

# HIGH GARDEN

*Let's cultivate the much needed weed but be careful to reap the benefits!*  
A game for 2 to 5 players.

## COMPONENTS

<p>90 cards:</p> <ul style="list-style-type: none"> <li>• 16 Seeds cards (with 1 sun icon)</li> <li>• 32 Growth cards (with 2 sun icons)</li> <li>• 32 Flowering and Harvest cards (with 2 sun icons)</li> <li>• 10 Bob (Jolly) cards</li> </ul>	<p>44 tokens (to cut out) divided in:</p> <ul style="list-style-type: none"> <li>• 22 1 THC point tokens</li> <li>• 12 3 THC point tokens</li> <li>• 10 5 THC point tokens</li> </ul>
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The cards features numbers from 1 to 20 that can be of 4 different colors (Strains): Green, Yellow, Red and Black.

## GOAL

The object of the game is to harvest most of **THC points!**



## SETUP

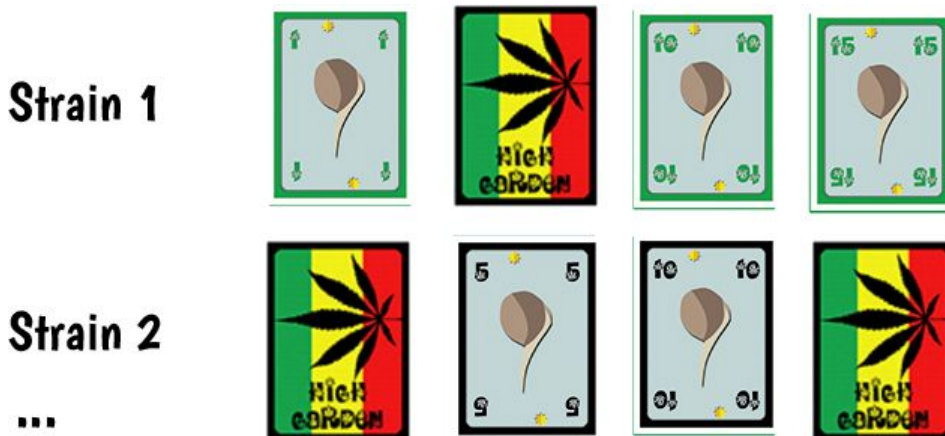
*These rules are for 4 players, variations at the end of this manual.*

1. Split the cards in 4 groups based on number of sun icons (zero to 3).
2. Shuffle and distribute the Seed cards (with 1 sun icon). Players keep this cards shown in front of 'em.
3. Shuffle and distribute "Growth" cards (2 sun icons,) this become the player hand, hidden from the other users.
4. Add 2 Jolly for each player (no sun icons) to the Flowering and Harvest deck (Red border) and shuffle it.
5. Put 16 cards from Flowering and Harvest covered on the table, creating a 4 x 4 grid that becomes the planting field.
6. Near each row put 3 THC points.
7. Other cards are divided in different small decks with the same number of cards; these decks are called **Grow Shop** and stay covered near the field.
8. Put a growing number of **THC points** on each **Grow Shop** (no points on the first, 1 on the second, 2 on the third and 3 on the fourth)  
They will be used at the right time.



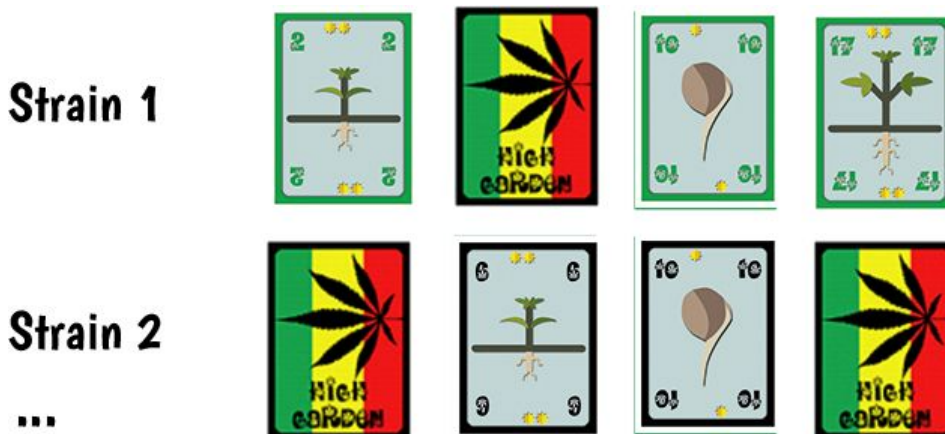
## PLAYING THE GAME

1. The first of the round is the player with the 1 Green (but he can play any seed he wants)
2. Who's on turn puts one or more cards (his choice) on the field in the following ways:
  - To plant a **Seed**, use one Seed card in front of him replacing the covered one in the corresponding field place, considering that the **sequence** for each row must be **1, 5, 10, 15**.  
If there are other cards of the same color on the field he must put the Seed on the same row, while if he starts a new not planted row, that row becomes of that color for all the rest of the game.  
The card taken from the field ends up in the player's hand.



*Example: First two rows of Seeds partially planted*

- Put on the field a **Growth, Flowering or Harvest** card overlaying the previous of the same color. Example: over the 1 black put the 2 black, over 5 green put the 6 green, over 15 black put 16 black and so on until the Harvest cards. (the color of the card border in this case is NOT relevant)



- If the player can't overlap any card during his turn he suffers a penalty (see below)
3. When the player end up playing cards he says **"pass"** and the turn goes to the next player clockwise.
  4. Before saying **"pass"** if the player has **less then 6 cards** in his hand (Seeds cards in front of him does not count) he can **"go to the Grow Shop"** taking up in his hand one of the Grow Shop decks and the related THC Points.  
In this case the player's turn ends immediately.  
Note - Each player can go to the Grow Shop only once per game.

## MAKE THC POINTS

Here is how to earn points:

- When the player put on the field a **Harvest** card (that ends a stack of cards, and has some blue THC symbols on it), he earns the relative THC points marked on the card:  
1 for the first column, 2 for the second and the third column and 3 for the fourth column.



1 Point:



2 Points:



3 Points:

- When the player goes to the **Grow Shop** he get the THC points on it.
- When the player completes an entire **Strain**, that is a row of the same color, doing the last Harvest of that row he earns the 3 THC points on the side of that row.
- When a player end up the cards from his hand, he earns 1 THC point for each Harvest that has not been completed on the field, that is each stack of cards not completed. The game ends immediately.

## HOW TO USE THE "BOB", "EIN" & "OBI"



The Jolly cards can be used in the following ways:

- Put it in **place** of a card that the player does not have, positioning immediately after the next card in the same stack (mandatory). Note - Jolly **can't** be put in place of a Harvest card.
- Discard** it when the player does not have any card to play in his turn, to avoid possible **penalty**.

Cards of the other players that are replaced by a Jolly can be discarded immediately or can be discarded later in their turn to avoid penalties.

## PENALTY

When a player during his turn can't play even a card, he suffers a penalty according to the following sequence:

- If it is the **first time** that he suffers a penalty simply he must put **on the table** all the cards in his hand, proving not to be able to play any (this possibly triggers the rule of the **Grow Shop**)
- For each subsequent time the player will suffer a loss of 5 THC points (to be counted in negative at the game end)

## END OF THE GAME

The game ends when a player finishes all the card, including the Seeds in front of him.

You can sum up the points and declare the winner immediately or continue in a tournament where each player is the dealer at least once.

## SPECIAL SETUP FOR 2, 3 & 5 PLAYERS

With two or three players:

- Remove from the deck the cards from a **Strain** (ex. remove all the cards with black numbers). Remember to add only **2 Jolly** for each player (4 or 6) to the Flowering and Harvest deck.
- Place just three rows of Strain on the field.



With five players:

- Distribute **3 Seed** cards to each player and immediately plant the exceeded card.
- Add **3 Jolly** in the Growing deck and distribute them to the players
- Add **8 Jolly** to the Flowering and Harvest deck, shuffle it and put on the field 15 cards leaving the exceeded Seed card face up in the correct position, like in the example. With the other cards do 5 Grow Shops and put THC points in sequence (4, 3, 2, 1, 0)
- Seed cards in this case will sum up with the hand cards for the player to go to the Grow Shop (6 or less).



Other rules are the same as explained before.