

VICIOUS GARDENS

Rules, Ordinances, & Bylaws



An Exhaustive Almanac for Plotting and Planting

Ratified by the Esteemed Village Council

Circa 2024

Welcome to Vicious Gardens, a devious card game of horticultural supremacy. The village council has reviewed your application and elected you to compete for the renowned title of Official Master Gardener (O.M.G.)



We realize that a passionate gardener will stop at nothing for their plants to thrive. That's why the council has employed several specialists to help you steal, demoralize, and otherwise devastate your competition. Cultivate a flourishing garden while destroying your neighbor's crops.

After all, one cannot become a Master Gardener without getting their hands dirty.



Setup

Shuffle Cards and Set up the Game like the diagram to the right.

Each player draws three Plants & two Specialists. This is your starting hand.

The area in front of you is your garden.

The person who has most recently killed a plant(neglect, ingestion, mowing the lawn, etc) has the first turn. Turns proceed clockwise.

Goal

Plant your garden & obtain victory cards for the most points at the End of the Season.

The End of the Season occurs once a gardener gathers three Victory Cards.



A GARDENER'S TURN

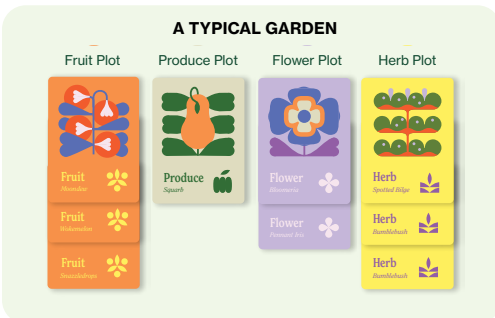
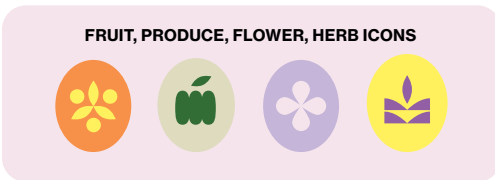
Plant

From your hand, place Plants face-up in front of you into your garden in Plots organized by category: Fruit, Herbs, Produce, and Flowers.

You may only have four plots in your garden, one per category of Plant.

During the game, you will be harvesting Plants from your garden to obtain Victory Cards and use Specialists. You may only harvest Plants from your garden – not your hand.

Plants are worth 1 pt each at the End of the Season



Harvest

Harvest Plants from your garden to obtain Victory Cards or to use Specialists. To harvest, move a Plant from your garden to the Compost Pile.

If there are no more cards to draw from the Plant deck, immediately shuffle the entire Compost pile to replace the Plant Deck.

Harvesting for Victory Cards:

Harvest the requisite plants indicated by the icon(s) on the card (Diagram to the right). Immediately flip the Victory Card over and place in your garden, then read the back. This bonus ability now applies to you.

Victory Cards in your garden are worth 8 pts at the End of the Season!

Harvesting to play Specialists:

To play most Specialists, harvest a Plant. Some specialists require harvesting specific Plants in order to use. The type of Plant is indicated by the icons in the bottom corners Specialist Cards. Discard the Specialist onto the Retired Pile after use.

Pollinator, Pestilence, and Bird Bath are placed in gardens and do not require harvesting to use.

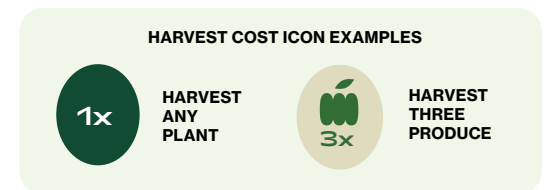
If there are no more cards to draw from the Specialist Deck, immediately shuffle the entire Retired Pile to replace the Specialist Deck.

Resupply

You do not need to play all the cards from your hand on your turn. When you are done planting and harvesting, draw cards from the Plant and/or Specialist decks so your hand consists of five cards. You may draw from either deck and may look at the cards as you draw. There is no requirement as to what type of cards you draw. After resupplying, your turn ends.

If a gardener ends their turn with more than five cards in their hand, they do not resupply.

Before resupplying, a gardener has the option to discard one specialist from their hand.



CARDS OF NOTE

A GARDEN WITH AFFLICTED AND PROTECTED PLOTS, WILD BLOOMS, AND BIRD BATH



AFFLICTED:
CANNOT
HARVEST FROM
PLOT

POLLINATED:
PROTECTED
FROM ANY
MANIPULATION

BIRD BATH:
POINTS IN PLOT
ARE DOUBLED

Pollinator (Specialist Deck)

Place on a Plot or Victory Card in any garden. This Plot or Victory Card is now Pollinated and is protected from ANY manipulation or malfeasance committed by other gardeners.

Pollinator is ONLY moved by Beebeard (Specialist Card).

Pollinator can replace Pestilence on a Plot or Victory Card. After replacing, move Pestilence to a new Plot, Victory Card, or discard.

Pestilence (Specialist Deck)

Place on ANY Plot or Victory Card in a garden. This Plot or Victory Card is now Afflicted. Pestilence cannot be placed on a Plot or Victory Card that is Pollinated.

Pestilence is moved by Beebeard or replaced by Pollinator (see Pollinator section above).

Afflicted Plot: Plants cannot be harvested from Plot. Plants in Plot are worth no longer worth any points at the end of the game.

Afflicted Victory Card: Bonus is no longer in effect. Victory Card is still worth 8pts at the end of the game.

If an Afflicted Plot or Victory Card is moved via Specialist it remains Afflicted. Pestilence stays on the Plot or Victory Card being moved.

Pollinator and Pestilence move to the Retired Pile if there are no plants left in the Plot they were affecting.

You may not have more than one Pestilence or Pollinator on a Plot.

Wild Blooms (Plant Deck)

Place on any existing Plot. Once placed in a plot, acts as a Plant within this Plot. For example, a Wild Bloom placed in an Herb Plot is now considered an Herb.

Cannot be the sole type of card in a Plot. If a Plot ends up with only Wild Blooms they are immediately moved to the Compost Pile.

Bird Bath (Specialist Deck)

Place on any Plot to double that Plot's value at the end of the game. If Mother Nature (Specialist Card) moves the Plot, Bird Bath moves with the Plot.

Can be moved by the Landscaper (Specialist Card).

In a Pollinated Plot: Protected from being moved or stolen.

In an Afflicted Plot: Awards no points when counting points at the End of the Season.

You may want to use Beebeard to move a Pollinator and rid an Afflicted Plot of Pestilence. Then you get to move Pestilence to a new location!

END OF THE SEASON

Once a gardener has three Victory Cards in their garden, they take the End of the Season Token then finish playing their turn. This initiates the End of the Season (i.e. end of game). All others have one more turn then points are added up and the victor is ordained Official Master Gardener!

Whoever possesses the End of Season Token gets one bonus point per gardene. (i.e. in a four-player game, the token is worth four points).

End of the Season

End of Season Token 1 pt. per gardener in game
Victory Card: 8 pts. ea.
Plants with Pestilence: 0 points
Plants & Wild Blooms..... 1 pt. ea.
Bird Bath Plot worth 2x pts
Victory Card Bonus Points Determined by Victory Card

END OF SEASON POINT TOTAL: 27 POINTS

AT THE END OF THE GAME
RECEIVE AN ADDITIONAL POINT FOR EVERY FLOWER CARD IN YOUR GARDEN
+1 PT. HUIZZAH!!!

WHEN RESUPPLYING
You May Draw an EXTRA CARD

VICTORY CARDS:
16 PTS
(8 PTS. EA.)

THIS VICTORY CARD BONUS:
GRANTS 1 PT PER FLOWER

FRUIT
3 PTS.

PRODUCE
2 PTS.
1 pt. x 2 with Bird Bath bonus

FLOWERS
6 PTS.
3 pts. ea. +3 pts. from Victory Card bonus

HERBS
0 PTS.
Afflicted = 0 pts

TEAM PLAY

Divide into equal teams (teams of 2 with four gardeners, teams of 2 or 3 with six gardeners).

Teams alternate turns (i.e. your teammate sits 'across' from you) so that each team's turn-rate is balanced.

The ONLY difference in gameplay is that teammates can plant cards in their teammate's gardens.

A team needs to collect a total of 3 Victory Cards to End the Season. This is a combined total between teammates. The first gardener to collect the 3rd Victory Card for their team initiates the End of the Season and gets the End of Season Token.

Teams may communicate their garden's needs.

If you want to increase the overall game length, increase the total Victory Cards needed to reach the End of the Season.

Remember, some Specialists have abilities that you may use differently now that you have a teammate.

**Playing in teams is fun!
Misery loves company, after all.**

SPECIALIST GLOSSARY

Beebeard

Moves a Pollinator or Pestilence from any garden to a new Plot, Victory Card, or Retirement Pile.

May move a Pollinator in order to replace Pestilence, and in turn, move the replaced Pestilence to a new Plot, Victory Card, or Retirement Pile.

Botanist

Allows gardener to look through the Retirement Pile and select a Specialist card to add to their hand. The selected Specialist card can be played within the turn they are picked up, provided the gardener harvests the appropriate amount of cards to use the Specialist.

Curmudgeon

Allows a gardener to take two cards from other's hands. The cards taken can be from an individual gardener or two gardeners.

The gardener can only see the backs of the cards in the hand they are taking from.

Gardener's who lost cards to the Curmudgeon do not resupply until the end of their next turn.

Hareman of the Gourd

Allows a gardener to swap a Victory Card in any garden (usually their own) with another from any garden. Afflicted Victory Cards MAY be exchanged. In Team Play you have the option to move a Victory Card from one team member to another.

Pestilence remains with the Victory Card being exchanged. A gardener may not exchange their Victory Card with one that is Pollinated. However, a gardener can exchange/move their own, or a teammate's Pollinated Victory Card.

Landscaper

Allows a gardener to move up to two Plants from any Plots to new ones. Plants may be from an individual gardener's Plot or from different Plots. You may take from your own Plots.

You MAY take from an Afflicted Plot
You MAY NOT take from a Pollinated Plot.

Can be used to move the Bird Bath.

Mother Nature

Allows a gardener to swap Plots in any gardens so long as they are of the same category. For example, Gardener A swaps their Fruit Plot with Gardener B's.

Plots must have at least one plant in them and be of matching categories.

Afflicted Plots MAY be exchanged. Pestilence remains with the plot being exchanged.

A gardener MAY NOT exchange their plot with one that is Pollinated. However, it is legal for a gardener to exchange their own or a teammate's Pollinated Plots.

Wormsworth

Allows a gardener to look through the Compost Pile and select two cards. Cards are added to the gardener's hand or garden

Bumpkin, Retiree, Florist, & Herbalist

These require specific plant categories to be harvested in order to use. The plant category is represented in the harvest cost icon.

These specialists lower the overall harvest cost of Victory Cards by two. For instance, if a Victory Card's harvest cost is six cards in total – 3 herbs and 3 flowers – the gardener only needs to harvest four cards in total. These can be any combination:

3 herbs and 1 flower
2 herbs and 2 flowers
1 herb and 3 flowers

A gardener must harvest for a Victory Card on the turn they play this specialist. A gardener may use multiple of these specialists within one turn.

Remember to always harvest the requisite plants before using your Specialists!

Garden Tips

- You MUST harvest from your garden, not directly from your hand. This keeps you from harvesting from an Afflicted Plot
- You MUST harvest requisite Plants before playing a Specialist or obtaining a Victory Card.
- There is no limit to the amount of Plants in your Garden.
- When no cards remain in the Plant Deck, immediately shuffle the Compost and replace the Plant deck. The above rules apply to the Specialist Deck and Retired Pile as well.
- Point bonuses from the Bird Bath and certain Victory Cards only apply at the end of the game.
- If one of the Victory Card piles is depleted, replenish it by moving some Victory Cards from the bottom of the other pile

House Rules

If you want to mix up your gameplay, consider some of these optional rule variants:

- Allow multiple Pestilence or Pollinators on Plots or Victory Cards
- Decrease the value of the End of Season Token to 2 or 0 pts.
- Flip over a Victory Card at the beginning of the game as a “community garden card” that affects all gardens. Gardeners can still place pollinators or pestilence on this card
- Players can resupply their hands with a maximum of four cards, but cannot exceed seven cards in their hand. This allows gardeners to stash cards in their hands and creates bigger point swings and combos.

EXAMPLE OF A TWO-PLAYER GAME

GARDENER 1
GARDEN



GARDENER 2
GARDEN

For online rules, and more resources, visit:
www.popsbejou.com/vicious-gardens

Designed and Illustrated by Ross Bruggink
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