



**Brett J. Gilbert & Matthew Dunstan**  
1–5 players | 30 min | Ages 10+

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## COMPONENTS

The game contains 26 cards:

- 25 Garden cards
- 1 Score card

You will need the following additional components:

- 20 score tokens — 4 tokens in each of 5 colours
- 15 weedkillers — coins make great weedkillers!
- A way to keep score— pen and paper is fine!

Flower icons made by **Freepik** from [www.flaticon.com](http://www.flaticon.com).

## SETUP

Lay the Score card face-up beside the play area. Give each player 4 scoring tokens in one colour, plus 3 weedkillers. Put any unused pieces away.

Put the 25 Garden cards into a face-down deck.

## AIM OF THE GAME

Players compete to plant the most beautiful and valuable arrangement of flowers and shrubs in their gardens, all the while keeping an eye on the weeds that can spread and spoil their plans. The player whose horticultural efforts are worth the most points wins.

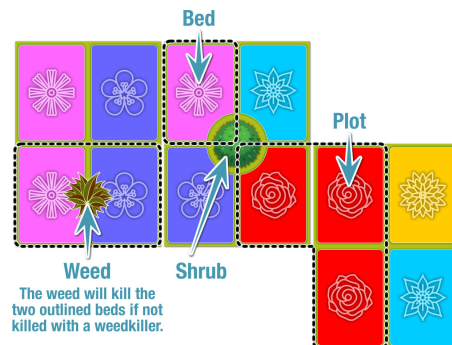
## HOW TO PLAY

The game is played over four rounds. Each round has two phases: Planting and Scoring.

### PLANTING

Shuffle all 25 Garden cards. Deal each player 6 face-down cards (**5 players:** 5 cards) and place any remaining cards aside.

- **Beds & plots:** Each Garden card is split into four beds containing flowers of one of five colours. Beds of the same colour that are edge-to-edge adjacent create larger connected plots of matching beds. Beds that are corner-to-corner adjacent do not connect.
- **Weeds:** Some Garden cards include brown weeds between two beds. Each weed spoils both of its immediately adjacent beds. Players can choose to use their weedkillers before a garden is scored at the end of a round. Each weedkiller kills one weed.
- **Shrubs:** Some Garden cards include a green shrub. The player who plants the most shrubs anywhere in their garden in each round scores 5 points.



*Look ahead to the Scoring section to see how the arrangement of beds, plots, weeds and shrubs in your garden will earn points.*

### Step 1: Choose a card

All players look at their hand of cards, and then choose one card simultaneously to plant in their garden.

Once you have chosen your card, hold it face down in front of you. Once all players have chosen a card, reveal your card and plant it in to your garden.

### Step 2: Plant your card

When you plant your first card, simply place it face-up in front of you.

When you plant later cards, each one must be oriented in the same direction and laid so that at least one bed on

the new card is edge-to-edge adjacent with at least one existing bed in your garden. Adjacent beds do not have to match and you cannot overlap or move planted cards.

### Step 3: Pass cards

Once all players have completed step 2 and have each added one card to their gardens, all players must pass all their remaining cards clockwise (rounds 1 & 3) or anticlockwise (rounds 2 & 4) to the player beside them.

Now repeat these steps, and continue to repeat them until each player has planted 5 cards into their garden. After adding a 5th card, discard your remaining card. (**5 players:** After planting 5 cards each, players will have no cards left in hand, so no cards are discarded).

## SCORING

Write down each player's score, and keep track of the players' cumulative scores over the four rounds.

### Weeds & weedkiller

First you must check your weeds and decide whether to use any of your remaining weedkillers.

To use a weedkiller, place it onto a weed to kill it. If a weed is not killed, the two beds it is adjacent to cannot grow, and you must score your garden as if these two beds were empty. You have three weedkillers and may use each only once during the whole game.

### Abundance

Each player chooses one colour to score for 'abundance' in their garden. In later rounds you cannot choose a colour that you scored for abundance in an earlier round. Earn points as follows:

- Each bed in the single largest plot of the chosen colour in your garden is worth **2 points**.
- All other beds of the chosen colour in your garden are worth **1 point** each.

Place one of your tokens onto the Score card to indicate which colour you have scored this round.

### Diversity

Each player also scores points for the 'diversity' of other colours in their garden, not counting the colour scored for abundance.

For each of these four colours, if you have planted at least one plot in your garden which contains at least 3 connected beds, score a number of points for this 'large plot' equal to the current round number.

*In the first round, each large plot of a different colour is worth 1 point; in the second round, each large plot of a different colour is worth 2 points; and so on.*

### Shrubbery

The player whose garden contains the most shrubs receives **5 points**. If two or more players are tied with the most shrubbery, all tied players receive the points.

### END OF ROUND

Discard any weedkillers used this round and collect up all 25 Garden cards ready for the next round.

## END OF THE GAME

The game ends after the fourth round. The player with the highest cumulative score is the winner.

## SOLO GAMEPLAY

The object remains to score as many points as possible — and then to play again to beat your personal best!

Just as in the regular game, you will play four rounds, and in each round build a garden of 5 cards. Instead of choosing cards from diminishing hands of cards passed around the table, choose your cards as follows.

Deal a display of 5 cards: lay the first 3 cards face up and the last 2 face down. You may either pick one of the face-up cards, or reveal the face-up cards and pick one of these two cards instead. Once you have revealed the face-down cards, you cannot change your mind.

After you have planted your chosen card in your garden as normal, discard the four unchosen cards. Then deal another 5 cards from the deck and repeat these steps until you have planted 5 cards in your garden.

Score for abundance and diversity as normal. Score 5 points for shrubbery only if you have 2 or more shrubs in your garden. A single shrub scores nothing.

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