

6+
2-5

TWO GAMES IN ONE

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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 6 years. Playing time is about 10-20 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 the cards in the small slot. Keep all other contents in the big slot.

PS. If you look closely at the insects, you will see that they are depicted from above on one side and from below on the other side. Some tokens also have one dark and one bright side, if you use the bright side on flowers with bright background you might find the game a little prettier to look at.

Game variant 1 – Betting and racing

Setup

- 1 Place the stone on the table.
- 2 Place all five insects onto the stone.
Randomly distribute 12 big flower tiles 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 (these numbers are also engraved on one side of the stone).
- 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 face down in a stack, within easy reach of all players.
- 7 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”.
- 8 Players shall keep the other five cards in their hands, to clearly separate them from the player’s two betting cards.
- 9 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.

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,



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.

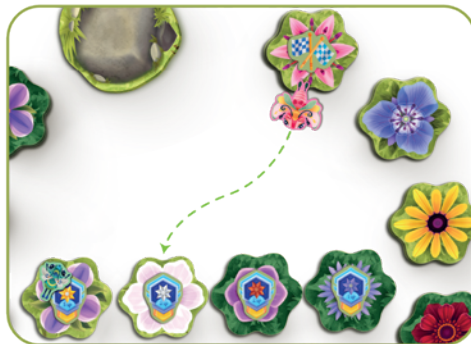
Draw up to a full hand of five cards.



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 medal with the highest number of points still available. These tokens are, from best to worse: gold, silver, bronze, violet.

Sofie reaches the finish and gets moved to the silver medal, since the gold medal already has been taken.



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

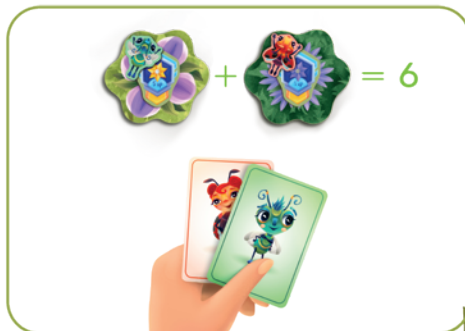
Players now reveal their two betting cards. For each insect that is depicted on these cards, each player now scores an equal number of points as the number of points depicted on the medal on which the insect is placed. The insect that is left on the track is worth 0 points.

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

Please also try

Use all flowers as part of the track. Place the medals directly onto the table. The rocket tokens shall be placed on flower nr 3, 5, 6, 9 and 11.

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



Game variant 2 – Pollination

First time you play – Two flowers of each type

Look closely at the big flower tiles – they contain 8 different flower types. Each flower type can be found on two flower tiles – one with a bright background and one with a dark background. Each such pair represents two **different** flowers but of the **same** type. The small pollen tokens contain the exact same flowers as the big flower tiles. Therefore, each pollen token has an exact match among the flower tiles, both in terms of flower type and background colour.

Setup

1 Randomly place all 16 big flowers tiles face down in a 4x4 grid, according to the picture below.

2 Place the stone directly to the left of the 4x4 grid of flowers, **just outside the 2:nd 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.

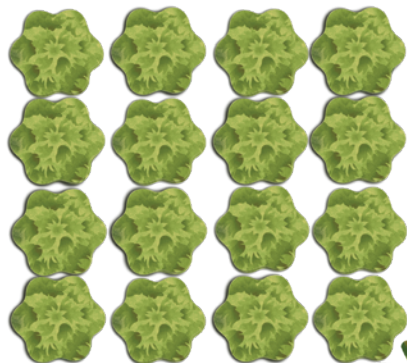
4 In a 2, 3 or 4 player game, each player selects two pair of pollen tokens (one pair = the two pollen tokens that depict the same flower type, one with a bright and one with a dark background, two pairs therefor consists of a total of 4 pollen tokens)

In a 5 player game, each player selects only one pair of pollen tokens. The chosen 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.

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

First time you play – Goal of the game

The goal of the game is to pollinate the flowers depicted on the pollen tokens you have chosen. In reality, pollen is transferred with the help of an insect from one flower to another flower of the same type – the second flower is now being pollinated with pollen from the first flower. In the game, when your insect lands on a flower depicted on one of your pollen tokens, you collect pollen from it. You must then fly with this pollen to the second flower of the same type. When you land on the second flower, you pollinate it. At the same time, you collect pollen from this second flower, which you need to fly back with to the first flower, to pollinate that one as well.

On your turn you shall:

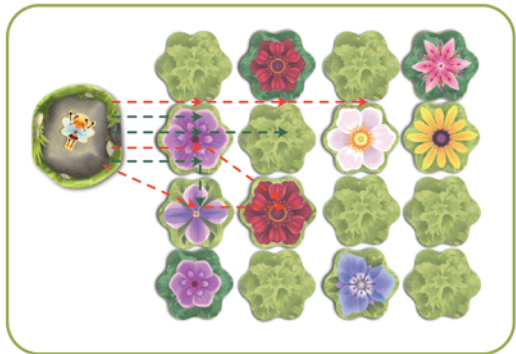
1

Move your insect one or two steps, not diagonally.

Multiple insects can stand on the same flower.

If you fly away from a flower, you shall return it face down (as long as no other insect or a pollen token is placed on the flower)

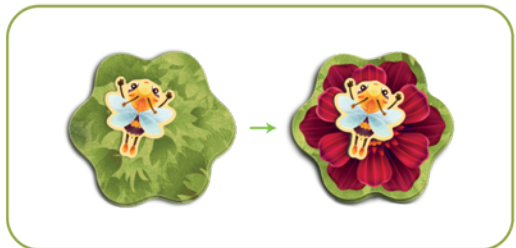
Green lines are valid movements, red lines are not ok.



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 of the same type and has the **same** background colour, as a pollen token that is placed **next to** your insect card, you take that pollen token and places it onto your insect card.

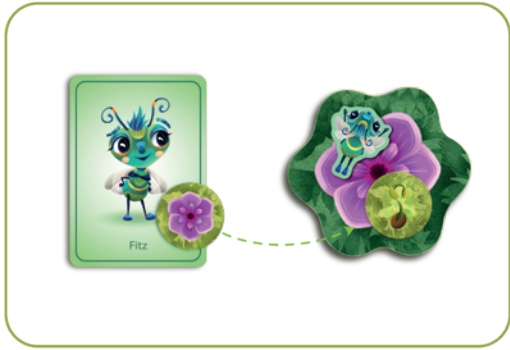
Pollen from the flower the insect landed on has now got stuck on the insect.



4

If the flower you are standing on is of the same type but has **another** background colour, as a 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. The flower has now been pollinated.

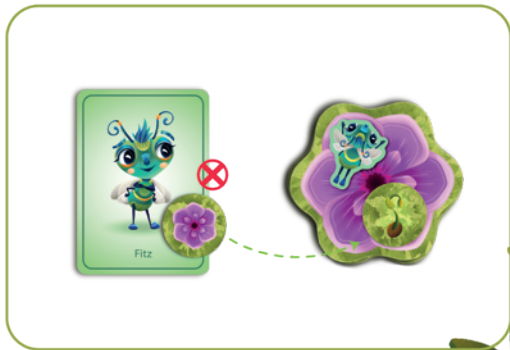
This flower has now been pollinated with pollen from another flower of the same type.



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

Flowers cannot be pollinated with pollen from itself.

When you turn ends, you shall let the flower you are standing on remain face up.



Winner

When a player has pollinated all flowers of their chosen types (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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Also a thank you 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. Maybe even little Liam soon can sit along.
/Marcus Elghag



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