

Garden Paths

Overview

Player Count: 2-4

Estimated Play Time: 20-30 minutes

Ages: 10+

Garden Paths is a 2-4 player game where players work together over the course of 10 rounds building out a garden landscape. Players create memorable points of interest when landscaping for visitors to look forward to when visiting the space, and lay out the paths that visitors will walk through. There are no winners, just enjoy building out the space with you and your friends and create the best garden out there.

Components

- 2 Cloth Bags
- Garden Path Tiles (double sided)
- Points of Interest Components
- 4 Dry Erase Markers
- 2d6 - Roll and Grab Dice
- 1d4 - Branching Path Dice
- Rulebook

Setup

1. Shuffle the *Garden Path Tiles*, putting them into one of the cloth bags
2. Put the *Point of Interest Components* into the other cloth bag
3. Each player takes one dry erase marker
4. Players can sit and arrange themselves in the space they are playing in in whatever manner they want, however, the cloth bags and dice must be within reach of all players.
5. The last player who saw a flower goes first.

How To Play

During a round, players will take turns rolling dice to randomly grab a number of points of interest and path tiles in the **Roll and Grab** phase. Players will then simultaneously landscape

and place paths weaving around the points of interest in the **Landscaping and Pathing** phase. A round ends when all players have finished their *Landscaping and Pathing* phase. The game ends when all rounds have been completed.

Roll and Grab

1. During your turn, roll 2d6 and halve the result of each roll rounding up.
2. Use the roll of one of the dice to randomly grab that number of *Point of Interest* pieces.
3. Use the other roll to randomly grab that number of *Garden Tiles* (random side up).

Landscaping and Pathing

1. In the first round, gently toss your *Point of Interest* components in front of you. In subsequent rounds, gently toss them around a garden path tile that is not in a **closed loop**.
 - a. If you are not satisfied with how they landed you may pick them up and toss them again. Once you start placing *Garden Tiles*, you may not make any changes to where the components landed outside of temporarily moving them out of the way when placing your *Garden Tiles*.
 - b. If a component lands directly on a dashed line on a tile, you may move it to either side of the line.
2. Then, place down and connect your *Garden Path Tiles* in whatever manner and orientation you best see fit.
 - a. Tiles **must** be connected by a **path** (dashed line).
 - b. If you drew a blank tile in the previous phase, use your marker to draw your own path.
 - i. Roll 1d4-1. This determines the number of branching paths you can create. These branching paths can be drawn on any tile you have on hand or have previously placed.
 - c. If for whatever reason you are unable to create a path with the tiles you have on hand, you may create one branch from the last tile you placed.
3. **By the end of the game, all players must have their paths connected to at least one other player's.**

When the game ends, erase all drawn paths and branches on garden path tiles.

Scoring (optional)

At the end of the game, you may choose to score your garden based on the number of branching paths and closed loops you made that surround points of interest:

- **1 point for each branch with a garden path tile connected to it**
- **1 point for each closed loop with 1 additional point for each point of interest component contained within the loop.**

If your group chooses to score, you can keep track of your highest score and try to beat it the next time you all play!