a card game for 2-6 players
age 8 and above; duration: 50-120'

Introduction

In a time, when humans were tired of dreary monoculture and the dull design products of the food industries, they decided to provide each citizen with a piece of land to make them self-sufficient. In order to use the area in an optimal way, the smartest of them drew on a cultivation method that includes the dimension of height and brings out naturally grown stories: the agroforestry. Thus, the woodland gardeners were born, and they now face the task of transforming their wasteland into a productive garden of trees and shrubs with edible fruits and seeds. There are several factors to be considered when laying out the gardens: the light and space requirements of the fruit trees, as well as the time of their flowering and maturing, and whether a species needs a partner for fertilization. Otherwise, the players' efforts will not result in a rich harvest.
Who cultivates the most valuable woodland garden wins.
Hint: All of the fruits and seeds contained in this game are edible, though some of them should be cooked or roasted before eating. All plants in this game are hardy up to zone 7 [see http://planthardiness. ars.usda.gov/PHZMWeb/]

Game Contents

1 game board
50 red cubes (flower markers)
50 brown disks (coin money)
45 white tokens (cultivation markers)
1 black round marker
6 dice (yellow, green, pink, red, purple and white)
2 cards outlining the rules of card placement
175 plant cards: 50 European, 50 North American
and 75 Asian woody plants
  plus: 3 bonus cards for the game "Essence"

The plant cards contain the following information:
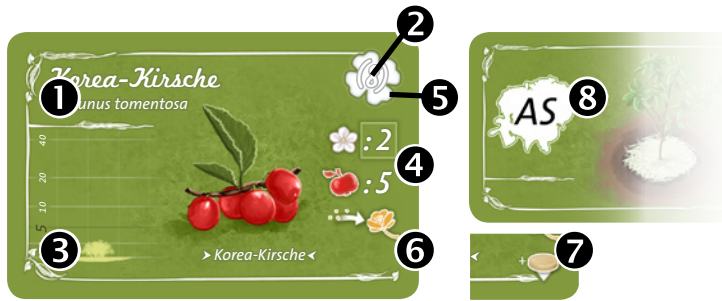
❶ **Name:** german and botanical term of the plant

❷ **Culinary value:** points awarded for the tree or shrub if planted in the garden

> *Attention: If the value is in brackets, then a suitable fertilizing plant is also required. Points only count if both plants are in the garden!*

❸ **Height:** The wooden plants are divided into 5 categories – small shrub (max. 2 m), large shrub (max. 5 m), small tree (max. 10 m), medium tree (max. 20 m), and large tree (more than 20 m)
Special feature: Climbing plants can either be used as a small shrub or large shrub (depending on whether it grows horizontally or vertically).

❹ **Bloom / harvest phase:** The number behind the flower / fruit indicates the phase of the year in which the flowers appear and the fruits ripen (1 = early spring, 2 = mid spring, 3 = late spring, 4 = early summer, 5 = mid summer, 6 = late summer, 7 = early fall, 8 = mid fall, 9 = late fall, 0 = winter)
This data is based on the phenological calendar.

❺ **Flower color:** If a plant has an attractive flower, its color is shown in the field of the culinary value.

❻ **Fertilization:** Many plants are self-fertilizing , yet some depend on others. They are cross-fertilizing .
In order to attain optimal fruit yield from these plants, an additional species has to be cultivated in the garden. The required plant is indicated in "> <".

❼ **Nitrogen collectors:** Some plants live in symbiosis with nitrogen-fixing bacteria. Two arrows on the cards of those plants point to the neighboring plants who benefit from this soil fertilization.

❽ The back of the plant cards shows the **origin** of the plant: AS (= Asia), EU (= Europe) or NA (= North America)

Preparations

❶ The game board (showing the wheel of the year) is placed in the middle of the table, and the round marker (indicating the current phase of year) is set to "0" (=winter).

❷ The plant cards are sorted by origin (AS, EU, NA).
With 2 players, either the European <u>or</u> the American deck is used.
With 3 players, the Asian deck is used.
With 4 players, the European <u>and</u> the American decks are used.
With 5 and 6 players, the Asian and European decks <u>or</u> the Asian and American decks are used.
Cards that are not needed are placed back in the game box.

❸ The selected decks are shuffled separately and divided into smaller decks of 24 cards each.
These decks form the regions in which the plants can be found.
Example for 5 and 6 players: 3 region decks are built from the Asian deck, and 2 region decks from the European deck.

❹ The region decks are placed face-down on the margin of the game board next to the pips depicted on the game board. Thereby, a number is assigned each region ("1" to "5").

❺ The remaining cards form the Tree Market are placed face-up next to region number "6".

❻ The coins, flower markers, cultivation markers and outline cards are placed near the game board.

❼ The players each draw 1 card of any desired region and take it to their hands.

❽ Also, each player receives a die and 1 coin.

❾ Finally, the top card of each region is revealed and placed on top of the respective card deck.

Setup for 3 players

Order of Play

A round consists of 4 actions:
1. Update the phase of the year
2. Upgrade leftover region cards
3. Select a region card
4. Play a hand card

Action 1: Update the phase of the year
(this action is omitted in the 1st round)

The round marker is increased by 1.
Every player checks whether the phase of year corresponds to the bloom and harvest phases of their planted tree crops.

Successful blooms:

If the phase of year corresponds to the bloom phase, then the player takes a flower marker from the general supply for each of these cards and places the flower marker on the respective card.
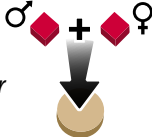
Attention:
- *If the indicated partner of a cross-fertilizing plant does not grow in the garden, the plant blooms in vain and receives no flower marker!*
- *Plants that are not planted yet, receive no flower marker!*

Sales of fruits / seeds:
If the phase of year matches the harvest phase, then the player returns the flower markers from each matching card to the general supply and receives 1 coin for each flower marker.
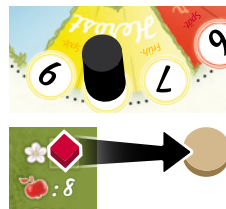
Exceptions:
- *Flower markers on male plants do not yield harvests! They only serve for fertilization of the female partners. Thus, in this case two flower markers have to be submitted for 1 coin.*

- *If an arrow on the card of a nitrogen collector ("+1 coins") points to a plant that is harvested, the player receives 2 coins for that flower marker.*

After phase 9, the year starts over at phase 0.

Action 2: Upgrade leftover region cards
(this action is omitted in the 1st round)
If there are plant cards in the regions that have not been picked by any player in the previous round (=lying face-up), a cultivation marker is placed on top of each respective plant card. The cultivation marker indicates successful breeding. Each marker increases the culinary value of the corresponding plant by 1. The markers remain on the cards until the end of the game.

Finally, each top region card lying face-down is turned face-up.

Action 3: Select a region card
All players secretly choose a region which they would like to visit ("1" to "6"). They take their dice and turn the number that is associated with their region on top (e.g. two pips for region "2").

- If a player wants to take the top card of a region, then he chooses a number from "1" to "5".
- If a player wants to select a card from any region or the Tree Market, then he chooses the number "6".
  Attention: In order to choose this option, the player has to possess at least 3 coins!

Then the players place their die – concealed behind their hand – on the table. When all players are done, they reveal their numbers simultaneously.

Subsequently, the players ascertain the outcome:
- If a region is **selected by only one player,** then this player takes the upper plant card of this region to his hand.
- If a player has **selected the "6",** he must wait until the other players are done. Then he must pay 3 coins. In return he is allowed to select any card from the Tree Market or from a region of his choice. The player may look at all cards of the chosen deck but not rearrange their order! If several players have selected the "6", then the player who possesses the most coins may pick a card deck first. If there is a tie, the players have to arrive at an agreement. Otherwise the action expires.
- If a region is **selected by multiple players,** then as many cards from the region are placed face-up on the table as there are players who have selected that region. Then, the players check who among these players possesses the most coins. The amount of coins determines the order of the allocation of cards:
  - If a player possesses **more coins** than the others, then he has a preferential right.
    - If the player wants to **exercise his right,** then he pays 1 coin to the general supply and selects 1 card from the display for his hand. Whenever there is more than 1 card left in the display, the preferential right goes to the player who possesses the next most coins. This player then decides whether he wants to use the privilege or not. As soon as there is only 1 card left in the display, the remaining player receives this card.
    - If the player wants to **abandon his right,** then it immediately goes to the player who possesses the next most coins. This player in turn decides whether he wants to use the privilege or not. After the player who possesses the least coins has decided whether he wants to exercise his right, a player takes the remaining cards of the display, shuffles them and lets all players (having renounced their right) each draw a card.
  - If several players possess the **same amount of coins,** they are not able to exercise their preferential right. In this case, a player takes the cards of the display, shuffles them and lets all players (possessing the same amount of cards) each draw a card. As these players couldn't select a card, they don't have to pay for it.

Example: The players A, B, C and D have chosen the same region. Thus, 3 additional cards of this region must be revealed.
A possesses 5 coins, B and C possess 3 coins each, and D possesses 1 coin.
1) A exercises his preferential right, pays 1 coin and takes the card of his choice. B and C have no preferential right. So a player takes the 3 remaining cards, shuffles them and lets B and C draw a card each. D receives the remaining card.
2) A goes without his right. B and C have no preferential right. So a player shuffles the 4 cards and lets B and C draw a card each. D now uses the privilege, pays 1 coin and selects one of the 2 remaining cards. A receives the final card.

Action 4: Play a hand card
All players must have 1 card in their hand at all times. When players get a second card, they have to play one of them immediately, i.e. they either discard it (= sell the plant) or place it in front of them (= grow the plant).
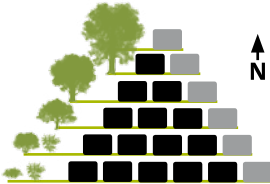
Selling a plant: The player puts the card face-up on top of the Tree Market and receives as many coins from the general supply as the category of the plant determines: 1 coin for a shrub (up to 5m), 2 coins for a tree (> 5m).

Growing a plant: The player places the card face-up in front of him in his garden. The player must follow these **rules of card placement:**
- Garden space is limited. Therefore, each garden can have only 1 large tree, 2 medium trees, 3 small trees, 4 large shrubs and 5 small shrubs.
- In order to attain an optimal fruit development, all plants must obtain sufficient sunlight. Therefore, they are arranged in staggered rows according to their size from south to north. The edge of the table represents the south, the middle of the table the north.
  (➡ see outline card!)
  Small shrubs are only allowed in the 1st row, large shrubs only in the 2nd row, small trees only in the 3rd row, and so on. Climbers can be grown in the 1st or 2nd row.
- It is not allowed to change the position of a plant card afterwards.
- If a row is full, the player may grow ONE additional plant in this row. To do so, he pays the required amount of coins to the general supply. The amount of coins is determined by the row: 1 coin for a small shrub, 2 coins for a large shrub, etc.
  Attention: This is allowed only once per row. If a row already contains one additional plant, then no other plants can be planted in that row!
  Exception: It is allowed to plant 2 additional large trees. The second additional large tree is placed in the 6th row and therefore costs 6 coins.
- As soon as a player has 4 different flower colors in his garden, he may select a plant card from the Tree Market at no cost.

End of round
After all players have played their turns, the next round begins.

End of Game

The game ends as soon as the year has been played through two times. As soon as the round marker reaches the winter phase ("0") after two cycles, each player has to play the last card in their hand (i.e. discard or play it).
Finally, the winner is determined: Each player adds up the values of the plants in their garden, including the cultivation markers.
Attention: Values in brackets may only be included if the card's conditions are met!

The player with the most points wins.
If there is a tie, the player who additionally possesses the most coins wins.

Variant for advanced players

The rules for tile placing are modified as follows:
It is not important in which row the cards are placed, but still each tree or shrub has to be planted in a way that it does not shadow another plant. That means, the new plant must be...
- smaller than the plants above,
- higher than the plants below or
- of equal height as the plants above and below.

➡ see example on outline card