

# GARDENS OF URANUS

A board game for 2 to 5 players aged 8 and up by  
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## INTRODUCTION

Our friendly Martian Gardeners now want to plant flowers in Uranus. Help them achieve their secret gardening goals.

Gardens of Uranus is a reimplementaion of an unpublished expansion for Gardens of Mars with secret missions designed in 2015.

## MATERIAL

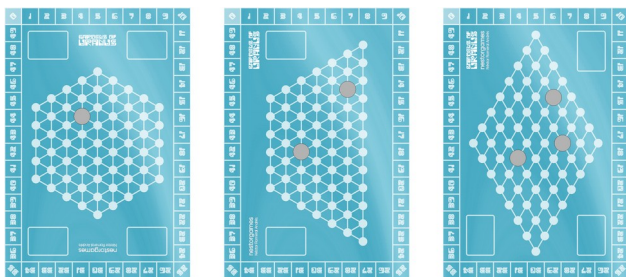
- 3 boards representing gardens in Uranus with scoring tracks.
- 60 flowers in 5 different colours (12 each): Blue, red, yellow, green, purple.
- A tube or box.
- A deck of 36 mission minicards.
- 3 'trees'.
- 5 grey discs.
- 6 black Martians in 3 types (2 each).
- 4 white Martians in 2 types (2 each).



## GAME SETUP

Choose a board and place it in the centre of the table. Each board contains a grid, composed of spots and straight lines connecting them.

Place 1 tree if you're using the hexagonal board, or 2 on the trapezoid board, or 3 on the rhombus board, on any random spots except those on the outer edge:



1 tree

2 trees

3 trees

Each player draws at random a quantity of flowers according to this table:

2 players	30 flowers
3 players	20 flowers
4 players	15 flowers
5 players	12 flowers

Place your flowers in groups by colour before you, so that all the players can see them.

Shuffle the deck and deal 5 cards to each player facing down. Do not show your cards to the other players.

Players then simultaneously do the following in this order:

1. Keep one of your 5 cards and give the remaining 4 to the player on your left.
2. Keep one of the 4 cards you've received and give the remaining 3 to the player on your left.
3. Keep one of the 3 cards you've received and give the remaining 2 to the player on your left.
4. Keep one of the 2 cards you've received and give the remaining 1 to the player on your left.

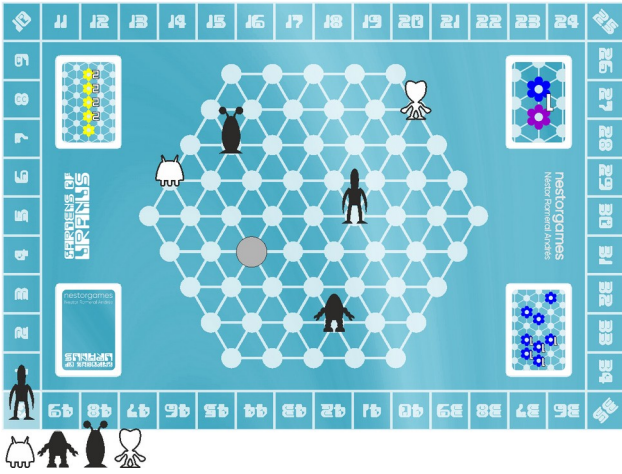
Each player ends up with 5 cards.

Split the rest of the deck into as many decks as card spaces are on the board (2, 3 or 4), as evenly as possible.

Place one of the decks facing down on one of the card spaces. Place the remaining decks facing up on the remaining card spaces.

The player that lost the previous game, or the youngest one, starts. The game is played in turns in **clockwise** order.

Each player in turn order chooses a type of Martian and takes the 2 Martians of that type (the color of the Martian is not relevant). Then he places one of them one the space '0' of the scoring track (as it will be crowded, you can place some of the Martians next to it, outside the board). This is the 'scoring Martian'. Then he places the other one on any empty spot of the garden. This Martian is the 'gardener'.



Setup example. 1 tree. 4 card spaces. 5 players.

## HOW TO PLAY

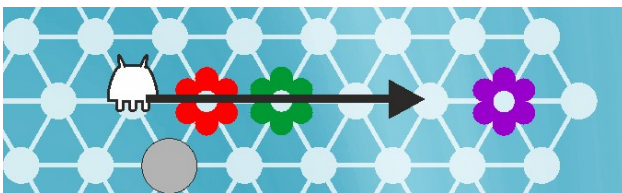
On your turn, you must **either** move your gardener **or** score a mission card.

### MOVING YOUR GARDENER AND MAYBE PLANTING A FLOWER

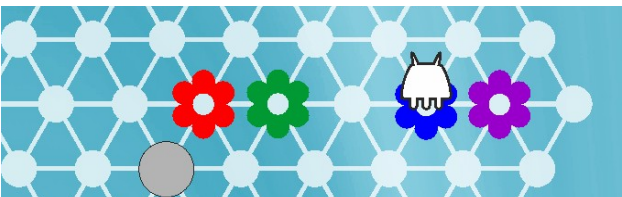
Move your gardener on a straight line along any of the 6 directions (straight line, no turning) as many steps as you want without leaving the grid, and arriving to a spot that's either empty or contains only a flower. Trees block your movement. Other gardeners don't, but you can't end your movement on the same spot as they are.

If your gardener ends on a space occupied by a flower, do nothing and pass the turn to the next player.

If your gardener ends on an empty space, place one of your flowers on it, and then your gardener on top of it. Pass the turn to the next player.



Example: Bot moves 4 spaces...



...and plants a flower.

## SCORING A MISSION CARD

Instead of moving, you can place one of your cards facing up before you, so all players can see it, and score for it (see MISSION SCORING). Do so by moving your scoring Martian forward along the scoring track as many spaces as your mission score. You can score a card for 0 points (if you want to get rid of it, for example).

Discard the card you've scored (It can't be used again during the game) and draw another card from any of the decks on the board.

Several Martians can occupy the same scoring space. If it's too crowded, you can place some of the Martians next to it, outside the board.

## GAME END

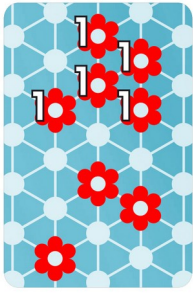
The game ends in any of these situations (whatever happens first):

- If, at the beginning of a player's turn, he's got no flowers remaining.
- If all players have moved their Martians in succession without planting a flower.
- If any player draws the last card from the board.

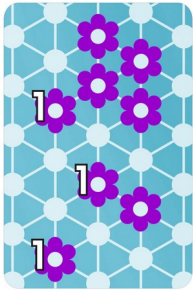
After the game ends, players score their remaining cards. Then each player subtracts points for unused flowers as follows:

Unused flowers	Points
1	- 1
2	- 3
3	- 6
4	- 10
5	- 15
6	- 21
7	- 28
8	- 36
9	- 45
10	- 55
11	- 66
12	- 78

## MISSION SCORING

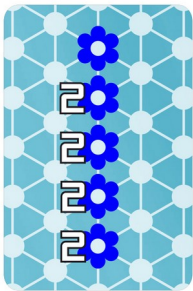


Score 1 point for every flower in the biggest group of this colour (red, in this example).



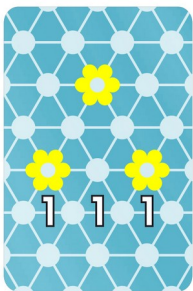
Score 1 point for every group of flowers of this colour (purple, in this example).

Isolated flowers are also groups.



Score 2 points for every flower of this colour in a straight line along connections except the first one (blue, in this example).

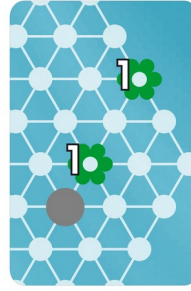
This is only scored for the longest line and only once.



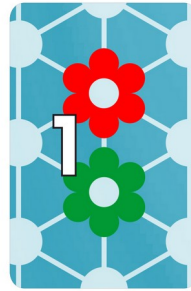
If the 3 corners of a triangle of any size contain flowers of this colour (yellow in this example), score 1 point for every spot on one of the sides. The spots inbetween corners may contain other flowers.

The sides must be straight connections (this is, rotated triangles do not count).

This card is scored only for the biggest triangle and only once.

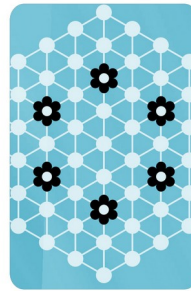


Score 1 point for every flower of this colour (green in this example) on the edge of the grid or adjacent to a tree.



Score 1 point for every connection between two adjacent flowers in these two colours (red and green in this example).

Notice that a flower can belong to more than one pair.



If, at any moment during the game, 6 flowers of the same colour are placed on the 6 corners of a regular hexagon of any size, the owner of this mission wins the game instantly.

The spots inbetween corners may contain other flowers.

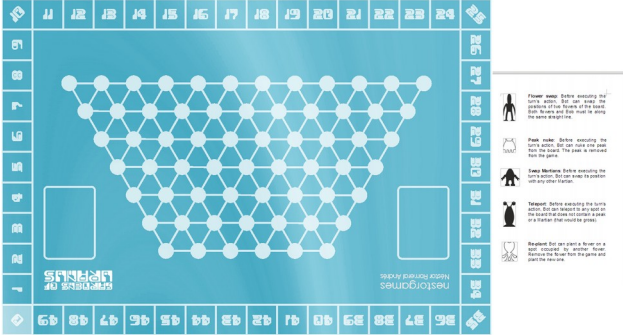
The sides of the hexagon must be straight connections (this is, rotated hexagons do not count).

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## ADVANCED RULE: SPECIAL POWERS

All players must agree on using this rule before the game starts.

Place this side of this page underneath the board as follows, for reference, so everyone can see the powers of the Martians.



Each player takes one grey disc.

**Once per game**, each Martian can use its special power. They are described on the figures on the right.

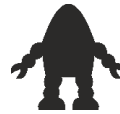
Once used, the player must cover the corresponding Martian power with the grey disc. Grey discs are used to keep track of which Martians that have used their powers.



**Flower swap:** Before executing the turn's action, Ali can swap the positions of two flowers of the board. Both flowers and Ali must lie along the same straight line.



**Nuke a tree:** Before executing the turn's action, Bot can nuke one tree from the board. The tree is removed from the game.



**Swap Martians:** Before executing the turn's action, Robby can swap its position with any other Martian.



**Teleport:** Before executing the turn's action, Marty can teleport to any spot on the board that does not contain a peak or a Martian (that would be gross).



**Replace flower:** When planting a flower, Bob can plant it on a spot occupied by another flower. Remove the already planted flower from the game and plant the new one.