Backyard Jungle - Solo rules

> **Aim**:
>
> In this game, you will control a tiny weed which has sprouted in a vacant plot. Its sole purpose is to propagate itself.
>
> You must grow, root, flower and distribute seeds to take over more of the garden. Victory points are scored based upon how much space you occupy after three years, how many edges you have reached (ready to invade the neighbours' gardens) and bonus achievements.

Set up:

You will need **four D6** and **two small markers** such as wooden cubes. You also need **two coloured pencils**, preferably one green one and another colour for your flowers – this is not vital but makes the game look nicer at the end.

Play proceeds in turns representing the passing of the seasons. There will be two turns per season. This gives a total of 24 short turns over three years.

In each turn, you will roll dice to determine the amount of solar energy and rainwater that is available. You can then use energy and water to grow new tendrils, leaves and flowers or to spread seeds. Solar energy and water will vary each season, along with the costs of each action. You will need to plan carefully in order to win.

Place a suitable marker cube at the top of the energy and water root tracks as shown on the right. You begin with **zero** water (💧) or energy (☼) but have a small root in which you may store up to **two** energy or water points at the end of a turn. As you develop more roots, your ability to store energy and water will increase.
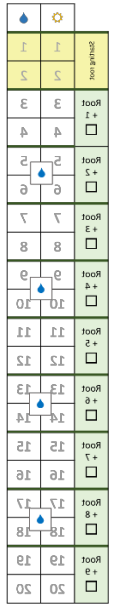
Step one: Roll for energy and rainwater

Roll all four dice and immediately tick the first season box in the tracker (shown below) to ensure that you keep an eye on which season it is, and how much time has passed:

Spring	Summer	Autumn	Winter	Spring	Summer	Autumn	Winter	Spring	Summer	Autumn	Winter

Arrange the four dice in order from the **highest** to the **lowest** value. Determine the amount of energy and rainwater available for this turn using the following rules (summarised in the table below):

Spring – energy is the value shown on the second highest die, water the third highest die

Summer – energy on the highest die, water the lowest

Autumn – energy on the third highest die, water the second highest

Winter – energy on the lowest die, water on the highest

Dice order	Spring	Summer	Autumn	Winter
☼	2	1	3	4
💧	3	4	2	1
1 = highest, 4 = lowest				

Move your energy and rainwater markers down the root track to show how much of each is available to you for this turn (this applies even if the dice values are identical). Add on any <u>extra</u> energy or water from leaves or roots gained on previous turns (see later).

There will, of course be 'unseasonably' fair or foul weather at times in each season. This is not unusual in the UK!

You may now spend energy and water on various actions. The costs of each action are shown in the table. Costs vary according to the season. You may take as many or as few actions as you like each turn, and may choose to store some water and/or energy instead.

As you perform an action, move the marker cubes back up the track to 'spend' energy and water. You cannot use an action if you do not have enough water or energy for it.

Season	Spring		Summer		Autumn		Winter	
	☀	💧	☀	💧	☀	💧	☀	💧
Grow a **tendril***	3	3	2	2	4	4	5	5
Grow a **leaf** on one space	2	3	3	3	5	6	5	5
Flower on one space	2	2	2	2	4	4	8	8
One **seed** from a flower**	2	3	2	2	3	2	5	5
Develop a root	5	4	5	3	3	3	4	3

Tendrils:

Your tendrils may grow in *any* direction from the *starting* hex but can only grow from other tendrils by connecting their ends properly (see below).

To take over the garden is far from easy: stones, litter, annual weeds, grazing invertebrates, and other obstacles stop you growing in straight lines. To grow a tendril, roll a D6 and consult the table to determine the shape of the tendril which you need to draw. You may grow from any existing part of your plant once rolled, but you must match up the ends of the tendrils already in place with your new ones:

1	
2	
3	
4	
5	
6	

| ✓ | ✗ |
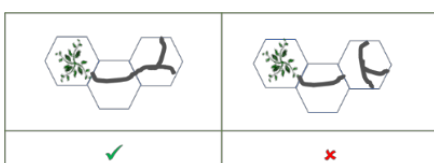
Important: If a tendril is **3**

connected hexes *away from its nearest root, it must develop a root of its own before new tendrils can grow from that position. Similarly, if a tendril is 3 spaces away from its nearest set of leaves, it must develop leaves before it can grow new tendrils. For this purpose, the starting plant has a root and leaves.*

Leaves:

If you pay the required cost, then a single section of tendril can sprout a leaf. Please draw them as you like - it is nice to make your plant look good! *New* leaves (not including the starting hex) should be recorded in the tally chart shown below. Since a plant generates energy using its leaves, you may add one additional energy point *per leaf* at the start of each subsequent turn, *except on turns in winter*.

| **Leaves** (+1 ☀ except winter) |
|---|
| |

Flowers and seeds:

Flowers are a way for plants to propagate themselves by spreading seeds. Once you have paid the cost required for a flower, choose where it is to be sited and draw a flower in that space. This flower may then generate and spread one *or more* seeds. Seeds <u>may</u> be generated in the same turn in which the flower was created or in subsequent seasons. You may choose any part of your plant upon which to grow a flower.

To spread seeds, simply pay the required cost <u>per seed</u>. Then **for each seed** roll one D6 to determine the direction in which that seed will fall (please use your imagination to think about whether your seeds are spread by wind, by animals, or even by explosive seed-heads).

Consult the diagram for the direction:

Now determine how <u>far</u> that seed will travel. Roll another D6 **for that seed**, use this value to count the number of spaces that the seed will be 'flung' and sketch a suitable seedling in the resulting hex. If your roll exceeds the number of spaces in between your flower and the edge, then the seed has bounced off the fence and you should count back into the plot as shown below:
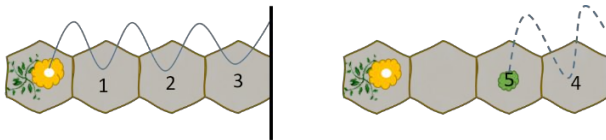
A seed which lands onto an already occupied position is a wasted attempt and cannot be repeated. **The cost of this action still has to be paid.**

The seedling <u>can</u> share the main energy and water supply (by means of microrhizal fungi in the soil) but if it is in an isolated hex*, it **must develop a leaf *and* a root before it can spread further tendrils** (these can go in any direction from the seedling). Energy gained from seedling leaves, and storage from roots gained in this way is shared by the whole plant.

*A seed which lands in a position immediately adjacent to the main plant is connected already, and the seedling does not need to root or leaf to develop further (unless it is three or more spaces away from the nearest root and/or leaf)

A seedling touching the edge of the plot *can* count as one 'edge' claimed towards the winning condition, whether it is connected to the main plant or not.

If you wish to generate another seed, and have the energy and water to do so, repeat the process of rolling for direction and distance for the next seed.

Once a flower has generated seeds it may no longer do so and should be tastefully crossed out:

New flowers generated must be drawn on a different part of the plant: only one flower can appear on a single hex.

Roots

After paying the cost of a root, write a small 'R' into the chosen hex and tick the next section of the root track: each additional section of root gives your plant a greater capacity to store energy and water (up to 20).

The 💧 symbol shows that every *other* additional section of root will allow your plant to absorb one extra water point at the start of a turn.

Step three: Store energy and water

At the end of the turn, you may store any unused water or energy in your root. However, **you may only store as much as your root can hold**. If you have more than this then you must move your marker cubes upwards to the correct limit, **losing** any extra energy or water that you cannot store.

You should now return to step one, re-roll all four dice and tick off the next season box in the tracker.
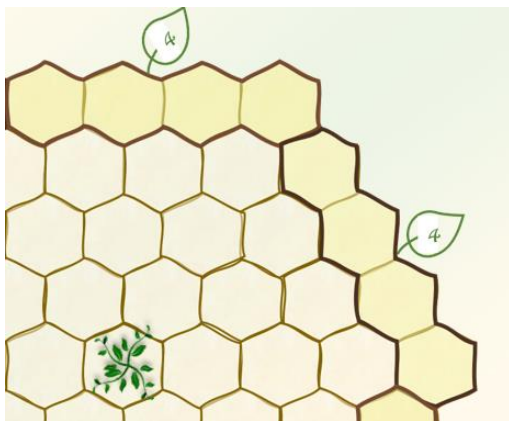
Ending the game:

At the end of the game you should assign victory points according to the following guide:

Hexes	Energy in root	Edge score (4pts each)	Flowers (2 pts each)	Bonuses	Total
+	+	+	+	=	

Hexes: just count the number of hexagonal segments your plant occupies on the game sheet. This should not include the starting hex, which was already filled. 1 point per hex.

Energy in root: This is the amount of energy points stored in the root at the end of the game, and represents your capacity to survive future seasons and propagate further.

Edge score: The edges of the plot are highlighted to give six distinct 'edge' areas with a bold outline. Reaching one of these with a single tendril touching the edge of the plot gives four victory points, since you now have the capacity to invade the neighbours' gardens.

Flowers: These are your means of attracting pollinating insects, and in turn generating seeds. So you gain 2 victory points per flower. This is for *any* flowers that you grew during the game whether they have been used to set seeds or not.

Bonuses: These are awarded for particular achievements during the game according to the table below. It is possible to claim more than one bonus.

Bonuses		
All 6 edges claimed + 5VPs	Full 10-section root + 5VPs	10+ leaves + 5VPs
4+ flowers + 5VPs	7+ seedlings + 5VPs	Root & flower on all edges + 5VPs
24+ hexes + 5VPs		

As a guide to help see what your status in the garden is, please consult the following:

VPs	You are...
40	Easily removed by hand
50	Needs regular hoeing
60	Tenacious and spreading
70	Hardy perennial – roots need digging out
80	Tough and invasive
90+	Needs to be removed by professionals

Backyard Jungle

1. Roll, tick, arrange dice in order
2. Develop and pay costs
3. Store unused energy up to root limit

Dice order	Spring	Summer	Autumn	Winter
☀	2	1	3	4
💧	3	4	2	1
1 = highest, 4 = lowest				

Season tracker

Spring	Summer	Autumn	Winter	Spring	Summer	Autumn	Winter	Spring	Summer	Autumn	Winter

	☀	💧
Starting root	1	1
	2	2
Root + 1 ☐	3	3
	4	4
Root + 2 ☐	5 💧	5
	6	6
Root + 3 ☐	7	7
	8	8
Root + 4 ☐	9 💧	9
	10	10
Root + 5 ☐	11	11
	12	12
Root + 6 ☐	13 💧	13
	14	14
Root + 7 ☐	15	15
	16	16
Root + 8 ☐	17 💧	17
	18	18
Root + 9 ☐	19	19
	20	20

Tendrils

1	
2	
3	
4	
5	
6	

Season costs

Season costs	Spring ☀	Spring 💧	Summer ☀	Summer 💧	Autumn ☀	Autumn 💧	Winter ☀	Winter 💧
Grow a **tendril***	3	3	2	2	4	4	5	5
Grow a **leaf** on one space	2	3	3	3	5	6	5	5
Flower on one space	2	2	2	2	4	4	8	8
One **seed** from a flower**	2	3	2	2	3	2	5	5
Develop a root	5	4	5	3	3	3	4	3

Leaves (+1 ☀ except winter)

Bonuses

All 6 edges claimed **+ 5VPs**	Full 10-section root **+ 5VPs**	10+ leaves **+ 5VPs**
4+ flowers **+ 5VPs**	7+ seedlings **+ 5VPs**	Root & flower on all edges **+ 5VPs**
24+ hexes **+ 5VPs**		

Seed dispersal

```
      6   1
   5         2
      4   3
```

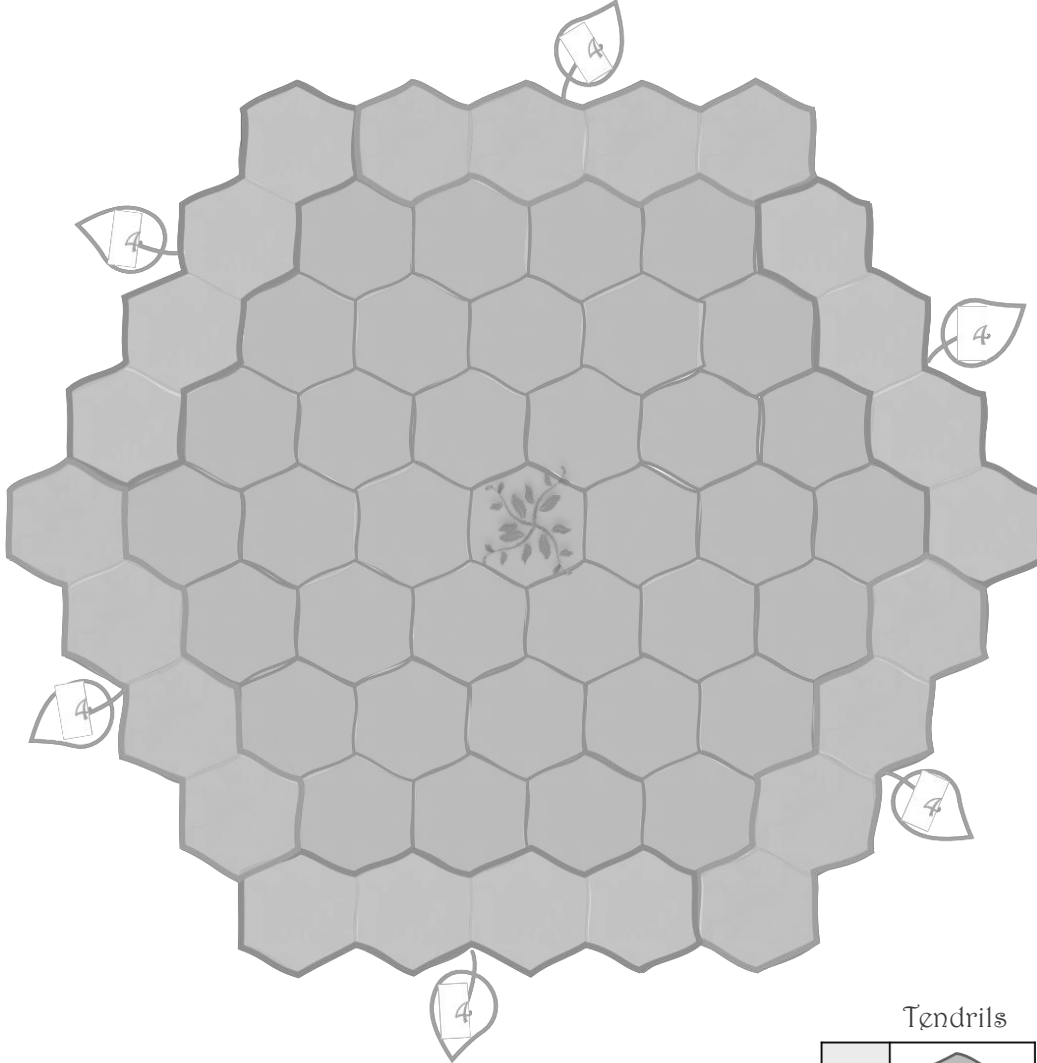| Hexes	Energy in root	Edge score (4pts each)	Flowers (2 pts each)	Bonuses	Total
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Season tracker

Spring	Summer	Autumn	Winter	Spring	Summer	Autumn	Winter	Spring	Summer	Autumn	Winter

	☼	●
Starting root	1	1
	2	2
Root + 1 ☐	3	3
	4	4
Root + 2 ☐	5 ●	5
	6	6
Root + 3 ☐	7	7
	8	8
Root + 4 ☐	9 ●	9
	10	10
Root + 5 ☐	11	11
	12	12
Root + 6 ☐	13 ●	13
	14	14
Root + 7 ☐	15	15
	16	16
Root + 8 ☐	17 ●	17
	18	18
Root + 9 ☐	19	19
	20	20

Season costs	Spring		Summer		Autumn		Winter	
	☼	●	☼	●	☼	●	☼	●
Grow a **tendril***	3	3	2	2	4	4	5	5
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Flower on one space	2	2	2	2	4	4	8	8
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Tendrils

1	
2	
3	
4	
5	
6	

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4+ flowers **+ 5VPs**	7+ seedlings **+ 5VPs**	Root & flower on all edges **+ 5VPs**
24+ hexes **+ 5VPs**		

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Seed dispersal

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