

Wizards' Garden

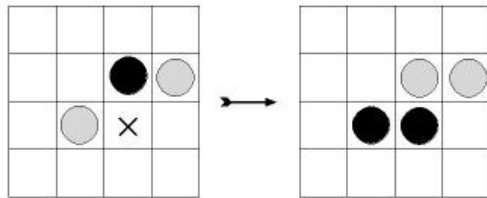
The Alesalitis Plant

Story: Welcome to the Wizards' Garden. In this part of the garden is the Alesalitis plant. A strange little plant that has a tendency to change the color of its flowerings every time another Alesalitis is planted next to it. From this plant you can harvest two types of needed flowers, Dovetail which is white in color and Ravenclaw which is black in color.

About The Game: Wizard's Garden is a plant and harvest game. Players take turns planting seeds (the round game pieces). Once a player creates a harvest condition (four of the same color in a row) he gets to remove those four from the board and keep one. The remaining 3 game go back to the seed basket. Ravenclaw is slightly more valuable than Dovetail. The round pieces are called seeds.

Set Up: Place the 4x4 game board between the two players. Place the 20 seeds in a pile (called the seed basket) next to the game board so it is accessible to both players. Place the game pawn on the other side of the board so it is about half way between both players. Each player takes 2 seeds from the "Seed Basket" and take turns placing the seeds anywhere (either color up) on the board. Determine who shall move first.

Planting: On your turn you must plant a seed using the following rules. You may only plant a seed orthogonally adjacent to an existing seed. You may plant a seed either side up your choice. All existing seeds orthogonally next to the seed you planted are then flipped. *Example: If the seed next to seed you planted was white, it is flipped over to black. If it was black it then becomes white.* Seeds in the diagonally direction are not effected. See example in diagram.



A seed placed on x will cause the result above.

Harvesting: If you create a harvest condition you must harvest. Anytime after you plant a seed there are four seeds in a straight line of the same color either orthogonally or diagonally you have created a harvest condition. All four seeds are removed from the board, place one seed in front of you to represent the flower you harvested and to keep score, and the other three seeds are placed back into the seed basket. It is possible to create more than one harvest with a move. If the harvests share a common seed you may only harvest one (your choice). If the harvests are independent of each other you must harvest them all.

Game Over: The game ends when a player can not make a move. The three possible reasons a player cannot make a move are there are no seeds left in the seed basket, there are no seeds to plant next to on the board (the board is empty) or there are no spaces left on the board to plant on.

Winner: The player with the most harvested flowers wins.

Tie Breaker (*Read before you play*): You are probably beginning to wonder what the game pawn does. The game pawn is the Wizard's Staff and any time a player harvests Ravenclaw (black) he takes the Wizard's Staff from either next to the board (if no one has claimed it yet) or the other player and places it next to his harvested flowers. If there is a tie the player that currently has possession of the Wizard's Staff wins. And no you don't get to keep it extra long because you happen to harvest Ravenclaw more than once in a row or more than the other player. It's all about who harvested it last.

Optional Undo Rule: This is a good rule for beginners. You get one undo per turn. After you make your move, if you don't like what you see on the board, you can undo your move and make a new one, but you can not undo the that move.

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