

GAME RULES




**GARDEN
RUSH**

Ki Mansell

GOAL OF THE GAME

Skillfully plant Veggies in your Garden and harvest them in specific patterns. Use Tools to help your Garden flourish and get the most out of it, or use them to create nuisances for your opponent. Be the fastest to harvest your Veggies to win!

CONTENTS

 This Rulebook

A 1 Score Track (insert back)

B 2 Gnomes (1 pink and 1 blue)

C 1 First Player Marker

D 1 Game Board

E 1 Trampoline Board

F 1 Token Sack

G 60 Veggie Tokens (12 of each type)

H 1 Small Paper Envelope (containing 8 Tool Tokens to be used after your first game)

VEGGIE TOKEN

Front
(Double Veggie)



Back
(Single Veggie)

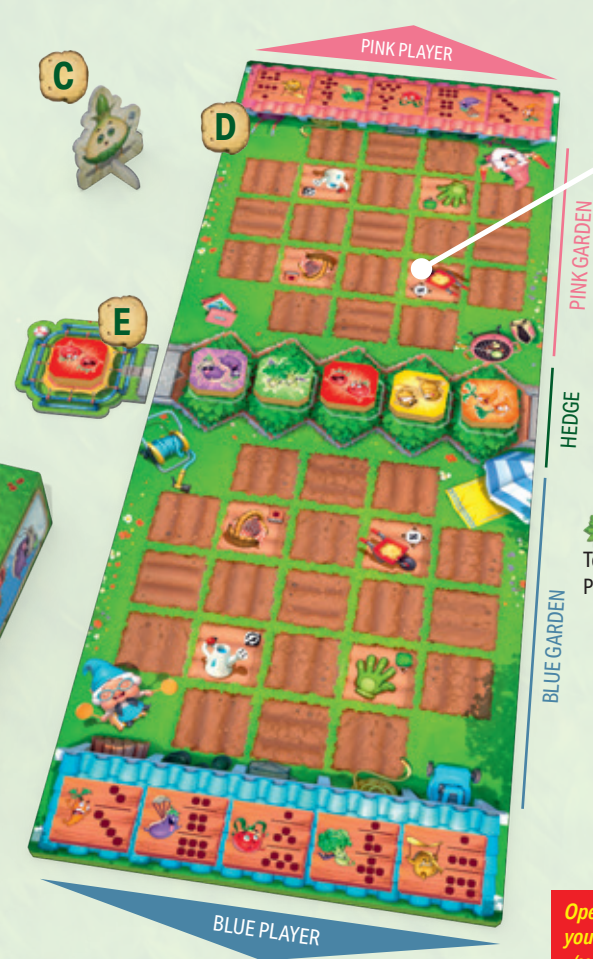


SETUP

1 Place the Game Board between you and your opponent so that you are sitting across from each other, with one of the Gardens in front of you, the other Garden in front of your opponent, and the hedge in the middle between your Gardens. Then place the Trampoline Board next to the arrow beside the Hedge on the Game Board.



2 Place the Score Track nearby with the two Gnomes on the 0 space.



There are 4 Tool spaces in each Garden.



- 3** Put the 60 Veggie Tokens in the Token Sack, then draw 6 randomly. Place 1 on the Trampoline Board and the other 5 on the 5 Hedge spaces.

IMPORTANT: Veggie Tokens are always placed with the Double Veggie side up on the Hedge and Trampoline Board.



Open this after your first game (see pages 8-10).

- 4** The player who most recently ate a tomato takes the first turn. They take the First Player Marker, which they keep until the end of the game.

PLAYING THE GAME



The game is played with the players alternating turns until the end of the game is triggered.
On each turn, you must perform **ONE** of the 2 following actions:

PLACE 1 TOKEN

(see below)

◀ OR ▶

HARVEST 1 VEGGIE BED

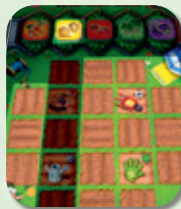
in your Garden (see page 6)

PLACE 1 TOKEN

- Choose 1 of the 5 Veggie Tokens from the Hedge and place it onto an empty space in your Garden:



If you choose to place it onto a space that is in the **same column** as it was when taken from the Hedge, leave it with the Double Veggie side up.



If you choose to place it onto a space in a **different column**, flip it to its Single Veggie side.

Note: An empty space is a space with no Token on it. You can neither replace an existing Token, nor stack a Token on top of another.

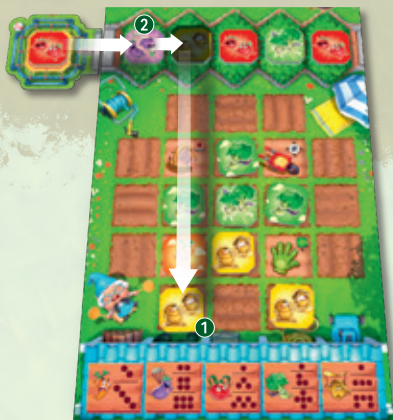
- Slide Tokens away from the arrow to fill the empty space on the Hedge, then slide the Token onto the Trampoline Board to the space next to the arrow ①. Draw 1 Token from the Token Sack, and place it on the Trampoline Board with its Double Veggie side up ②.





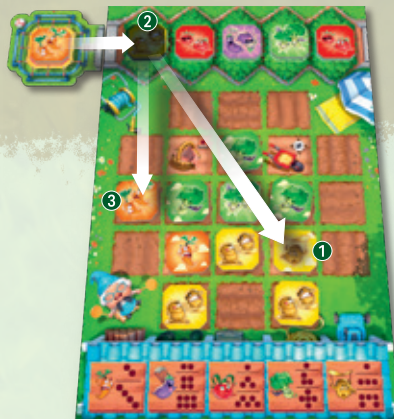
- Finally, if you just placed a Veggie Token onto 1 of the 4 Tool spaces in your Garden, you may apply the matching bonus action immediately (see page 7).

Examples:

a. **Cathy (blue)** places 1 Potato Token into the same column as it was in when taken from the Hedge: she keeps it with the Double Veggie side up **1**, then resupplies the Hedge **2**.



b. On her next turn, **Cathy** places the Potato Token from the Hedge on the  space **1**; because it was placed in a different column from the one it was in when taken from the Hedge, it is flipped to its Single Veggie side. After resupplying the Hedge **2**, **Cathy** performs the bonus action of the  space, which allows her to place another Token. She chooses the Carrot Token that has just landed on the Hedge and places it to its Double Veggie side into the same column as it was when taken from the Hedge **3**.



IMPORTANT: You can never take a token directly from the Trampoline and place it in your Garden. Only the 5 Tokens on the Hedge may be chosen.





HARVEST 1 VEGGIE BED

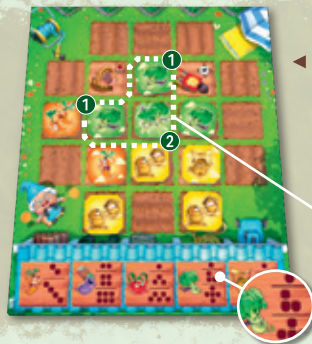
- To harvest a Veggie Bed in your Garden, that Bed **must** match one of the patterns indicated for that Veggie:



The orientation of the Veggie Bed does not matter; i.e., the Veggie Bed patterns can be rotated.

- When you harvest a Veggie Bed, discard the Single Veggie Tokens and flip the Double Veggies to their Single Veggie side.
Note: Only Tokens that are part of the pattern are affected. Discarded Tokens are not returned to the Token Sack.
- Advance your Gnome on the Score Track by as many points as spaces harvested from your Veggie Bed.

Example: *Cathy* has several options and can harvest a Veggie Bed with 2 Carrot Tokens, 1 or 3 Broccoli Tokens (with two possible rotational orientations), or 1 Potato Token (the Beds of size 3 and 5 are incomplete). She chooses to harvest a Bed with 3 Broccoli Tokens (outlined in white). She discards the 2 Single Broccoli Tokens ① and flips the Double Broccoli Token to its Single Broccoli side ②. Finally, because she has harvested a Bed containing 3 Veggie Tokens, she advances her Gnome 3 points on the Score Track.



◀ **Before harvesting:**

▼ **After harvesting:**



IMPORTANT: Except for the 0 space, the two Gnoms can never be on the same space of the Score Track simultaneously. If your Gnome would end on the same space as your opponent, advance your Gnome to the next space instead.

- If your Gnome finishes its movement on a space, you may apply the bonus action of any Tool space visible in **your** Garden (i.e., a Tool space not covered by a Veggie Token).

Cathy scores 3 points, but because the 3 point space is occupied by *Robert's* Gnome, she places hers on the next one (4).



END OF GAME

The game ends either when there are no more Tokens in the Token Sack when it's time to resupply the Trampoline Board, or when either player has a score of at least 40 points at the end of their turn. If this happens at the end of the First player's turn, the other player takes one final turn. If the Token Sack is empty, you will not resupply the Hedge or the Trampoline Board. The player with the most points wins the game.

TOOL SPACE BONUS ACTIONS



Place 1 Token in your Garden (identical to the action described on pages 4 and 5).

Note: Before applying the action, remember to resupply the Hedge, if necessary.



Harvest 1 Veggie Bed in your Garden (identical to the action described on page 6).



Move 1 Token in your Garden onto another space in your Garden. You cannot choose the Token that you just placed onto this Tool space.

Note: If you move a Token onto a Tool space, you may apply its bonus action.



Flip 1 Veggie Token in either player's Garden.

Note: You can flip the Veggie Token you just placed onto this Tool space. You can flip a Veggie Token from its Single Veggie side to the Double Veggie side.

Bonus actions are optional.
If you choose to use the action,
you must do so immediately,
and apply the effect entirely.

You will also find the bonus actions
on the back of this Rulebook.

Example: *Cathy* places the Broccoli Token on the space ①. After resupplying the Hedge, she moves the Carrot Token onto the space ②, which allows her to harvest a Bed. She chooses to harvest the Bed with 3 Broccoli Tokens ③.



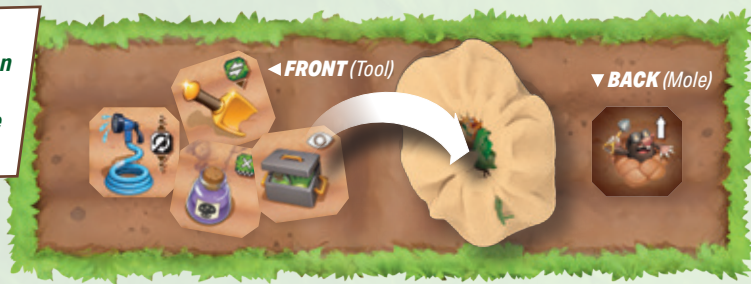
On her next turn, *Cathy* places the Potato Token on the space ①. After resupplying the Hedge, she chooses to flip a different Potato Token ② to its Double Veggie side.



STOP!
Read this after
your first game.

GET YOUR TOOLS AND MOLES OUT!

After familiarizing
yourselves with Garden
Rush, use the 8 Tool Tokens
from the Small Paper Envelope
to spice up your games!

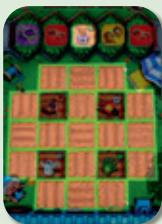


SETUP

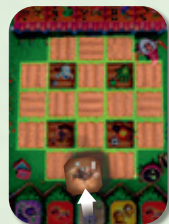
After placing the 6 Veggie Tokens on the Hedge and Trampoline Board, add the 8 Tool Tokens to the Token Sack. When you draw a Tool Token, **always place it** on the Trampoline Board with its **Tool side up**.

PLACE 1 TOKEN

The **Place 1 Token** action allows you to choose 1 Tool Token from the Hedge and place it on any empty space in your Garden, **except the Tool spaces**; unlike the Veggie tokens, it doesn't matter which column you place it in - it will remain Tool side up. After resupplying the Hedge, apply the bonus action of the Tool Token you just placed (see pages 9 and 10).



Alternatively, you can use the **Place 1 Token** action to flip any Tool Token on the Hedge to its Mole side and place it onto any empty space in your **opponent's** Garden, **except a Tool space**. Moles do nothing except take up space!




After a Tool/Mole Token has been placed into a Garden, it can **NEVER** be flipped for the rest of the game (unlike Veggie Tokens).



When you move a Tool/Mole Token, it can **NEVER** be moved onto a Tool space.



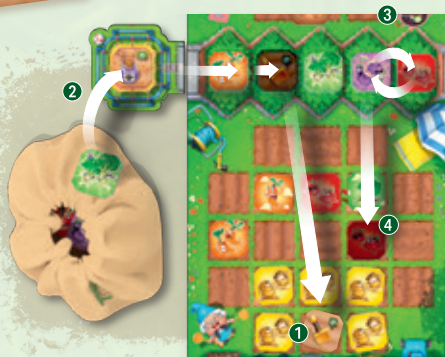
When your Gnome ends on a  space on the Score Track, you may apply the bonus action of any visible Tool Token or Tool space in your Garden, or move a Mole Token from your Garden into your opponent's Garden (see page 10).

TOOL TOKEN BONUS ACTIONS



After resupplying the Hedge, swap 2 adjacent tokens on the Hedge, then place **1 of those tokens** using the rules for placing a Token as described on pages 4 and 5.

Note: The Token on the Trampoline Board cannot be part of the swap.

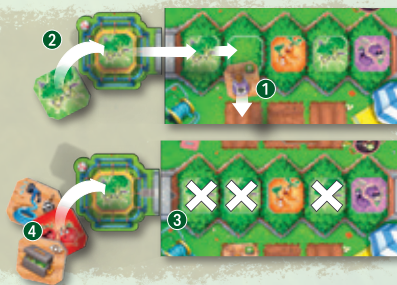


Example: Cathy places the Token into her Garden **1**. After resupplying the Hedge **2**, she swaps the Eggplant and Tomato Tokens **3**. She then places the Tomato Token into the same column as it was in when taken from the Hedge, thus leaving it Double Veggie side up **4**. She resupplies the Hedge again.



Discard ALL Veggies of a single type from the Hedge (**not the Trampoline**) and score 1 point per discarded Token. Slide the remaining tokens away from the arrow, and resupply the Hedge and Trampoline as many times as needed to refill it.



Example: Cathy places the Token into her Garden **1**. After resupplying the Hedge **2**, she discards 3 Broccoli Tokens (including the one she moved from the Trampoline Board onto the Hedge) and scores 3 points **3**. However, the Broccoli Token on the Trampoline Board (newly drawn from the Token Sack) is not discarded. The remaining tokens slide away from the arrow, and the Hedge is completely resupplied **4**.





Flip **ALL** the Veggie Tokens from any column in both players' Gardens. The Token on the Hedge of the chosen column is unaffected.







Note: Only the Veggie Tokens from the Gardens are flipped; Tool and Mole tokens are unaffected. The column you choose does not have to be the one where this Tool Token was placed.

Example: **Robert** places the  Token into his Garden **1**. After resupplying the Hedge **2**, he chooses to apply the bonus action to the middle column. He flips the Carrot Token, Broccoli Tokens, and Eggplant Token in his Garden **3**. However, the Mole is not flipped over. He then also flips the Tomato Token and Potato Token in **Cathy's** Garden (but not the  Token **4**). The Tomato Token on the Hedge is unaffected by the action **5**.




Apply the bonus action of any visible Tool space or Tool Token from your opponent's Garden to your own Garden.

Note: You cannot choose an opponent's  Tool.

Example: **Cathy** places the  Token in her Garden **6**. After resupplying the Hedge, she ponders over the bonus actions of the visible Tool spaces and Tool Tokens in **Robert's** Garden (, , , and ). She chooses to perform the  action by harvesting 1 Veggie Bed with 5 Potatoes in her own Garden **7** to score 5 points.



When your Gnome finishes its movement on a  space on the Score Track, you can move a Mole Token from your Garden onto any empty space in your opponent's Garden. If you do this, you **do not** apply the bonus action of a visible Tool space or Tool Token in your Garden.

Reminder: A Mole Token can never be placed or moved onto a Tool space.



REMINDERS

- There can only be 1 Gnome on each space of the Score Track, except the 0 space.
- Tokens are always placed onto the Hedge and Trampoline Board with their Double Veggie/Tool side up. Double Veggie Tokens are flipped over when they are harvested, or when they are placed in a column different from the column they were in when taken from the Hedge. Tool Tokens are flipped to their Mole side when placed in an opponent's Garden.
- If a bonus action (placing, moving, or harvesting) grants you an additional bonus action, you must fully resolve each bonus action before applying the next one.
- Before performing a bonus action, remember to resupply the Hedge if necessary.
- To harvest a Veggie Bed, a pattern for that Veggie must be matched exactly, though it can be matched in any rotational orientation.
- Discarded tokens (either through harvesting, or through the 🍄 bonus action) are not returned to the Token Sack. You may look through the discarded tokens at any time.
- The Tool Tokens are added to the Token Sack **after** the initial setup. Therefore, there are no Tool Tokens on the Hedge or Trampoline to start the game.
- 🛠️ allows you to move a Mole from your Garden into your opponent's Garden (instead of performing a bonus action).
- Tool and Mole Tokens can never be placed on Tool spaces, nor can they be flipped once placed.



KI MANSELL



PAUL MAFAYON



Welcome to Garden Rush, a bloomin' brilliant 2-player board game cultivated during New Zealand's Covid Lockdown! As a budding designer, I've sown the seeds of creativity to bring forth this veg-tastic horticultural adventure!

Compete to grow the most bountiful garden ever seen. With every turn, you'll dig deep into tactical decisions; but choose

wisely, as where you plant will lead to a veggie-filled victory or a garden clogged with unyielding vegetables! Get ready to weed out the competition and let the Garden Rush begin!





ON YOUR TURN:

PLACE 1 TOKEN

◀ OR ▶

HARVEST 1 VEGGIE BED
in your Garden

TOOL SPACE BONUS ACTIONS



Place 1 Token into your Garden.



Harvest 1 Veggie Bed in your Garden.



Flip 1 Veggie Token in either player's Garden.



Move 1 Token in your Garden onto another space in your Garden (but not the Token you just placed onto this Tool space).

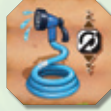
TOOL TOKEN BONUS ACTIONS



Swap 2 adjacent tokens on the Hedge, then place 1 of them.



Discard ALL Veggie Tokens of a single type from the Hedge (not the Trampoline) and score points equal to the number discarded.



Flip ALL the Veggie Tokens in any column of your choice (in both players' Gardens, but not the Hedge).



Apply the bonus action of any visible Tool space or Tool Token in your opponent's Garden to your own Garden.



AVAILABLE BONUS ACTIONS ON THE SCORE TRACK

Perform a bonus action visible in your Garden

◀ OR ▶



Move a Mole Token from your Garden onto any empty space in your opponent's Garden.

Reminder: You cannot move it onto a Tool space.

