

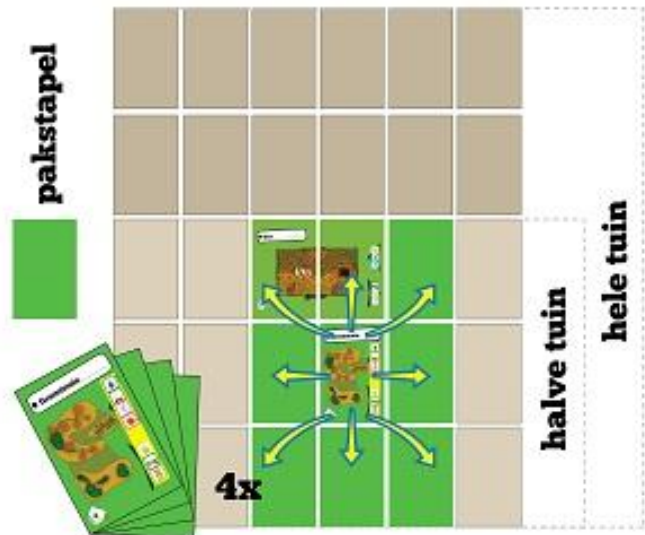
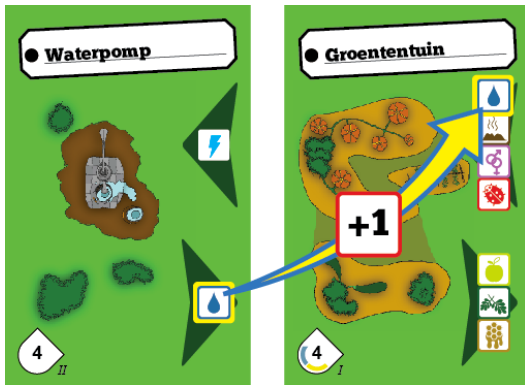
Gamerules

<http://www.tuintopia.nl/english>



Game objective

Every player will attempt to obtain the most points by connecting the elements on the cards in a clever way. The player with the most points will win the game.



halve tuin = small garden (3x6)
hele tuin = large garden (5x6)

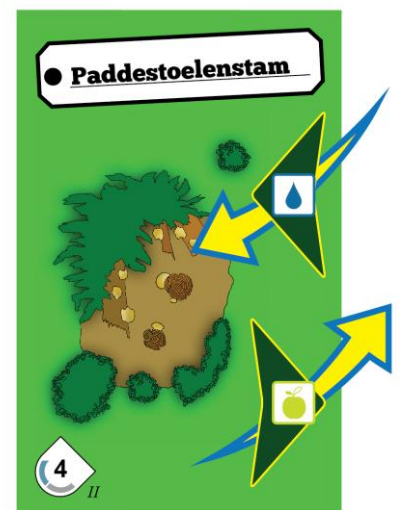
Preparation

Playing Field: The two cards labeled 'huis' (home) will form the basis of the game. The area surrounding the home cards is the playing field where a total of 28 cards can be placed.

Cards: Lay out the explanation cards on the table. Shake the other cards to make a stack and place this upside down on the table, every player will receive 4 cards and every time you play a card you will take a new one from the stack.

Level 1: Basic game

- Place a card connected to the house or another card (you can also place the card diagonal).
- Count the number of points as follows: Review the icons on the arrow pointing to the **left**, these are the needs of the card. Review the icons on the arrow pointing to the **right** to see what the card offers. Now check the arrows pointing to the right on the adjacent cards (also the diagonals), to see what they offer. Each icon matching with the needs of your card allows you to obtain one point. Do the same for the icons your card offers. All matching icons will form your total score. 1 icon can make a connection with multiple cards, there is no maximum allowed score. Attention: the two cards labeled 'huis' are seen as 1 card.
- Take a new card from the stack.
- The next player is up now.
- Repeat steps A through D until you fill the small garden, this will end the game.



Keeping score

To track points, use the point system on the game rule cards. Place the game rule cards so the numbers 0 through 19 form a square. Every player will select a color from the counting cards and will put it next to 0. After 19 points flip over the card so it says +20. The arrow on the counting card plus the number you are at, point out your total score. With only one or two players you can count beyond 79 by placing a counting card to the side, representing 80 points.

Garden Yields



Level 2: Sun, Wind and closed cards.

A. Place one card open on a free space or on top of a closed card. When you place it on top of a closed card you pick up the closed card.

B. Place a closed card or turn around a closed card.

You can choose whether to start with step A or step B. Step A is mandatory, step B is optional. All cards should be placed adjacent to an open or closed card.

C. Count the number of points the same way as level 1.

D. Add sun and wind points to your score. Use the **compass** in the lower left corner. The sun shines from the south and the wind blows from the west. The north facing arrow indicates if the card provides shadow (grey), sun (yellow) or neither (white). The east facing arrow indicates if the card provides shelter (blue) or not (white). The south facing arrow indicates if the card needs sun (yellow), shade (grey) or neither (white). The west facing arrow indicates if the card needs shelter (blue), wind (red) or neither (white).

The three cards underneath a placed card can provide sun or shade. A placed card can provide sun or shade to the three cards above. For every match you gain one point. A match is created when:

- A card provides sun to a card that needs it
- A card provides shade to a card that needs it

For every mismatch you get a point reduction, a mismatch is when:

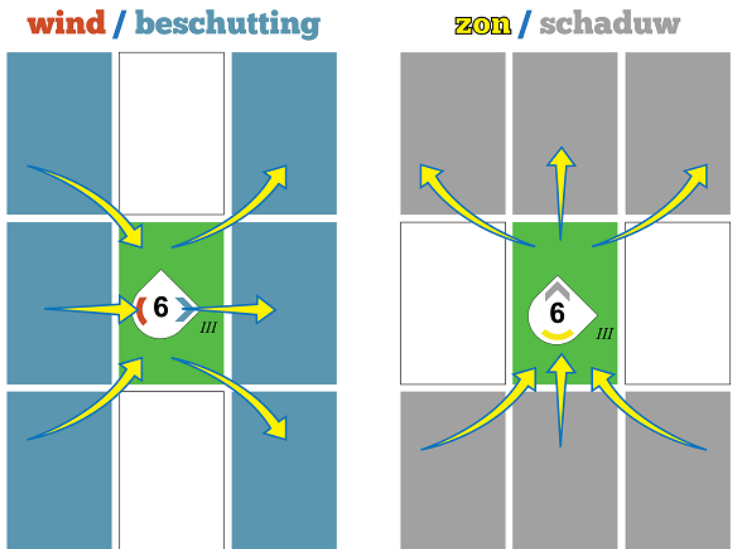
- A card provides sun to a card that needs shadow
- A card provides shade to a card that needs sun

The three cards left of a placed card can need wind or shelter. The placed card can provide wind or shelter to the three cards on the right. For every match the player gains one point, for every mismatch he loses one point.

E. Grab as many cards from the stack until you have 4.

F. The next player is up.

G. Repeat step A through F until the large garden is full.



Variations

To make the game even more challenging the following variations are developed:

Cooperative game: The rules of this game are exactly the same as with the normal game, only the points of all players are added up. The goal is to reach 60 points or more.

Heights: In this variation each card has a height. This height is represented by the number in the compass. A card only gives shadow or wind shelter to cards that are equally high or lower. The pond (vijver) is the only card that gives sun. It only gives sun to cards that are higher.

Zones: If you play with zones, it means that cards can only be placed in a certain zone. The zones are represented by the Roman number on the bottom right of the compass. *I* means that the card can only be placed in zone 1. *II* in zone 2 and *III* in zone 3. Zone 1 is the inner circle (directly joining the house). Zone 2 is both the inner circle as the outer circle. And zone 3 is the outer circle. An open card cannot be placed in the wrong zone. If a player is not able to place an open card in the right zone, instead of playing an open card, the player takes a new card from the draw pile and puts one card from his hand to the bottom of the draw pile.

A closed card can be placed in the wrong zone. If someone turns a closed card that appears to be placed in the wrong zone, the player takes this card in his or her hand. This player cannot turn or place another closed card during this turn.

Garden shapes: Another variation is to play the game with a new shape of the garden.

Apart from playing the variations separately you can also combine the variations! Furthermore we are very curious which variations you can invent! You can even come up with a whole new game using the Tuintopia cards!