

Through the garden rows and between the fences – will you be the first to plant your flowers while avoiding the predatory beetle?

Goal

Manuever your flowers across the game board on your turn, trying to plant them in the center while preventing opponents from making progress. You will also move fences to help get where you need to go and block other players. Lastly, keep an eye on the beetle and steer it away in order to not lose your progress.

Players: 4

Time: 20 min

Contents

1 Gameboard

8 Flower Pieces

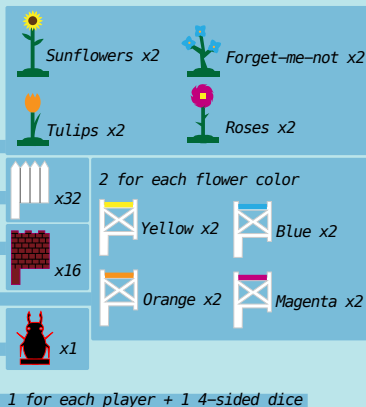
32 Picket Fences

16 Brick Walls

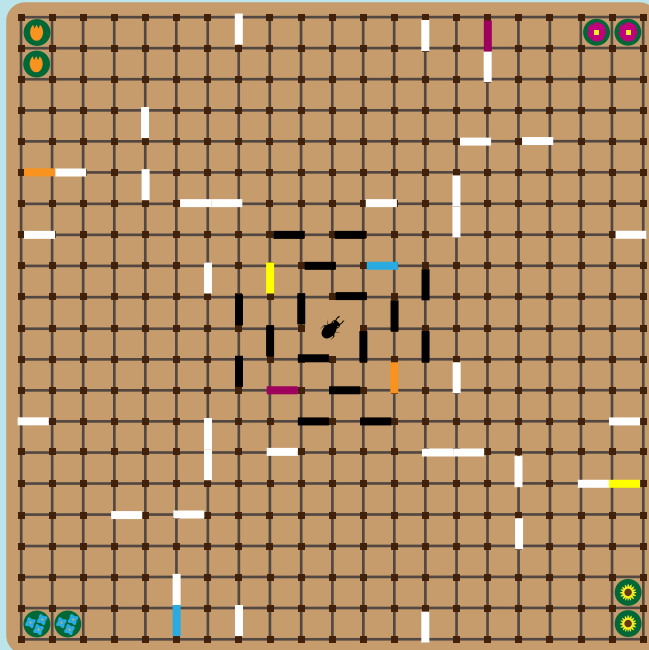
8 Trellises

1 Beetle Piece

5 Dice



Setup



Place the pieces on the board as shown above. Picket fences go on white lines, brick walls on black, and trellises on their corresponding colors. Flowers go in the corners on their corresponding dots. The beetle is placed in the center. The gameboard is marked to help with setup. Each player gets their colored dice and the four sided dice is communally placed.

Gameplay

The game is played in turns. Players roll their dice to see who goes first.

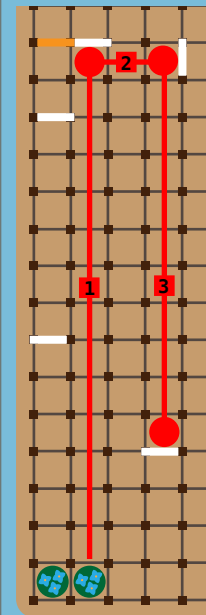
Taking your turn

- A turn consists of two parts
- 1st moving flowers and fences
- 2nd moving the beetle

moving flowers and fences

For the first part of your turn you will roll the six sided dice. The number you get will inform how many movements you get. A movement consists of either sliding a flower until it reaches an obstruction or changing the location of a fences or trellis.

moving flowers



Flowers move in straight lines until they reach an obstruction. An obstruction can be a fence, wall, trellis, edge of the game board, or another flower. Each straight line that the flower moves counts as as one movement. Per the example on the left, if the player rolled three, they could move their flower as such. Players may not stop a flower on its path before it has hit an obstruction.

Movement can be split between flowers (if a player rolls 3, moving one flower once and the other twice). A player is also able to not move their

flowers at all if they chose to use their roll to only move fences/ trellis. If a flower hits another flower, it causes a ricochet. The person making the move stops at the adjacent square, and if the other flower has no obstruction to protect it, it will continue moving in line.



Example of ricochet where forget-me-not pushes sunflower using only one movement.



Example of no ricochet because sunflower is protected by a fence.

If a flower hits or is hit by the beetle, it goes back to its starting position in the corner of the board. If the corner spot is occupied, it should go to the adjacent spot signified by a smaller dot on the board.

moving fences

On your turn you can use the amount of movements determined by your dice roll to move your flowers or your fences. Fences/trellis can be relocated for one movement in order to help your flowers get where they need to go.



White picket fences are communal and can be moved by any player



Players can only move trellises that are the color of their flowers

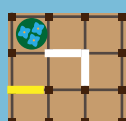


Brick walls cannot be moved

Three walls cannot be put around the same square on the board



Example of illegal wall placement



Example of valid wall placement

To summarize:

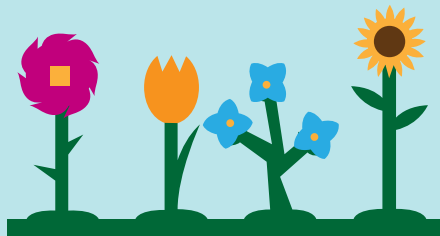
On the first part of your turn you will roll the six sided dice. You can use the amount rolled to move flowers, fences/trellises, or a combination of both. Use this move to get your flowers closer to the center or block other player from getting there.

Moving the beetle

For the second part of your turn the player rolls the four sided dice. You will use the amount on the dice to move the beetle. The beetle moves in the same way as flowers, but you may not move walls during the beetle phase of your turn. The beetle starts in the center but may not reenter after it has exited. If the beetle moves onto the same square as a flower, it sends the flower back to its starting position.

Game End

Once a flower has been planted in the center, it is safe. The game is over when one player has planted both of their flowers into the center of the board.

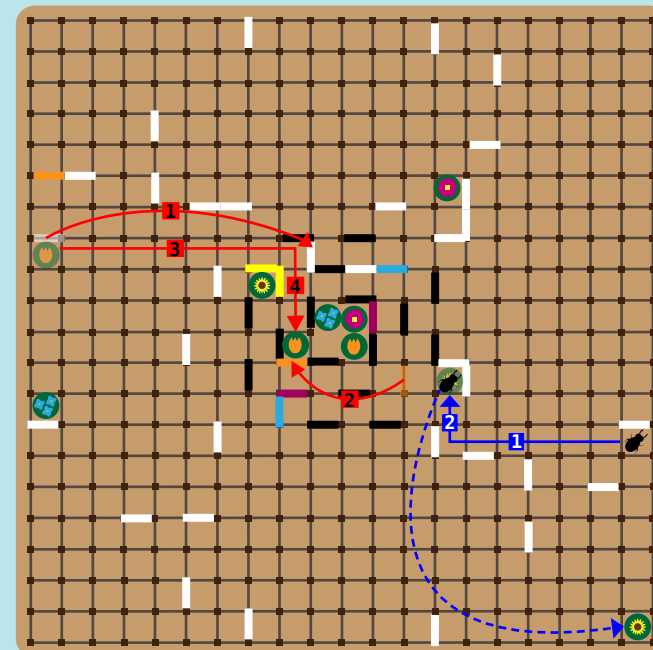


Example turn on next page

Example Turn



Tulip rolls a 4



Tulip uses their first movement to move the white fence. Tulip uses their second movement to move the orange trellis. Tulip uses their third and fourth movement to slide right and then down.



Tulip then rolls a 2 on the 4 sided dice

Tulip uses their first movement to slide the beetle left. Tulip uses their second movement to move the beetle up. The beetle overtakes sunflower, sending it back to the corner.