

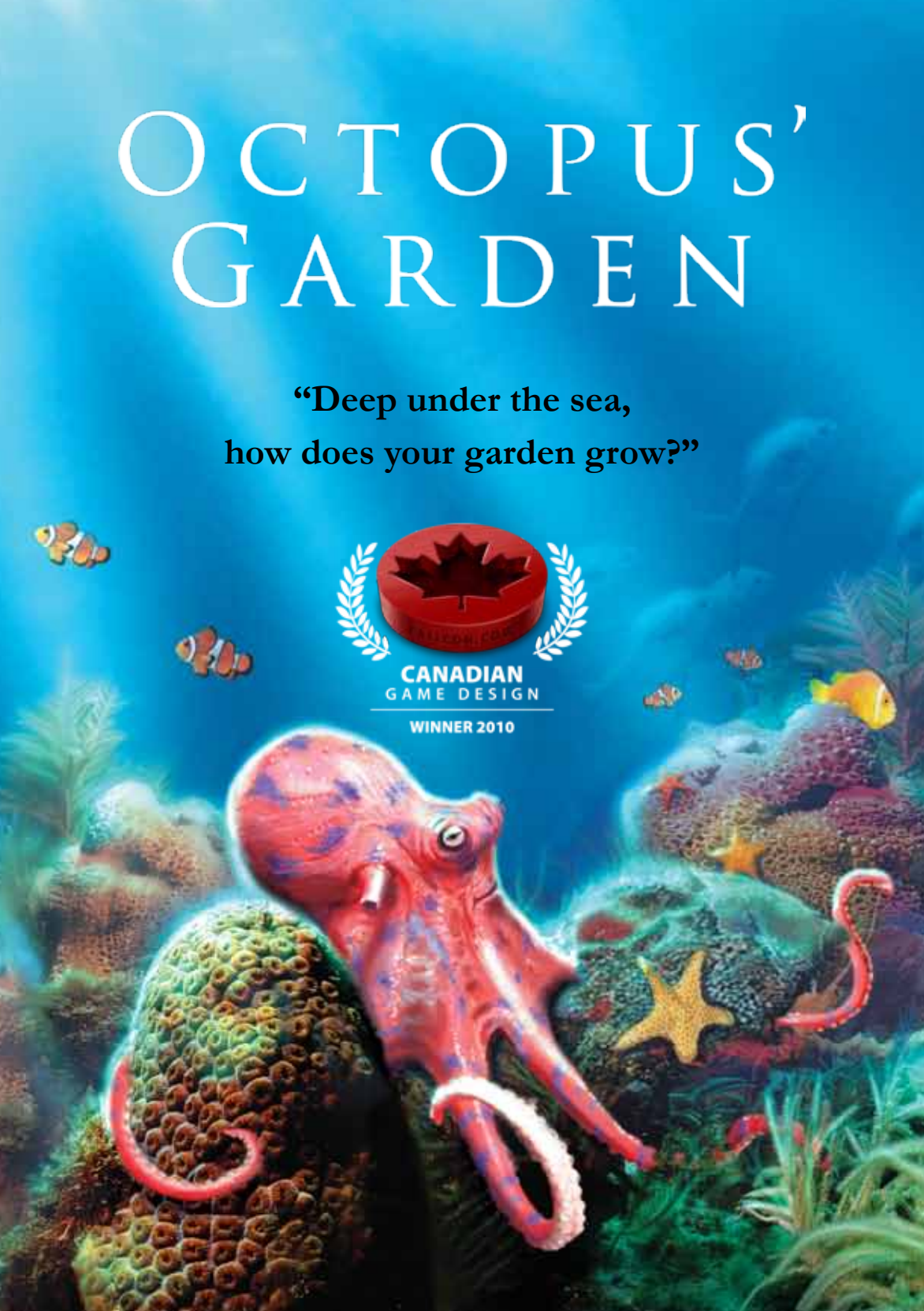
OCTOPUS' GARDEN

“Deep under the sea,
how does your garden grow?”



CANADIAN
GAME DESIGN

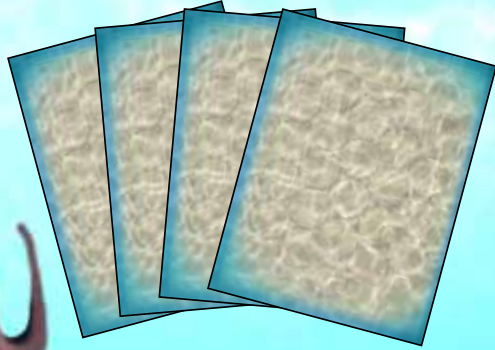
WINNER 2010



In this game, players compete to create the most beautiful undersea garden by cultivating oysters, spending pearls to buy plants and animals, and trying to attract beautiful fish.

Game Components

- 4 Gardens



- 1 Marketplace



- 40 Pearls



- 1 Draw Bag

- 128 tiles

26 Seagrass



20 Coral



16 Anemone



16 Oyster



12 Feather Worm



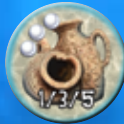
8 Sea Star



8 Garbage



8 Relic



4 Oyster with Harlequin Shrimp



5 Clownfish



5 Seahorse



Set up

Each player takes a Garden, 5 Pearls, and 3 Oyster tiles (2 normal and 1 with Harlequin Shrimp). Place any unused Oyster tiles with Harlequin Shrimp in the box. They will not be used. Place the Marketplace in the center of the table. Place the Clownfish and Seahorse tiles near the Marketplace. Place the Pearls near the Marketplace within reach of all players. Place the remaining tiles in the Draw Bag. Draw 9 and put them in the Marketplace, filling from 1 to 9 in order. Players place their Oysters on any space in their Garden. Choose a player to begin.

Game play

On his turn, a player takes the following actions, in order:

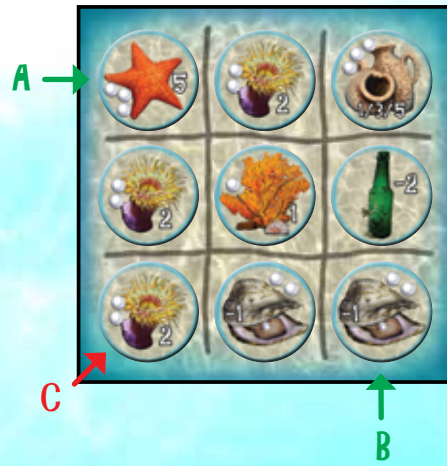
- I. Buy and Plant
- II. Move Sea Stars
- III. Harvest Pearls

Play then passes to the player on the left.

I. Buy and Plant

Players buy tiles by spending Pearls (●) as indicated on each tile. A player may buy any one row or column (diagonal is not allowed) in the Marketplace, provided he can pay the combined Pearl cost of all three tiles in that row or column. If a player does not wish to, or is unable to, buy any row or column, they may choose to skip **Buy and Plant** actions and proceed directly to **Move Sea Stars** (page 4).

- Purchasing row A would cost 8 Pearls
- Purchasing column B would cost 5 Pearls
- Line C cannot be purchased as it is on the diagonal



After a player purchases a row or column of tiles from the Market, it is replenished by adding new tiles from the bag starting from the lowest to the highest numbered Market space.

Next the player places all of the purchased tiles in his Garden. If adding a tile gains the player a Clownfish or Seahorse (see **Bonus Tile Details** on page 8), it is picked up and placed immediately. Tiles may not be planted on spaces occupied by a Sea Star, even if the Sea Star will be moving (see **II. Move Sea Stars** below). A player **MUST** place all three tiles in their Garden. If a player doesn't have room for all 3 tiles in their Garden, they may choose which tile to place and which to discard from the game.

II. Move Sea Stars

If a player has any Sea Stars in his Garden, he must move them 1 space every turn. Sea Stars must move along the shortest route towards the nearest Oyster. A Sea Star can move onto occupied (including other Sea Stars) and vacant spaces. A Sea Star cannot move onto Coral but must move around the Coral tile instead. When there are two paths of equal length, the player chooses which path the Sea Star will follow. A Sea Star will not move if there is no valid path to an Oyster or there are no Oysters remaining in the Garden.

When a sea star moves onto an Oyster, the Oyster is eaten and discarded to

the box (do not return it to the bag). A Sea Star will not eat the Oyster with the Harlequin Shrimp on it.

When a Sea Star moves adjacent to or onto a Feather Worm, the Feather Worm hides. Turn the Feather Worm tile over to the '0' side until the Sea Star has moved away. When the Sea Star is no longer adjacent to or on top of the Feather Worm, the tile may be immediately turned back over to the '2' side.

III. Harvest Pearls

Take one pearl from the supply for each Oyster in your garden. Oysters planted this turn yield pearls immediately. Play now passes to the next player.

Game End

The game end is triggered when any one player's garden has no empty spaces, either after **Buy and Plant** or **Move Sea Stars** actions. If after moving a Sea Star a space again becomes vacant, the game's end has still been triggered. All other players then have one more turn, and the game is over.

Scores are totaled and the winner declared. In the case of a tie, the player with the fewest negative or neutral scoring tiles (including closed Feather Worms) is considered to have the most beautiful garden.

* Tiles underneath Sea Stars are counted in players' final scores, as are any tiles covered by Clownfish or Seahorses.

Final Scoring Example



5 Sea Grass (including under Seahorse)	$5 \times 1 = 5$
3 Anemones (including under Sea Star)	$3 \times 2 = 6$
2 Feather Worms (not near Sea Star)	$2 \times 2 = 4$
2 Feather Worms (near Sea Star)	$2 \times 0 = 0$
2 Oysters	$2 \times -1 = -2$
1 Oyster with Harlequin Shrimp	$1 \times 0 = 0$
2 Relics (3 points each for having two)	$3 \times 2 = 6$
3 Coral	$3 \times 1 = 3$
2 Garbage	$2 \times -1 = -2$
1 Sea Star	$1 \times 5 = 5$
1 Seahorse	$1 \times 5 = 5$
Total	30

Tile Details



Oyster ●●. Beauty score -1 . Produces one pearl per turn. The Oyster with a Harlequin Shrimp beside it may not be eaten by a Sea Star and has a beauty of 0.



Coral ●. Beauty score 1. Sea Stars may not pass over Coral. The Coral comes in 5 different colors but has the same effects regardless of color.



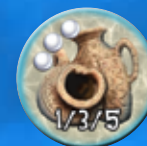
Anemone ●. Beauty Score 2. Three adjacent Anemones attract one Clownfish.



Seagrass ●. Beauty Score 1. Five adjacent Seagrasses attract one Seahorse.



Feather Worm ●●. Beauty Score 2/0. Feather Worms are nervous, and if a Sea Star is either on it or in an adjacent space, it will hide. Turn the worm tile over to reveal the closed side. Closed Feather Worms have a Beauty Score of 0. As soon as the sea star has moved on, turn the Feather Worm right side up again.



Relic ●●●. Beauty Score 1/3/5. One Relic is worth 1 Beauty, two are worth 3 each, and three or more are worth 5 each.



Garbage costs nothing. Beauty Score -2 .



Sea Star ●●●. Beauty Score 5. Moves one space per turn towards the nearest Oyster. Sea Stars may move over any other tiles except Coral. If a Sea Star moves onto an Oyster, it eats the Oyster and the Oyster is removed from the game. If the only Oyster remaining in the game is the one with the Harlequin Shrimp on it, the Sea Star will still move every turn until it is next to it and then will no longer move until another Oyster is placed in the Garden.

Bonus Tile Details



Clownfish. Beauty Score 5. When a player plants three adjacent Anemones, a Clownfish moves in. Immediately place a Clownfish on top of any of the three Anemones. A second Clownfish can be obtained by Planting an additional set of three adjacent Anemones.



Seahorse. Beauty Score 5. When a player plants five adjacent Seagrasses, a Seahorse moves in. Immediately place a Seahorse on top of any of the five Seagrasses. A second Seahorse can be obtained by Planting an additional set of five adjacent Seagrasses.

Credits

Author: Roberta Taylor **Cover/Token Art:** Mark Poole **Rules Background Art:** Michelle Little
Layout: Rik Falch **Editor:** Brian Mola, Rob Bartel **Executive Producer:** Brent Lloyd



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