

# WALDGÄRTNER

## Create a fruit orchard!

*for 2-7 players, 10 or older, Game duration: 60 to 90 minutes*

### Introduction

At a time when people were once again yearning for natural diversity and healthy food, they decided to leave behind the era of monocultural wastelands, poisoned fields and industrially produced nutrients, and to give everyone a small piece of land to encourage self-sufficiency. To make the best use of the land, the smartest among them resorted to a cultivation method that incorporates the dimension of height and creates naturally grown floors: agroforestry.

And so the forest gardeners were born. The players assume this role and are faced with the task of transforming their fallow land into a productive garden of culinary trees and shrubs.

When selecting woody plants, they must take into account the light and space requirements of the plants, as well as the timing of their flowering and fruit maturity.

A garden that provides leafy vegetables, colourful flowers or diverse fruits can also be beneficial in this regard.

It is also important whether one or the other specimen needs a partner for fertilization, because otherwise the desired fruit harvest will not come...

Whoever has put together the most valuable forest garden at the end wins.





*Hint: All fruits and seeds in this game are edible, but some only in parts (e.g. only the pulp of the cherry or only the kernel of the almond); others have to be processed to be eaten (e.g. quince fruit or robinia pods).*

*All plants in this game are largely winter hardy and can be planted in Central Europe.*

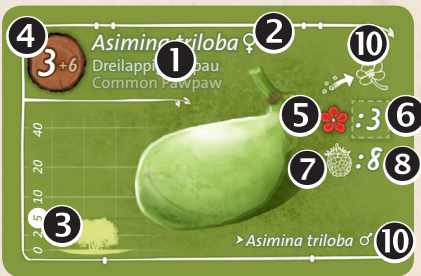


## Game Materials

In the game box you will find:

- 224 Plant cards: 64 European, 64 North American and 96 Asian woody plants
- 1 Game board with a year circle and a field for the discard pile
- 1 Annual phase indicator 
- 100 Yield cubes: 80 light brown (value 1) and 20 dark brown (value 2)  
1 dark brown yield cube is equal to 2 light brown yield cubes:  =    
You can exchange the cubes in your supply for each other at any time.
- 7 Dice in the player colours blue, yellow, green, pink, red, purple and white
- 7 Storage cards (with an overview of special and bonus actions on the back)
- 9 “Rules of card placement” cards (with additional tasks on the back)

Before you set up the game, first familiarize yourself with the information on the **plant cards**! They contain the following information for each woody plant:



**1 Name:** The scientific, German and English term of the woody plant species.








**2 Gender:** Most woody plants have flowers of both sexes. Some, however, are purely male ♂ or female ♀.

**3 Size:** The woody plants are divided into 5 size categories: Small shrubs and climbers (up to 2 m), large shrubs (up to 5 m), small trees (up to 10 m), medium trees (up to 20 m) and large trees (up to 40 m).













“Shrubs” are all woody plants up to 5 m; “trees” are all woody plants over 5 m.




④ **Yield value:** The value inside the wooden disc indicates the points you will receive if this card is in your display at the end of the game. In some cases, additional points (⊕X) are listed here, which you will only receive if you also have the required partner plant in your display.



⑤ **Flower colour:** The symbol of the flower indicates the flower colour of the woody plant. If only the background colour of the card appears there, the plant has inconspicuous flowers. A total of 7 different flower colours appear in the game: white , yellow , pink , red , green , purple  and inconspicuous .





⑥ **Flowering time:** The number behind the flower indicates the annual phase in which the flowers appear: 1 = early spring, 2 = mid spring, 3 = late spring, 4 = early summer, 5 = mid summer, 6 = late summer, 7 = early autumn, 8 = mid autumn, 9 = late autumn, 0 = winter


⑦ **Fruit type:** The symbol of the fruit indicates the fruit type of the woody plant. There are 12 different types of fruits in the game: pome , follicle , berry , multiple fruit , legume , capsule , nut , seed , aggregate fruit , samara , drupe  and cone .

⑧ **Fruit harvest:** The number behind the fruit indicates the annual phase in which the fruits are ready for harvesting.

⑨ **Leaf harvest:** The leaf  marks woody plants with edible leaves (“salad trees”) that are very nutritious, especially in spring. The harvesting time is indicated behind it: phase 3 (=late spring).

⑩ **Fertilization:** Many plants fertilize themselves (“self-pollinators” ). Yet some depend on other species/varieties for (good) fruiting, which must be additionally grown in the garden (“cross-pollinators” ). The required plant is indicated on the bottom of the card in angle brackets (▷ ◁).

*Examples: When  Prunus tomentosa  is specified, this particular cherry species is required. When  Corylus  is specified, any hazel species is required.*

⑪ **Nitrogen collectors:** Some plants live in association with bacteria that enrich the soil with nitrate. They are identified by an .

⑫ The back of the card shows the **continent** from which the woody plant originated: AS (=Asia), EU (=Europe), NA (=North America).



## Game preparation

❶ Place the game board in the center and set the annual phase indicator in the year circle to “0” (=winter).

❷ Sort the plant cards by origin (AS, EU, NA). Depending on how many players you are, different decks of cards will be used:

- for 2 players, the European or American deck,
- for 3 players, the Asian deck,
- for 4 players, the European and American decks,
- for 5 players, the Asian and European decks or the Asian and American decks,
- for 6 and 7 players, the Asian, European and American decks.

Put the unused cards back into the game box.

*Special feature for 6 players: Take half of the cards of the European or American deck out of the game as well.*

❸ Shuffle the cards of each continent separately and then divide the continents into equal-sized supply decks of 32 cards each, according to the number of players.

*Example for 5 players: You build 3 supply decks from the Asian deck, and 2 supply decks from the European deck.*

❹ Lay out the supply decks face-down next to the dice numbers (“1” to “6”) shown on the game board. Thereby you have assigned a number to each deck.

*Special feature for 7 players: As you need 7 decks, you lay out 2 supply decks next to the dice number “6”. Both are thus assigned to the “6”.*

❺ Place the yield cubes next to the game board.

❻ Now each player receives a die, a storage card in the corresponding colour, a “Rules of card placement” card, and a light brown yield cube. Lay out the cards in front of you and place the yield cube on the storage card as your inventory.

❼ Finally, the players each draw a card from any supply deck and take it to their hands.





## Gameplay

The game runs over 21 rounds. Each round corresponds to an annual phase and consists of 4 steps each:

1. Update annual phase
2. Reveal offerings
3. Select action
4. Play hand card

Since the game starts in phase “0”, you can start at step 2 in the 1st round.



## Step 1: Update annual phase (not applicable in the 1st round)


Move the annual phase indicator forward by one phase.

Then you check whether woody plants in your gardens are currently blooming or bearing mature crops. To do this, you compare the flowering and harvesting phases on the plant cards in your display with the currently indicated annual phase.

For each woody plant that is currently in the **flowering phase** take 1 yield cube from the general supply and place it on the corresponding plant card. This allows you to see which plants in the garden have successfully bloomed and are producing fruit as the game progresses.



*Note the following:*

- The yield cube is placed on the given cube field.
- For plants that depend on cross-pollination, the cube field has a dashed border  : 4. A yield cube may only be placed there if the required partner (indicated at the bottom of the card!) is also present in the garden. Otherwise, the plant blooms in vain and receives no yield cube!
- Male plants do not receive a yield cube: They do not produce fruit, but are needed as pollinators!
- In the round in which a plant is planted, it receives no yield cube.

For each woody plant that is currently in the **harvesting phase**, you will receive a yield into your storage:

- For **fruit harvesting**, take the yield cube lying on the cube field from the plant card. (Note: Harvesting of magnolia, yucca and Judas tree takes place directly in the flowering phase! – For their flowers are eaten.)
- For **leaf harvesting**, take the yield cube from the general supply.



After phase 9, the year starts again with phase 0.



## Step 2: Reveal offerings

Reveal all cards that lay face-down on top of the supply decks. If any cards are still face-up from the previous round, leave them as they are.

## Step 3: Select action

Each of you secretly choose an action that you would like to perform. To do this, take your dice and – concealed behind your hand – turn the corresponding number upwards:

- If you want to receive one of the offered plant cards, choose the corresponding number of the supply deck: “1” to “6”.
- If you want to perform a special action instead, choose “6”.

*Attention: Special actions are always associated with costs. To choose one, you must have enough yield cubes!*

Now place your die in front of you, covered with your hand. When you are all ready, reveal your number at the same time. Then you determine the result:

### Receive plant card

- If an offered card has been chosen by only one player, that player takes it (for free!) into his hand.
- If an offered card has been chosen by more than one player, you must first determine which of the players involved has the largest inventory. To do this, compare the number of yield cubes in each player's storage.
  - If there is a tie here, you add the future yields (i.e. the yield cubes in each player's garden).
  - If there is a tie here as well, place the coveted plant card on the discard pile, and all players involved must draw a card from the chosen supply deck.

Once you have determined the player with the largest inventory, he must now give up 1 yield cube and place it in the general supply. In return, he takes the plant card that he chose.

All other players involved draw a card from the chosen supply deck.



### Perform special action

- If a player has chosen a special action (“6”), he must wait until all other players have received their cards. Then he may perform his action.
- If more than one player has chosen a special action (“6”), the player who has more yield cubes may perform his special action first. If there is a tie, the players must agree. Otherwise, the action is forfeited.
- You can choose between **2 special actions**:

#### 1. Obtain an alternative offer (cost: 1 yield cube)

You submit 1 yield cube, place all face-up offering cards on the discard pile, and then reveal the top card of each supply deck. Select one of these cards and take it in your hand.

#### 2. Search through an assortment (cost: 3 yield cubes)

You submit 3 yield cubes, choose any supply deck or the discard pile, and select a card from it for your hand. (You may look at all cards of the chosen deck, but you may not rearrange their order! Looking at more than one deck is also not allowed!) Then you put the deck back.

### Step 4: Play hand card

You may only have 1 card in your hand at a time. Whenever you receive an additional hand card through an action, you must immediately play one of them, i.e. either discard it (= *sell the plant*) or lay it out in your display (= *grow the plant*).

**Sell a plant:** You place the card face-up on the discard pile and receive as many yield cubes from the general supply as correspond to the category of the woody plant: 1 yield cube for a shrub (up to 5 m), 2 yield cubes for a tree (> 5 m).

**Grow a plant:** You lay out the card face-up in front of you, each in his own garden. You must follow the following **rules of card placement**:

- The space in your garden is limited: There are 15 planting areas available on which you can accommodate 1 large tree, 2 medium trees, 3 small trees, 4 large shrubs and 5 small shrubs / climbers.

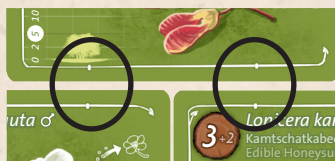




- To achieve optimal fruit development, all the woody plants must receive sufficient sunlight. Therefore, you must arrange them staggered according to their size from south to north and in offset rows. (The edge of the table represents the south, the center of the table represents the north).


That means: in the 1st row you may only put small shrubs and climbers, in the 2nd row only large shrubs, in the 3rd row only small trees, and so on.





*The markings on the edge of the plant cards will help you to lay out the cards correctly: Equal markings are always placed suitably next to each other.*



- You may not change the position of a plant card in the course of the game.
- If a row of wooden plants is full, you may plant one additional plant there for a fee. To do this, you must return the required amount of yield cubes from your storage to the general supply. The amount of yield cubes depends on the row in which you want to plant the additional plant: 1 yield cube for the 1st row , 2 yield cubes for the 2nd row , and so on.

*Note: In a row in which there is already an additional plant, no other may be planted! – With one exception: You may plant 2 additional large trees. The second additional large tree is placed in the 6th row and therefore costs 6 yield cubes .*

*Special feature: If you have a male plant in a row, you may plant an additional plant in this row at no cost !*

- Nitrogen collectors** double the yield of neighbouring plants: When you plant a woody plant marked  in your garden, you place a dark brown yield cube from the general supply in the center of each adjacent plant card to which an arrow points. (This might as well be planting areas that are still free!) As soon as plants are blooming in these areas, you place the dark brown yield cube on the cube field (instead of a light brown one from the supply).



- Variety in the garden is rewarded with a **bonus action**: As soon as you have 5 different flower colours or 6 different fruit types in your garden, you may draw 7 cards from any supply deck. Select one of these cards and put it in your hand. Return the remaining cards to the supply deck.

You must then immediately play one of your two hand cards.

*Special feature for 2 players: For the bonus action you only need 4 different flower colours or 5 different fruit types.*

### End of the round

Once all players have made their move, the next round begins.

## **End of Game**

When the annual phase indicator reaches the winter phase (round “0”) again after two runs, the last round begins. After that you have to play your last hand card. Then the evaluation takes place. To do this, you add up the yield values of the wooden plants in your garden.

*Note: You may only count the additional points for cross-pollinators if the partner plant also grows in your garden!*

In addition, each yield cube that is now still in your storage provides you with 1 additional point.

The player with the most points wins.



## “Additional tasks” Extension

If you are familiar with the basic rules, you can add the following variant to the game:

At the beginning of the game, randomly assign each player one “Rules of card placement” card. Put the remaining cards back in the box without looking at them.

Then look at the back of your card without letting the other players see it. There you will find your additional task. If you complete this task at the end of the game, you will receive 10 bonus points.

*Note: The tasks state that a player should possess the most plants of a certain type. Conversely, this means that he will not receive any bonus points if he possesses fewer or the same number as another player.*

## Notes

- The yield value of a plant is made up of four individual assessments: plant size, fruit size, usability and taste.
- The size categories are based on maximum values and assume optimal site conditions.
- The information on flowering and harvesting phases corresponds to the 10 phenological seasons and is based on our own observations from 2010 to 2020.
- The data on fertilization are indicative of how the plants should be considered predominantly. In principle, a second plant has a beneficial effect on the yield.
- All information about the plants can vary more or less significantly depending on the variety and location.
- The author will gladly accept suggestions for improvements and additions.












## Variant „Direct Sale“

In this variant, you can sell woody plants from your hand directly to other players:

Instead of selling a woody plant for 1 or 2 yield cubes, you can offer it for sale to another player. The selling price is 3 yield cubes per plant. (There is no price difference between shrubs and trees!) You receive the yield cubes directly from the other player.

## Overview of the plant categories

Number of woody plants in the game,  
divided into the categories size and origin:

	 NA	 EU	 AS	Sum
 <b>Large trees</b>	10	10	14	<b>34</b>
 <b>Medium trees</b>	9	10	15	<b>34</b>
 <b>Small trees</b>	13	12	19	<b>44</b>
 <b>Large shrubs</b>	15	16	23	<b>54</b>
 <b>Small shrubs</b>  <b>+climbers</b>	17	16	25	<b>58</b>
	<b>64</b>	<b>64</b>	<b>96</b>	<b>224</b>