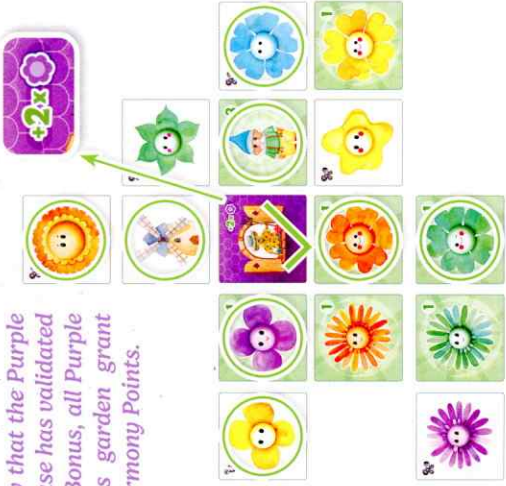


Gardener Bonus: When your house is surrounded by at least two tiles on each of its four sides, turn the Gardener Mouse over (Gardener Bonus visible). Flowers with the same color as your mouse grant Harmony Points.

Example: Now that the Purple Gardener Mouse has validated its Gardener Bonus, all Purple Flowers in its garden grant additional Harmony Points.



Validating a Tile That Has a Token

If you validate a Flower tile that has a Butterfly token on it, the other players can no longer take this Butterfly.

If you validate a tile that has an Earthworm or Mole token on it, give the token or tokens, Mole side up, to player(s) of your choosing. They must place it on a tile in their garden that doesn't have a mole. If there is no such tile, the token is sent to the central pile.

5. Finishing Your Turn

At the end of your turn, draw a tile from the bag and place it in the free slot on the top row of the Garden Center. It is then the turn of the player to your left.

Green Thumb: At any time, players can indicate that a tile has not been validated in an opponent's garden, EXCEPT in the garden of the current player. The player who indicates the oversight gains 1 Wheelbarrow token if available (the target player does not lose anything).



End of the Game

When the Watering Can token is revealed, the end of the game begins. All players play one more turn then count up their Harmony Points from left to right, then from top to bottom.

Calculating Harmony Points

Butterfly: The player with the most Butterfly tokens earns 2 points per Butterfly. If multiple players have the same amount, they all earn 2 points per Butterfly.

The other players earn 1 point per Butterfly.

Flower: Each happy flower is worth 1 point.

Garden Gnome: Each happy Garden Gnome is worth 3 points.

Windmill: Each happy Windmill is worth 3 points.

Gardener Mouse: If your Gardener Mouse has the Gardener Bonus visible, you earn 2 additional points per flower of your color in your garden, whether they are happy or not.

Earthworm: Any Earthworms on your flowers are not counted.

Mole: You lose 1 point per Mole token.

The Gardener Mouse with the most Harmony Points wins the prize of the most beautiful garden!

If multiple players have the same amount of Harmony points, the one with the most happy tiles wins.



A game by Deedee (David Durand)
Illustrated by Marie Cardouat
Graphic design: Philippe Nuhra
Editing/Proofreading: François Kayat-Guizol & Gersende Cheylan

The author wishes to thank: Hélène M (without whom the game simply wouldn't exist!), my family, LudOuest/LudOcéan/FIJ games festivals, Roberto and Florence F, Jean-Vivien L, CAJO, and Funforge.

Special thanks to my mother, father and brother for playing with the child I was, and to Noé for continuing to play with the child I still am.

This rulebook may keep growing. You can always find the latest version at www.funforge.fr - © Funforge s.a.r.l. 2024 — All rights reserved.



Fun of the Game

It's spring in the mouse village, which means there's a competition for who has the most beautiful flower garden. Each player landscapes their garden with flowers, garden gnomes and windmills, hoping to attract butterflies. But watch out for moles!

Make your garden as beautiful as you can to earn as many Harmony Points as possible. The player with the most harmonious garden wins the game.

Contents

- 48 Flower tiles
- 12 Landscaping tiles (6 Garden Gnomes and 6 Windmills)
- 6 Gardener Mice (6 different colors)
- 5 houses (to build)
- 19 Wheelbarrow tokens
- 16 Earthworm/Mole tokens
- 7 Butterfly tokens
- 6 Magic Watering Can tokens
- 12 turn tokens (hourglass) and 1 large Magic Watering Can turn token
- 1 Garden Center game box
- 1 bag



Setting Up the Game

Place the box on the table and open the cover that represents the Garden Center storefront.

Place all the Wheelbarrow, Magic Watering Can, and Earthworm/Mole tokens in the center of the table along with as many Butterfly tokens as there are players plus one more.

Build the houses and give one to each player. All players choose a Gardener Mouse color and place the tile on top of their house (Gardener Bonus not visible).

Place all the Flower and Landscaping tiles in the bag.

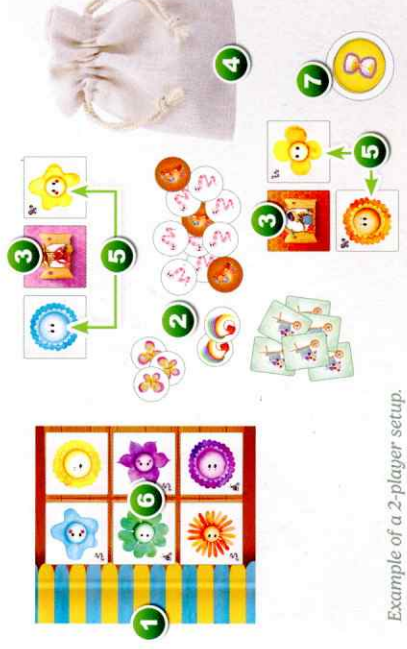
All players draw 2 tiles each and place them face up (white background) next to their house. Tiles can't be placed next to each other.

If you draw a tile with a Butterfly, Earthworm or Wheelbarrow symbol, take the corresponding token and carry out the associated action (see *Choosing a Tile*).

Draw 6 tiles from the bag and place them face up (white background) in the Garden Center in 2 rows of 3 tiles.

Take the Wheelbarrow, Earthworm, Delivery Truck, Wind Blow, Drum turn tokens (with hourglass), and blank tokens (7 for 2-4 players, 4 for 5 players). Shuffle them and place them in a face-down (hourglass side) pile on top of the Magic Watering Can token.

The player who has watered flowers the most recently will be the first player. This player starts the game and is responsible for the Turn token pile.



Example of a 2-player setup.

Playing the Game

Beginning with the Starting Player, take turns moving clockwise. When it's your turn, do the following in order.

1. Reveal the turn token (Starting Player only)
2. Choose a tile
3. Place the tile
4. Validate the tile, if possible
5. End turn

1. Revealing the turn token

Before playing their turn, the Starting Player (only this player) reveals the topmost turn token. If the token has an icon, carry out the corresponding action:

Wheelbarrow: All players take a Wheelbarrow token. They can play it during one of their turns.



Poke around: When choosing a tile, you can use 1 Wheelbarrow token to take a tile from the row at the top of the Garden Center (instead of the bottom row). Return the Wheelbarrow token to the central pile.



Repotting: At any time during your turn, you can use 2 Wheelbarrow tokens to move a tile from your garden by sliding it. You can't pick it up or move other tiles during the move.



The tile's new position must comply with the placement rules (see Placing a Tile). Return the Wheelbarrow tokens to the central pile.

Example: Julie wants to move her Orange Flower or Purple Flower next to her Garden Gnome.

She can move the Orange Flower but not the Purple Flower because it is surrounded by other tiles and is therefore inaccessible.



Delivery Truck: You can't take any tiles from the middle column of the Garden Center this turn. Place the turn token on it as a reminder.



Wind Blow: Each player can move one of their Butterfly, Earthworm or Mole tokens to another tile in their garden. You can have more than one mole on a tile.



Earthworm: All players take an Earthworm token and place it on a face-up tile (white background) in their garden if they have one.



Drum: Any players that have a Mole token can remove one from their garden.



Magic Watering Can: The end of the game starts. All players take a Magic Watering Can token. They can play it during their turn.



Watering: The Magic Watering Can token acts like a wild card. You can place it over a Flower tile (only a Flower tile) in your garden to change its color. When you do this, you must announce the desired color. If this validates any tiles, don't forget to turn them over.



2. Choosing a Tile

Choose a tile from the row at the bottom of the Garden Center, then move the tile above it downwards. It will then be available for the next player's turn.

Reminder: If you're using a Wheelbarrow token, take a tile from the row at the top of the Garden Center instead of the bottom.

If the selected tile has a symbol at the top left, carry out the corresponding action.



Butterfly

Take a Butterfly token from the center of the table. If there are none left, take one from a face-up (white background) Flower tile in an opponent's garden. You will have to place it on the chosen tile.



If there are no Butterflies available, you can't take any.

Note: To prevent a player taking a Butterfly from you, try to validate the tile that has the Butterfly on it as fast as possible.

Wheelbarrow

Take a Wheelbarrow token from the center of the table and keep it next to you. If there are no Wheelbarrow available, you can't take any.



Earthworm

Take an Earthworm token from the center of the table. You will have to place it on the tile you have just chosen. If there are no Earthworms available, you can't take any.



3. Placing the Tile

Place the tile in your garden, face up (white background), while respecting the following rules:

- The tile's edge (not corner to corner) must be touching your house or another tile that has already been placed. You can't have any tiles on their own in your garden.



- A Flower tile can't be placed next to an identical Flower tile (same shape and same color).



- A Garden Gnome tile can't be placed next to another Garden Gnome tile (identical or not).



- A Windmill tile can't be placed on the same row or column as another Windmill tile.



Remember: If your tile has a Butterfly or Earthworm symbol, don't forget to place the corresponding token on it, if you have taken one.



4. Validating the Tile if Possible

After placing your tile in your garden, check if you fulfill any validation conditions.

If so, turn the tile over to show the happy side (green background). You can validate multiple tiles in the same turn. At the end of the game, any tiles turned over will grant the number of points shown.

If you forget to validate any tiles during your turn, you can do it at any point in the game.

Important: A happy tile will remain happy until the end of the game even if its validation conditions are no longer met.

Tile Validation Conditions

Flower: When it is adjacent to a Flower of the same shape AND to a tile of the same color (Flower, Garden Gnome or Gardener Mouse color).



Windmill: When it is on the same row or column as three Flower tiles of the same shape.



Garden Gnome: When it is adjacent to the three colors of its hat, shirt and pants. The color can be validated by a Flower tile or the color of the Gardener Mouse.

