

GARDENS OF MARS

A board game for 2 to 5 players aged 8 and up by
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UPDATED RULES – READ CAREFULLY

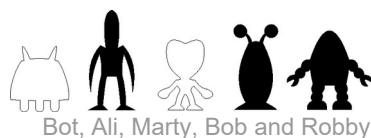
INTRODUCTION

No, Martians are not green. But some Martian flowers are.

Help your little Martian gardener plant flowers to create the grandest, most beautiful garden on Mars. The Martian with the greenest thumb wins! (Just the thumb: Martians are **not** green.)

MATERIAL

- A board representing a Martian garden.
- 60 flowers in 6 different colours (10 each)
- A carrying tube.
- 6 black Martians in 3 types (2 each)
- 4 white Martians in 2 types (2 each)



Bot, Ali, Marty, Bob and Robby

- 5 grey peaks.
- 6 dice

GAME SETUP

Place the board in the centre of the table. Place the 6 dice next to it.

Optionally, you can randomly place peaks on any hexagons; one per hexagon and without fully fencing any part of the board and so that the sum of players plus peaks is not bigger than 5. Peaks are obstacles and can't be crossed by the Martians.¹

The player that lost the previous game, or the youngest one starts. The game is played in turns in anticlockwise order.

Each player in turn order chooses a type of Martian and takes the 2 Martians of that type (the colour of the Martian is not relevant). Then he places one of them next to space '1' of the scoring track (as if it were on space '0'). This is the 'scoring Martian'. Then he places the other one in any empty hexagon of the garden except the central one. This Martian is the 'gardener'

Keep all the flowers in the tube. Now each player draws out of the tube at random² a quantity of flowers according to this table:

¹ This is a rule addition.

² Flip the tube and let the flowers drop. Pick the first ones that fall.

2 players	30 flowers
3 players	20 flowers
4 players	15 flowers
5 players	12 flowers

... and places them in groups by colour before him, so that all the players can see them.

HOW TO PLAY

On your turn, you must do the following things in order:

1. If there are no available dice on the table, count the number of spaces adjacent to your gardener that have **no flowers** in them, then grab that many dice from the tube (The centre space counts as a space with no flowers for these purposes). Then, roll all those dice and set them before you, on the table. If your gardener is completely surrounded by flowers, don't roll any dice (thus ending your turn). You're stuck until someone leaves dice for you to use.

2. If there is at least one available die on the table — that is, if you've just rolled some dice or if there are some dice remaining from a previous roll — chose one of them and use it in the following way (In any of the below situations, if his **scoring** Martian would end up in a square occupied by another Martian, then it continues in the same direction to the next unoccupied scoring space.):

a. Move your gardener a number of spaces equal to the die value, in any of the 6 directions (straight line, no turning), with the following restrictions:

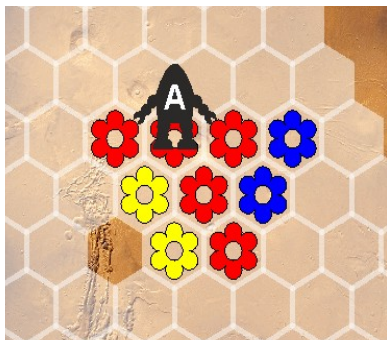
- The central space can't be occupied.
- The gardener cannot go through or onto a space already occupied by another gardener or a peak.

b. However, if the gardener can't move, you lose 1 point (move the scoring Martian 1 position backwards).

c. If the gardener ends its movement on a hexagon occupied by a flower, you lose 1 point (move the scoring Martian 1 position backwards). Score can't go below zero.

d. If the gardener ends its movement on an empty hexagon (no flower or peak), plant any one of your remaining flowers there. You receive as many points as the number of flowers of the same colour as the one you've just planted that are connected to it (**including the planted flower itself**³), forming a group (move the scoring Martian forward as many squares as points).

³ This rule changed for coherence with Gardens of Io.



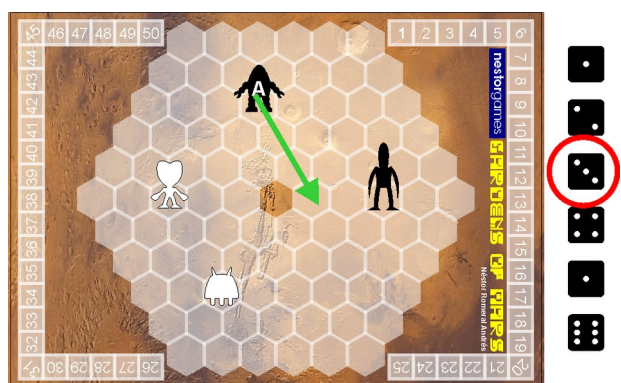
Example: Player 'A' scores 5 points (5 red flowers)

e. Finally, discard the die you've used by placing it inside the tube. Leave the rest of the dice (if any) on the table. The turn passes to the next player.

Note: The dice will not be rolled again until all of them have been used.



Example: Player A starts by rolling 6 dice, because his gardener is surrounded by 6 empty hexagons.



Player A chooses the die '3' and moves his gardener 3 hexes.



Finally he plants a red flower (scoring one point) and discards the die he's used by placing it inside the tube.

VARIANT: SPECIAL ACTIONS (UPDATED)

Agree on using these rules before the game starts.

If a player plants the last flower of a *given* colour (considering all flowers from all players), he will receive an extra turn, but only if there is at least 1 unused die remaining.

Example: Alfred plants the last red flower, so he gets an extra turn using another die. Then he moves his gardener again and plants the last green flower but there are no dice remaining so his turn ends.

If a player moves his scoring Martian to a space above 25 points that is occupied by another player's scoring Martian, he will get an extra turn, but only if there is at least 1 unused die remaining.

Example: Alfred plants a blue flower and scores 6 points. By moving his scoring Martian, he lands on square 36, which is occupied by another Martian. He gets an extra turn.

END OF GAME

The game ends when one of the players runs out of flowers or when none of the players can move or roll any dice (rare). The player with the highest score wins the game.

OPTIONAL VARIANT FOR 2 PLAYERS

In a 2 player game, each player can use 2 gardeners instead of one (one player should be white, while the other is black). You can choose which one to move.

COOPERATIVE VARIANT (1-5 PLAYERS)

In this variant, the team score is the score of the lowest scoring martian. What is the highest score that you can achieve?