

A solo game of gardens and neighbors by Todd Sanders

Each year Vernon Cabbagehead, Mr. Cabbagehead to his friends (who will be played by you), wants to be left in peace to grow his award winning vegetable garden for the annual Blue Ribbon Garden Club contest, but his tedious neighbors bother him so much that he needs to go on holiday to the beach several times during the summer months just to get away from them. When he is gone his neighbors drop by to "help themselves" to the garden produce. Can Mr. Cabbagehead succeed with his garden dreams and finally win the blue ribbon - all the while keeping his tiresome neighbors away?

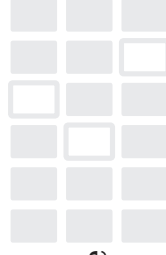
Setup:

- Shuffle the deck of 45 vegetable cards and deal them face down into 3 decks each with 15 cards.
- Place an **On Holiday** card under each deck and then stack the decks on top of each other.
- Place the **Beehive** near the Neighbor cards and 3 Bee tokens on it. Place the other Bee tokens in front of you as your supply.
- Place the 4 **Tedious Neighbor** cards face up to one side, and place below them the shuffled **Tedious Neighbor** tokens so that the **On Holiday** side of all tokens is face up.
- Lastly, place Eudora Brassica near the Neighbor cards.



1

During the game you will be placing vegetable cards in a grid of 6 cards by 3 cards, your **garden plot**. Of the 18 possible positions you will, by the end of the game, have at most 15 cards placed.



Each vegetable card has 4 numbers shown at the card's bottom

- Total number of this type of vegetable in the deck
- Point value for this type of vegetable
- The Neighbor number - decides this and that
- The Tedious number - which places tokens



Play:

The game is played in 3 phases.

1. The *"Mr. Cabbagehead plants vegetables in the garden while his neighbors peer over the fence at him and make tedious and tiresome comments."* Phase

Deal the top three cards of the vegetable deck face up in front of you in a row. The leftmost card costs 1 **Bee** to plant (place one of the Bee tokens from your supply on the Beehive. If you do not have any Bees, you may not choose this card). The center card does not cost any Bees and is free to plant. The rightmost card can be planted for free as well, and, as a bonus, you may take one of the Bees from the Beehive and add it to your supply (If Bees are not available on the Beehive you may not choose this card).

When planting the card you may place it **anywhere** in your garden plot. You may remove a card already in the plot, placing it under Eudora's card, and plant the new card in that position.

2

Cards may not otherwise be moved once planted. The grid of garden plot cards does not have fixed borders until the 6th card in a row is placed and/or the 3rd card in a column.

Of the two remaining drawn cards, locate the card with the highest **● Neighbor number**. Draw a number of **Tedious Neighbor** tokens from the token area equal to the **○ Tedious number** on this card and place the drawn token(s) on the matching **Tedious Neighbor card**. Then place these two remaining cards off to one side. They will not be used again.

Repeat this phase until 15 cards have been drawn, 5 have been planted, and the **On Vacation** card is showing on top of the vegetable deck. Remove the **On Vacation** card and go to Phase 2.

2. The “Oh those vegetables look ripe! Be a shame to let the birds get them while Mr. Cabbagehead is on holiday. Maybe I should just pop over and grab a few for myself. He won’t mind.” Phase

Whichever Tedious Neighbor card has the most tokens on it will determine which neighbor removes a vegetable card from the garden plot. Follow the rules on the back of the Beehive card for that Neighbor. The removed vegetable is placed off to one side and not used again, and all Tedious Neighbor tokens are shuffled back into the supply with their On Vacation side facing up. If two or more Neighbors are tied for the most tokens, then they are too busy being boring conversationalists with each other to take any vegetables during this phase.

The 1st and 2nd Phase will alternate until all 45 vegetable cards have been dealt and 15 cards have been planted (If you or your neighbors have removed cards during Phases 1 and 2 there may be fewer than 15 cards in your garden plot at this point).

The 3rd Phase now begins.

3. The “*Ms. Eudora Brassica and the Garden Club arrive to judge Mr. Cabbagehead’s garden for the annual Blue Ribbon Garden Club Contest.*” Phase

Scoring of the garden plot now takes place. Vegetables only score if they are orthogonally adjacent to other matching vegetable cards. No single vegetables score any points.

For each vegetable type, the score equals: the point value x number of adjacent matching cards (ex. 4 Lettuce cards x 4 points each = 16 points)

For each vegetable **you** have removed from the garden plot and placed under Eudora, subtract 2 points. Score each set of adjacent vegetables and then apply any **Awards of Merit** as shown on the back of Eudora's card, adding them to your total.

You may score one or more awards if your garden plot matches the specific award requirements. The diagrams for the awards show only one possible layout for the cards. Use your best judgment to match the diagrams to your garden plot.

Eudora Brassica will then award the following Garden Club prize:

0-40 points - Polite comments and a hope you'll do better next year.

41-60 points - the White Ribbon and polite murmurs.

61-80 points - the **Yellow** Ribbon and cordial applause.

81-110 points - the **Red** Ribbon and a hearty handshake.

111 points and above - the **Blue** Ribbon and a rousing hurrah!

Note: The Garden Club uses the American Ribbon color scale rather than the Canadian. Eudora is nothing if not progressive.

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LORD CARROTBODY

Does not like it when other vegetables are planted orthogonally adjacent (directly to the left, right, above or below) to Carrots in a garden plot. He will take the vegetable with the highest Neighbor number orthogonally adjacent to a Carrot. If you do not have any Carrots in your garden, he will take the vegetable with the highest Neighbor number.

THE MAYOR OF ONION TOWN

Loves only Turnips, Salsify and Radishes.

He will always choose to take one of these, a white vegetable, with the highest Neighbor number.

SALLIE TOMMY-UGHTOOS

Is not very picky. She will always take the vegetable with the lowest Neighbor number.

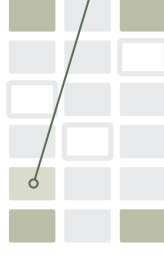
HORACE SAVOY-BRASSICA

Is jealous of Mr. Cabbagehead and his award winning garden (*not to mention annoyed at Mr. Cabbagehead's romancing of Horace's half sister Eudora, President of the Garden Club*). He will always remove one vegetable from the type that the garden plot has the most of. If vegetable quantities are equal, he will take one with the highest point value.

GARDEN CLUB AWARDS OF MERIT

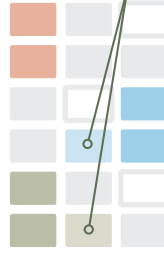
No single vegetables score

Score = ● Point value x number of orthogonally adjacent matching cards
(ex. 4 Lettuce cards x 4 points each = 16 points)



The Four Corners

The 4 corners have matching vegetables. Other matching vegetables may be adjacent to these. **+12 points**



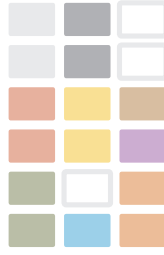
The Promenade*

3 pairs of different and equally spaced vegetables at borders. Other matching vegetables may be adjacent to these pairs only in the middle row. **+14 points**



The Avenue

2 different triplet vegetables sets, placed in columns at the borders. **+18 points**



The Mixed Plot*

Each row must have no more than 3 of each of the 9 vegetables types in it. Those 3 vegetables types must not repeat in the other rows. **+20 points**

The Bounty - Garden plot has all 9 vegetable types: **+8 points**

The Bee's Knees - All 6 Bees are in your supply: **+6 points**

Removals - Each vegetable card removed by you: **-2 points**

* Example diagram shows one possible layout



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BOX LABELS



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