

ZEN GARDEN

A game by Mike Georgiou for 2 - 4 players aged 8 years and older



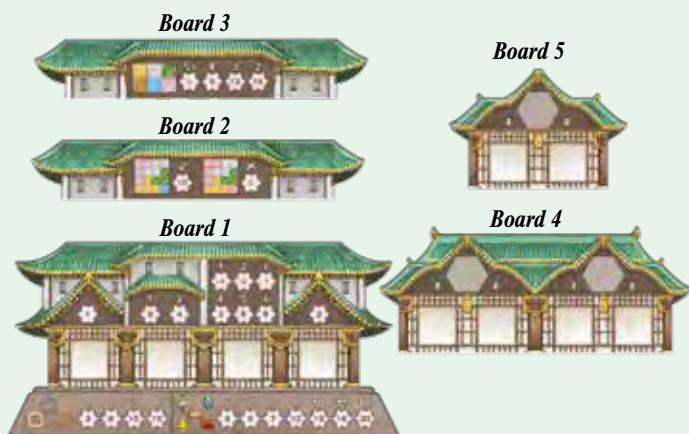
Game Components

Common Components:

- 1 Selection board



- 5 Preference Boards



- 9 Points tiles

Only used in conjunction with the Preference Boards 4 & 5. (see page 8)



3 each of 1, 3, and 5 points

- 90 Garden tiles



15x Sand, 15x Gravel, 15x Trees, 15x Clay, 15x Water, and 15x Cherry Blossom

- 14 Emperor tiles



- 1 First player marker



- 1 Rules booklet

Player Components (in blue, yellow, green, and red):

- 1 Garden board



- 1 Coin markers



- 1 Score marker & 1 100+ marker



Game Concept and Object of the Game

An Emperor's Life is stressful and full of difficult decisions. He requires a place of solace where he can relax and recover. A beautiful garden is just what he needs.

In Zen Garden, the players assume the role of architects working to build the most beautiful garden for the Emperor. To do this they will not only need to pay careful attention to the Emperor's preferences, but also stay one step ahead of the competition. A turn in Zen Garden is quite simple. The first player will select one tile from the selection board, pay its cost, then add it to their garden adjacent to

a previously placed tile. Each player will do this, then the board is refilled. This will continue until all gardens are completed. Then, the Emperor evaluates each garden and awards points to the players, depending on how well his preferences have been met. The player with the most points is declared the new court architect and the winner of the game.

For each game, the players can decide how complex their gardening should be. The more Preference Boards they incorporate the more challenging the game becomes.



Setup - Example for first-time players and beginners (Level 1)

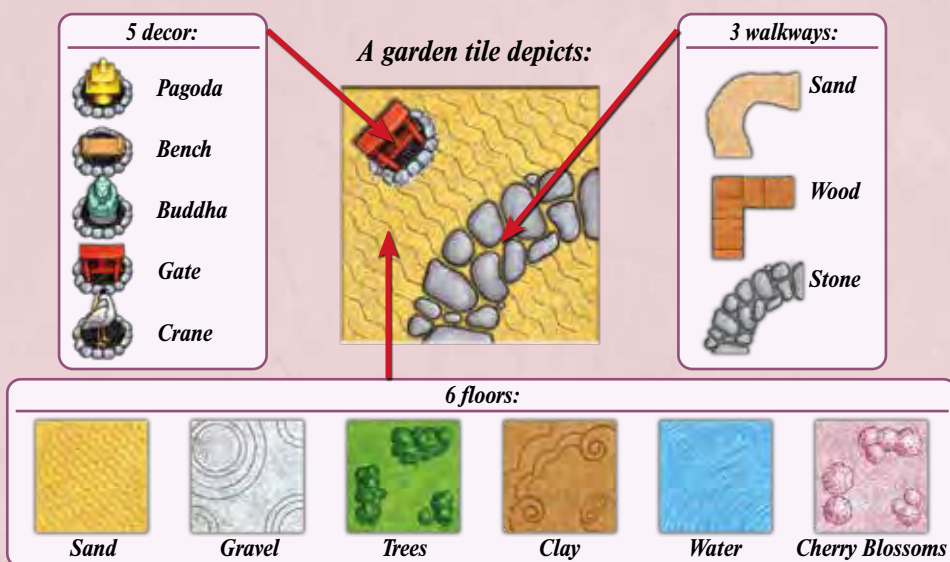
1 Place **Preference Board 1** in the center of the playing area. The other Preference Boards are placed back into the box.

2 Mix all **Emperor tiles** face down. Place 1 tile face up on each empty space of Preference Board 1. Any unused tiles are placed back in the box.

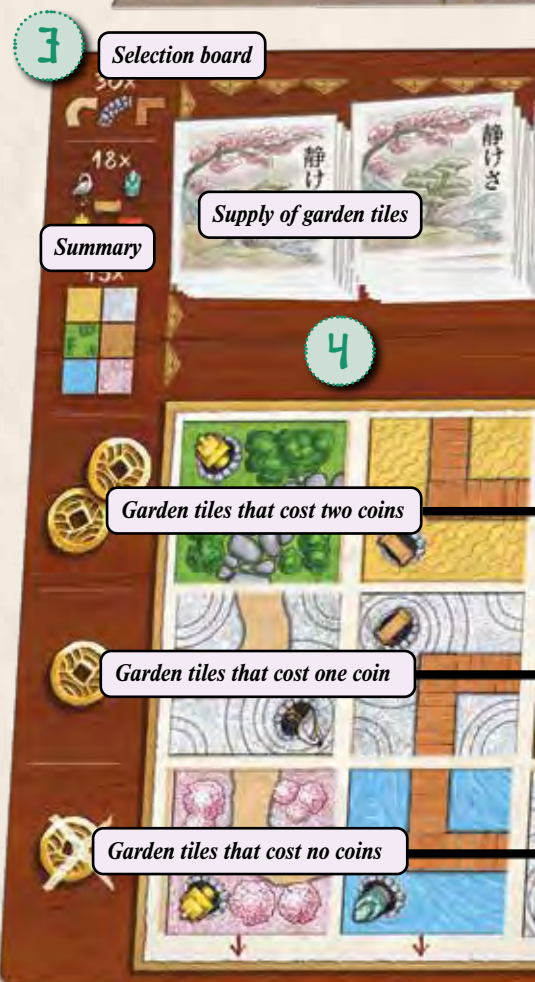
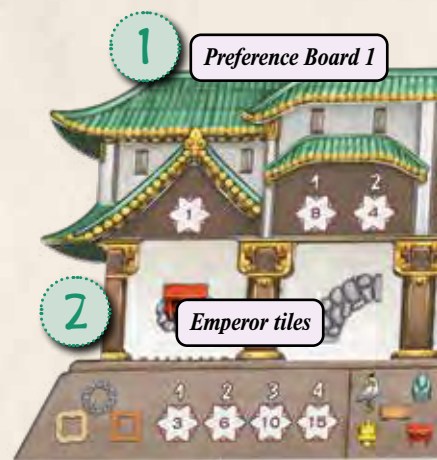
3 The **selection board** is placed next to the Preference Board 1.

4 Mix all **garden tiles** face down and place them in stacks as a supply on the selection board. Draw tiles from any of the supply stacks and place them face up on the spaces of the selection board until it is filled.

The 90 garden tiles:



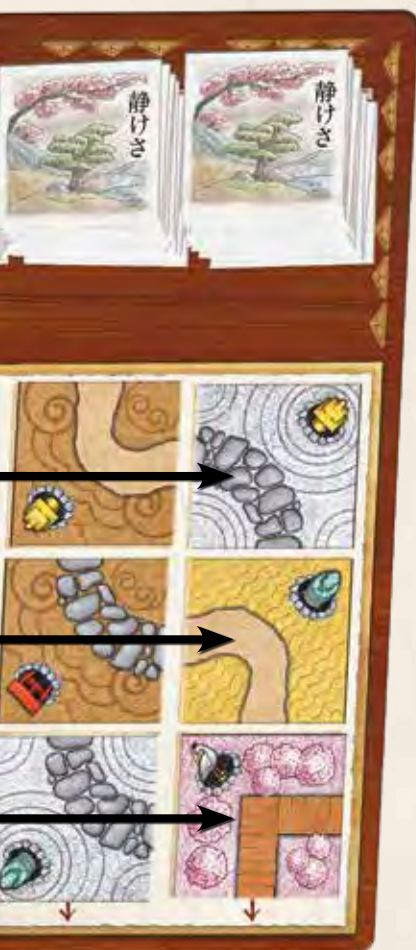
Each of the 90 garden tiles has a unique combination of decor, path, and floor type. The summary on the selection board shows how often each is depicted on the garden tiles.



Preference Boards

The Preference Boards can be combined in any way for a new play experience every game. Following are 5 composed combinations ordered into levels from 1 to 5. The higher the level, the more advanced the game becomes.





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Each player takes 1 garden board, then selects a color and receives:

1 coin marker,

which is placed on space 12 of the coin track.

1 score marker,

which is placed in the bottom right corner of the garden board.

1 100+ marker,

which is placed next to the selection board.

Note: As soon as a player reaches 100 points they take their 100+ marker and place it in front of them.

5

Garden board



6

A first player is randomly selected and given the first player marker.



First player marker



Game Play

Zen Garden is played over a series of 16 rounds.

A round starts with the first player and continues in a clockwise direction.

The active player does the following two actions in order:

1) Choose a garden tile and pay for it

2) Add the tile to the garden board

A round ends after all players have taken a turn. At the end of a round, refill the selection board with new garden tiles from the supply, and pass the first player marker to the next player in a clockwise direction. Then, start a new game round.

The game ends at the end of the round in which all players have filled all spaces of their garden board. Final scoring will then commence, with players being awarded points for meeting the Emperor's preferences. The player with the most points is the winner of the game.



A player's turn in detail

On their turn, the active player chooses a garden tile from the selection board, pays its price, and adds it to their garden board.

1) Choose a garden tile and pay for it

The player may choose any available tile from the selection board, as long as they are able to pay for it.

The price of a tile depends on the row it is in.

A tile taken from the bottom row is for free, a tile from the middle row costs 1 coin, and a tile from the top row costs 2 coins.

Players pay for tiles by moving their coin marker on their coin track backwards the appropriate number of spaces (0, 1, or 2).

After taking a tile, the space remains empty until the end of the round.

Important : If a player has **run out of coins**, they may choose a tile from the bottom row only. They **must** take a tile on their turn.



2) Add the tile to the garden board

The player adds the tile to their garden, following these **building rules**:

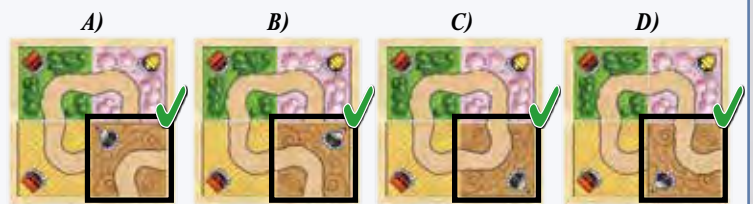
Building Rules:

1. The tile must be placed next to another existing tile in your garden (*edge to edge, no diagonals*).

Exception: You may place the first tile on any space of your garden grid.



2. You may rotate the tile any way you like, but when placing it, it must completely cover exactly one space of the garden grid.

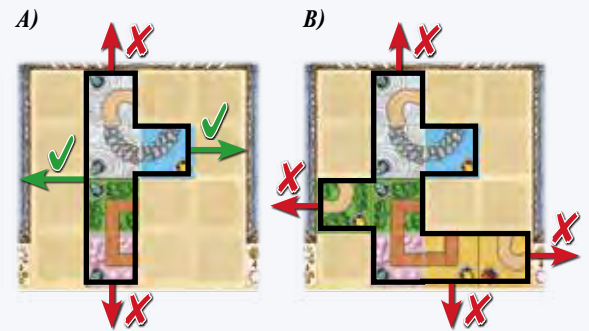


3. Before you add the new tile, you may shift all existing tiles as an entity within the garden grid in any direction, but you may not rotate these tiles and no tile may protrude from the grid.

The configuration of the tiles with respect to each other may not be changed. As soon as there are 4 tiles both in a row and a column, shifting is not possible anymore.



Example: The player wants to build the garden tile underneath the already placed tree tile. Since there is space in the top row of the garden, they may shift the tiles already placed as a group up and place the new tile in the bottom row.



Two examples on shifting garden tiles:

A) The player can only shift their garden tiles left or right.

B) The player is locked in position and cannot shift their tiles any more.

Coin bonus:

If a player builds 4 garden tiles in a row, column, or diagonally, in such a way that all 4 of those tiles show the same decor, they immediately earn 3 coins, indicated by moving their coin marker 3 spaces forward on the coin track.

Players may have a maximum of 25 coins; excess coins are lost.




Example: The blue player built 4 pagodas in the top row of their garden and earns 3 coins that are marked on the coin track.

The next player clockwise then becomes the active player.

End of round

After each player has performed one turn (*purchased and placed a tile*), the game round ends.

 **Change for 2 players:** In a game with 2 players only, a game round ends after each player has performed 2 turns.

The selection board is only now refilled with new tiles.

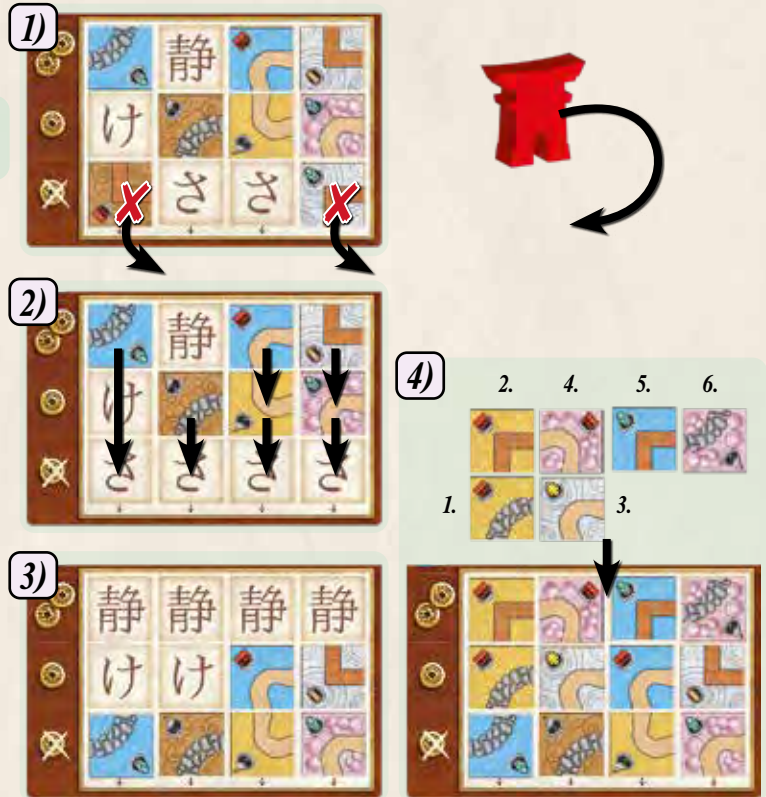
1) Remove any remaining tiles from the bottom row (0 cost), placing them on the discard pile.

2) Slide the tiles from the middle row and top row down.

3-4) Refill the empty spaces with new garden tiles from the supply, filling from bottom to top, and from left to right.

Whenever the supply is exhausted, shuffle the discard pile and use it as new supply.

Before the next game round starts, the first player passes the first player marker to their left neighbor, who then will start the next game round.



Game End and Final Scoring

The game ends at the end of the round in which all players have filled all spaces of their garden board.

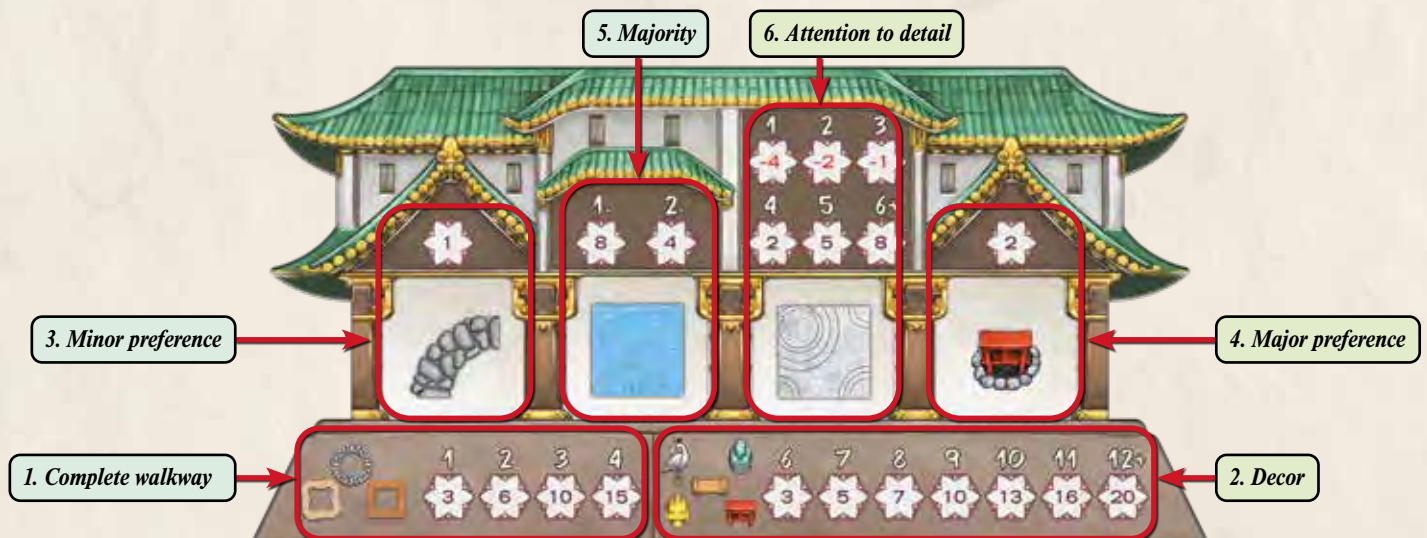
Final scoring then takes place. The players turn the selection board over and use the scoring track to record their points.

Coins:

For each coin left, the player receives 1 point. The players place their scoring marker from their garden board on the scoring track on the appropriate number.



The players earn points for the following (in this case Preference Board 1):



1. Complete walkway:

The number of points depends on the number of completed walkways:

Number of completed walkways	1	2	3	4
Points	3	6	10	15

A complete walkway consists of 4 garden tiles with matching paths, arranged as a square that form a round path.



Example:

There are 3 completed walkways in the garden. The walkway in the top left consists of different paths types and scores no points.

3 completed walkways = 10 points.

2. Decor:

A player earn points for identical decor they have built in their garden:

Number of identical decor	6	7	8	9	10	11	12+
Points	3	5	7	10	13	16	20

It is possible to earn points for two different types of decor, as long as the player has built at least 6 of each type in their garden.



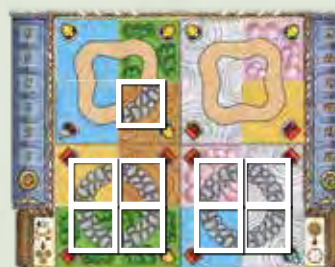
Example:

The player has built 8 gates and 6 pagodas in his garden.

He earns 7 points for his gates and 3 points for his pagodas = 10 points total.

3. Minor preference:

For each tile in a player's garden matching the preference of the Emperor tile, they earn 1 point.

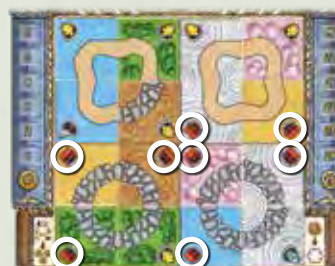


Example:

The player has built 9 stone paths in his garden, earning 9 points.

4. Major preference:

For each tile in a player's garden matching the preference of the Emperor tile they earn 2 points.



Example:

The player has built 8 gates in his garden, earning 16 points.

5. Majority:

The player who has the most tiles matching the preference of the Emperor tile in their garden earns 8 point, and the player with the second most tiles earn 4 points. In case of a tie, all tied players earn the full amount of the respective points.

If there is a tie for first place, then there is no second place.



Example:

The player has built 3 water floors in his garden which earns him the second place. He earns 4 points.

6. Attention to detail:

The players earn or lose points depending on the number of tiles in their garden matching the Emperor's preference:

Number of tiles matching preference	0	1	2	3	4	5	6+
Points	0	-4	-2	-1	2	5	8



Example:

The player has built 4 gravel floor tiles in his garden. He earns 2 points.

The player with the **most points** is the winner of the game, and is appointed Zen Garden architect by the Emperor himself! In case of a tie for the most points the tied player who has more left over coins is the winner. If there is still a tie, the tied players share the victory.

The Preferences

The players can decide on the number of preferences they want to include in the game.

All Preference Boards may be used together or in any combination, but “**Board 1: Basics**” should always be included. Following are 5 combinations ordered into levels from 1 to 5. The higher the level the more advanced the game becomes.

Level 1: Board 1.

Level 2: Board 1 and 2

Level 3: Board 1, 2 and 3

Level 4: Board 1,2,3 and 4

Level 5: All boards

At the end of the game players earn points for all Preference Boards that are in play.



Board 1: Basics

All preferences on the basics board are described in detail under final scoring on page 7.



Board 2: Unity

A player earns 10 points if all different floors that they have built in their garden each form one area only. An area consists of horizontal or vertical adjacent garden tiles with the same floor. An area can be as small as one tile only.

If there are multiple areas of one type of floor, the player earns no points at all.

A)



B)



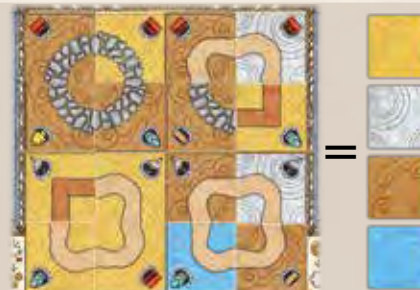
Example: A) the player earns 10 points since each type of floor forms just one area. B) The player earns no points since there are multiple areas of the gravel and the water floor.

Board 3: Minimalistic



A player earns more points the fewer different types of floor (background color) they have built in their garden:

Number of different floors	2	3	4	5+
Points	18	12	6	0



Example:

The player has built 4 different floors in his garden. She earns 6 points.

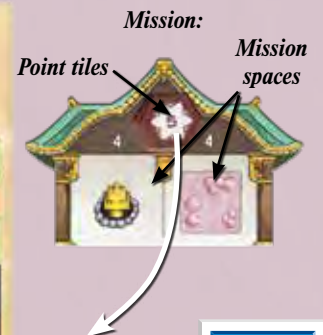
Board 4 & 5: Missions



At the start of the game, draw 2 Emperor tiles for each mission, placing them face up on the mission spaces. These will show the combination of preferences that must be met when building your garden in order to earn points. Then, stack a 1, 3, and 5 point tile in ascending order on each mission.

If a player succeeds in building both preferences of a mission 4 times in their garden, they take the topmost point tile from the stack on that mission.

The player scores these points at the end of the game. A player may complete each mission only once.



Example: The player is the first to build 4 pagodas and 4 cherry blossom floors in his garden. He therefore takes the 5 point tile.

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