but not even there can you find it in the wild. It is probable that it was an artificially created hybrid from other alcea species. If you find it somewhere in a meadow or next to a road, it means it grew there from seeds carried by the wind above fences.

How does it grow?

Hollyhock flowers come in 3 colors (blue, yellow and red). Each color creates a separate plant. You can't plant a multicolor hollyhock in your garden.

You may place the first hollyhock of a given color anywhere in your garden. The next hollyhock **of the same color** needs to be added to an existing one.

Each hollyhock flower has a space with a symbol where you may place a butterfly.

Example. Jane adds a blue hollyhock to a column of blue hollyhock flowers in her garden.

How to score?

Hollyhock flowers score in sets. Each set is a row of hollyhock flowers in different colors.

Each set of 3 hollyhock flowers in 3 different colors gives 6 points.

Each set of 2 hollyhock flowers in 2 different colors gives 3 points.

Each single hollyhock flower gives 1 point.

Example. Jane has 2 sets of 3 different colored hollyhock flowers (giving her 12 points total - 6 for each set), 1 set of 2 different colored hollyhock flowers (giving her 3 points), and 1 hollyhock that is not a part of a set (giving her 1 point). At the end of the game Jane receives 6 + 6 + 3 + 1 = 16 points for hollyhock flowers in her garden.

Butterfly

Adult butterflies are always welcomed in gardens. They are not only beautiful, but they help with pollinating flowers when they move from one to another and drink the nectar with their long proboscis. However, young caterpillars have a much harder time currying the favor of their human neighbors. Not only do they eat the leaves of flowers we plant, they are rarely called beautiful in this form.

Where do they sit?

The butterflies sit on hollyhock flowers.

Each hollyhock flower has a spot where a butterfly may land. There can only be 1 butterfly per hollyhock flower. You may place the butterflies on any space on a hollyhock plant that doesn't already have a butterfly.

You don't have to place the butterflies from bottom to top or in any particular order. If there is a free spot on a hollyhock, you may place a butterfly there.

If a butterfly doesn't have a spot to land, you may place it freely in the garden to fly about.
You may later place a flying butterfly on a hollyhock with an insect flutter action on 1 of your turns.

How to score?

Each butterfly is scored separately. The value of each butterfly depends on the level of the hollyhock flower it's on.

- If the butterfly is on the 1st level, it scores 1 point.
- If the butterfly is on the 2nd or 3rd level, it scores 2 points.
- If the butterfly is on the 4th or higher level, it scores 3 points.

Example. Jane has 6 butterflies, 1 of which is just flying about (and it scores 0 points). At the end of the game she scores 1 + 2 + 2 + 2 + 3 = 10 points total for the butterflies in her garden.

One of the honey pots next to the beehive on the pergola board scores 1 point for each butterfly in the garden, regardless of it's location.

There is a bonus at the bottom of the cascade that gives 1 point for each set of a butterfly, ladybug, and bee in the garden, regardless of their locations.

MAGNOLIA

Magnolia flowers come from Asia and America, however they are popular all over the world. Their impressive white or pink flowers appear in early spring when other trees are just starting to bud. Magnolias also bloomed early in the history of our planet - it's believed that they appeared 95 million years ago. They were pollinated then by beetles, a tradition that continues till today.

HOW DOES IT GROW?

Magnolias grow as 1 tree. In the game, magnolia appear either as a single branch, or as a double branch which allows the tree to branch out. The first magnolia can be placed anywhere in your garden. Then add the next levels to the free buds of previously placed magnolias (see picture).

Each of the magnolia branches has a dedicated space with a symbol where you may place a ladybug.

Example. Jane places another magnolia. She may place it on any spot marked with a star.

HOW TO SCORE?

Magnolias score depending on the level they are at.

Level 1-3 give 1 point for each magnolia on those levels.
Level 4 gives 2 points for each magnolia on this level.
Level 5 and up gives 3 points for each magnolia on those levels.

When scoring, the magnolia types (single or double branch) don't matter. Only the physical game piece is counted.

Example. Jane has 4 magnolias on levels 1, 2, and 3 (giving 1 point each), 2 on level 4 (giving 2 points each), and 1 on level 5 (giving 3 points). At the end of the game she scores 1 + 1 + 1 + 1 + 2 + 2 + 3 = 11 points for magnolias in her garden.

LADYBUG

The contrasting colors of ladybugs is actually a warning for predators that says "Careful, I carry an irritating and foul tasting substance!". If a bird ignores that and tries to eat a ladybug, it will probably remember the lesson for a long time. Unfortunately, this won't help this specific ladybug, but it might save others in the future. The amount of dots on the ladybug back is species specific. The most popular ladybug in Europe is the Seven-spotted Ladybird.

WHERE DO THEY SIT?

Ladybugs sit on magnolias.

Each magnolia has a spot for a ladybug. There can only be 1 ladybug per 1 space. You may place ladybugs on any space of a magnolia that doesn't already have a ladybug.

You don't have to place the ladybugs from bottom to top or in any particular order. If there is a free spot on a magnolia, you may place a ladybug there.

If a ladybug doesn't have a spot to land, you may place it freely in the garden to fly about.
You may later place a flying ladybug on a magnolia with an insect flutter action on 1 of your turns.

HOW TO SCORE?

Each ladybug scores separately. However, the value of 1 ladybug depends on **the total number of ladybugs** on a given level.

- If there is 1 ladybug on a given level, it gives 1 point.
- If there are 2 ladybugs on a given level, each of them gives 2 points.
- If there are at least 3 ladybugs on a given level, each of them gives 3 points.

Example. Jane has 4 ladybugs. Three of them are on the same level (so each of them gives 3 points), and 1 is sitting alone (it gives 1 point). At the end of the game Jane scores 3 + 3 + 3 + 1 = 10 points for the ladybugs in her garden.

One of the honey pots next to the beehive on the pergola board scores 1 point for each ladybug in the garden, regardless of it's location.

There is a bonus at the bottom of the cascade that gives 1 point for each set of a butterfly, ladybug, and bee in the garden, regardless of their locations.

BUTTERCUP

Most of the buttercups of the clematis genus that we grow in our gardens are vine plants, which grow by "climbing" on a support. Because they hold on by prehensile tendrils, they are not able to grow on plane walls. They are, however, perfect for fences: from metal and poles, wall panels, and of course, pergolas. Gardeners love those beautiful plants so much that they created a few thousands of multicolored varieties.

HOW DOES IT GROW?

There are 2 types of buttercups in the game: small (purple) and large (blue). They are placed on the pergola above the beehive.

Each buttercup has a dedicated space (or 2 spaces for the larger blue) with a symbol where you may place a bee.

When you place a bee on a buttercup, it starts to make honey (see Honey pots on p. 12).

HOW DOES IT SCORE?

Each pair of buttercups in different sizes gives 3 points (whether there is a bee or not).

Example. Jane has 2 pairs of buttercups in different sizes (each pair gives 3 points) and 1 buttercup without a pair (which doesn't give any points). In the end Jane scores 3 + 3 = 6 points for buttercups in her garden.

BEE

There is no other insect that has been of more service to humans than the honey bee. It was domesticated in ancient times and has since then shared its honey and wax with us in exchange for shelter and care. A perfectly coordinated bee family with thousands of bees in subject to one mother has been a symbol of diligence for years. And when it comes to pollinating plants, bees are absolutely unmatched for both wild and cultivated gardens.

WHERE DO THEY SIT?

Bees sit on 2 plants: buttercup and lavender flowers.

- There can only be 1 bee on a small buttercup.
- There can only be 2 bees on a large buttercup.
- There can be up to 3 bees on a lavender.

If a bee doesn't have a spot to land, you may place it freely in the garden to fly about.
You may later place a flying bee on a plant with an insect flutter action on 1 of your turns.

HOW TO SCORE?

Bees give points only for plants that are fully occupied. If, for example, there are only 2 bees on a lavender (not 3), you don't get any points.

- A bee on a small buttercup gives 2 points.
- Two bees on a large buttercup give 4 points.
- Three bees on a lavender give 8 points.

Example. Jane has 7 bees. Two buttercups are fully occupied so they give her 6 points (2 points for a small buttercup and 4 points for a large buttercup). There is also a fully occupied lavender that gives Jane 8 points. The second lavender has only 1 bee so it doesn't give any points. Jane receives 2 + 4 + 8 = 14 points.

There is a bonus at the bottom of the cascade that gives 1 point for each set of a butterfly, ladybug, and bee in the garden, regardless of their locations.

LAVENDER (LEAVES AND FLOWER)

It's always nice to look at lavenders. Their leaves are green even in winter and the tiny flowers - in a pretty purple color named after the flower itself, "lavender" - attracts bees and bumblebees throughout the summer. It's also greatly cultivated in fields where it creates purple carpets of flowers reaching the horizon. The flowers are processed to make lavender oil, used in the perfume and cosmetics industries.

HOW DOES IT GROW?

The base of each lavender is a cluster of 2 leaves.

Every time you create a cluster of 2 lavender leaves, you may take a lavender flower or a small dragonfly. Place the chosen component between the pair of leaves from the cluster. Once placed, the element stays there until the end of the game - you may not move or replace it.

Each lavender flower has 3 spaces where you may place bees.

Example. Jane takes her 6th lavender leaf. That creates another, 3rd lavender leaf pair. Previously, Jane picked dragonflies, but this time she decides on a lavender flower and places it between the leaves.

HOW TO SCORE?

Each lavender leaf gives 2 points.

A lavender flower doesn't give any points, however, it helps to get points for placed bees (see Bees on p. 8).

Dragonfly scoring is described in the following paragraphs.

Example. Jane has 7 leaves (each gives her 2 points). At the end of the game Jane scores 2 x 7 = 14 points for the lavender leaves in her garden.

DRAGONFLY

Four transparent wings, a long abdomen, a pair of great eyes - dragonflies can hardly be mistaken with any other animal. In the insect world, just the sight of a dragonfly should strike fear, as they are very accomplished hunters that catch their prey in flight. However, before they are big enough to roam our gardens, they spend their youth as larvae living under water. But even in this form they are ruthless hunters.

WHERE DO THEY SIT?

Small dragonflies sit on the lavender leaf pairs. Medium and large dragonflies do not land on any plant but fly freely in the gardens.

***Important!** A dragonfly may not be moved with an insect flutter action.*

You may receive a small dragonfly when you create a pair of lavender leaves. You receive medium and large dragonflies when performing frog jump actions and fulfilling it's requirements (see Frog jump on p. 11).

HOW TO SCORE?

Each dragonfly is scored separately.

- A large dragonfly gives 5 points.
- A medium dragonfly gives 3 points.
- A small dragonfly gives 1 point.

Example. Jane has 4 dragonflies - 2 large ones (each gives 5 points), 1 medium (which gives 3 points), and 1 small (which gives 1 point). Jane scores 5 + 5 + 3 + 1 = 14 points.

There is a bonus at the bottom of the cascade that gives 1 point for each dragonfly in the garden, regardless of its size.

Actions

Insect Flutter

How does it work?

Take any 2 insects from your garden (ladybug, bee, or butterfly) and place them on any plants that have free spaces for the specific insect.

You don't have to perform an entire insect flutter action. If you want, you may move only 1 or even no insects!
With this action you may move both insects that are already on your plants, as well as the ones flying about your garden.
Remember that the dragonflies cannot change their locations - you may only move the ladybugs, bees, and butterflies.

Example. Jane performs the insect flutter action. In the previous turns she gained many new magnolias and she now has spaces to place her ladybugs. She moves 2 ladybugs so they would be on the same level as the 3rd ladybug. Now each ladybug gives Jane 3 points.

Example. Jane has a butterfly that's just flying about the garden (it's not on any of the plants), so she uses her insect flutter action to place it on a highly placed hollyhock. Then she moves 1 bee from her buttercup to a lavender flower. This doesn't make Jane lose the honey pot she already gained (see Honey pots on p. 12).

Bird Flight and Leaves

How does it work?

Take the top leaf from any of the 3 piles.

Each leaf shows an insect, it might be a ladybug, a bee, or a butterfly. After taking the leaf, place it on the birdhouse, then take the insect depicted on the leaf and place it in your garden - either on a matching plant or flying about.

Some of the leaves also contain an additional insect flutter action. It works just the same as a normal insect flutter action described on the left, but **you may move only 1 insect**. Perform the action right after taking the specific leaf.

In the very rare occasion where there are no leaves left, during a bird flight action you may take a butterfly, a ladybug or a bee. You choose the insect you want to take.

Example. Jane performs the bird flight action. She takes a leaf from one of the piles. She takes the depicted butterfly and places it on a hollyhock. Then she places the leaf on the birdhouse next to the previously taken leaf.

How to score the leaves?

At the end of the game, each **different colored** leaf on a birdhouse gives you 1 point.

Example. Jane gained 6 leaves in 4 colors during the game - each color gives her 1 point. Jane gets 4 points.

One of the honey pots next to the beehive on the pergola board scores 1 point for every 2 leaves on your birdhouse, regardless of their colors.

FROG JUMP

When you perform this action for the first time, take frog from your garden and place it on any waterlily in the pond. If your frog is already in the pond, jump to the adjacent waterlily (adjacent meaning the lilies that are directly next to each other).

WATERLILY WITH AN INSECT

There are insect symbols on the waterlilies. When you jump on such a waterlily, you immediately receive the depicted insect, then you place it in your garden either on a matching plant or flying about.

Example. Jane jumps her frog on a waterlily with a bee icon. She then takes a bee from the holder and places it in her garden. She may place it either on a dedicated plant or in any spot in the garden if all of her plants are occupied.

WATERLILY WITH A DRAGONFLY

The exception to the above rule are waterlilies with dragonflies. In order to jump on such a waterlily, **you must first fulfill all the requirements** of the depicted dragonfly. If you don't, you cannot perform such a jump.

The requirements are as below:

- You must have at least 4 magnolias of any size in your garden.
- You must have at least 4 hollyhocks of any color in your garden.
- You must have at least 4 buttercups of any size in your garden.
- You must have at least 4 lavender leaves in your garden.

If you fulfill the dragonfly's requirement as described above, you may frog jump to the lily depicting that dragonfly. If there are dragonflies on the waterlily, take the top dragonfly and then place it in your garden. If there are no dragonflies on the waterlily, the jump doesn't have any effect.

***Important!** You can only gain 1 dragonfly with the given requirements. If you want to get another dragonfly, you must fulfill **other requirements**.*

If this is your first jump (as in your frog is not on the pond yet), you may immediately jump to a waterlily with dragonflies, if you fulfill its requirements.

Example. Jane jumps to a waterlily with dragonflies requiring at least 4 hollyhocks. She may do it because she has 6 hollyhocks already. There are 2 dragonflies on the waterlily, so Jane takes the large dragonfly and places it freely flying in her garden. Regardless of the amount of hollyhocks that Jane has, she may not take another dragonfly with hollyhock requirements this game.

WATER DRIP

Move 1 of your 2 waterdrops 1 space down the cascade. The waterdrops move along the streams visible on the cascade. A waterdrop moves down the stones until it reaches the bottom of the cascade.

There cannot be 2 waterdrops on the same space. When both waterdrops reach the bottom of the cascade, instead of moving the waterdrop, you may take a butterfly, a ladybug, or a bee and place it in your garden.

A WATERDROP ON A STONE

Each stone that allows a waterdrop to stop has an insect symbol. When you move a waterdrop to such a stone, immediately take the matching insect and place it in your garden on a designated plant or flying about.

Example. Jane wants to get a ladybug. So she moves a waterdrop to a stone with a ladybug symbol and then takes a ladybug from the holder and places it in her garden.

A WATERDROP ON THE BOTTOM OF THE CASCADE

When the waterdrop reaches the bottom of the cascade (you move it to the last space), take a butterfly, a ladybug, or a bee. The bottom of the cascade allows you to also gain a bonus that gives you points at the end of the game.

You may gain at **max 2 bonuses** during the game.

Gain 1 point for every set of butterfly + ladybug + bee in your garden, regardless of their location (the insect that you have the least amount of depicts how many sets you have).

Gain 1 point for each dragonfly in your garden, regardless of its size.

Gain 2 points for each full honey pot.

***Important!** You may chose each bonus only once. If both your waterdrops get to the bottom of the cascade, you must place them on different bonus spots.premii.*

Example. Jane moves her waterdrop to the bottom. She may choose any of the 3 insects, so she picks a butterfly. As a bonus she chooses additional points for her insect sets - she places the waterdrop on the bonus space to indicate that.

Miscellaneous

Lanterns

How do they work?

When you get a lantern, place it anywhere in your garden with the icon facing up.

Each lantern gives a one time bonus. You can only gain the bonus **on your turn** and when it's applicable (see lantern descriptions below).

After using a lantern, flip it so you can't see the symbol anymore.

There are 4 types of lanterns in the game:

After performing a water drip, do the action again (with the same or a different waterdrop).

After performing a frog jump, perform another jump.

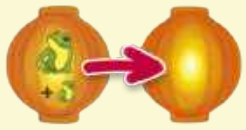
When you take a ladybug, a butterfly or a bee, take another insect **of the same type**.

When you choose a tool, you may perform a different action than the one associated with this tool.

You may have more than 1 lantern of the same type. You may use more than 1 lantern on the same turn. You may also use the lantern on the same turn you got it.

How to score?

The lanterns don't give points at the end of the game, unless you fill up a specific honey pot (see Honey pots to the right).



Example. Jane performs a frog jump action and jumps to a waterlily with dragonflies to get a large dragonfly. Then she uses her lantern bonus that allows her to perform an additional frog jump and she jumps to a leaf with a butterfly symbol which lets her take a butterfly and place it in her garden.

One of the honey pots next to the beehive on the pergola board scores 1 point for each used and unused lantern in your garden.

Honey Pots

How do they work?

When there is a certain amount of bees **on the buttercups on the pergola**, on your turn you may additionally fill a honey pot.

You may fill up to 3 honey pots during the game. In order to mark a honey pot as filled, flip it to the side showing honey. You may fill the honey pots according to the bees sitting on the buttercups on your pergola.

- Fill the first pot after placing 4 bees.
- Fill the second pot after placing 7 bees.
- Fill the third pot after placing 9 bees.

You don't have to start placing new bees. Bees used to fill 1 pot still count when you want to fill up another one.

When you fill up a honey pots, there must be a certain amount of bees on your buttercups. On your following turns, you may move those bees with an insect flutter action without losing already full honey pots. In order to fill another honey pot, you'll need the next number of bees on buttercups.

How do they score?

Each honey pot gives points for the elements depicted on them:

1 point for each butterfly in your garden (on hollyhocks or flying about).

1 point for every 2 collected leaves, regardless of their colors.

1 point for each ladybug in your garden (on magnolias or flying about).

1 point for each used and unused lantern in your garden.

Example. Jane has a honey pot that gives her 1 additional point for each butterfly in her garden. She has 5 butterflies on hollyhocks and 1 flying about, so she has 6 butterflies. This gives Jane 6 points at the end of the game.

There is a bonus at the bottom of the cascade that gives 2 points for each filled honey pot.

Example Of End Game Scoring

This is Jane's board at the end of the game.

Jane counts her points on the scoring sheet page and she receives:

- hollyhocks – 13 points (6 + 6 + 1)
- butterflies – 5 points (1 + 2 + 2)
- magnolia – 10 points (6 × 1 + 2 × 2)
- ladybugs – 17 points (2 × 2 + 3 × 3 + 2 × 2)
- buttercups – 3 points (1 × 3)
- bees – 14 points (3 × 4 + 1 × 2)
- lavender leaves – 10 points (5 × 2)
- dragonflies – 9 points (1 + 3 + 5)
- honey pots – 10 points (7 + 3)
- waterdrops – 7 points (3 + 4)
- leaves of different colors – 2 points

Jane scored 100 points and she can compare her result with the other players. If she played a solo game, she may record her result on the achievement table next to the chosen achievement for this game.

Solo Variant

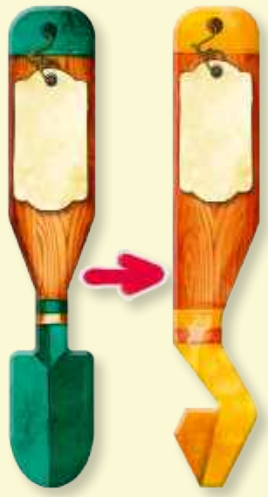
Setup

Prepare the game according to the standard setup with the following changes.

Flip the action board to the solo variant.

Take 4 dragonflies of different types, 2 of which should be medium and 2 large. Then place them on the pond board on 4 bright waterlilies.

In a solo game you will use 2 types of tools - first shovels, then hoe. Shuffle each type separately and place them in the correct order in the tool holder. Then take 4 shovels and place them above the action board so each of the shovels is above 1 action space.



Gameplay

The solo game is the same as a standard game. However, there are some changes.

Before each game choose a challenge from the table on the next page. You will try to fulfill the goals of the challenge during the game.

You start the game and perform your turn. After your turn ends, before you move the tools and add another one, your neighbor from the other side of the fence performs their automatic turn.

The neighbor discards a tool from the action board from the same half of the board that you choose your tool from (place the tool to the side, it won't be used in this game anymore). There will be only 2 tools above the board. Move the tools to the right or immediately refill the empty spots according to the current placement of the remaining tools. Perform your next turn in the same way. The game ends when you perform 15 turns and there are only 3 tools left next to the action board.

End of Game

Count your points according to normal rules.

Then check if you managed to fulfill the requirements of the challenge.

If you managed to fulfill them, write your result in the table on the next page at the chosen challenge. If you failed to fulfill the challenge, record your result in the "Free game" space.

The challenges in the table also include the results of your next-door neighbors - Przemek and Gołąb. If your result is better than theirs, your garden is the pride of the entire neighborhood. If not, try again!

1000 Club

If you managed to fulfill all 10 challenges, it's time to check if you belong to the prestigious 1000 club. If the total amount of all of your points is at least 1000, you receive the Platinum Badge of the Supergardener. If you failed to receive 1000 points total, try yourself again in the challenges that gave you least amounts of points.

Challenges

1. A LADYBUG ON EACH MAGNOLIA LEVEL

You must have at least 1 ladybug on each of at least 3 magnolia levels.

Przemek got: ***102*** Gołąb got: ***100***

Your results:

2. USE 4 LANTERNS

You must use at least 4 lanterns during the game.

Przemek got: ***99*** Gołąb got: ***103***

Your results:

3. AT LEAST 4 INSECTS OF EACH TYPE (NOT INCLUDING DRAGONFLIES)

You must have at least 4 ladybugs, 4 bees, and 4 butterflies somewhere in your garden.

Przemek got: ***102*** Gołąb got: ***102***

Your results:

4. AT LEAST 5 POINTS FROM CASCADE BONUS

You must move at least 1 waterdrop to the bottom of the cascade and gain at least 5 points from the chosen bonus.

Przemek got: ***104*** Gołąb got: ***105***

Your results:

5. AT LEAST 5 POINTS FOR A HONEY POT

You must gain at least 5 points for a flipped honey pot.

Przemek got: ***106*** Gołąb got: ***102***

Your results:

6. AT LEAST 4 FLOWERS FULL OF BEES

You must have at least 4 flowers that are full of bees (those can be lavender flowers or buttercups).

Przemek got: ***107*** Gołąb got: ***103***

Your results:

7. AT LEAST 2 BUTTERFLIES WORTH 3 POINTS

You must have at least 2 butterflies on hollyhocks that give you at least 3 points each.

Przemek got: ***105*** Gołąb got: ***106***

Your results:

8. A SET OF 5 DIFFERENT LEAVES

You must have 1 leaf of each of the 5 colors.

Przemek got: ***98*** Gołąb got: ***101***

Your results:

9. AT LEAST 4 DRAGONFLIES

You must have at least 4 dragonflies of any size.

Przemek got: ***101*** Gołąb got: ***101***

Your results:

10. FREE GAME

Standard game without any additional goals.

Przemek got: ***105*** Gołąb got: ***104***

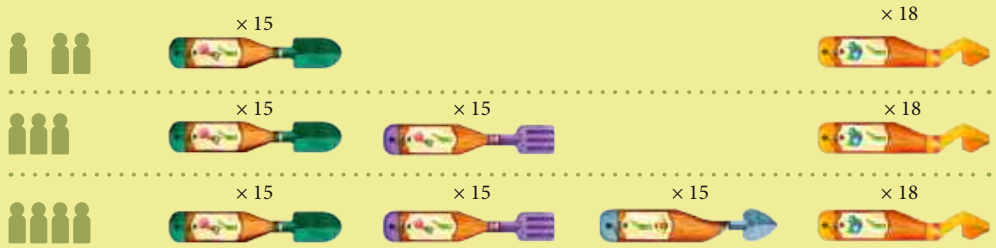
Your results:

1000 CLUB – PLATINUM BADGE OF THE SUPER GARDENER

Gain a total of 1000 points in all of the above challenges!

Summary

Order of tools



Insect flutter
Take any 2 insects from your garden (a ladybug, bee or butterfly) and place it on any allowed plants that have free spots.

Bird flight
Take a leaf from any of the 3 piles, then take an insect depicted on the leaf from the token holder. Perform the bird flight and place the leaf on a birdhouse in your garden.

Water drip
Move 1 of your 2 waterdrops 1 space down the cascade. The waterdrops move down the streams visible on the cascade.

Frog jump
Make your frog jump to an adjacent waterlily and then take an insect or a dragonfly (if you fulfill its requirements).

Player's turn

Lanterns

- When you choose a tool, you may perform a different action than the one associated with this tool.
- When you take a ladybug, a butterfly or a bee, take another insect of the same type.
- After performing a water drip, do the action again.
- After performing a frog jump, perform another jump.

Honey pots

- 1 point for every 2 collected leaves, regardless of their colors.
- 1 point for each ladybug in your garden (on magnolias or flying about).
- 1 point for each butterfly in your garden (on hollyhocks or flying about).
- 1 point for each used and unused lantern in your garden.

Dragonflies

- You must have at least 4 magnolias in your garden, the amount of branches don't matter.
- You must have 4 lavender leaves in your garden.
- You must have at least 4 buttercups of any size in your garden.
- You must have at least 4 hollyhocks of any color in your garden.

Cascade bonuses

- Get 1 point for every set of butterfly + ladybug + bee in your garden, regardless of their location (the insect that you have the least amount of depicts how many sets you have).
- Get 1 point for each dragonfly in your garden, regardless of its size.
- Get 2 points for each full honey pot.

Credits

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gametrayz control your chaos

Thanks
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We want to thank **Grupa pod wezwaniem Świtala** for all the consultations about the visual appearance of the game.

We'd like to especially thank **Michał Szewczyk** for his incredible engagement in the project, his precise comments, and engaging presentation of the prototype on all the events. Thank you Windziarz!

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