# Gardlings

By Kristian A Østby (*Dr Ø*) and Maria Østby
1-4 players | Ages 8+ | 20 minutes

> *Combine two copies of the game to play with up to 8 players. ...or add even more copies to play with 12, 16, or 20...*

## COMPONENTS

**96 CREATURE TILES**

**24 GNOME TILES**

**1 VICTORY TILE**

**1 START PLAYER MARKER / PLAYER AID**

**28 COINS**

**1 GAME BOARD**

**4 CLOTH BAGS**

## SETUP

Place the *game board* in the middle of the table.

Put the *coins* in a stack to the left of the board.

Sort the *creature tiles* into stacks (sorted by their backs) and shuffle each stack. Place the *pity pigs* <u>face-down</u> to the left of the game board. Place the other stacks <u>face-up</u> around the game board as shown in the image to the right.

Take 6 coins and place one coin next to each blue, purple and yellow stack.

Place the black *victory tile* on the right side of the board, with number "20" facing up.

> **Short game:** *For a shorter game, place the victory tile with "17" facing up. We suggest you do this for your first game.*

**Each player takes** a bag and fills it with tiles as shown in the image to the right.

Give the *start player marker* to the youngest player with the **green side** facing up.

> *The rules in red boxes are advanced rules. You may ignore these for your first play. If you play with the advanced rules, place the start player marker **red side** facing up. You may also choose to just play with some of the advanced rules*

*Place the pity pigs (beige background) face-down to the left, near the coins.*

*Split the green, blue, purple, and orange tiles into two stacks of approximately the same size, and place one above and one below the board.*

*Place 1 coin next to each blue, purple and yellow stack.*

*Each player begins with **4 single gnome tiles**, **2 double gnome tiles** and **2 pity pigs** in their bag (all tiles are taken at random). Return any unused gnome tiles to the game box.*
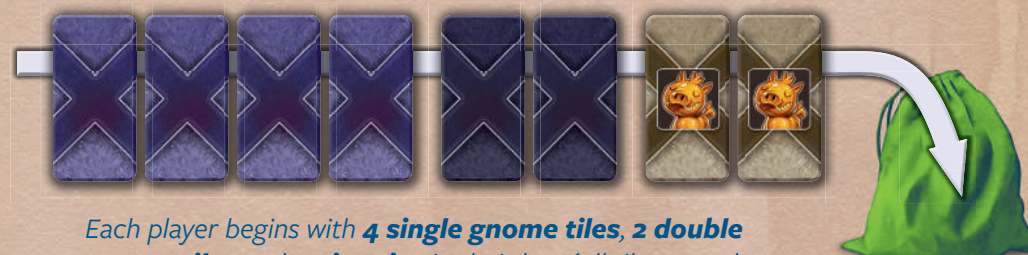
## Goal of the game

Each round, all players simultaneously build their garden in front of themselves. You do this by drawing and placing tiles from your bag. You may stop drawing tiles at any time, because if you draw too many gnomes, they will steal some gems. At the end of the round, use any gems you matched in your garden to buy a new tile. Then all players return their tiles to their bags and play the next round. The winner is the first to make a garden with enough gems to buy the victory tile.

# BUILD YOUR GARDEN

All players draw tiles from their bags to build a garden in front of themselves. This is done simultaneously by all players. The round ends when all players have stopped drawing tiles.

Draw and place tiles from your bag, one by one, to form your garden. Each new tile must be placed according to the following rules:

- All tiles (except the first) must be placed adjacent to at least one previously placed tile.

- All edges bordering adjacent tiles must match. *Gems must border matching gems and blank edges must border blank edges. The tiles' background color does not matter.*

You may stop drawing tiles from your bag at any time. *If you draw too many tiles, there is a risk you will get too many gnomes!*

**Too many gnomes:** You can have a maximum of 5 gnomes in your garden. If you draw a tile that would bring your number of gnomes above 5, you cannot draw any more tiles. *You do not get to place the last gnome tile drawn. Instead, leave the tile face down in front of you as a reminder that the gnomes will steal some of your gems (see next page).*

**Rare situation:** *If you draw a tile that you cannot place, you must stop drawing (ignore the last drawn tile).*
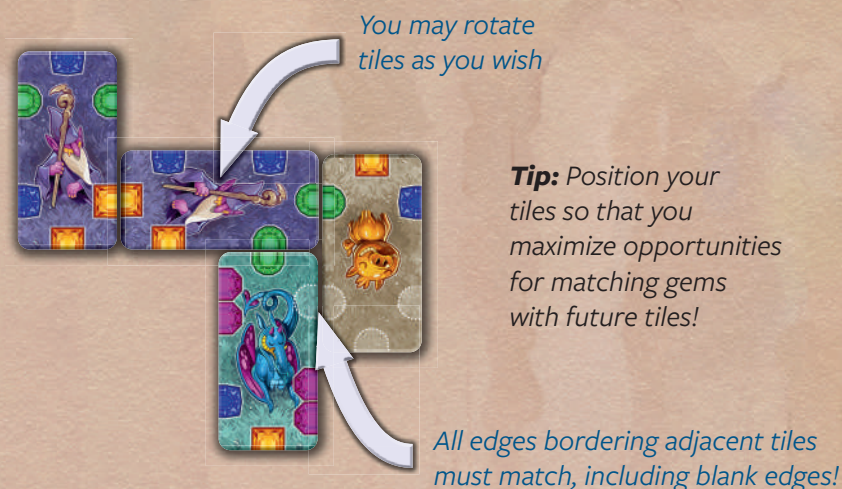
# BUY A NEW TILE

When all players have stopped drawing tiles (either voluntarily or because they drew too many gnomes), each player must buy one new tile.

The player with the start player marker buys first, then the other players follow clockwise around the table.

Count the number of completed gems in your garden. You can buy a tile that costs up to this number (*take the top tile from one of the stacks at your cost level*).

**Pity pigs:** If you cannot afford any tiles (if you have fewer than 4 gems), you must instead take 1 *pity pig* **and** 1 *coin*.

**Coins:** You may spend coins to increase your buying power: Each coin you return to the supply counts as one extra gem. You may also save coins for later rounds. At the beginning of the game, one coin is placed next to the blue, purple and yellow stacks. The first player who buys a tile from one of these stacks (underline you spending coins!), also takes the corresponding coin.

*You may rotate tiles as you wish*

**Tip:** *Position your tiles so that you maximize opportunities for matching gems with future tiles!*

*All edges bordering adjacent tiles must match, including blank edges!*

*Examples of illegal tile placement*

*Maria draws a tile that brings her number of gnomes above 5. She must stop drawing tiles (and she does not get to place the last tile).*

*Maria had 7 completed gems in her garden, but she drew too many gnomes, and therefore only has 4 gems to spend. She could buy one of the green tiles at value 4, spend 3 coins to buy one of the blue tiles at value 7. Or she could take a pity pig and a coin.*

**Gnomes:** If you drew too many gnomes this round, the gnomes steal 3 of your gems. *Subtract 3 when counting your gems.*

**Gnomes (advanced rules):** Instead of stealing 3 gems, the gnomes steal half your gems. *You only have half your gems (rounded up) to buy a new tile.*

**Note:** *You must buy exactly 1 tile each round (you cannot split your buying power to buy several tiles). You are allowed to buy a cheaper tile than your gems allow (or take a pity pig and a coin), but you do not get compensation for unused gems. If both tile stacks at a cost level run out, you cannot buy tiles at this cost level anymore.*

### Winning the game

If you have at least 20 gems (or 17 in the short game), you may buy the victory tile and win the game. **You cannot spend coins to buy the victory tile.**

If several players have enough gems to buy the victory tile, the player with the most gems wins. If there is a tie for most gems, the tied player with the most coins wins. If coins are tied as well, no player gets to buy the victory tile this round (they must instead buy another tile), and the game continues with a new round.

### New round

If no player bought the victory tile, players return <u>all</u> their tiles to their bags (including the new tile and all tiles drawn last round), and the next round begins. Pass the start player marker to the next player (clockwise).

*Daniel has 23 gems in his garden, so he can afford the victory tile. However, Aleksander also has 23 gems, so there is a tie. Aleksander has the most coins and therefore wins the tie and the game. If there had been a tie for coins, no one could buy the victory tile and the game would have continued.*

*Solo game*
*At the end of a solo game, count the number of tiles you have (include the victory tile and tiles in your bag). Fewer tiles result in a better score.*

| | | |
|---|---|---|
| >19 TILES | >21 TILES | TRY AGAIN … |
| 17-19 TILES | 19-21 TILES | BRONZE MEDAL |
| 14-16 TILES | 16-18 TILES | SILVER MEDAL |
| 13 OR LESS | 15 OR LESS | GOLD MEDAL |

**Ponds (advanced rules):**
If you form an empty area of any size, surrounded by tiles, you have made a pond. Before you buy a new tile, gain 1 coin for each pond in your garden. *A pond is complete even if diagonally adjacent spaces are empty.*

*A pond*

*Diagonally adjacent spaces may be empty*

= 🪙

*A pond*

= 🪙

*Two ponds*

= 🪙🪙

# CREATURES' ABILITIES

The **Gardener's** triple gems are worth 3 gems if paired with triple gems from another gardener.

The **Birdie's** rainbow eggs can be paired with single gems of any color (*they cannot be paired with double or triple gems*).

**Mushies** have paired gems connected with a line. *If both gems of a pair are completed, you also count the extra bonus gem shown on the connecting line.*
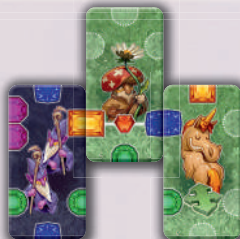
*Both connected gems are completed, so you also count the bonus gem (3 gems in total).*

*Only the bottom pair is completed, so you count one bonus gem (5 gems in total).*

**Unicorns** can be moved at any time. This means that you may move a unicorn tile to another place in your garden even after you have drawn other tiles. *You are not allowed to move a unicorn if it would split up your garden.*

**Pigs:** If you have 3 or more pigs in your garden, take 1 coin from the supply before you buy a new tile.

*Daniel has 3 pigs in his garden and therefore gains 1 coin.*

**Advanced rule:** If you have 3 or more **Pigs**, one of your pigs *mutate*: After you buy a new tile this round, return <u>one</u> of your pig tiles to its corresponding supply (put it at the bottom of its stack). Then take a tile from the supply that is one level higher than the pig you discarded. *Example: You return a blue pig to the bottom of a blue stack and take the top tile from any purple stack.*

A beige pig mutates to a green tile.
A green pig mutates to a blue tile.
A blue pig mutates to a purple tile.
A purple pig mutates to a yellow tile.

**Dragons:** If you have <u>3 or more</u> **Dragons** in your garden, you ignore one gnome (*i.e you can tolerate up to 6 gnomes in your garden*).

**Advanced rule:** Once you have three or more **Dragons** in your garden, loudly announce it to the other players. All other players lose 2 gems from their garden this round. This happens before gnomes steal their share. *If several players have 3 dragons, these players do not affect each other (they do not lose gems), and the other players still lose only 2 gems.* **Tip:** *Use the basic rules for dragons if you want a friendlier game. In a* **solo game** *you* <u>must</u> *use the basic rules for dragons.*