

# SAMURAI GARDENER

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In the time of the Samurai, Japan was ruled by feudal lords, and the lords were ruled by the Shogun. The lords were fiercely competitive, so the Shogun insisted that every lord had to spend half of his time in the capital city of Edo, so that he could keep an eye on them.

Most lords built grand houses for themselves near Edo Castle. Each house had a garden, and what is a garden but a chance to prove your own superiority? Now you must build the most impressive garden to bring honour to your lord, and yourself.

You must become a ...

# SAMURAI GARDENER

# COMPONENTS

- 64 garden cards



Each of these is a 2x3 grid representing a potential section of garden. Each square in the grid contains one of four types of garden feature: tatami, path, pond or garden.

- 20 feature cards



Five sets of the four cards – one card for each type of garden feature.

- 5 score markers
- Score board
- 5 scoring aids

# RULES

## SETUP

Each player chooses a score marker and set of feature cards. Place your score marker at the '0' position on the score board, and your feature cards face-up on the table in front of you. Shuffle the garden cards, place one face up in front of every player, then place the remaining deck face up in the middle of the table. Whoever shuffled the deck becomes the starting player.

## SEIZING

Each round the starting player will **draw one card per player from the deck**, and place them all in the middle of the table. Everyone then puts their hands palm down on their laps. The starting player will call 'Ei! Ei!', then everyone will shout 'Oh!' and quickly put their hand on the card they want.

If several players go for the same card, **whoever gets their hand on it first gets it**. If there's a total tie, whoever is covering more of the card with their hand will take it. If someone beats you to the card you wanted, you must quickly grab for a different one.

Once everyone has a card, you can add your card to your garden, keeping the restrictions in mind. You'll then earn points depending on how nice a garden you've been building. Once you've all scored, the player to the left of the starting player becomes the starting player for the next round.

## GARDENING

Every time you get a garden card you'll play it on the table in front of you. Garden cards must be played vertically, i.e. with one of short ends towards you. This means there are two possible ways you can turn it before you place it.

Every card you add must be put either beside or partially over a card already in your garden. If you place a card beside an earlier card, you must place it so that at least one square on the card is adjacent to a square on the earlier card (diagonally does not count). If you overlay an earlier card, at least one square on the new card must overlap another square on the earlier card.

When you place a card so that it overlays an earlier card (or cards) in your garden, you are not allowed to place it so that it covers any part of a row or column of 3 or more squares of the same type. It doesn't matter what kind of card you're covering it with, it's simply not allowed.



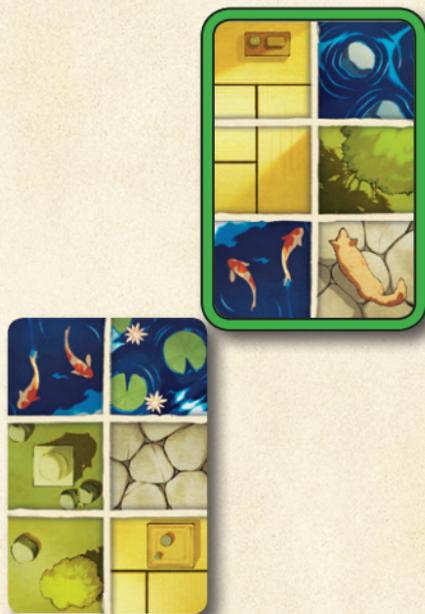
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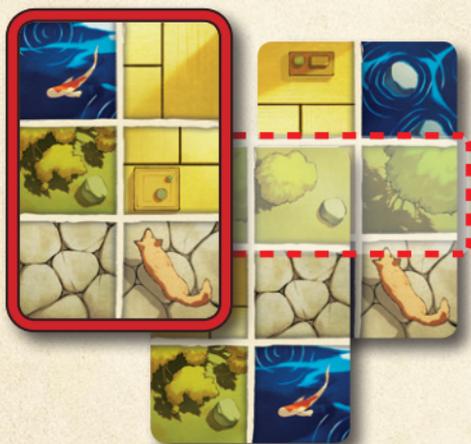


ADJACENT



DIAGONAL





In this example, you already have a row of garden squares, so you cannot cover any of the squares in that row with a new card.

## SCORING

If you manage to create a new row of squares of the same type, you can score it! A row is only allowed horizontally or vertically, never diagonally. Every time you score a row in your garden, you flip your matching feature card face down, and get a number of points. Longer rows are worth more points:

- Three in a row is worth 1 point
- Four in a row is worth 2 points
- Five in a row is worth 4 points
- Six or more in a row is not worth any points

Extending a previous three-in-a-row to a four-in-a-row with a new card is a great way to score big! If you score multiple rows in one turn you get points for all of them. Additionally, if you score several different rows at the same time, you get bonus points:

- Two scorable types of row gives a bonus of 2 points
- Three types of row gives 4 points
- All four types of row gives 6 points

For example, if you play a card this round that creates a three-square row of ponds and a three-square row of paths, you'd score 1 point for each three-in-a-row, plus a bonus 2 points, for a total of 4.

Don't forget that you need to score different *types* of row to get this bonus, not just different rows. Beware though! You can

only score a row if your matching feature card is face up. This means it's possible to get a row you cannot score.

Your feature cards will only flip face up when all four of them have been turned face down. This happens immediately, meaning if your cards flip face up this turn you can immediately use them again if you've got a different row to score. The only way to score for two rows of the same type in a single turn is if scoring the first row results in your feature cards flipping face up again. Remember that you only get bonus points for rows you score, not rows you build.

## WINNING THE GAME

The game ends if one player's score is above 25, or if there aren't enough cards left in the deck to begin a new round. Whichever player has the highest score at the end of that round is the winner!

## OPTIONAL RULES

If playing with a mix of ages, younger players can ignore the rules relating to feature cards. Instead, they can score for every row they form on their turn, gaining bonus points where possible.

If reaching the centre of the table is an issue for a player for any reason, change the Seizing rules. The starting player should instead draw one garden card per player, and then choose one for themselves. The next player to their left then chooses which one they would like, and so on until the last player takes the remaining card.

## SCORING EXAMPLE



In this example, we are showing a section of your garden. You have already scored a garden, tatami, and pond row, so those feature cards are face down. If you added a card to turn your three in a row garden into a four in a row garden, you would not score anything as the garden feature card is face-down.



If you placed the new card like this instead, you would score the path. This would reset the feature cards and you could now score the garden too. You would get 1 point for the path, 2 points for the garden, and 2 bonus points for scoring two types of feature, for a total of 5 points!

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