

green finger

Players: 1-4

Playing time: 15 minutes

Ages: 7+

Game Design: Tetsuya Iida

Game Mechanics: Area Control

Story

A rich nobility who owns a vast garden has asked you, a gardener who has 'Green Finger', a natural talent to make beautiful gardens, to make his garden THE BEST garden in the world.

Components

- 29 Cards (4 huts, 15 flowers, 5 caterpillars, 5 special cards)
- This rule sheet

Object of the game

You will become a gardener, and your goal is to make beautiful flowers bloom around your hut in a big garden. But, other gardeners are working in the same garden as well, and things might not work out the way you planned. There are also different kinds of living things, such as caterpillars that eats the leaves and ruin the flowers, and a bird that eats those caterpillars. Do your best to overcome all the problems there may be, and make a beautiful garden with a lot of flowers!

About the cards

The hut: Each player will get one. The effects will be different from the front/back.

- The front (Vertical and Horizontal effect): The 2 vertical and horizontal spaces from your hut becomes your area.
- The back (The surrounding effect): The 8 spaces surrounding your hut becomes your area.

Flowers and Caterpillars: Makes you either get or lose points by being in your area.

- Flowers: There are +1 to +5, 3 cards each. (The colors of the flowers doesn't make a difference.)
- Caterpillars: There are -1 to -5, 1 card each.

Special Cards (Bee, Scissors, Butterfly, Bird): Allows you to change the points of the flower cards and the caterpillar cards.

- Bee: The points of all the flowers on the straight line that arrows indicate will be doubled.
- Scissors: The points of all the flowers on the straight line that arrows indicate will be zero.
- Butterfly: The amounts of points deducted by the caterpillars on the straight line that arrows indicate will be

doubled.

- Bird: The amounts of points deducted by the caterpillars on the straight line that arrows indicate will be zero.

Special Card (Fountain): Limits the effects of the hut, bee, scissors, butterfly, and the bird.

- The effects of the special cards (Bee, Scissors, Butterfly, Bird) will not go past the fountain. The fountain limits the area (of the points) the players make with their huts as well.

Set up

- Shuffle all cards EXCEPT for the huts, and place them like 5x5 square grid, faced down.
- Turn over the card in the center.

[Example: when starting the game with 4 players]

* See image on Japanese rule sheet

- You don't have to make the cards face the same direction.
- The player who touched the soil most recently (or the youngest player) will start the game, and then players take turns clockwise.
- Each player should have one hut as a hand before starting the game.

How to play

When it's your turn, take one card that's faced down as your hand (don't show the card you took to other players), and choose one card from your hand (and of course, you can choose the one you just got) and place it in the field, following the rules written below.

Where you can put the cards

- You can put the card you choose in a place where there aren't any huts, or cards that are faced up.
- You can put your card down in a space that just opened up when you took the card as well.
- If there's a card facing down in the place where you want to put your card down, you can move that card in a space that's open.

[Example: where you can place your card]

* See image on Japanese rule sheet

A player 3 has gotten the card from ①, and it was scissors. This player can now put down rather the hut or the scissors anywhere in the orange area. If there's already a card in the place where he/she wants to put the card, he/she can move that card to ①, and then put down a card from his hand.

When placing the hut

Players can choose the side (Front: Vertical and Horizontal effect or Back: Surrounding effect) they want to use when putting down the hut in the field.

When placing the special cards (Bee, Scissors, Butterfly, Bird)

Players can decide how to put down (the direction of the arrows) all the special cards EXCEPT for the fountain when putting them down in the field.

- The players can't change the place of the cards or rotate them after they are on the fields.
- Continue to proceed following the rules above, and the game will end once there are no more cards that's faced down.

Scores

Each player will count the points they've got in their areas, and the player with the most points will win the game. If the scores are tied with another player, the player with more points made by the flower cards in his/her area wins. If the scores made by the flowers are equal, then it's tie.

[Example: Scoring (with 4 players)]

* See image on Japanese rule sheet

Player 1 (with the red hut)

Flowers: Yellow 1 +Blue 4 +Yellow 3 +Red 2 (Doubled) = 12pts

Caterpillar: -3 = Minus 3pts

Total: 12 - 3 = 9pts (2nd place)

* The upper areas are disturbed by the Fountain.

Player 2 (with the blue hut)

Flowers: Red 1 +Blue 2 +Blue 2 +Yellow 3 +Blue 4 = 11pts

Caterpillar: -3 + -4 (Doubled) = Minus 11pts

Total: 11 - 11 = 0pts (4th place)

Player 3 (with the yellow hut)

Flowers: Red 5 +Red 3 +Blue 3 +Yellow 1 +Yellow 5 = 17pts

Caterpillar: -1 (Doubled) + -5 = Minus 7pts

Total: 17 - 7 = 10pts (1st place: winner)

* Blue 3 flower doesn't be affected from the Scissors.

Player 4 (with the green hut)

Flowers: Red 5 +Red 3 = 8pts

Total: 8pts (3rd place)

* Blue 4 and Blue 5 flowers become to be zero.

- The hut doesn't have points.

- You can count the scores by counting the marks in the center of the card, even if you can't add or subtract.

Tips

- Be aware of both your areas and other player's areas.
- After you put the hut in the field, you will be able to choose more choices. But keep in mind, the other players will be able to screw you more easily after you put down the hut.

Solo Play

- What you need to do before playing is the same.
- Proceeding, there are some difference.

How to get the cards

- First, choose one card (except for the hut) from the field and turn it over to check what it is.
- You can turn over the cards however you want, but you can't rotate them once you turned them over.
- If there was a lady bug on the card you flipped, you have to follow these rules.

[Example: when exchanging the cards because of the lady bug]

* See illustration on Japanese rule sheet

Left image (Right after you turned over a card): You've just turned over the second card from the right on the bottom, it was the -5 caterpillar. It has a lady bug on it, and right now, the lady bug is on the left side.

Right image (After exchanging the two cards): There was a lady bug on the left side of the card you turned over, so you had to switch it's place with the card that was on the left of it (in this case, red flower 2).

- You must exchange the cards even if the lady bug is pointing at the hut, special card, or a card that's still faced down.

- If there isn't a card in the direction the lady bug is pointing, you don't have to exchange cards.

- After that, you can choose whether or not you exchange one of the cards from your hand (like the hut or other cards) with the card you just turned over.

- If you choose to exchange the cards, you can choose how you want to put down the hut and the special cards just like when you play with multi players.

- Repeat these steps, and the game will end when all of the cards are turned over. When the game ends, count your points to figure out your green finger ranking.

[green finger Rank]

40pts or more: green finger Rank S

30pts - 39pts: green finger Rank A

20pts - 29 pts: green finger Rank B

10pts - 19pts: green finger Rank C

9pts or less: green finger Rank D

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