An UWE ROSENBERG Boardgame

COTTAGE GARDEN

RULEBOOK

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COTTAGE GARDEN:

a colorful sea of flowers, framed by walls, paths, and hedges. As ambitious gardeners, you face the challenge of filling the beds in every corner of your garden with plants, inspired by the limitations of space to create ever new compositions. You will use a variety of plants – as well as flowerpots and garden cloches – to design gardens that bloom with diversity. Be kind to the helpful cats!

Goal of the game

In Cottage Garden, you compete in the art of gardening. Plant two Flowerbeds with different flowers. Score each Flowerbed when there are no more free spaces visible on it, then exchange it for a new, unplanted one. You receive points for all visible Flower Pots and Garden Cloches on the completed Flowerbed, and you may also receive Flower Pots and Cats that will help you with your gardening.
The player with the most points at the end of the game is the winner.

Preparation

Before the First Game
Carefully remove all the cardboard components from their punchboards, then build the Wheelbarrow.
First, fold up the front part of the body, then the sides, and finally, the back. Then insert the front wheel.

Game board (Nursery)
Place the **Nursery** in the middle, showing the side with the same number of pawns as there are players on the starting **Gardener Space** (one side for 1-3 players, the other for 4 players). Fill the 16 spaces in the Nursery with random **Flower Tiles** (1 per space).

Flower Tiles and Wheelbarrow (Garden Path)
Randomly place the remaining 20 Flower Tiles in a path next to the Nursery. Place the **Wheelbarrow** at one end to mark the start of the **Garden Path**.

Player Board Setup (Planting Table)
Each player receives a **Planting Table** and places 3 orange and 3 blue **Scoring Cubes** on the Starting Space. Then each player randomly draws 2 **Flowerbeds**, placing them next to his Planting Table, with one showing the lighter side and one showing the darker side. In addition, each player takes 2 **Cats**.

General Supply (Cats, etc.)
Beside the Nursery, place one remaining Flowerbed with the light side showing, the **Parasol**, the remaining Cats, the **Flower Pots** and the **Beehives**. Return all remaining unused Planting Tables, Flowerbeds and Scoring Cubes to the box.

The green die (Gardener)
Next, place the **Gardener** with the 1 face showing (**with 1-2 players, use the 2 face instead**) on the Gardener Space in the Nursery that corresponds to the number of players.

The Game

This section explains the game for 2 to 4 players, and is followed by the **Solo rules** and **Children's rules**.
Players take turns in a clockwise direction. The last person to have weeded a garden is the starting player.

A turn consists of four phases, which are performed in order.

1. Refilling Phase **2. Planting Phase** **3. Scoring Phase** **4. Gardener Phase**

With **2/3/4 players**, each player has exactly **32/26/25 Turns** before the **Final Round** starts. The Final Round consists of a variable number of Turns. When it finishes, total the points on your **Planting Table** to determine the winner.

1. Refilling Phase

Check the Nursery spaces in the row or column (or diagonal in a 4-player game) indicated by the current position of the Gardener. (Let's call this the "**Gardener Row**".) If **3 or 4** of the spaces in the Gardener Row are **empty**, you must fill those spaces using Flower Tiles from the Garden Path.

Filling the Gardener Row:

1. From the Garden Path, take the Flower Tile that is directly in front of the Wheelbarrow.
2. Place it on the empty space of the Gardener Row that is closest to the Gardener.
3. Push the Wheelbarrow ahead to the next Flower Tile on the Garden Path.
4. Repeat **Steps 1 to 3** until all spaces in the Gardener Row have been filled.

If there are not enough Flower Tiles in the Garden Path to fill the entire Gardener Row, fill as many spaces as you can. Remaining empty spaces are not filled immediately when Flower Tiles are returned to the Garden Path.

In this example, three spaces in the Gardener Row are empty. The arrows show the order in which the Gardener Row is refilled.

Additional action – Ramble

If only 1 or 2 spaces of the Gardener Row are empty, you **may** refill the Gardener Row by returning a Cat to the General Supply. Follow the instructions above for filling the Gardener Row.

2. Planting Phase

In the Planting Phase you **must** take one of the following two actions. You may **not** pass.

a) Take a Flower Tile

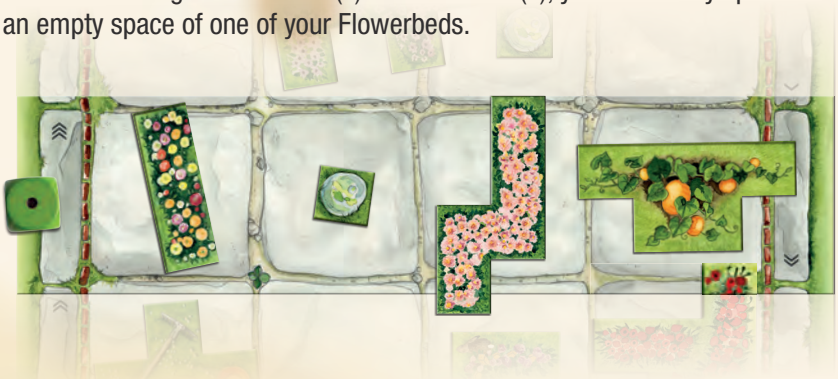
Choose a Flower Tile from the **Gardener Row** and **immediately** place it on one of your Flowerbeds.

b) Take a Flower Pot

Take a Flower Pot from the **General Supply** and **immediately** place it on one of your Flowerbeds.

Additional action – Mouse hunt

In addition to taking a Flower Tile (a) or Flower Pot (b), you **can** always place Cats from your reserve on an empty space of one of your Flowerbeds.



In this example, you can choose from the highlighted Flower Tiles. Alternatively, you could take a Flower Pot from the General Supply.

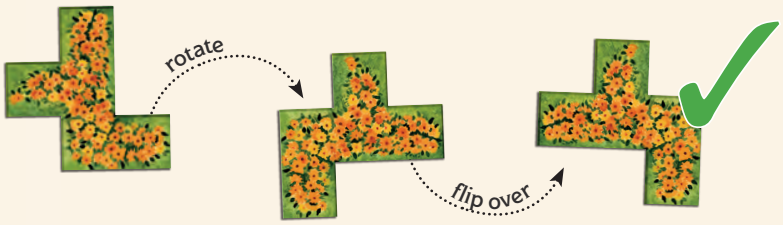
The Planting Rules

Within one of your **own** Flowerbeds, you may:

- place Flower Tiles on empty spaces,
- place Flower Tiles on spaces with printed Flower Pots or Garden Cloches,
- turn over and/or rotate the Flower Tiles any way you like before you place it,

- **not** place a Flower Tile onto or overlapping other Flower Tiles,
- **not** place a Flower Tile so that it protrudes over the edge of a Flowerbed,
- **not** place a Flower Tile over a Cat or Flower Pot that you have placed,
- **never** move a Flower Tile that you placed on a previous turn.

The same rules apply for Cats and Flower Pots.



At any time (even when it is not your turn), you may take a Flower Tile from the Nursery to see how it fits on your Flowerbeds. Use the Parasol to mark the space you took the tile from. This does not reserve the tile for you, but shows you which space you should return it to.

3. Scoring Phase

Once all of a Flowerbed's spaces have been **filled**, it is considered complete and must be scored. A space is considered filled if it contains a Flower Tile, a Flower Pot or a Cat token, or if it shows a printed Flower Pot or Garden Cloche.

Your Planting Table has two scoring tracks, an orange track for the Flower Pots (numbered 1-15), and a blue track for the Garden Cloches (numbered 2-14, by twos).

Move exactly one of your **Orange Cubes** along the orange track as many spaces as there are **Flower Pots** visible on the Flowerbed you are scoring.

Move exactly one of your **Blue Cubes** along the blue track as many spaces as there are **Garden Cloches** visible on the Flowerbed you are scoring.

Covered Flower Pots or Garden Cloches and Cats score nothing.

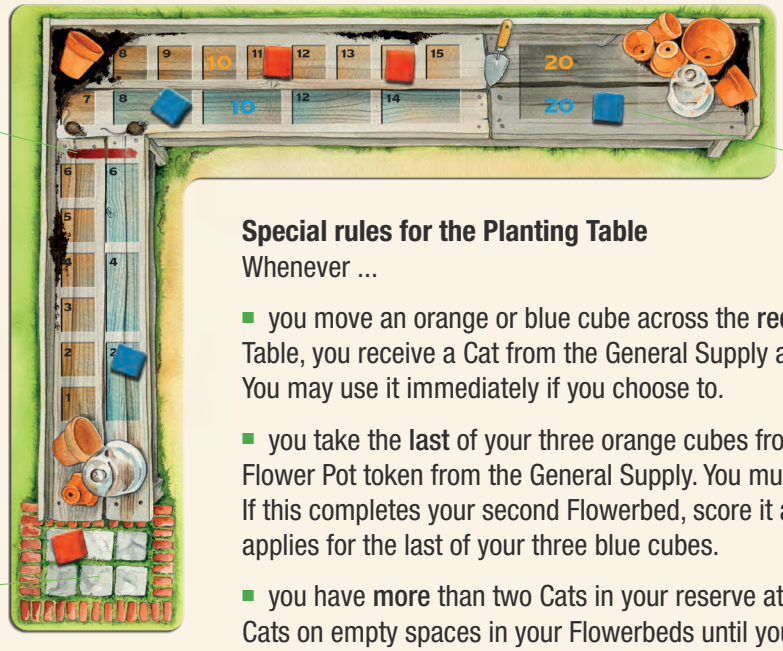
You may **not** split your Flower Pot or Garden Cloche score between several orange or blue cubes, however you are **free to choose** which orange and which blue cube you will move.

It is only **one step** to get from the 14 or 15 space to the Target Space which is worth 20 points. When you move a cube onto the "20" Target Space, any remaining movement for that cube is forfeited.

If you use a Cat to complete both Flowerbeds in a single Turn, you may choose which order to score the Flowerbeds in.

The left Flowerbed provides three steps for one orange marker (Flower Pot) and three steps for one blue marker (Garden Cloche) on your Scoring Track. Cats provide no points.

The right Flowerbed adds four steps for the four Flower Pots and two for the two Garden Cloches.



Special rules for the Planting Table
Whenever ...

- you move an orange or blue cube across the **red line** (with the mice) on your Planting Table, you receive a Cat from the General Supply and place it in your reserve. You may use it immediately if you choose to.
- you take the **last** of your three orange cubes from the Starting Space, you receive a Flower Pot token from the General Supply. You must **immediately** place it on a Flowerbed. If this completes your second Flowerbed, score it as described above. The same rule applies for the last of your three blue cubes.
- you have **more** than two Cats in your reserve at the end of your turn, you must place Cats on empty spaces in your Flowerbeds until you have exactly 2 Cats in your reserve. If this completes a Flowerbed, score it as described above.
- all the cubes in one colour have reached the Target Space, you cannot make any further moves with that colour.

Beehives
The first player to move a cube onto the Target Space receives the Bonus tile with **two Beehives**. The second player to do so receives the tile with **one Beehive**. A single player can not receive both tokens. Place it next to your Planting Table and score at the end. Each Beehive on the tile gives you one bonus point.

Cleanup and Replacing the Flowerbed

1. After scoring, return **all** Flower Pot and Cat tokens from the scored Flowerbed to the General Supply.
2. Place all Flower Tiles from the scored Flowerbed at the **end** of the Garden Path, in any order. (The end that is not marked by the Wheelbarrow.)
3. **Flip** the emptied Flowerbed to the other side (light to dark, or dark to light) and place it in the General Supply.
4. Take the other Flowerbed from the General Supply and place it (**without flipping it over**) beside your other Flowerbed.

4. Gardener Phase

At the end of your turn, you **must** move the Gardener Die one space further along the **edge of the board**, in the direction of the arrows (clockwise).

In a 2-player or 4-player game, the **Turning Space** is the same as the **Gardener Space**. In a 3-player game, the Turning Space is two spaces before the Gardener Space.

Whenever you reach the Turning Space, you must immediately **increase** the number on the Gardener die **by 1**. When you turn the Gardener to show the 6, the Final Round begins.

Here you see a game with three players. When the gardener reaches the Turning Space with the three figures, his number goes up immediately by one.

Final Round

At the start of the Final Round, you must **immediately** give up all Flowerbeds with **fewer than three** (0, 1 or 2) Flower Tiles. Cats and Flower Pots do **not** count towards this total. Continue to play with the following rule changes until there are no Flowerbeds left in front of the players.

Before each turn you lose 2 points by either moving **1 orange cube back two spaces** on its Scoring Track or **1 blue cube back 1 space** (even back to its Starting Space).

If you must move one of your cubes back from the target space on the scoring track because all of your other cubes are on the starting space, target space or orange 1-point spaces, for example, you lose 5 or 6 points instead of 2 points.

Whenever you complete a Flowerbed, remove it from the game. You do not receive any new Flowerbeds. Once you have no Flowerbeds left at the start of your turn, you **do not** lose any more points. On your turn, you only perform the Gardener Phase.

When the Gardener once again reaches the Turning Space, he is not flipped and you continue to play.

By moving the cubes backwards and then scoring in the same turn, it is possible that the red line may be crossed more than once, or that the Starting Space of the Planting Table is emptied again. In these cases, the bonuses are awarded again.

Note: You do not receive a Cat when you move a cube backwards across the red line. If you score a Flowerbed in the Final Round, you may achieve bonuses that you can use immediately to complete and score your second Flowerbed.

End of the game

The game ends once **all of the Flowerbeds** have been removed from the game. Total your points. The player with the most points is the winner.

This player receives two times 8 points for his orange markers on the Scoring Track. For the blue marker on the Scoring Track he receives 6 points. He also receives 20 points for each of the markers on the Target Space and 1 point for each of the Beehives. He neither receives points for the blue marker at the Starting Space, nor for the Cats in reserve. He therefore ends the game with a total of 64 points.

- Each orange cube is worth 1 -15 points, according to its position on the track.
- Each blue cube is worth 2-14 points (2 points per space), according to its position on the track.
- Each cube on the Target Space is worth 20 points.
- Each Beehive on a Beehive Tile is worth 1 point. (So Beehive Tiles score 1 or 2 points).
- No points are awarded for cubes on the Starting Space or for Cats in your supply.

If there is a tie, the tied player with more Beehives wins.

The Next Turn

Use the **arrow symbols** on the movement spaces around the border of the Nursery to determine which Gardener Row will be available on your next turn.

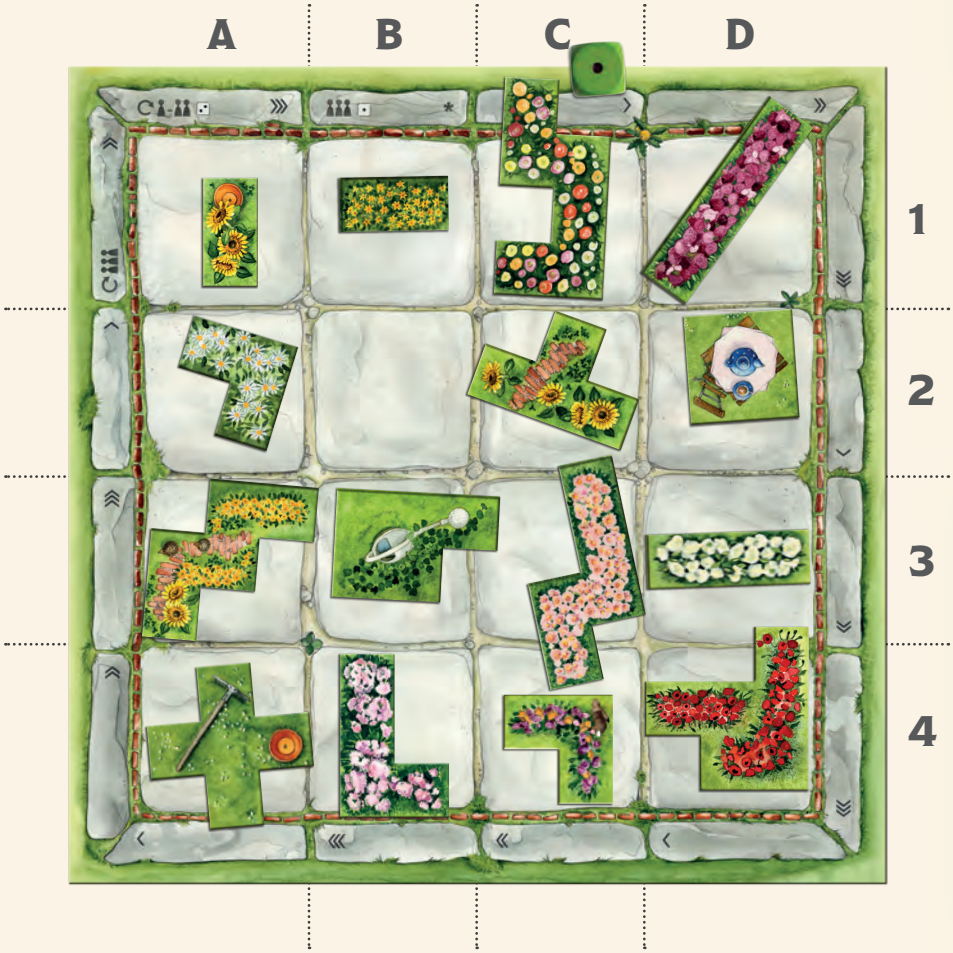
- In a **4-player game**, you will have the same arrow for the whole game. The Starting player will always visit rows with the › arrow. The second player has the » arrow, the third the »» arrow and the fourth the »»» arrow. In addition, the Gardener Rows are not only horizontal and vertical, but also diagonal (from one corner of the game board to the opposite).
- In a **3-player game**, each player is allocated a new arrow when the Gardener reaches the Gardener Space. Until then, you can plan your turns ahead using the allocated arrow symbol.
- In a **2-player game**, the first person always visits rows 1 and 3, and the second player has rows 2 and 4 on each side of the game board. You do not need to use the arrows.

The types of game situations shown here are what give "Cottage Garden" its special appeal.
The letters and numbers in the following example give the position of the tiles.
An example from a 3-player game:

C3 is particularly appealing in this situation, as D2 should also be available on this player's next turn, although only when the next player chooses not to take this tile.

If C2 is tempting, the player can safely ignore it on this turn, as this tile will definitely be available on the player's next turn.

C4 is also of no interest in this turn, because A2, an identical Flower Tile, will be available on the player's next turn.



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Solo Rules

To play alone, use the **2-player rules** with the following changes:

Additions to the Game Setup
Set the Gardener die to the **number 2** and place it on the Gardener Space for 1-2 players. For the whole game, you only need three Flowerbeds: you receive two Flowerbeds, one with the lighter side and one with the darker side up. Place the third in the General Supply with the lighter side showing. You may choose which Flowerbeds to play with, or you may draw them randomly. You do not need any Beehives.

Additions to Gameplay
The game consists of **32 turns** plus the Final Round: you move the Gardener around the board four times, moving it **two** arrow spaces each turn. (Always using only the first and third row of each side. The second and fourth rows are not used.)

The Goal of the Solo Game
Your goal is to achieve the highest possible point score. Over 70 points is a very good score. 80 points would be exceptional.

Playing Cottage Garden with small children

Even a five year old can fill their own Flowerbeds, as long as they are given enough Cats.
Play with the following changes:

Additions to the Game Setup
For a **5/6/7** year old child, place a Cat in **3/2/1** corners of the Nursery. The child can choose the corners.
In a **2-player game**, place one additional Cat.

Additions to Gameplay
Whenever a Gardener passes a corner with a Cat, the child receives a Cat from the General Supply.

Additionally ...
- children may have more than **two Cats** in their reserve.
- all players decide together which of the **Special rules for the Planting Table** apply.
- neither adults nor children may use the **"Ramble" Additional action**.

Thank you

As the first project of **Edition Spielwiese**, Cottage Garden could only be realised **with the help of many people**. Each of the following people had a large role in the project, either with playtesting, technical questions, or simply cheering us on. The order of this list is random and and certainly not complete:

The **Monday Game Designer group** in Spielwiese, the **international Monday Meeting Group**, **Sebastian Runge** and **Sebastian Rieneckert** from Altenburger, **Holger Zimmermann**, **Walter Phippeny**, **Mario Coopmann**, **Michael Menzel**, **Matthias Nagy**, **Kolja Kosim**, **Karin Janner**, **Andrea Boekhoff**, **Martin Kleinke** and **Greta**, **Julian Steindorfer**, **Frank Heeren**, **Klemens Franz**, **Jeffrey Allers**, **Peter Dringautzki**, **Fabian Louton**, **Inike**, **Kyra** and **Matilda Rosenbach**, **Heike Plummer**, **Timmo Niesner**, **Jan** and **Johannes** from **Hunter&Cron**, as **Sophia Wagner** and **Jan Saynisch**.

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