



These rules, lay-out and logo are subject to change!

## Plant new flowers in your garden to attract the most butterflies. Who will be the best gardener?

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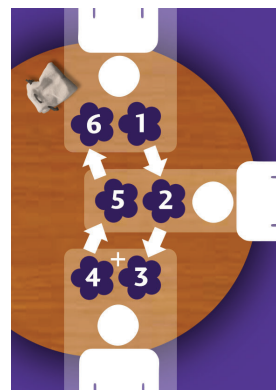
- 40 flowers (6x yellow, 7x orange, 8x red, 9x purple, 10x blue)
- 11 butterflies (5 in 1 color, 5 with 2 colors and 1 with all colors)
- 1 bumblebee
- 4 gardens
- 1 bag
- scoreblock

### Prepare the gardens

- Each gardener gets a garden with 10 spots to plant flowers.
- Place the 11 butterflies and the bumblebee on the table.
- The gardener with the greenest fingers gets the bag.
- Put all 40 flowers in the bag if 4 gardeners play the game.
  - With 3 gardeners: Remove 10 flowers, 2 of each color. Put the other 30 flowers in the bag.
  - With 2 gardeners: Remove 20 flowers, 4 of each color. Put the other 20 flowers in the bag.
- Randomly draw flowers from the bag and place them on the table:
  - With 4 gardeners: Draw 8 flowers.
  - With 3 gardeners: Draw 6 flowers. (See example A.)
  - With 2 gardeners: Draw 4 flowers.
- Use a score sheet to note the gardeners names.



Example A: With 3 gardeners you draw 6 flowers from the bag



Example B: The player with the bag is the first to choose one of the 6 flowers that are on the table. At the end of this round he has to take the only remaining flower.

### Plant new flowers

The gardener with the bag starts. In your turn you choose 1 flower from the table and place it in 1 of your empty garden spots. In clockwise order, the other gardeners get a turn, until all gardeners placed 1 new flower. Then the last gardener chooses again 1 flower, followed by the others in counterclockwise order. (See example B.)

### Attracting the butterflies and bumblebee

After each new flower you check what you attract:



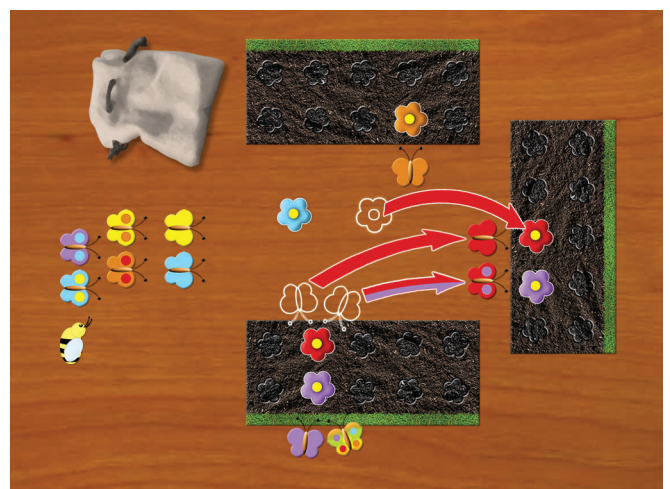
• **One-color butterflies** you attract as soon as you get the most or equal-most connected flowers in the same color as the butterfly. Horizontal or vertical (not diagonal) adjacent flowers are connected.

Only attracted butterflies that come from the table or from another garden, you place with their antennae towards the flowers. (For later rounds they get turned.)

When you attract a butterfly that is already in your garden, its direction does not change (it stays pointed towards flowers or facing away from flowers).



• **Two-color butterflies** behave similar, but these fly to a garden where the 2 corresponding flower-colors form a connected group.



Example C: In the 5th turn the red flower is chosen. There is 1 red flower in another garden too. When the number is equal the butterfly flies to the fresh flower. The red flower makes a connected area of red and purple with 2 flowers. Same as in the other garden, so the red-purple butterfly prefers the new flower. The 5-colors-butterfly stays at the other garden. He only moves when there is an area with more different flower colors. In turn 6 the start player will get the remaining (blue) flower as his second flower.



• **The 5-colors butterfly** goes to the connected group of flowers with the most different colors. He first flies to a garden if there are 2 colors connected, and only moves each time there is a flower bed with more different colors! So he flies maximum 4 times during the game.



• **The bumblebee** goes to the biggest connected area of 1 color, no matter which color that is. He first flies to a garden if there are 2 equal flowers connected, and he only moves to another flowerbed if there are more connected flowers of one color! So he flies to the first garden with a group of 2 equal flowers, later to a group of 3 equal flowers and so on.

## Gardener competition

After each round points get noted.

**Butterflies facing towards the flowers** bring you:

1 point in the first round, 2 points in the second round, 3 in the third, 4 in the fourth and 5 points in round 5.

**Butterflies without their antennae over any flower** count half, rounded down. So the butterflies give only half points if they didn't come from another garden during this round.

**The bumblebee** gives 1 minuspoint!

## New supply of flowers

After scoring points you do:

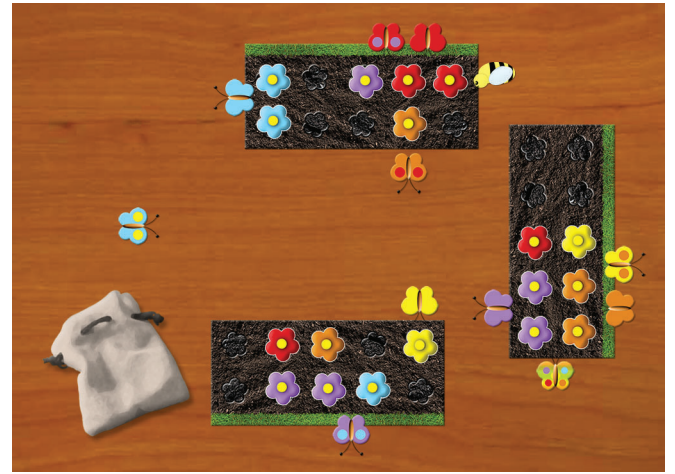
1. Turn all new butterflies, in such a way that all butterflies don't have their antennae over flowers at the start of the next round.
2. Give the bag to the next player clockwise.
3. Randomly draw flowers from the bag again, same as before the first round, and start the new round.

## Best gardener

After 5 rounds **each missing flower color** in your garden **costs 6 points**. Sum all scores to see who is the best gardener!

## For garden profis

- Without luck: Draw the flowers for all 5 rounds at the start.
- If all players know the game, you can start by bidding for choosing the first start player. The player with the highest bid gets his bid as minus points and chooses who starts first.



*Example D: After 3 rounds there still is 1 butterfly that didn't go to a garden. The yellow-blue, so there is no garden yet with yellow and blue flowers connected horizontal or vertical. The start player has 2 butterflies. One did fly to his garden in round 3, so its antennae are pointed towards flowers. This butterfly brings 3 points after round 3. The other butterfly did not move this round, so its antennae don't point towards flowers. You like to see new butterflies, so this "old" butterfly is worth only half the points, rounded down, thus 1 point. Making  $3+1=4$  points for this player. The top player scores 7 points: 8 points for the butterflies ( $3+3+1+1$ ), minus 1 point for the bumblebee. The right-side player scores  $3+3+1+1=8$  points.*

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