

# Arboretum

A garden-growing card game for 2-4 players.

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## Object

Have the most points at the end of the game by creating the most beautiful garden for visitors to walk through.

## Setup

### Construct the Deck

The game comes with cards in 10 colors, each with 8 cards numbered 1 through 8. If there are 4 players, use all 10 colors. If there are 3 players, remove 2 colors from the deck before starting the game. If there are 2 players, remove any 4 colors from the deck. It doesn't matter which colors you choose to remove.

### Deal the Cards and Start Discard Piles

The player who has most recently watered a plant goes first. The player to her right is the dealer. The dealer should shuffle the deck and deal a hand of 7 cards to each player, then deal 1 card face up for each player except the first to start their discard piles.

Players	Colors	Cards in Deck
2	6	48
3	8	64
4	10	80

## Gameplay

On each player's turn, first **Draw**, then **Play**, then **Discard**. Play then proceeds clockwise around the table.

### Draw 2 Cards

Draw two cards, one at a time. Each card may be either the top card showing at the top of any player's discard pile (including one's own) or the face-down card at the top of the deck.

### Play a Card from your Hand to your Arboretum

On your first turn, place any card from your hand face up in front of you. Thereafter, cards must be placed horizontally or vertically adjacent to another card in your Arboretum, matching short edges to short edges and long edges to long edges. Once played, cards may not be removed, repositioned relative to one another, nor covered with other cards.

### Discard a Card to the top of your Discard Pile

At the end of your turn, you should always have 7 cards in your hand.

Tree	Color
Cassia	Yellow
Crabapple	White
Dogwood	Gray
Jacaranda	Purple
Lilac	Blue
Magnolia	Pink
Myrtle	Red
Poinciana	Orange
Poplar	Light Green
Willow	Dark Green

## Scoring

**The game ends when the deck runs out of cards.** Finish the final player's turn as normal then proceed to scoring.

### Score Each Color in Play

The dealer calls out each color in play (refer to the list shown at the right). For each color, all players reveal any cards in their hand of that color. The player(s) with the highest effective total of the numbers shown on the cards of that color has the right to score a path for that color if she is able. However, there is one exception: if a player is holding the 8 in his hand and a different player holds the 1 of the same color, the 8 counts as zero for purposes of determining which player may score a path. The 1 still counts as 1.

It is possible to win the right to score a path and have no path to score. If no players hold any cards of that color, then all players with a valid path may score it, since they are all tied at zero.

**A path is any numerically ascending series of adjacent cards in a player's Arboretum that begins and ends on cards that are of the color being scored.** Each card along the path must have a number greater than the card preceding it. Therefore, the shortest possible path is 2 cards of the correct color, and the longest possible path is 8 cards, beginning on a 1 and ending on a 8. Even though a path must begin and end on cards of the appropriate color, it may include cards of other colors in between the first and last cards.

- Score 1 point for each card in the path.
- Double that score if the path was at least 4 cards long and all cards are of the color being scored.
- Score 1 bonus point if your path started on a 1.
- Score 2 bonus points if your path ended on an 8.

Bonus points are always added after doubling.

### Declare a Winner

Tally scores and the player with the most points is declared the winner. In the event of a tie, players share the victory.

