

Haunticulture

Roger's Rules: Firedrake/BGG

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Goal

Have most points at the end of four rounds.

Setup

Use the Greenhouse cards to surround a 3×3 (②-③) or 4×3 (④) grid.

Place the Plant & Ornament Scoring Cards where they can be seen (Plants can be either Basic or Advanced scoring).

Put all Plant and Ornament tokens in the tile bag. Draw one at random for each Greenhouse card.

Shuffle the purple-backed Special Monster cards and place four face-up outside the Greenhouse square.

Each player: take a garden board. Put 2 coins in each corner space, 1 in the centre space. Take the six cards and three tokens of your colour.

Deal two Secret Tasks to each player; they keep one and discard the other to the box.

Give one player the Start Player token.

Round

Gardener Phase

Starting with the Start Player, take turns to place a card from your hand into an empty spot inside the Greenhouse square.

You may first discard a card from your hand to the game box, pay the gold cost (top centre) of a Special Monster,

and play it instead. Put one of your tokens on the card to identify it as yours. Turn up a new Special Monster card so that four are visible again.

If there are already two cards of the same name in the same row, or the same column, activate the lower (3 person) ability; otherwise, active the upper (1 person) ability.

Tally Up Subphase

When each player has played three cards, for each column and row, add up the Gardening (top left) scores for each player with cards present. First place gets

their choice of tile on a Greenhouse card at the end of that line; second place must take the other; other players with a presence there once tiles have run out get a coin. Ties break in favour of earlier in turn order. (If you have no cards, or only cards with no Gardening score, you get nothing even if you're in second place.)

Planting Phase

Place tiles you have gained onto empty spaces in your garden tile. All plants *must* be placed; ornaments *may* be placed, but you have to pay the gold cost to

do so. Unplaced ornaments remain in your unplanted pile.

Tidy Up Phase

Return all monster cards (including Special Monsters) to their owners' discard piles.

Place any leftover tiles on the Greenhouse cards in the box.

Restock the Greenhouse cards from the bag.

Discard and replace all face-up Special Monsters (reshuffle if needed).

If you have no monsters in hand (end of round 2), pick up your discard pile.

Pass Start Player token to the left.

Game End

The game ends at the conclusion of the fourth round. Score each type of Plant, each Ornament, and your Secret Task.

Abilities

Rummage: take a random tile from the bag.

Steal: take an un-planted tile from someone else's store.

Dig: remove all Gold or Plant from a single space on your player board. Keep gold, discard plants to the box.

Fetch (Plant, Ornament): take a Plant or Ornament tile from a Greenhouse card in the row or column in which you've just played.

Take any Plant: look through the bag and add a Plant tile from it to your stock.