

# Grafting In Galactic Gardens Rules



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## About the dev process

This game was made by [Molly Jameson](#) for the Global Game Jam 23 theme: “Roots.” My goal for this jam was to grasp mental model shifts required to work with AI generating tools, namely Midjourney and ChatGPT while they were still free. And since I’m not selling anything it feels less sketchy. My main learnings on the art side is it still requires a huge amount of baby sitting to even generate a limited amount of content and basically dictates only being used for things that you just need a vague stand alone concept of, but is too unreliable for anything repetitive. It also requires a setting that is slightly exotic like “space” or you end up squarely in the uncanny valley. ChatGPT on the other hand is super good at flavor text and a large number of options of names around a theme. It is also really good at python boilerplate, which on average makes my code better since the basics are written correctly.

Years ago at the orange county fair I saw a dude really passionately talk about grafting, which is this technique in horticulture where you basically take the roots of one plant and literally tape it to the top stems of another and if they’re from the same genus they will grow together and you can get benefits from both species. You can (but probably wouldn’t on a practical level) do things like combine tomatoes and potatoes and then you’d have food growing both above and below ground. On a more practical level this very excited lecturer explained you would do things like combine tomato “scions” as you call the top part of the plant with something like belladonna “rootstock”. I didn’t know much about either of these plants other than knowing that belladonna is often commonly called Deadly Nightshade because that is Gambit’s ex-wifes name in X-Men comics. This guy talking, being much more professional than I, kept calling it by its scientific name or Belladonna. Apparently, Tomatoes tend to not do well in rough soil so this makes your plants much more likely to live. He walks through the whole how to process and then right before he turns off his mic goes “Oh but by the way be careful with this because Deadly Nightshade is poisonous and this can make your tomatoes poisonous as well.” And then just walks off, no further explanation or details. I was inspired.

You can also make crazy cool tree art ( google Gilroy Gardens Family Theme Park. )

It's recommended you play the Tabletop Simulator version on Steam rather than the print and play version. <https://steamcommunity.com/sharedfiles/filedetails/?id=2929045785>

## In a world...

Grafting in Galactic Gardens is a thrilling card game where players attempt to cultivate the most bountiful harvest. Players start with a variety of crops and must strategically graft them with other cards to create even more powerful plants. However, be warned, the weather can change at any moment, bringing droughts, storms, and other unpredictable events that can ruin even the most carefully tended fields. Will you be able to weather the storm and emerge victorious, or will your crops wilt and die? The only way to find out is to Graft and Grow.

Play alone or play with a friend and compare your score in the end.

## How to play

### Goal

Get the most food points by combining different plants. The game lasts 7 turns

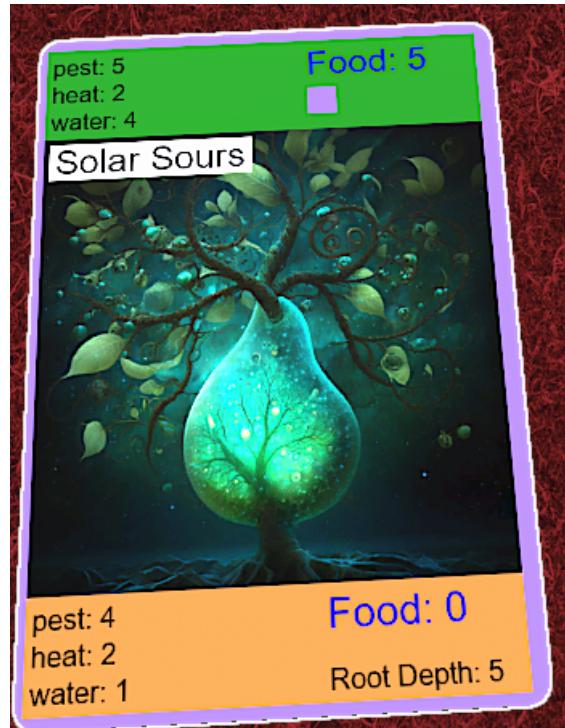
### Overview

Each turn is divided into

1. Drawing a shared event card and doing whatever it says
2. Harvesting your field boards and counting your food points of surviving plants.
3. Getting more cards for your hand
4. Putting more cards into your nursery board

### Objects

1. **Perennial cards** are the purple cards in the plant deck



- a.
- b. These cards are required to stay in the nursery for at least 2 turns but once they are planted can be harvested every turn
- c. When harvested in the field they stay in play and can have multiple scions on each side
- d. When planted they can only be paired with other purple cards

2. **Annual cards** are the yellow cards in the plant deck



- a.
- b. These cards only stay in the nursery one turn

- c. When planted they can only be paired with other yellow cards
  - d. They are discarded when harvested
3. Event cards are global events that start every round



a.

4. Nursery board is the board you must hold your cards in when first planted.

- a. Purple cards stay here for 2 turns, you play them in one of the 2 rows and then will move them the next turn, ready to move to the field after that
- b. Yellow cards only need to be held here one season.



c.

## 5. Field boards

- Location is important, when a card is placed on top you use the stats on the top, and bottom stats if it is in the root slot. You can use an extra card to block out the irrelevant stats.



- Yellow cards must only be played with yellow cards and purple cards must only be placed with purple cards
- Purple cards can have multiple “branches” on either side.
- These represents the cards you are harvesting.

## Setup Turn

- Each player draws 6 cards from the plant deck
- You can choose up to 3 to put in your “nursery board”

## Turns 2 - 7

### Actions each turn

- Draw an event card, do whatever that card says.
  - Ex: If you draw the “Locust Attack” card you are instructed to destroy any plant card where the sum of both the roots and top stems SUM to < 10. In this case the combination of 1 from the Astromato scion and 5 from the planetary petals root stock means this entire crop would be destroyed and receive no points that turn.  
Note: you always look at the top stats for top cards and bottom stats for the roots.



b.



c.

2. Harvest from your field boards.

- a. Add the total number of “food stats” from the top section of the top cards and the bottom section of the bottom root card. In Tabletop Simulator you can use the counter to keep track of your running food score.
- b. If a card is an “annual” (yellow) you should discard the cards ( or you can choose to keep only one of them instead of drawing 2 new cards next turn )
3. Blind Draw 2 cards from the plant deck or you may choose to keep one of the cards you just harvested. Keep these cards in your hand.
4. Move cards from the nursery board to the field board.
  - a. Anything in the fields MUST have a root and a scion. This means that annuals must go out in pairs. Perennials can be added as an extra branch on the right or left.
  - b. Purple cards must only be on fields with other purple cards and yellow cards can only have 2 cards and be with other yellow cards
5. Put a maximum of 3 cards into the nursery.
  - a. Since purple cards must stay in the nursery for at least 2 turns ( but can stay in longer ) you also can move them from the “2” to “1” column at this stage.

## Multiple players

If there are multiple players you all share the same event deck but have individual plant decks. You just compare your score at the end.