



*The Secret Garden
of Keukenhof*

Spin & Write

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Art. Orchid



1-4



9+









30'



Rules of the game

"The Keukenhof Garden is located in The Netherlands; it is an extensive park with more than 32 hectares of immense gardens that has an impressive collection of flowers and hybrids of different species"

- 1- Game components and their description**
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	ORCHID		LILY
	TULIP		DAHLIA
	CARNATION		DECORATION

1- Game components and their description. -

The game has the following components, except for the dice and colored pencils or markers which each player must bring to the game. The rest of the components are printable.

4- Gamesheets, 1 for each level of difficulty, this is where we will paint the different flowers that we will choose for the garden in each of our turns, painting them the color that represents us.

-Gardener sheets, each player will have a gardener sheet in which they will, write down the score achieved for each flower and item obtained at the end of the game, paint the color of gardener that represents them, mark or draw the resources obtained, and in case of playing all the levels, he will write down the total score.

1- Flowerboard, this board shows the flowers available to paint in each round, each player will choose one of the available flowers. If a player chooses a flower, he places his tile on the chosen flower, and the other

players will no longer be able to select that flower, flower tiles will be placed according to the number of players +1.

1-final score board and number of flowers, in this board players can change the value of the points of the flowers. There will be flowers that subtract points, flowers that add 2 points and 3 points, and the rest of the flowers will only add 1 point. To move this score track, a player can use the Shovel resource (); The other track on this board is of quantity of flowers, it will move once to the right every turn and it shows the number of flowers that each player can paint in this round.

5-Flower tokens for the flower board. (Pink hexagons)

3-Flower tokens for the scorecard. (Light blue hexagons)

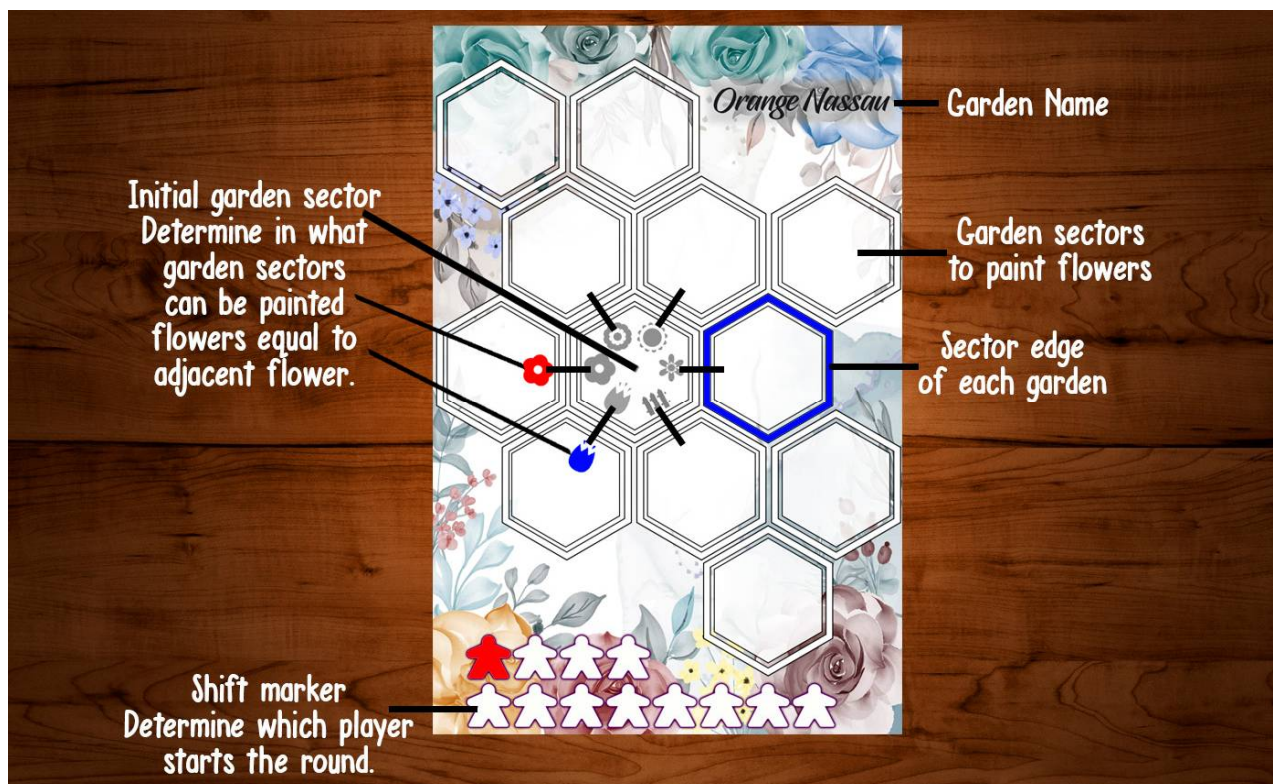
1-List of quantity of hexagon flowers numbered from 1 to 3.

8-D6's, 2 for each player, each pair of dice must be of the same color to differentiate them.

Colored pencils or markers, one color for each player.

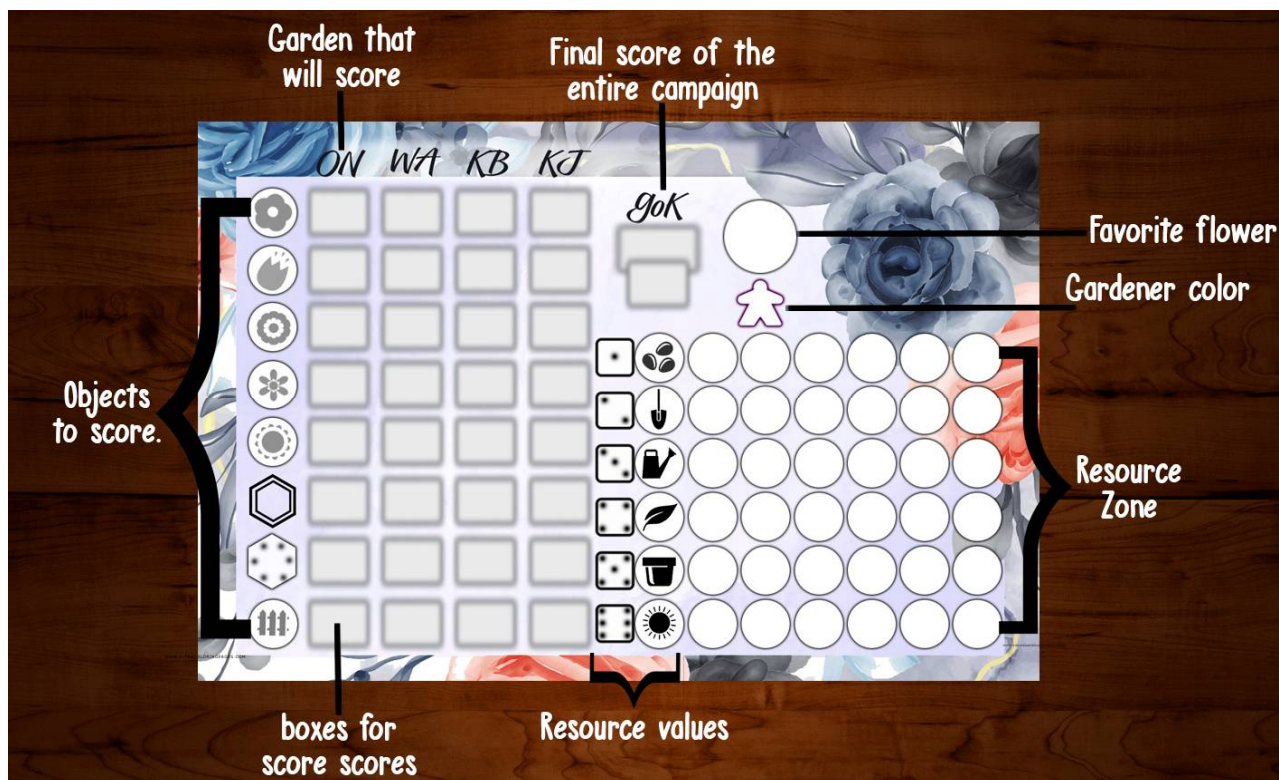
2- Description of the game sheets. -

The garden sheet is placed in the middle of the table, and it has the following parts:



Description of each player's gardening sheet:

Each player will place their sheet in front of them, as they will fill it as they are playing.



To write down the scores at the end of the game, do it one by one in the area of Objects in the row of the garden identified by the initials of the players.

The values of the RESOURCES, are skills that can be played in the turn of a player, they are the following:

1	Seeds	You can paint a flower you want in any space.
2	Shovel	You can spin once one of the score tracks or flowers.
3	Watering can	You can paint one extra flower of the same color.
4	Leaves	You can paint a leaf no matter the adjacency.
5	Flowerpot	You can paint hexagon edges.
6	Sun	You can choose which flower an opponent will paint

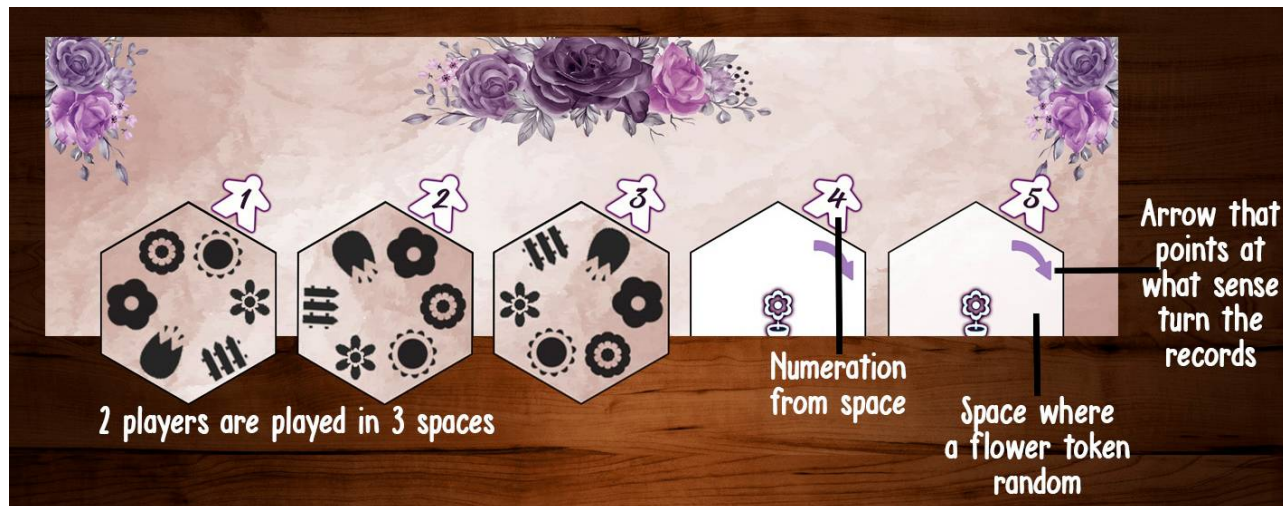
Each painted leaf subtracts -1 from the value of all flowers in a space (hexagon), the leaf will be painted on a hexagon that has flowers.

Players always start the game with 1 resource of each type, to play the effect of a resource, the player must cross out 2 of those resources, for example, if

you want to choose which flower the opponent will paint, you have to have 2 suns and cross them out.

BOARDS. - The boards have the following description:

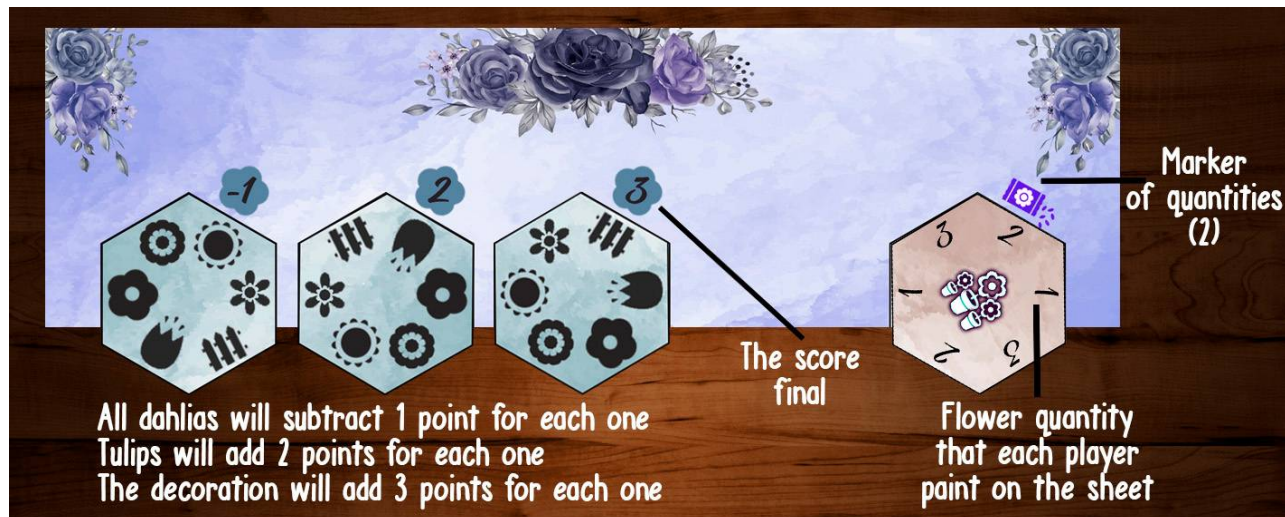
Flower Board.



Flower tiles will be placed equal to the number of players plus 1.

You can only paint the flowers that are adjacent to the numbered meeples.

Score Board.



Blue tiles only move by paying with a Shovel resource.

The bag of seeds, which is adjacent to the number, show the amount of flowers to be painted by a player, in this example it is adjacent to number 2, so each player can paint 2 flowers.

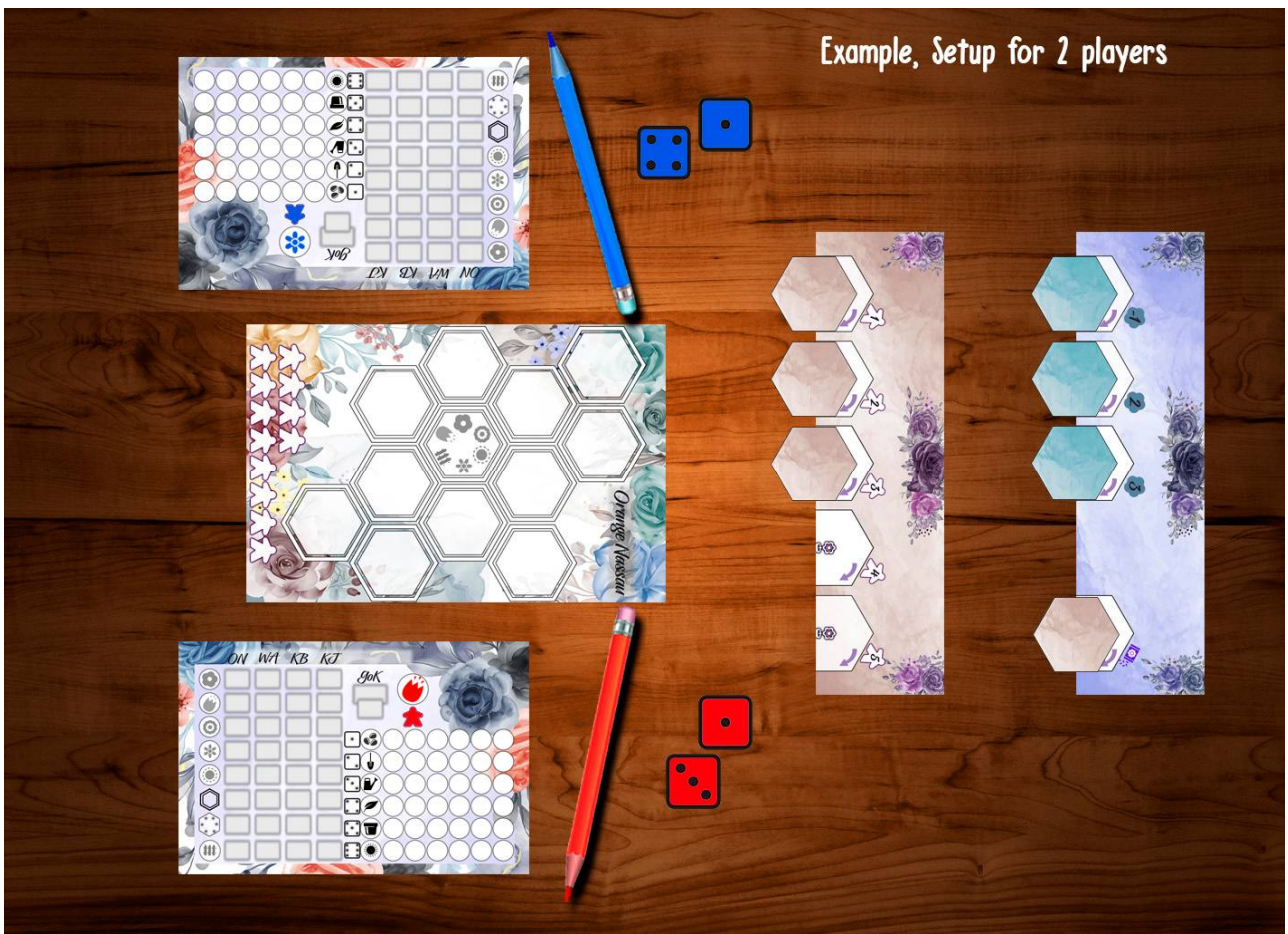
3- Game setup. -

A- Choose among the 4 game sheets, and place one in the middle of the table.

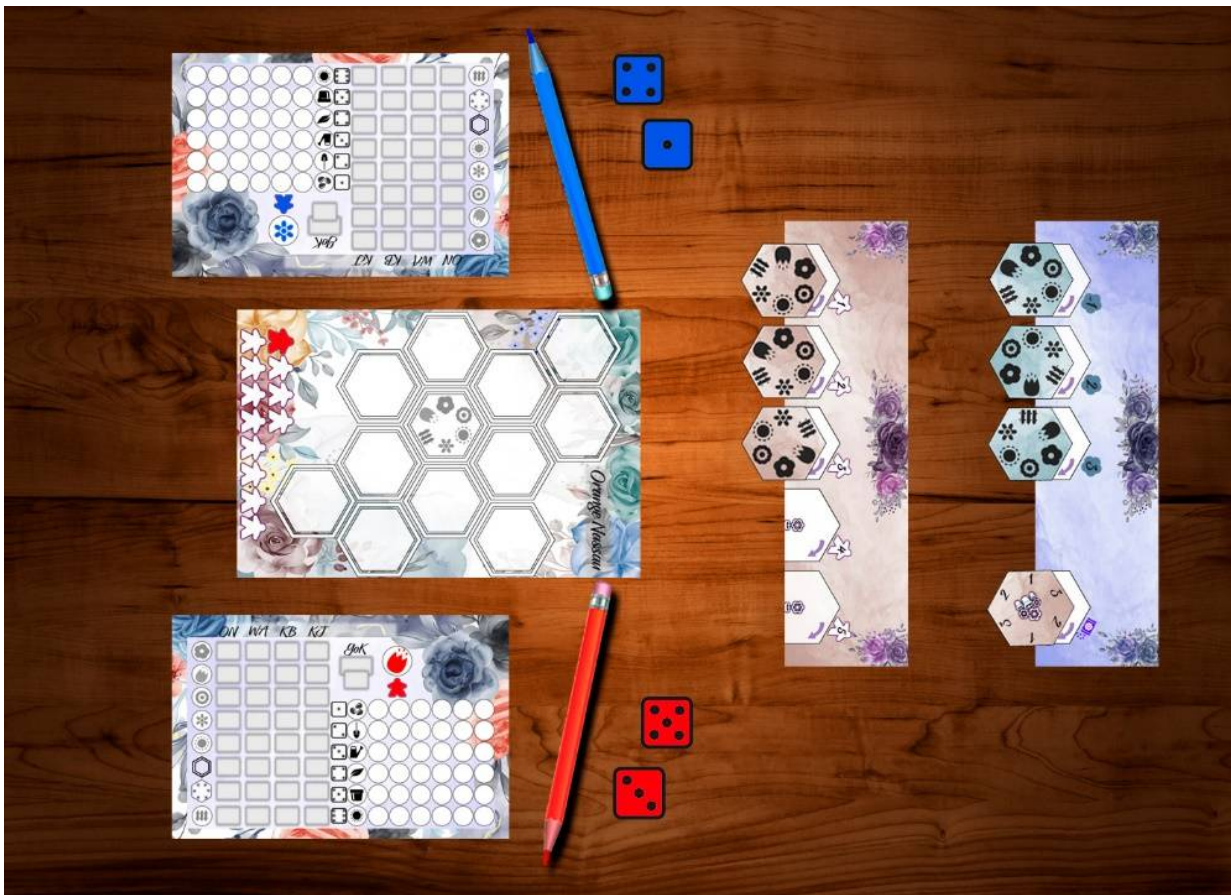
- B- Each player selects a pencil or marker and 2 dice of that same color to mark and paint on the game sheets.
- C- Each player takes a gardening sheet and places it in front of him, then paints the gardener meeple of the color he has chosen. After that, he chooses one of the 5 flowers and paints it, that is his favorite flower. (The other players will not be able to choose that same flower)
- D- Place the flower and scoring boards on a side of the table.
- E- Place the pink flower tiles upside down and shuffle them, then depending on the number of players the tiles are placed on the flower board:

With 1 player 2 flower tiles are placed.
 With 2 players 3 flower tiles are placed.
 With 3 players 4 flower tiles are placed.
 With 4 players 5 flower tiles are placed.

- F- Place the blue flower tiles upside down and shuffle them, then place those tiles on the score board, also place the flower quantity tile upside down on the same board.



- G- Turn the tiles on the flower and scoring boards upside down.
- H- The player who has been in a garden recently begins the game.



- I- The game starts with round 1, the first player paints a meeple of the color he has chosen on the garden sheet, in the example the red player started the game.

4- Game Round. -

The game round consists of the following steps in this order:

- a- Spin phase (except for the first round), starting on the second round, all the flower tiles of the pink flower board rotate once in the direction indicated by the arrow on the board. The same goes for the flower quantity tab which will move in the direction that the arrow points on the board.



- b- Resource phase, the first player rolls his dice to obtain resources, he chooses one of the results and writes it down on his sheet, that player can also play the effect of a resource if there are enough resources of a specific type to use. After playing the resource effect the next player repeats this same phase and so on until all players have generated resources and have played effects. The leftover die will be used to mark a flower token.



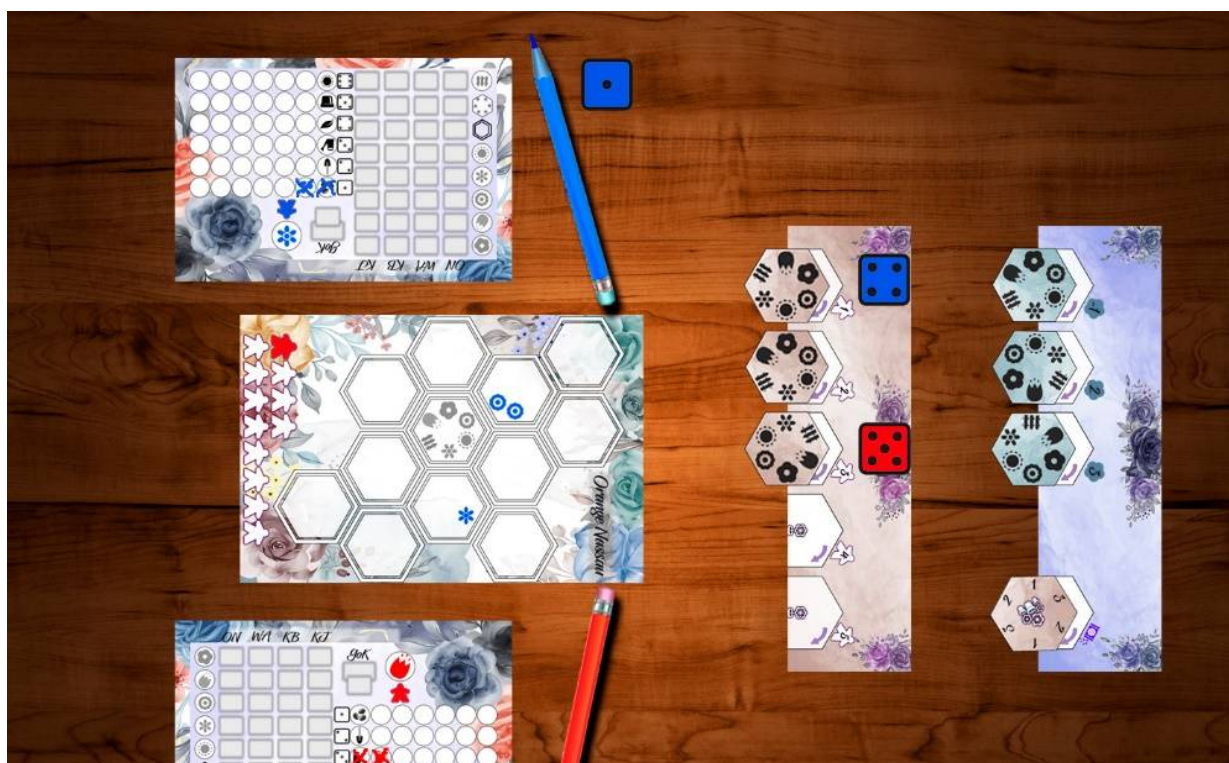
In this example the red player rolled his dice and got 3 and 5, so he chooses the 3 and writes down a watering can, since now he has 2 watering cans, he crosses them out and uses the effect of that resource, painting an extra flower.

- c- Selection phase, only in the first turn the player who starts the game places one of his dice on one of the flower tiles he decides to paint, then the second player and so on. From the second turn on, the player who painted flowers last will star this phase. (In the example, the red player places his die (5) on tile 3 and the blue player places his die on tile 1)



- d- Painting phase, the player who put his die on the lower number tile on the flowers tile, begins painting flowers of his color on the middle sheet,

then the next player with the lowest number on the flowers tile and so on until all the players have completed this phase.



In this example, the blue player starts painting and he paints two flowers of the type he selected, since he also player the Seed resource, he can also paint one additional flower on any space. Then the red player paints three flowers of the type he selected (tulips).

- e- Next round preparation phase, the last player to paint a flower, now paints one of the meeples on the middle sheet to know which player starts the next round. On the next round, after the resource phase. he will be the first to choose the type of flower he wants to paint.



5- Rules for painting flowers and playing resources. -

To paint flowers on the board, follow these rules:

- You can only paint flowers as long as the chosen flower is adjacent to another flower of the same type regardless of whether it was painted by another player. First, paint flowers on the same hexagon, and if there is no longer space on that hexagon, you can then paint flowers on another hexagon.



In this example, the red player paints red orchids adjacent to the same flower type that is in the middle square, the second flower that draws is adjacent to the first flower.

- Each hexagon can only have a maximum of 6 flowers.
- You cannot paint on top of other flowers or change their color.
- If at a certain moment a flower cannot be painted because of adjacency rules, the painting phase of that player ends at that moment and the next phase continues normally. That is why it is important that you are able to play the effect of the Seed resource to paint flowers in any hexagonal space, as the blue player did in his first turn. (See example of painting phase)
- To play the effect of a resource, you must have 2 resources of the same type and then cross them out.
- The resource of Seeds allows the player to paint a flower in any space in a hexagon, that hexagon can be empty or with other flowers, and adjacency doesn't matter as long as there is free space in that hexagon to paint the flower.
- The shovel resource allows a player to spin once a flower (pink) or scoring (blue) token, it can be spun to the left or right, go to the arrow rule of the board.
- The watering can resource allows a player to paint an additional flower to the number of flowers he painted, for example, if a player paints 2 flowers and plays this effect, he must paint a third flower, and it must always be adjacent to the flowers he previously painted.

- The leaf resource allows a player to paint a leaf on any hexagon that has free space, this allows you to skip the adjacency rule, each painted leaf subtracts -1 from the value of all the flowers in that hexagon.
- The flowerpot resource allows a player to paint the edge of a hexagon, the painted edges have a score at the end of the game equal to the largest number of flowers of the same type in that hexagon.
- The sun resource allows a player to choose the flower tile that an opponent will paint.

6- End of the game. -

When the last meeple on the middle sheet is marked, the game ends. Once all the players have played their last turn the game ends and points are counted.

The player who has managed to score the most points, wins the game.

7- Scoring. -

To score points follow these steps:

--Check the Score board to see which flowers will score -1 point, 2 points and 3 points, the rest of the flowers or decoration scores only 1 point.

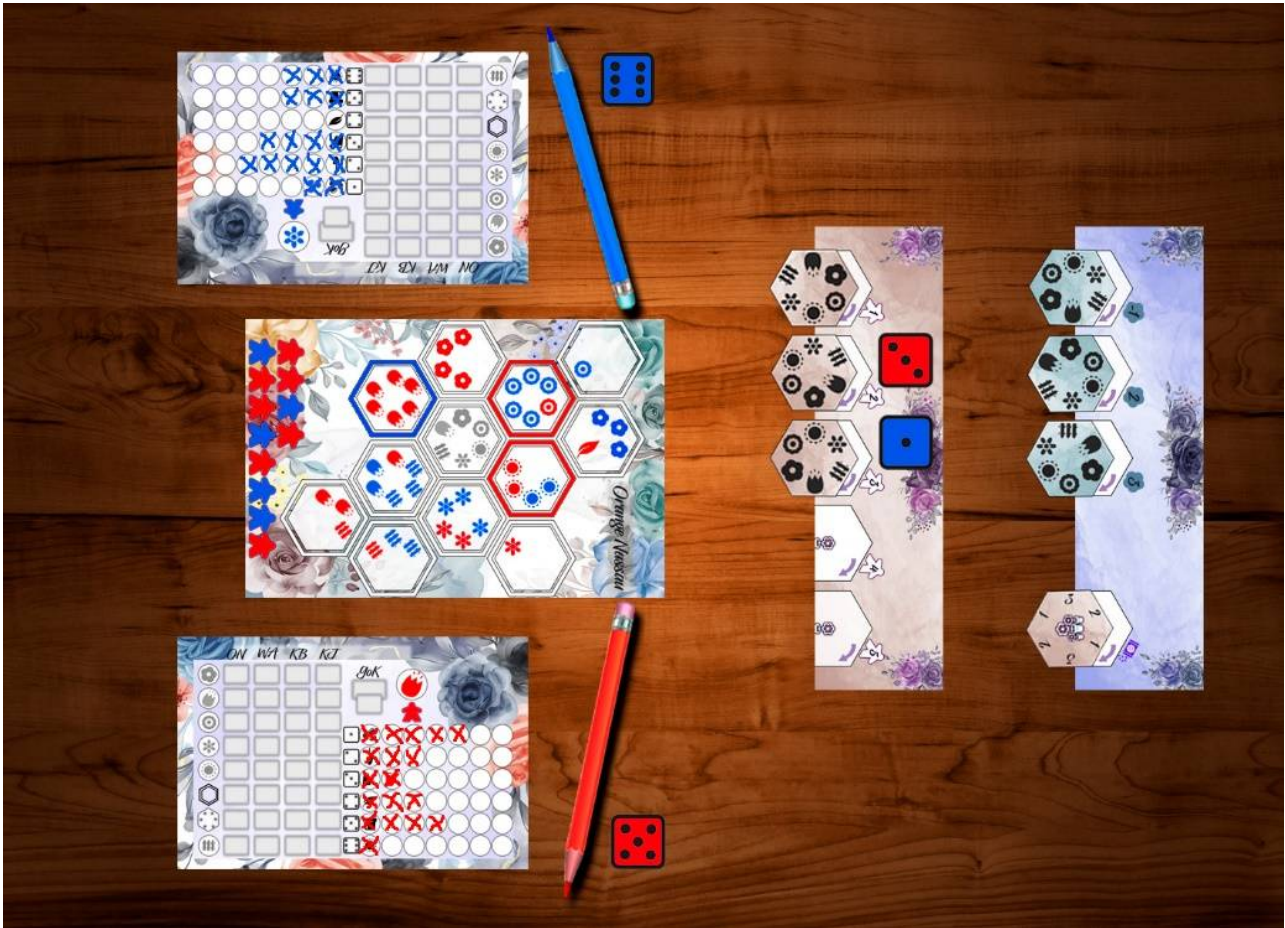
--Closed hexagons will score equal to the largest number of flowers of a type in them.

--Max number of flowers. The player who has the most flowers of his color in each complete hexagon (6 drawings), scores 3 points. In case of a tie each player scores 1 point. in Decoration does not count for completing a hexagon and adding points.

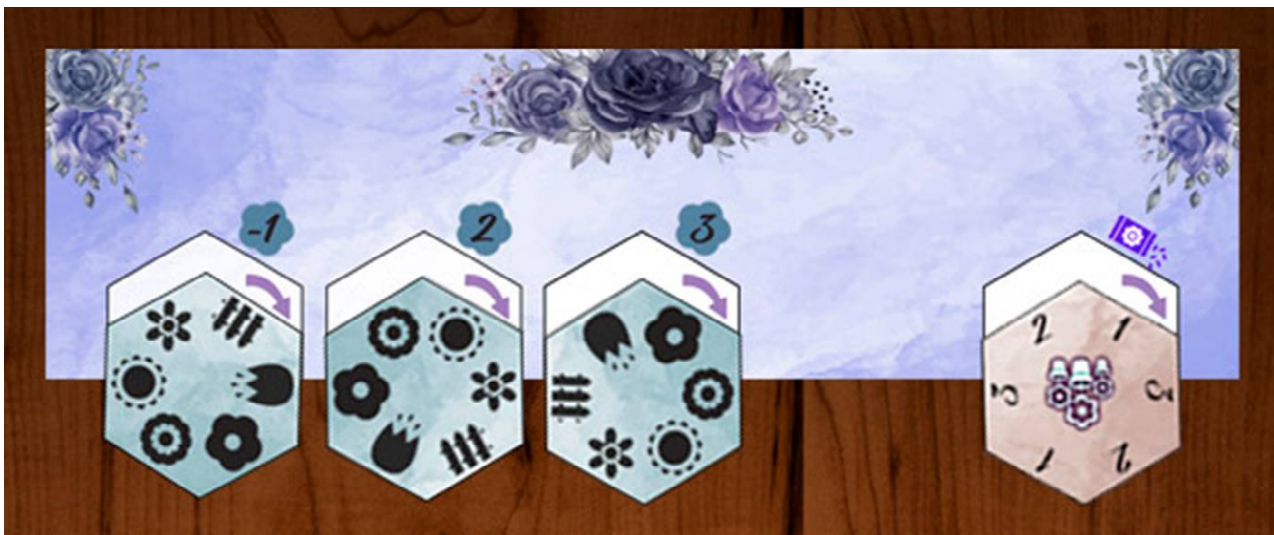
--A single player will score 3 points, if in the garden sheet there are more of his favorite flowers than those of the rest of the players. If there is a tie, each player scores 1 point.

Let's look at an example of scoring:

The game ended and as seen in the image, the red player played against the blue player, let's see how many points they score and who is the winner.



The score board is as follows, each decoration will subtract 1 point, the dahlias will score 2 points each, the orchids will score 3 points each, the rest of the flowers (tulips, lilies, and carnations) score 1 point each.



Let's start scoring according to the garden sheet and the score board, which throughout the game the players were spinning to get a better score,

remember that we played in the level 1 garden the Orange Nassau Pavilion (ON).



The red player has 49 points thanks to his favorite flower being drawn more times than the opponent's favorite flower, the blue player gets 31 points, so the red player is the winner, and he is considered Keukenhof's gardener.



8- Difficulty levels. -

In the game, there are 4 garden sheets, each sheet has a difficulty, Orange Nassau (ON) is level 1, Willem Alexander (WA) is level 2, Koningin Beatrix (KB) is level 3 and Koningin Juliana (KJ) is level 4, the most complicated to play because it only offers few starting flowers.

You can play the campaign mode by playing the 4 levels and keeping track of which player manages to add the most points throughout the 4 levels.

9- 1-player Mode. -

Set up the game normally, but only 2 flower tiles are placed on the flower board. You must play on a special sheet called Keukenhof. The AI follows these steps to play:

The AI always starts the game and has its own game sheet.

The AI rolls 2 dice and places its highest result die on the flower board at the lowest numbered flower, the other die is used to get 1 resource of the type indicated on the die.

If in later turns, the AI cannot place its die in the lowest numbered flower, it plays normally by placing its die on the available flower number, following the normal rules of the game.

After the AI gets a resource, the AI can spend it to play its effect. When the AI plays the effect of painting a flower, it always paints the most valuable flower according to the scorecard and always adjacent to a similar flower on the garden sheet; if the AI chooses a flower for the opponent to paint, it always chooses the flower that is worth the least points according to the score board; if the AI spins a tile, it always chooses the highest score tile; if the AI paints the edge of a hexagon, it should always choose the hexagon with the most flowers; if the AI draws a leaf, it does so where there are more opposing flowers.

When the AI paints flowers, it paints following the normal rules, after painting the first flower it always paints the next ones to the right of the previous flower.

The AI has a special game sheet where it will write down its results, the AI always selects first the highest scoring flower in the score board.

CREDITS:
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---Annex----

This is the example of a scorecard to see the point value of each object.

	Red			Blue		
Flowers	quantity	Pts	total	quantity	Pts	total
Orchids	4	3	12	3	3	9
Tulips	9	1	9	2	1	2
Carnations	1	1	1	6	1	6
Lilies	3	1	3	3	1	3
Dahlias	2	2	4	2	2	4
Hex. Closed	2	6+4	10	1	6	6
Max number of flowers	9	1	9	6	1	6
Decoration	2	-1	-2	5	-1	-5
Favorite flower	11	3	3	6	0	0
			49			31

para obtener mejor puntuación, recordando que jugamos en el jardín de nivel 1 el pabellón Orange Nassau (ON).



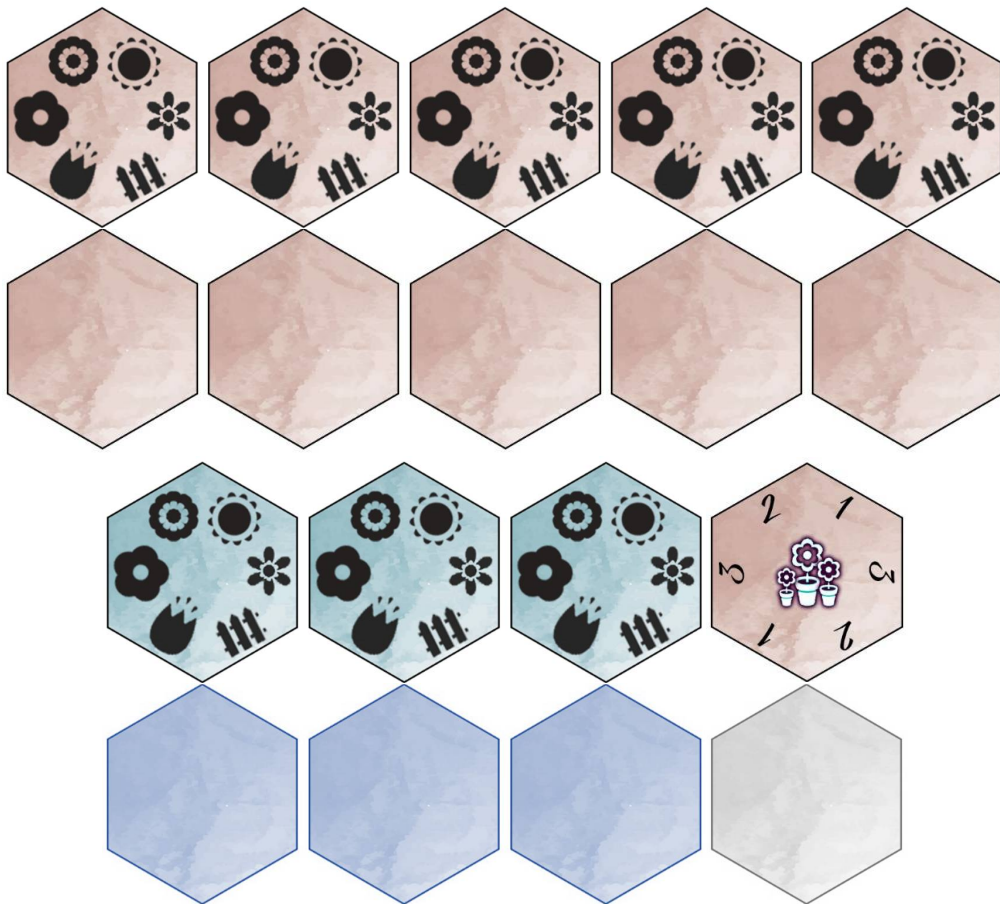
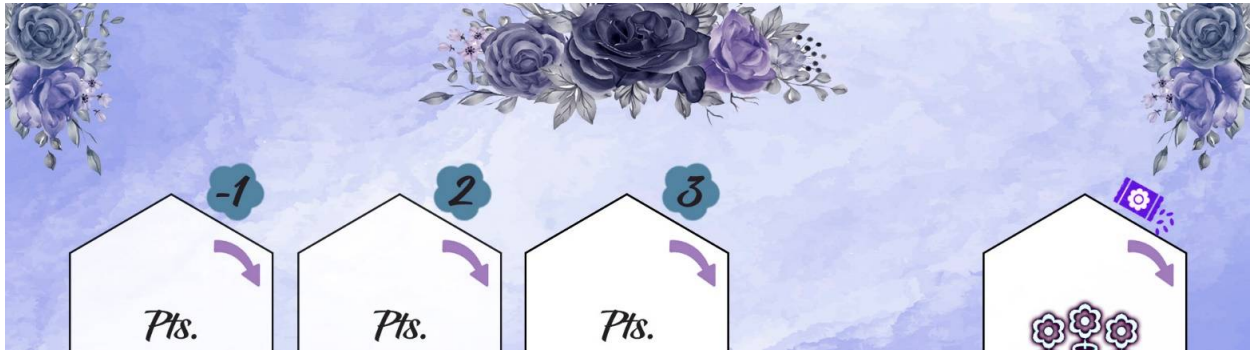
El jugador rojo obtiene 49 puntos gracias a que su flor favorita fue dibujada más veces que la flor favorita del oponente, el jugador azul obtiene 31 puntos, por lo que el jugador rojo se hace con la victoria y es considerado el mejor jardinero de Keukenhof.



8- Niveles de dificultad.-

En el juego tenemos 4 hojas de jardín, cada hoja tiene una dificultad, Orange Nassau (ON) es nivel 1, Willem Alexander (WA) es de nivel 2, Koningin Beatrix (KB) es de nivel 3 y Koningin Juliana (KJ) es de nivel 4 la más complicada de jugar por ofrecer pocas flores iniciales.





ON W4 KB KT

gok

This page features a decorative border with blue and red roses. At the top, there is a row of eight icons: a vertical bar chart, a hexagon with dots, a hexagon, a sun, a flower, a gear, a hand, and a flower. Below this is a 4x8 grid of empty square boxes. To the right of the grid, the text "ON W4 KB KT" is written vertically. Below the grid is a row of six dice icons, followed by a row of six circular icons: a sun, a laptop, a leaf, a hand, a hand, and a flower. Below this is a 4x8 grid of empty circles. To the right of the circles, the word "gok" is written vertically. At the bottom right, there is a large blue rose and a small pink star icon.

ON W4 KB KT

gok

This page is identical to the first page, featuring a decorative border with blue and red roses, a row of eight icons, a 4x8 grid of empty square boxes, the text "ON W4 KB KT", a row of six dice icons, a row of six circular icons, a 4x8 grid of empty circles, the word "gok", and a large blue rose with a small pink star icon.

ON W4 KB KT

gok

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ON W4 KB KT

gok

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Orange Nassau





*Willem
Alexander*





*Koningin
Beatrix*





*Koningin
Juliana*





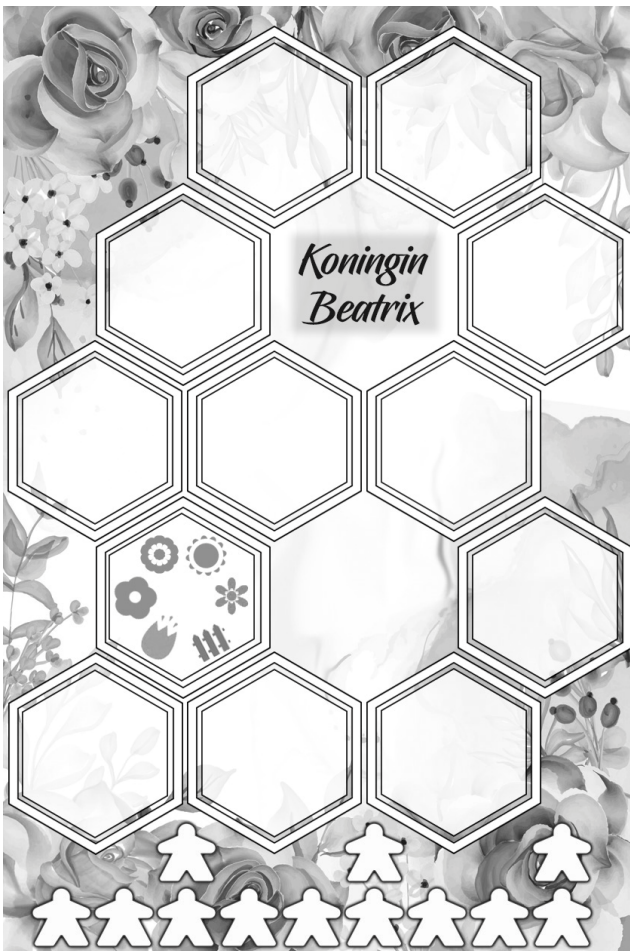
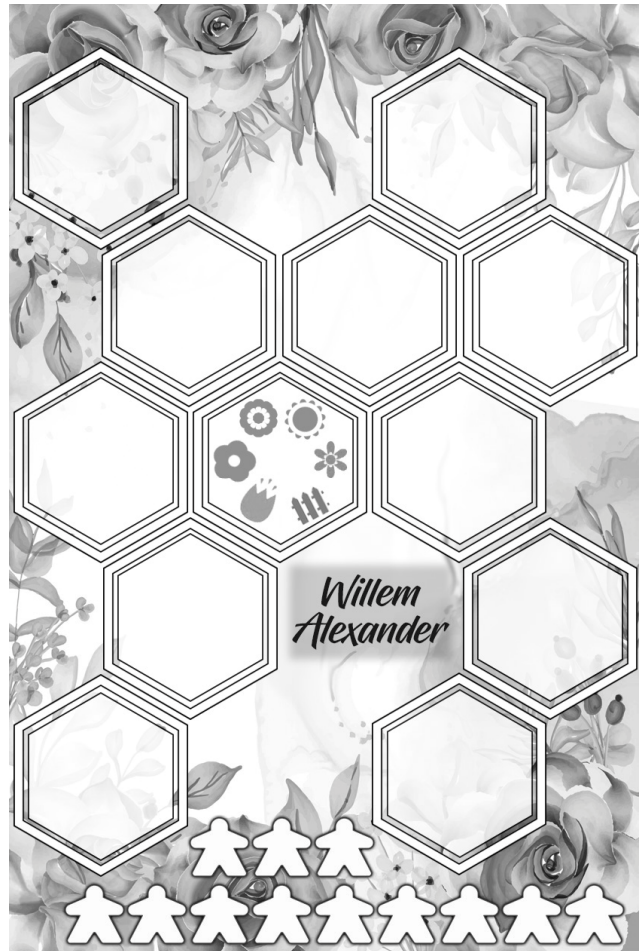


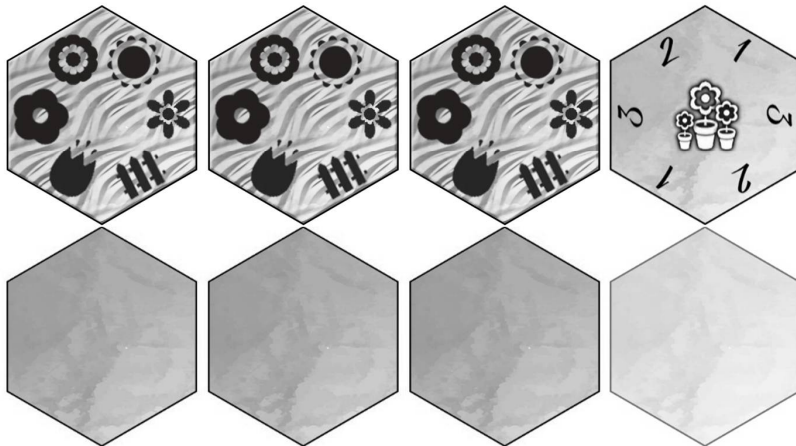
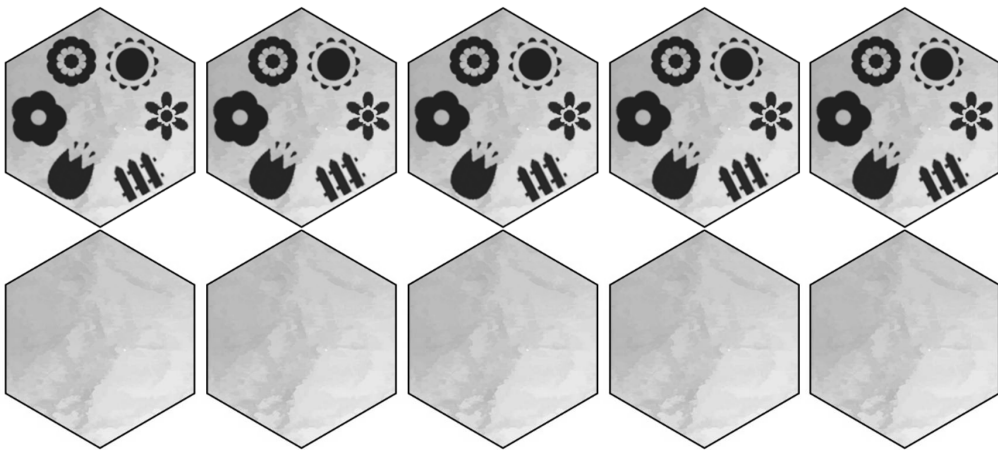
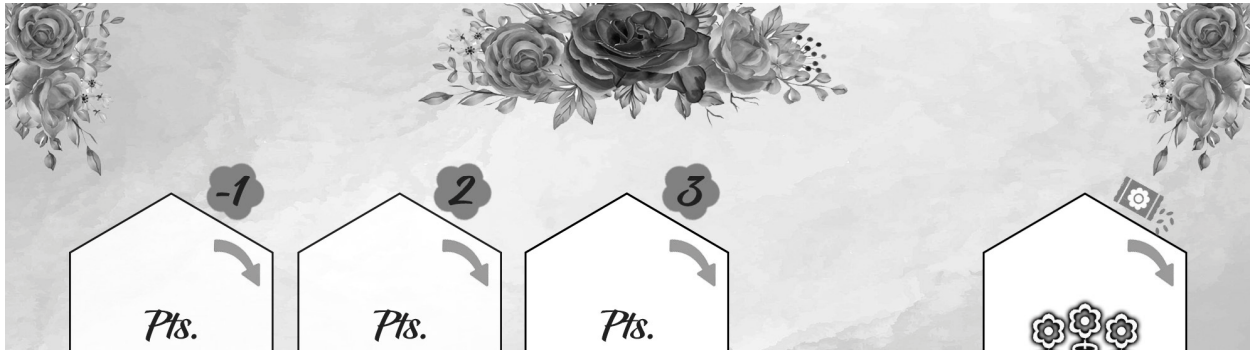
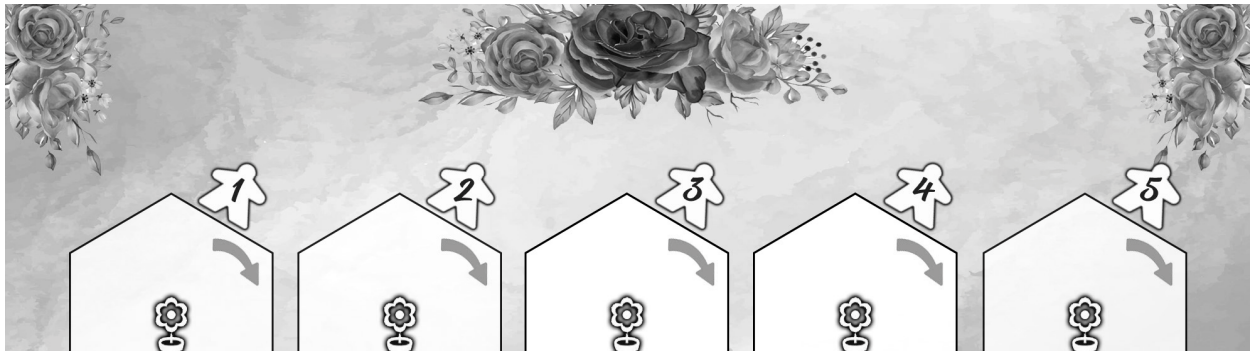
Rodrigo Sillerico
Art. Orchid



Low ink versión

Versión para blanco y negro





ON W4 KB KT

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