LAWNARCHY

Garden Frenemies Assoc. Official Statutes

BombBasta Games

§1 The grand prize

Your gardening community
"Garden Frenemies Assoc."
is selecting the garden of the year!

So manicure your lawns, trim your hedges and convince the jury. And if that is not enough to beat your neighbors… steal their garden gnomes and steam roll over their flower beds!

Your task is to beautify your allotment gardens with **garden cards**, destroy the other gardens with **squabble cards**, and thus complete the various tasks on the **jury cards**.

Whoever collects enough jury cards first is the winner.

- With two players, you win with 5 jury members.
- With three players, you win with 4 jury members.
- With four players, you win with 3 jury members.

§2 Prepare your gardens







2 player setup

If you are 2 players, your 4 starting cards are each placed opposite a neighboring card.



3 player setup

If you are playing with 3 or 4 players, 2 starting cards are opposite the 2 left and 2 right neighboring cards.



4 player setup

A Shuffle the starting cards and form your gardens

Starting cards form your puny allotments at the beginning of the game. Shuffle all 16 starting cards (marked with in the lower right corner) and distribute them **randomly** as shown in the picture. You will thus each get one garden that consists of 4 random starting cards, lying face up next to each other and each opposite a card of a neighboring garden. Do not sort your starting cards. Replace the starting cards with other garden cards as the game progresses, cultivating your gardens.

Of course, you'll put up fences to better define your property!

B Compost unneeded starting cards

All cards discarded in the game are **composted** and put on the stack. Put any starting cards you don't need on the compost stack. (Yeah, right! I guess there's no proper waste separation in this colony! Complaint!).

C Shuffle all other cards and form the association pile

Shuffle all 28 garden cards, 9 squabble cards, und 11 jury cards well and place them in a face-down **association** pile.



Garden cards can be selected for growing in your own garden. Vegetable beds are purple, lawns are green, flowers are yellow, and trees are marked in blue. You can use red squabble cards to get one over on your opponent. White-gray jury cards indicate what you should plant next.



Garden cards



Squabble cards



Jury cards

Garden pro tip

To shuffle especially well, make 6 small piles each containing two jury cards, shuffle them separately, and then put them on top of each other to make one pile.



D Draw cards and form the garden center

Now draw cards from the association pile to fill up the **garden center** that is face up. Place drawn garden and squabble cards in the garden center, which always consists of 4 cards.

E Drawn jury cards form the examination board

As soon as you draw a jury card from the association pile, don't put it in the garden center, but instead put the card face up on the **examination board**. These are the jury members that are currently inspecting your gardens. The number of jury cards allowed on the examination board is unlimited.

F Get the garden gnomes ready

With garden gnomes you can protect your gardens or secretly collect points

Place all 12 **garden gnomes** face down and shuffled in the garden center. You can get garden gnomes from certain garden cards.

Example

Draw 4 cards from the deck to fill up the garden center. These 4 cards consist of 1 squabble card, 2 garden cards and 1 jury card. Put the squabble and garden cards in the garden center and the jury card on the examination board. Since there is still one card missing in the garden center, draw more cards. You draw another jury card and then another garden card, so the garden center is now full and you can stop.

§3 Garden points

To determine who starts, first count the points in your gardens. Points are also important for many jury cards. Each of the garden cards you grow gives you points, as well as a condition you must meet to earn those points. This condition can be a certain **position** of the card in the garden, a certain **color** of a garden card directly **next** to it or on the **opposite** side.



Seeds give you a point if they are **directly on** the marked position in your garden.



Weeds give you a point, if they are **opposite** a card of the specified color in your neighbor's garden.



Beets and **Poofs** give you a point if they are laid directly **next** to a card of the specified color in your garden.

Example



Your garden here is currently worth 2 points: your **Seeds** on the left are in the wrong place and therefore do not count. Your **Weeds** are worth 1 point because they are opposite a blue card. Your **Beets** are worth a point because a green card is next to them. Your **Poofs** do not count, as there is no yellow card next to them. The garden of your neighbor is currently worth 1 point, since only one of the opposite **Seeds** count.

§4 A gardener's turn

The gardener with the **fewest points starts**. If there is a tie, you argue and bicker. And then play clockwise.

Each turn you take exactly 1 card. You have one of **three options:**

1. Convince the jury

Take a fulfilled jury card from the examination board

or

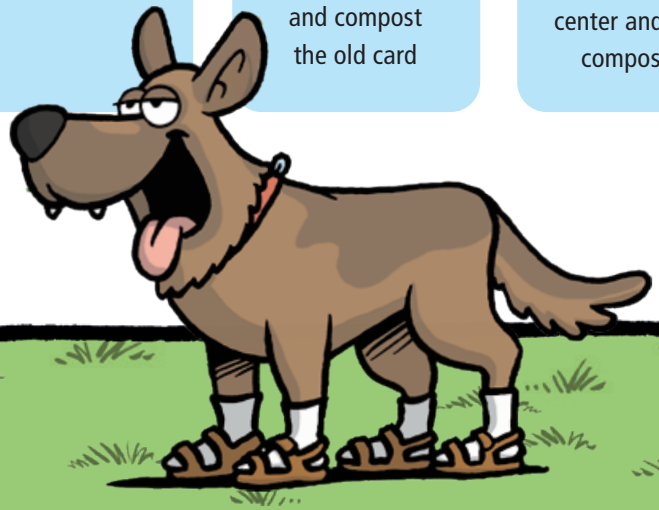
2. Do some gardening

Grow a garden card from the garden center in your garden and compost the old card

or

3. Squabble with your neighbor

Play a squabble card from the garden center and then compost it





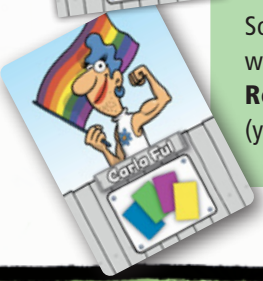


1. Convince the jury

If at the beginning of your turn you fulfill the condition of a jury card from the examination board, you may take it and place it in front of you. You keep this card until the end of the game – the jury member has voted for you and sticks with that decision, even if you do not fulfill the condition later on. If you have fulfilled a jury card, but have already taken a card to do so, you must wait until your next turn.

See §7 at the end of the statutes for a detailed explanation of all jury cards.





Example



Manny Points votes for your garden if it is worth at least 8 points. Your garden is currently worth 7 points, so you can't convince **Manny Points** yet. Your opponent, on the other hand, already has 8 points.

Sometimes you don't need points, but have to fulfill other requirements. **Carla Ful** wants to see all four colors in your garden, which you fulfill in the example above! **Rowdy Dendron** will vote for you if you have a destroyed card opposite yours (you can certainly take care of that...).

Garden pro tip

You can forgo the jury card to squabble or do some gardening instead, for example when you're sure you will still get a jury on your next turn and want to prevent your neighbor from getting one.

BomBasta Games

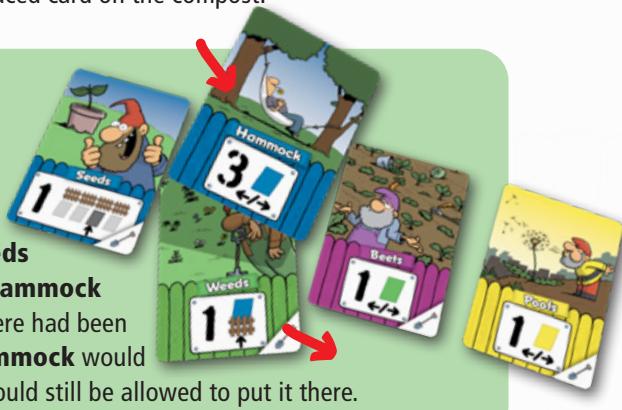


2. Do some gardening

To do some gardening, pick a garden card from the garden center and place it in the position of one of the 4 cards of your garden. The condition on the card may or may not be met. Put the replaced card on the compost.

Example

Put the **Hammock** in the second position in your garden. Compost the **Weeds** that you replaced. To the left of the **Hammock**, you have **Seeds** (blue card), so the condition of the **Hammock** is fulfilled (blue card next to it). If there had been no blue card in your garden, the **Hammock** would not count at the moment, but you would still be allowed to put it there.



Gardening effects

Some garden cards have an effect as soon as you grow them. This effect is symbolized on the bottom left of the garden card. These effects are performed immediately and only once. Effects give you new garden gnomes, allow you to rearrange your garden, or let you destroy opposite cards.

See §7 at the end of the statutes for a detailed explanation of all garden cards and effects.



Garden gnomes

Garden gnomes enhance your garden or protect it from destruction. Get garden gnomes from garden cards. Draw garden gnomes face down and place them on one of your garden cards (not necessarily the one you got the gnomes from). Only you can have a look at your garden gnomes. There are two types:

Point gnomes give you 1 or 2 points. You reveal point gnomes to achieve the condition of a jury card – the gnome increases the value of the underlying garden card by 1 or 2 points for that turn. It doesn't matter if the condition of that garden card is met. Afterwards, put your point gnomes face up out of the game.





No-gnomes protect your garden. Reveal them if the card under the gnome would be destroyed - your card remains unharmed as well as any point gnomes on it. Then put your no-gnome face up out of the game.

When a garden card is replaced while gardening, place the garden gnomes from the old card onto the new card. Any number of garden gnomes can share a card. You may not place a garden gnome on a destroyed card.



Example

You grow **Potatoes** and replace your **Zen Garden** with them. Through the gardening effect of the **Potatoes** you get a new garden gnome from the garden center and put it on your **Neuroses**.
Put the old gnome from the **Zen Garden** on the **Potatoes**.

Example

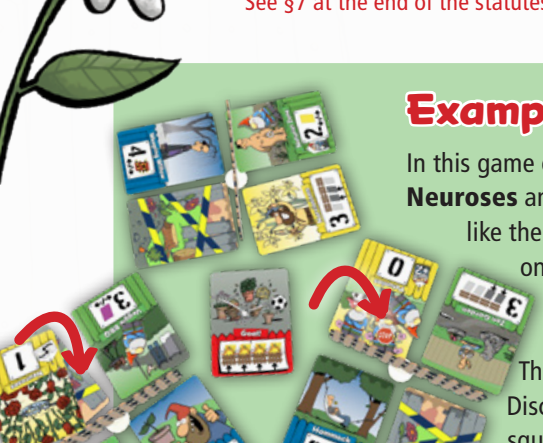
In this example you would like to take the jury card **P. Dantic** (condition: at least 1 point on each card). The **Box Tree** card is not fulfilled, so you uncover your 2-point gnome and come up with the required points and can convince **P. Dantic**. Put your 2-point gnome face up out of the game. Since you do not need your other garden gnomes they remain unrevealed on their cards.



3. Squabble with your neighbor

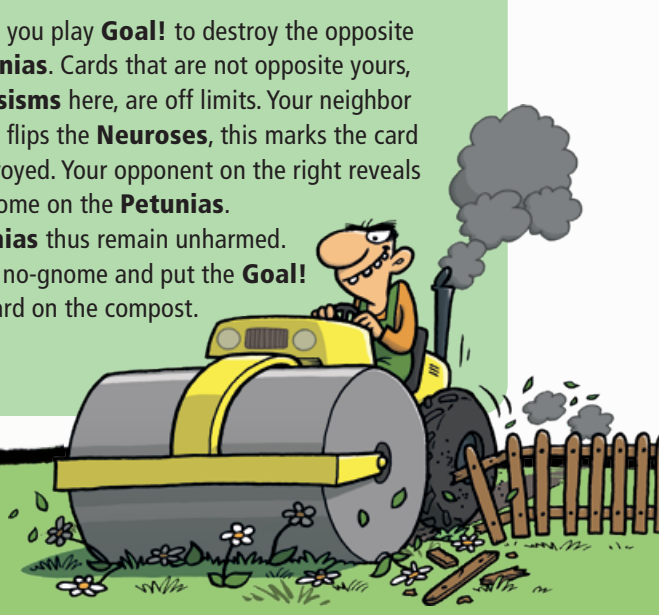
To squabble, take a (red) squabble card from the garden center and smash it onto the table (your maniacal grin is entirely optional). The effect is immediate. For example, you destroy cards in the neighbor's garden or rearrange them. You do not put squabble cards into your garden like garden cards, but you put them directly on the compost pile. You can also compost squabble cards directly when there would not be an effect, for example when you want no one else to play that card.

See §7 at the end of the statutes for a detailed explanation of all squabble cards.



Example

In this game of three, you play **Goal!** to destroy the opposite **Neuroses** and **Petunias**. Cards that are not opposite yours, like the **Narcissisms** here, are off limits. Your neighbor on the left flips the **Neuroses**, this marks the card as destroyed. Your opponent on the right reveals a no-gnome on the **Petunias**. The **Petunias** thus remain unharmed. Discard the no-gnome and put the **Goal!** squabble card on the compost.



Destroyed cards

Destroyed cards do not give points and have no color. Destroyed cards are not composted, but remain in their position. You cannot place gnomes on destroyed cards. You can compost destroyed cards just like any other card if you grow a new garden card in their place. If a card is destroyed that has only point gnomes on it, put all the card's point gnomes face up out of the game.

Example

You replace a destroyed card with the **Manicured Lawn**. Destroyed cards can also be useful however. The **Forget-Me-Not** was worth 4 points next to the destroyed card before placing the **Manicured Lawn**.



§5 Refill the garden center

As in **Step D+E** of **§2 Prepare your garden**, after each turn, refill the garden center to four cards. If you draw jury cards, put them directly to the examination board. If there are no cards left in the association pile, you continue playing with less than 4 cards in the garden center.

Example

You fill up the **garden center**. First you draw the **jury card Moni Chrome** and then the **Nudist Zone**. The **garden center** is now full.





§6 Winning the grand prize

The game ends as soon as one player convinces enough jury members of the examination board (game of two: 5 members, game of three: 4 members, game of four: 3 members) –

Congratulations! You have the garden of the year!

The game also ends at the beginning of a turn when the garden center is empty and the player cannot take any card from the examination board. In that case, the winner is the person who has convinced the most jury members. In case of a tie, the points in the gardens are counted. If there is still a tie, you fight, bicker and argue (or play another round).



§7 Card symbols

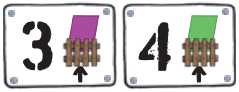
Garden cards



The card is worth 0 or 1 or 2 points. There are no conditions.



The card is worth 1 or 2 or 3 points, but only on the condition that at least one of the two cards to its left or right in your garden has the shown color. Destroyed cards do not count.



The card is worth 3 or 4 points, but only if the opposite card in your neighbor's garden has the shown color. If the opposite card is destroyed, this condition is not met.



The card is worth 4 points, but only if at least one of the two cards to its left or right in your garden is destroyed.



The card is worth 2 points, but only if the opposite card in your neighbor's garden is destroyed.



The card is worth 1 or 2 or 3 points, but only if it is exactly at the position marked with the arrow.



When you grow this card, take a face down garden gnome from the garden center, look at it, and place it on one of your non-destroyed cards in your garden. This can be a different card than the one you are growing. Do not take a garden gnome that has already been used.



When you grow this card, take two garden gnomes (as described above – one after the other).

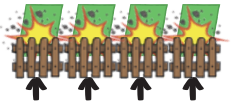


When you grow this card, rearrange all cards of your garden as you wish. Garden gnomes remain on their cards. Destroyed cards remain destroyed.

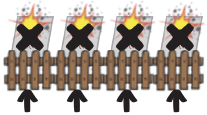


When you grow this card, destroy the card on the opposite side of the fence.

Squabble cards



Destroy all cards of the shown color opposite your cards.



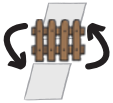
Destroy all cards whose conditions are not currently met opposite your cards.



Destroy all cards opposite your garden gnomes.



Rearrange all cards opposite your cards as you wish. Garden gnomes remain on their cards. Destroyed cards remain destroyed. In a game of three or four, you may arrange cards across gardens and gnomes may switch owners.

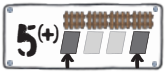


Swap a card in your garden with its opposite card. Garden gnomes remain on their cards and may switch owners. Destroyed cards remain destroyed.

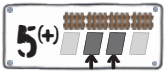


Steal a garden gnome from a card opposite yours and place it on any card in your garden – and no, your neighbor may not look at it again …

Jury cards



Bo Sides wants both cards on the left and right side of your garden to add up to 5 points or more.



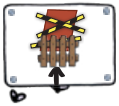
Indra Middles wants the two cards in the middle of your garden to add up to 5 points or more.



Carla Ful wants each of your cards to have a different color and no card destroyed.



Moni Chrome wants you to have at least 3 cards of one color and that these cards are not destroyed.



Rowdy Dendron wants one destroyed card (or more) opposite yours.



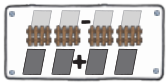
Dick Snomes wants you to score at least 3 points exclusively with garden gnomes. The number of garden gnomes does not matter. Already used garden gnomes do not count.



Avery Goodcard wants you to have one card worth 4 points or more.



P. Dantic wants all 4 cards in your garden to be worth 1 point or more.



Tad More wants the 4 cards in your garden to add up to more points than their opposite cards.



Earnest Beancounter wants you to have at least one card worth exactly 1 point, one card worth exactly 2 points, and one card worth exactly 3 points. The order of the cards does not matter.



Manny Points wants your garden to be worth 8 points or more.





Short description

Each player gets 4 random **starting cards** face up next to each other each opposite a card of a neighboring garden. Shuffle all cards except starting cards into the **association pile**.

Before the game and after each turn draw cards from the association pile and fill up the **garden center** to four cards. Drawn **jury cards** form the separate **examination board**.

Each turn you have three options.

1. Convince the jury

Take a fulfilled jury card from the examination board

or

2. Do some gardening

Grow a garden card from the garden center in your garden and compost the old card

or

3. Squabble with your neighbor

Play a squabble card from the garden center and then compost it

The first player to convince enough members of the jury wins (2 players: 5 jury cards, 3 players: 4 jury cards, 4 players: 3 jury cards).

LAWNARCHY

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is selecting the garden of the year!

So manicure your lawns, trim your hedges and convince the jury. And if that is not enough to beat your neighbors… steal their garden gnomes and steam roll over their flower beds!

Content

11 cards of the jury
44 garden cards (including 16 starting cards)
9 squabble cards
12 garden gnomes
4 fences

Players: 2-4
Duration: 20-30 min.
Age: 10+

With over 50 unique illustrations!

FERNANDEZ

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