# Gardener's Glory
## A Ground-Breaking Game of Perennials, Pollinators, and Permaculture

**Overview**

*Gardener's Glory* is a 2-4 player turn-based tile-placement game designed for middle schoolers and up. Throughout the game, players (called gardeners) will compete to score points by placing plants in a communal garden. Each plant is represented by a tile that has its own cost, benefits, and unique abilities, which gardeners will strategize around while learning more about New England agriculture. Each game takes around 50 minutes to complete.

**Components**

Rulebook
Deck of 80 plant tiles
Deck of 24 hidden goal cards
6x7 hex latticed game board
20 colored tokens per gardener (80 total)
1 Water Counter per gardener (4 total) - 6 sided dice can be used instead
100 Sprout tokens

**Story**

You (yes, you! the person reading this!) are a great gardener. So great, in fact, that you have been tasked with revitalizing your neighborhood's vacant lot, taking it from mostly grass and some paths to a flourishing garden! The only problem? Some of your neighbors, who are also great gardeners, have also been tasked with building the same garden. As you plant in the garden, it will flourish, rewarding you with new sprouts, opportunities for growth, and the envy of your neighbors!

# Gameplay

- Shuffle the 3 decks of hidden goal cards, and let gardeners draw a total of 3 cards from these piles each (could be 2 blue and 1 red, or 3 yellow, etc.). These cards are placed face down and hidden from other gardeners.
- Give each gardener their corresponding tokens.
- Give each gardener a Water counter, and set it to 1.
- Give each gardener 5 sprout tokens to start.
- Shuffle the deck of plant tiles, deal 3 to each player, then lay three out in a row face up in the center of the table, accessible to all gardeners. Put the rest of the deck face down, next to the three face-up tiles.
- Remaining sprout tokens are laid out in a pile accessible to all gardeners.
- The gardener who ate lettuce most recently goes first, and play proceeds in a clockwise direction.

**Objective:**
The gardener who scores the most points by the end of the game wins. Points can be earned in two ways:

1. Each plant placed in the garden gives the gardener a certain amount of points, denoted by a ⚘ (or PT) symbol on the tile.
2. Fulfilling the goals shown in a gardener's goal card allots them points, the amount of which is specified on the card.

The game immediately ends when the last tile on the garden board has been filled, at which point each player counts up the victory points they've earned.

**Game Rounds**
Each round in the game proceeds as follows:

1) Gaining Resources

All continuous plants owned by the gardener whose turn it is will activate.
The gardener whose turn it is will gain 1 **Sprout**.

2) Drawing plant tiles
   The gardener whose turn it is will draw plant tiles from the three face-up tiles or the face-down deck. Gardeners start only being able to draw one tile, but plant tiles that give you **Water** will let you draw that amount of tiles in addition every turn. If a gardener runs out of face-up tiles during drawing, they must draw from the face-down deck.

   At this time gardeners may discard any number of cards. For each card that they discard, they gain 1 **Sprout**.

3) Placing plant tiles
   The gardener whose turn it is can now place plants down in the garden: to do so, they will have to pay the corresponding cost in Sprout tokens. Plants can only be placed in empty spots, and Gardeners can only place down specific plant tiles when they have enough **Sprouts** to do so, indicated by the cost each plant tile has in the bottom left corner. The gardener returns the sprouts needed to place the tile to the sprout pile when they do so.
   (Tiles are meant to overlap a bit on the bottom, so that in the end the game board is entirely made up of plants, with no text. When placing a tile adjacent to another tile, make sure that the hexagonal part of the tiles are lined up).

4) Immediate Effects
   If a plant tile that has been planted this turn has an immediate effect, they occur now. If an immediate effect gives a gardener victory points at this moment instead of at the end of the game, they should note down the amount now.

5) Next Turn
   After a gardener's turn is over, plant tiles are drawn from the deck until the 3 face-up tiles are refilled. The

gardener to the left takes the next turn, starting from
step 1, and the game continues around in clockwise order.

**End of Game**

The game comes to a close once no more tiles can be placed.

At that time, Gardeners should tally the points from their
placed tiles, and should reveal their hidden goal cards. The
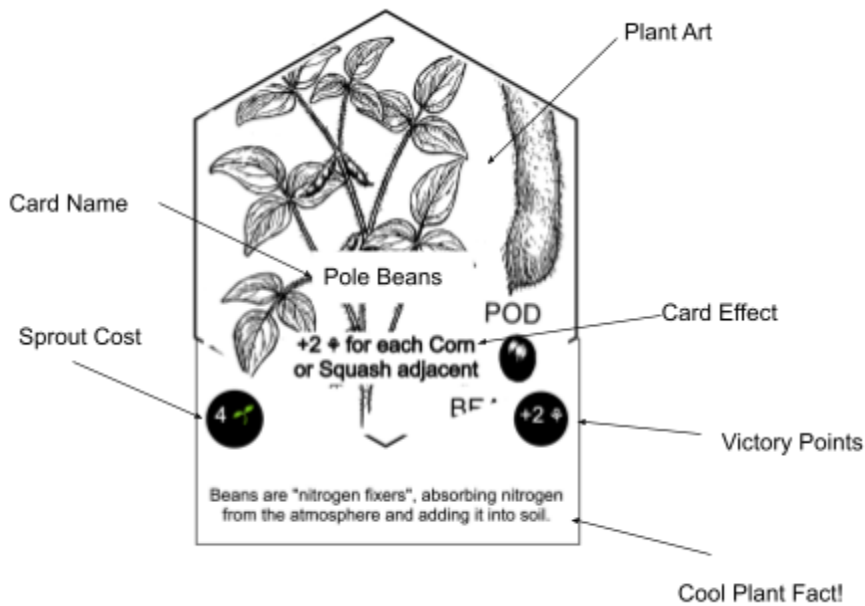gardener with the most total points has won.

**Glossary of Terms**

**Tile** - A card with a plant on it, that is placed on the board to
play it.
**Sprout (SP)** - A resource in the game that is spent to place
tiles.
**Water -** A measure of how many cards can be drawn by a gardener
each turn.

**Plant Tiles**

Plant tiles each have an effect that either occurs immediately, when they are planted (indicated by an I), or continuously, activating every time it's their owner's turn (Indicated by a C).
*One plant, the nasturtium, has an effect that prevents gardener's from planting in a certain spot, which technically activates on every turn*.

**Plant Glossary:**

**Card Effect Types:**
**I: Immediate**
**C: Continuous**

**4x Pole Beans:**
Cost 4, VP 2,
I: Upon planting, +3 VP for each adjacent corn or squash.
Beans are "nitrogen fixers", absorbing nitrogen from the atmosphere and adding it into the soil.

**4x Corn:**
Cost 3, VP 2
C: +2 Sprouts on your turn
+2 additional Sprouts for each adjacent Bean or Squash on your turn
Corn is technically a tall grass, found in the sorghum tribe (Andropogoneae).

**4x Squash:**
Cost 5, VP 3,
I: Gain +1 Water upon planting
+2 additional Water if there is both a Corn and a Bean tile adjacent to this one.
Some squashes can be hollowed out and dried to be used as natural birdhouses.

**4x Staghorn Sumac:**
Cost 3, VP 2
I: Gain +2 Water upon planting.
C:  -3 Sprouts on your turn.
The red berries on sumac are a naturally occurring source of citric and malic acid!

**2x Highbush Blueberry:**
Cost 12, VP 15
No effect
Blueberries prefer a soil with a low pH of about 4.5, an uncommon requirement for berries!

**4x Nasturtium:**
Cost 4, VP 1
C: +1 Sprout on your turn
C: no plants but your own may be planted on the indicated tiles (2 adjacent tiles are indicated by arrows)
The sharp and spicy smell of nasturtium can ward pests away from eating nearby plants.

**4x Bear Corn:**
Cost 6, VP 0
C: On your turn, for each plant in the indicated direction owned by an enemy player, take 3 seeds from that player. (3 adjacent spots are indicated by arrows)
Bear corn doesn't produce chlorophyll, so it depends on the nutrients it steals from a host oak tree.

**4x Common Dodder:**
Cost 7, VP 0
I: Upon planting, the plant in the indicated directions have their ownership transferred to you. (1 adjacent tile is indicated to by an arrow)
Common dodder climbs up plants and then sends in suckers that leech out its host's nutrients.

**4x Dandelion:**
Cost 2, VP 0
I: Upon planting, the plants in the indicated tiles gain +2 VP. (3 indicated tiles are pointed to by arrows)
Every part of the dandelion except for its stem can be harvested and eaten.

**4x False Indigo:**
Cost 4, VP 2
C: All plants in the indicated directions with continuous effects will double their effect on your turn. (3 indicated tiles are pointed to by arrows)
False Indigo is a perennial bush that can be used to synthesize a vibrant blue dye.

**8x Red Clover:**
Cost 1, VP 1
C: +2 Sprouts on your turn.
Red clover increases soil fertility, attracts bumblebees, and is drought resistant - the perfect replacement to grass!

**8x New England Aster:**
Cost 4, VP 1
I: Gain +1 water upon planting.
New England aster is a food source for bees, butterflies, ants, and even songbirds!

**8x Milkweed:**
Cost 3, VP 4
C: +1 Sprout for every adjacent Milkweed on your turn.
Milkweed, while poisonous to humans, is where monarch butterflies feed and lay their eggs.

**4x Bee Balm:**
Cost 5, VP 5
I: Upon planting, gives 2 VP and 3 Sprout for every Bee Balm planted so far.
Also known as horsemint, bee balm is loved by pollinators and can be used to season food!

**4x Blackberry Bush:**
Cost 3, VP 2
C: +1 Sprout for each adjacent empty tile on your turn.
Nearly all compound berries (like blackberries and raspberries) in North America are edible.

**5x Butternut Tree:**
Cost 4, VP 8
C: All adjacent plants with continuous effects give 1 less resources on their turn.
The nuts on the butternut tree, called Golden Walnuts, can be used to make a vibrant yellow dye.

**5x Dogwood:**
Cost 6, VP 5
I: Upon planting, draw 3 cards.
There are multiple fruiting varieties of dogwood, each with different kinds of berries! This includes Kousa Dogwood and Cornelian Cherry.