

GARDENS OF ENCELADUS

A board game for 2 to 5 players ages 8 and up by
Néstor Romeral Andrés

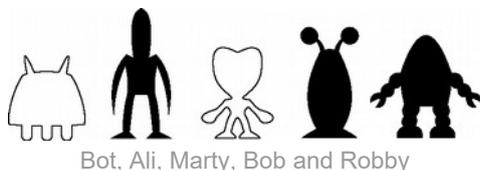
INTRODUCTION

Our beloved Martians from **Gardens of Mars** and **Gardens of Io** have travelled to Saturn's moon **Enceladus** to harvest the flowers they planted last year.

Help your little Martian gardener harvest the flowers, making sure he collects enough of each type. The Martian with the greenest thumb wins! (Just the thumb: Martians are **not** green.)

MATERIAL

- A board representing both a garden on icy Enceladus (10×10 squares), and 10 special actions.
- 95 flowers in 5 different colours (19 each).
- A carrying case.
- 6 black Martians in 3 types (2 each).
- 4 white Martians in 2 types (2 each).
- 5 peaks (white pyramids).
- 9 black counters.
- 1 'silver' counter (the wildflower).



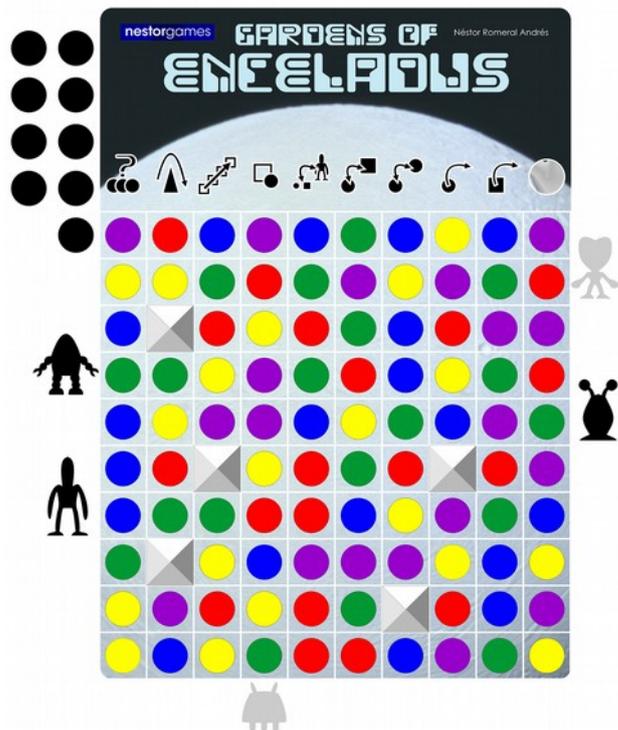
GAME SETUP

Place the board in the centre of the table. Set the 9 black counters aside. Place the wildflower (silver) on the circle above the top-right corner of the board.

Determine the starting player by any peaceful means. The game is played in turns in clockwise order.

Randomly place the 95 flowers on the board cells (one per cell). Place the 5 peaks on the 5 remaining spaces. Peaks are huge ice structures that block the movement of the gardeners. The peaks cannot 'fence' a section of the board during the setup, so leave the empty cells for the peaks accordingly. In case of disagreement in the placement of the peaks, the last player in turn has the final word.

Each player in turn order chooses a type of Martian to be in the game (the colour of the Martian is not relevant) and places one of them on the outside of the board grid, adjacent to any perimeter cell (except for the special actions area). Place your other Martian before you (so everybody knows which Martian is yours).



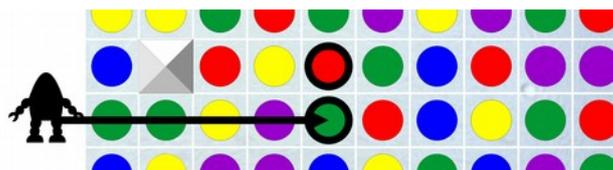
Setup example for 5 players.

HOW TO PLAY

The starting player goes first. Players take turns in clockwise order during the game.

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

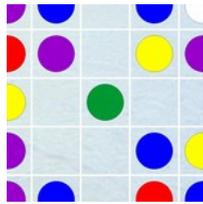
1. **Optional:** You can spend 3 flowers of the same colour from your reserve (which will be empty at the start of the game) to execute a **special action** that is still available. Discard these flowers to the game case. You can do this as many times as you want on your turn, spending 3 flowers of the same colour each time (each trio can be a different colour). After you use a special action, cover it with a black disc, making it unavailable. See 'Special Actions' below.
2. **Mandatory** (see Game End): Move your Martian horizontally or vertically to a space **occupied by a flower**. You **can** jump over other martians but **not** over peaks (they are too high). Pick the flower you landed on and add it to your reserve. Then pick a horizontally or vertically adjacent flower (if any) and add it to your reserve, too. Your reserve must be visible to all players at all times¹.



Example: Robby moves to a green flower, picks it and then picks an adjacent red flower.

¹I recommend trying the 'hidden score' variant described at the end of this rulebook.

3. **Mandatory:** Pick all **soliflowers** from the board, if any, and add them to your reserve. A soliflower is a flower with no flowers orthogonally adjacent to it (diagonals do not matter). Soliflowers are the key to winning the game.



Example: a green soliflower

GAME END

If a martian **can't execute step 2** (move to a flower) then **the game ends immediately**. Then proceed to the scoring phase.

It's not mandatory to use a special action so the player can then have a valid move.

SCORING

To determine your score, count the number of flowers of each colour in your reserve and sort those numbers in ascending order. You will obtain a 5 digit number (for example: 34566). The silver wildflower counts as any one colour, but you have to declare which one before scoring. Notice that you must consider all 5 colours, so if you don't have flowers of some colour, your score would be something like 04556, that is terribly low!

The player with the highest score wins.

Cooperative variant (2-5 players): *In this variant, the group score is the score of the lowest scoring martian. What is the highest score that you can achieve?*

TIPS AND STRATEGIES

- Sort the flowers of your reserve by colour for clarity.
- Soliflowers are key. Try to harvest flowers so that some soliflowers are created. The pick them afterwards.
- Some special actions are more powerful than others. Try to use them before others do.
- Some special actions allow you to create many soliflowers at once.
- Using more than one special action on your turn can be incredibly powerful, securing your victory in an instant.
- Diversify your reserve. If you're short on some colour(s) you're likely to lose the game.
- Some special actions will rarely be used, but there will be a game, in which such an action will give you the victory (such as a diagonal move or a peak movement).
- Corner yourself into an unplayable position if you're in the lead, in order to force the endgame.

SPECIAL ACTIONS



Randomly pick 3 flowers from the game case (don't look), if there are at least 3, and add them to your reserve².

Jump orthogonally (not diagonally) over a peak to a space not occupied by a martian. If there is a flower on it, add it to your reserve. Don't take an adjacent flower!

Move diagonally to a space not occupied by a martian (you cannot jump over peaks). If there is a flower on it, add it to your reserve. Don't take an adjacent flower!

Pick any flower from the board and add it to your reserve.

Swap the positions of your martian and any one peak or planted flower.

Swap the positions of any one peak and any one planted flower.

Swap the positions of any 2 planted flowers.

Move any one planted flower to any empty space of the garden.

Move any peak to any empty space of the garden.

Pick the wildflower and add it to your reserve. Do not place a black counter on the circle; when this unique wildflower is gone, this special action is unavailable.

VARIANTS

For a purely combinatorial game the first special action (picking 3 flowers from the game case) is not available. Cover it with a black counter during setup.

More martians for 2 players: Each player uses 2 different martians (each player should use a same-colour pair for clarity). You can move either one on your turn. But all special actions in that turn must be executed by the same martian you are moving that turn.

Hidden score: You can hide your reserve behind a screen, only to be revealed during the scoring phase.

² Set the payment flowers aside and put them inside the case afterwards, to avoid re-drawing the same ones.