

7+/5+

2-5

TWO GAMES IN ONE

⚙️ MARCUS ELGHAG

✂️ MARIIA SOLIAR

# SÅMA TRÄDGÅRDSMÄSTARE

*Little Gardeners*



Rules

# Rules

## Little gardeners

When spring breaks out, the cutest little gardeners you have even seen wakes up – Bianca the bee, Fitz the fly, Sofie the butterfly, Nikki the ladybird and Sami the dragonfly.

### The game contains two ways of playing.

In **variant 1**, you and your friends gather on the meadow to bet on and watch the little insects having a race. On your turn you will play cards to move one insect forward and watch the chain effects being triggered if it lands on a rocket token, which triggers the movement of another insect, that might trigger the movement of a third insect etc. In the end, you will receive points based on how well the insects you placed your bet on performed in the race..

In **variant 2**, you will play as one of the insects and take on the task of pollinating some of the flowers in the meadow. Try to remember where the species you have chosen are placed to avoid flying in vain. The first insect to have pollinated all flowers of its chosen species win the game.

The game is suitable for kids from 7 or 5 years, depending on which variant you play. Playing time is about 10-15 minutes. 2-5 players can play.



Rules video

## Contents



### Before your first play

Carefully punch out all contents from the punch-boards. Also look carefully so that you have not forgotten any contents before throwing away what is left of the punch-boards.

### Tip on how to store the content

- Use one zip bag for the 5 rocket tokens, the 4 medal place tokens and the finish token. They shall only be used when playing **variant 1**.
- Use another zip bag for all pollen tokens. They shall only be used when playing **variant 2**.
- Keep both bags and the cards in the small slot in the box.
- Keep the stone, the flowers and the insects in the bigger slot in the box



# Game variant 1 – Betting and racing

Recommended from 7 years of age

## Setup

- 1 Place the stone on the table.
- 2 Place all five insects onto the stone.  
Randomly distribute 12 flowers to create the track on which the race will take place. The track shall begin at the stone and end where you like.
- 3 Randomly place the 5 rocket tokens so that one rocket token is placed on each of flower number 3, 4, 6, 7 and 9 in the track.
- 4 Place the finish token onto the last (the 12th) flower of the track.
- 5 Place the 4 remaining flowers next to each other close to the track of flowers. Place one medal place token onto each of these flowers.
- 6 Shuffle the deck of insect cards and deal 7 cards to each player. Place the rest of the cards, in a stack, within easy reach of all players.  
  
Each player chooses two of their seven insect cards and places these two face down in front of themselves. The two cards must, if possible, depict two different insects. The cards chosen depict the two insects that the player are betting on, from now on referred to as the "betting cards".
- 7 Players shall keep the other five cards in their hands, to clearly separate them from the player's two betting cards.
- 8 Pick a starting player. If players cannot decide for themselves, then the youngest player begins.



## Game play

**The goal of the game** is to get the two insects you are betting on (according to your two betting cards you chose during setup – step 8) to be the first to reach the finish.

### On your turn you shall:

1

Play any number of insect cards from your hand, face up, into a discard pile within easy reach of all players. If you play more than one card, all cards must contain the same insect.



“Play an equal number of cards as the number of steps you want the insect to move.”

2

Move the corresponding insect along the track an equal number of steps as the number of cards played.



"3 cards with Bianca was played, Bianca moves 3 steps forward."

3

If the insect you moved stops on a flower with a rocket token, then the insect that is depicted on the rocket token shall be moved 2 steps forward. If that insect also ends up on a flower with a rocket token, then the insect depicted on that rocket token shall be moved 2 steps forward etc. When your turn ends, no insect can be standing on a flower with a rocket token.



"Bianca lands on a rocket token depicting Sami. Sami gets to move two steps forward and also lands on a rocket token. Now Nikki gets to move two steps forward, wherever she might be..."

**Tip:** One big part of the game is to try and plan where the insects shall land so that "your" insects get extra movement from rocket tokens.

4

Take up an equal number of cards, from the stack of insect cards to your hand, as the number of cards you played, so you once again have 5 insect cards in your hand.

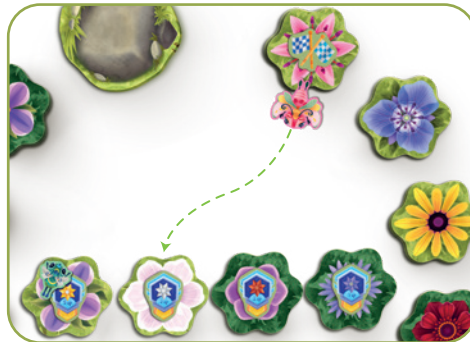
**It is now the next player's turn** – turn continues in clockwise direction.



"Draw up to a full hand of five cards"

## Finish

As soon as an insect reaches the flower with the finish token (they do not need to reach this with the exact number of steps) you shall place the insect onto the flower with the lowest medal place token (with the greatest number of victory points) still available. These tokens are, from best to worse; gold, silver, bronze, violet.



"Sofie reaches the finish and gets moved to the flower with lowest available medal place token"

## After an insect has reached finish

You are not allowed to play insect cards from your hand that depict an insect that already has reached the finish. If you have a hand with only insects that has reached the finish you shall discard your entire hand and draw 5 new cards.

## End of the game

When **three insects have reached the finish** and have been placed on flowers with a medal place token the game immediately ends. The insect that is closest to the finish (of the ones still in the flower track) shall be moved to the flower with the violet medal place token. If it is a tie between the two insects that are left, then both shall be moved to the flower with the violet medal place token.

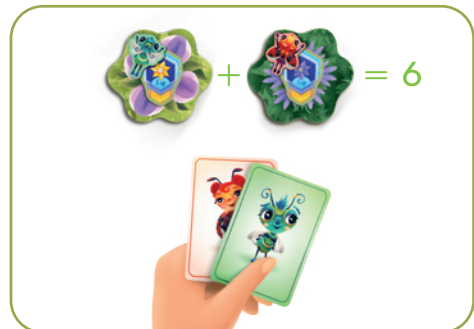


“Bianca reaches the finish as the third insect and is therefore moved to the flower with the bronze medal. The game now ends. Since Nikki is closest behind, she is moved to the flower with the violet medal token.”

## Winner

Players now reveal their two betting cards. For each insect that is depicted on these cards, each player now scores an equal number of points as the number of points depicted on the medal on which the insect is placed. The insect that is left on the track is worth 0 points.

The player with most points wins the game. In case of a tie, players share the victory.



One player had placed his bets on Nikki and Fitz. For this, the player receives  $5 + 1 = 6$  points.



# Game variant 2 – Pollination

Recommended from 5 years of age

## Setup

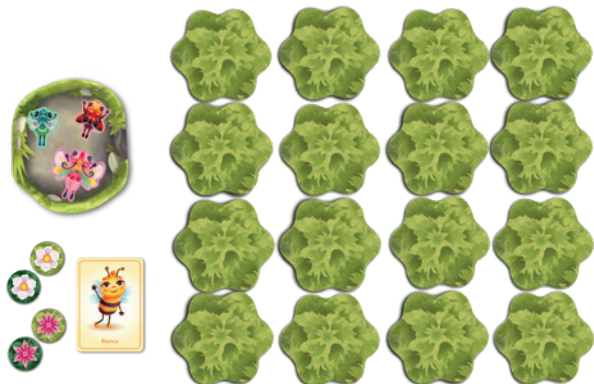
- 1 Randomly place all 16 flowers face down in a 4x4 grid, according to the picture.
- 2 Place the stone immediately to the left of 4x4 grid of flowers, just outside of the 2nd row of flowers.
- 3 Each player selects one insect and places it onto the stone. Players also take one matching insect card and places it face up on the table in front of themselves.

- In a 2, 3 or 4 player game, each player selects two varieties of flowers and takes the 4 pollen tokens depicting the chosen flower varieties. In a 5 player game, each player selects only one variety of flower and takes the 2 pollen tokens that matches the chosen flower variety. The pollen tokens shall be placed with the flower side up next to, but not on, the insect card. Return any leftover pollen tokens to the box.
- 4

Pick a starting player. If players cannot decide for themselves, then one player collects all insect cards from the players and then randomly draws one.

The player that had chosen the insect depicted on the card that was drawn will be the starting player. Return the insect cards to the players afterwards.

5



## Game play

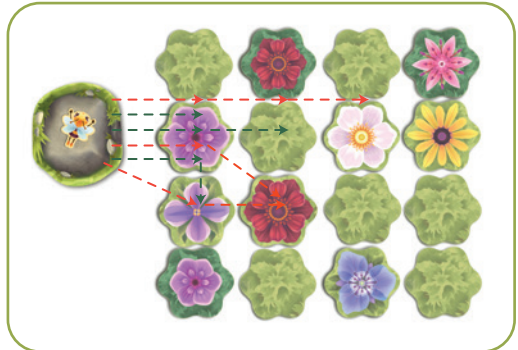
**The goal of the game** is to pollinate all flowers of the varieties you have chosen. The first player to do so win the game.

Each flower variety comes in two variants – one big with a light green background and one smaller with a dark green background. It is important to notice the difference and treat them as different flowers even though they are of the same variety. Each flower also has an exactly matching pollen token. Therefore, there are two pollen tokens for each flower variety – one for each flower of that variety.

### On your turn you shall:

1

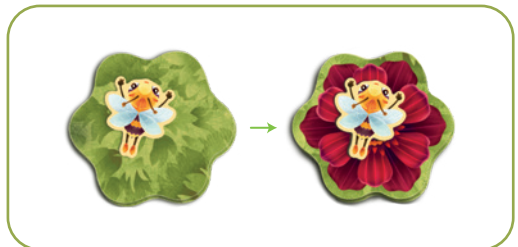
Move your insect one or two steps, not diagonally.



"Green lines are valid movements, red lines are not ok"

2

Flip the flower you end your movement on, face up.



"Flip the flower face up"

3

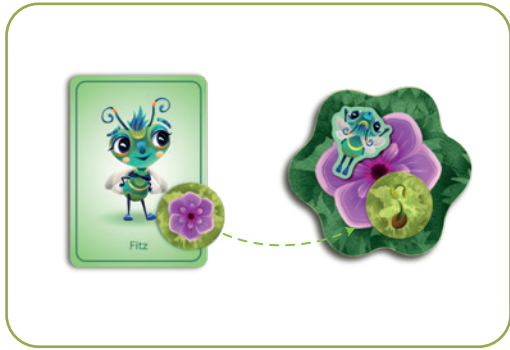
If the flower you now are standing on, is the exact same as a pollen token that is placed next to your insect card, you take that pollen token and places it onto your insect card.



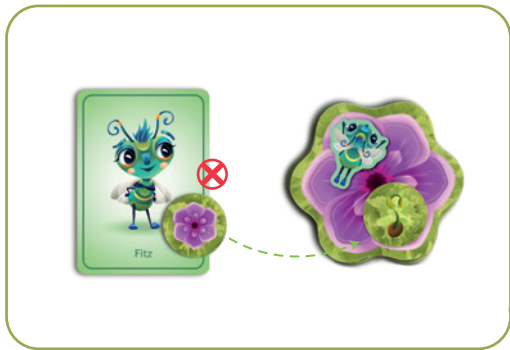
"Pollen from the flower the insect landed on has now got stuck on the insect."

4

If the flower you are standing on, is the other variant of the same flower variety as the pollen token that is placed on your insect card, you shall move the pollen token from your insect card and onto the flower. Place the pollen token with the seed face up.



"This flower has now been pollinated with pollen from another flower of the same variety."



"Flowers cannot be pollinated with pollen from itself"

## Winner

When a player has pollinated all flowers of their chosen varieties (all pollen tokens that the player got in the beginning of the game is placed on flowers), then that player win!

## Credits

**Designer and project manager:** Marcus Elghag (Sweden)

**Illustrator and graphic designer:** Maria Soliar (Ukraine)

**Manufacturer:** DoFine Games (China)

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## Special thanks to

My dear sweet kids Liv and Eliah who year after year are happy guinea pigs for all board game ideas I come up with, both the good and the bad.  
/Marcus Elghag



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