

Garden DRAGONS

PROTOTYPE RULEBOOK: Subject to change.



The great migration of dragons is coming! We must prepare the fields for their arrival by planting colorful flowers, collecting hatchlings, and sending helpers out to tend the gardens.

Game Setup

Let’s get the field ready. Follow these steps based on your player count:

Component	2 Players	3 Players	4 Players
Dragon Tiles per Color	8	11	14
Wild Dragon Tiles	5	5	5
Field Grid Size	5 x 8	5 x 11	5 x 14
Flower Dominos	17	25	35
Face-Up Flower Supply	3	3	4

Step 1: Count and mix the Dragon tiles

Count out the Dragon Tiles needed for your player count (see table above) then add all 5 Wild Dragon tiles. Mix them together face down, then remove 5 random tiles from the game without looking at them.

Step 2: Grow the Field

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Arrange your remaining mixed, face-down Dragon Tiles into a grid matching your player count’s dimensions (see table above).

Step 3: Prep the Nursery & Flowers

Place the Dragon Nursery Mat within easy reach. Filter the Flower Dominos using the stone markings on the front to match your player count. Shuffle them face down into a draw pile, then flip the top 3-4 face up to form your Flower Supply. Note: For a 2-player game, use all Flower Dominos with no stones and 2 random 3-stone dominos. In a 3-player game, you will use all the dominos except the 4-stone dominos. In a 4-player game, use all dominos.

Step 4: Claim your color

Grab a Player Board and its matching set of 3 Helpers. Place 1 of your Helpers at the start of the Nursery Mat’s scoring path; keep the other 2 in front of you.

Step 5: Seed the First Flower

Draw a Flower Domino from the draw pile and place it over any corner of the field. Take the 2 Dragon Tiles you replaced and send them straight to the Nursery! Place them on the highest available number in their matching color columns. (If you pull a Wild dragon, place it in the leftmost color column that doesn’t have a dragon.)

Step 6: Reveal the Neighbors

Flip all Dragon Tiles face up that are directly adjacent (up, down, left, right—never diagonally) to your newly placed Flower Domino.

Step 7: Choose the First Player

The player who most recently smelled a flower goes first!
You are ready to garden!



2-player

3-player

4-player

Flower Supply

4-player

Garden Scoring

1. Award the Largest Garden value to the player who has the largest garden.
2. Score 2VP per flower and dragon in your gardens.

Dragon Scoring

1. Collect the dragons associated with your gardens.
2. Score VP for each dragon you have based on the highest number shown in the dragon nursery.

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This is a 3-player setup

How to Play

You are all competing to create the most alluring habitat over the course of 7 turns. On your turn, you will execute 4 steps in order: Plant, Collect, Score, and optionally, Garden.

1. Plant a Flower

Choose 1 Flower Domino from the face-up Flower Supply. You must now place it onto the field by covering exactly 2 Dragon Tiles.

Placement Rules:

- **MUST BE ADJACENT:** Your new Flower Domino must touch at least 1 previously planted Flower Domino (sharing a flat side, not just a corner).
- **STAY IN BOUNDS:** You cannot place a domino outside the boundaries of the field.
- **NO STACKING:** You cannot cover or overlap other Flower Dominos.

Note: The colors on your new Flower Domino do NOT have to match the colors of the dragons you are replacing or the flowers next to them.

2. Collect Your Dragons

Pick up the 2 Dragon Tiles you covered with your flowers. You keep 1, and send the other to the Nursery.

Keep 1: Place a dragon face up in its matching color basket on your Player Board. This dragon will score points at the end-of-game based on its value in the Dragon Nursery.

Note: You can have more than 1 dragon of the same color in a basket.

Send 1 to the Nursery: Place the other dragon onto the highest available number in its matching color column on the Nursery Mat.

Beware: As columns fill up with dragons, the end-of-game point value for that dragon type goes down!

The Wagon: If a color column is completely full, place the dragon into the Nursery Wagon instead. Any color can go here, and you immediately score 3 points on the scoring path. (The wagon rarely sees action in 2-player games.)

Handling Wilds: Wild dragons count as all types. If you keep a Wild, it scores based on whichever color finishes with the highest value in the Nursery. If you send a Wild to the Nursery, you can place it into any color column you want.



3. Score the Turn

First, flip all face-down Dragon Tiles that are directly adjacent (up, down, left, right—never diagonally) to your newly placed Flower Domino face up. If a tile is already face up, it stays face up.

Now, look at the connections to score points immediately:

Single Color Domino: You score 1 point for every flower or dragon of the matching color that is continuously connected to your new domino, including the new domino itself. This is called a garden!

2-Color Domino: You score both colors independently! Calculate the continuously connected flowers and dragons for the first color, score it, and then calculate the continuously connected flowers and dragons for the second color and score it. This will make 2 gardens!



Wild Dragons: Since Wilds count as all colors, they seamlessly extend your garden and will score for both gardens on a 2-color domino. In other words, Wilds can be counted twice.

Orange player has connected 4 Blue Hydrangeas with the placement of their tile (highlighted in orange).

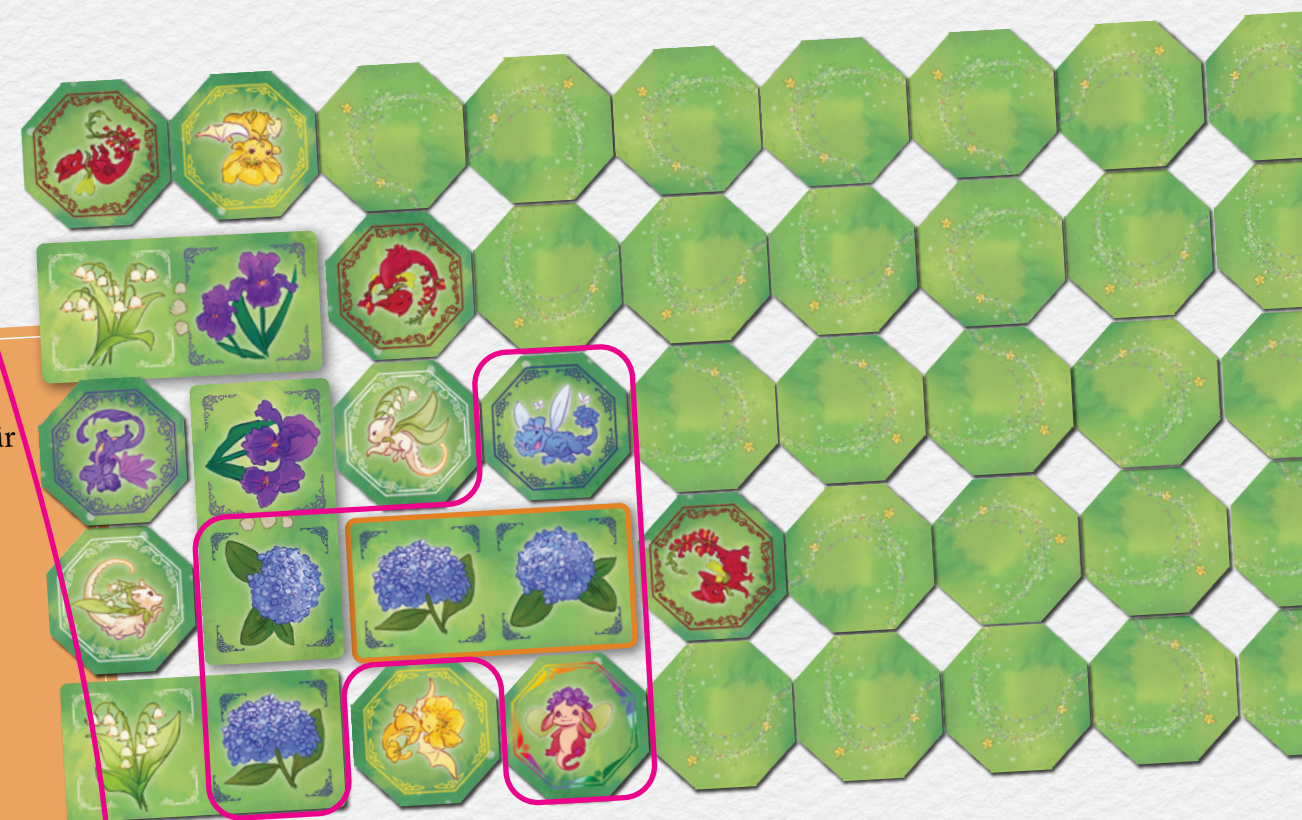
When they placed the Domino, they uncovered a Red Dragon and a Wild Dragon beneath it! Yay!

Orange also flipped an adjacent Blue Dragon, Red Dragon and another Wild Dragon!

Of the two tile they uncoverd, they choose to keep the Wild Dragon tile and add the Red Dragon tile to the Nursery reducing the value of Red Dragons to 4 at the end of the game.

With the placement, a 6 space garden is created (highlighted in pink).

Orange scores 6 points. They move their score marker up 6 spaces on the Scoring path on the Nursery mat.



4. Garden (Optional)

Before ending your turn, you may place 1 of your 2 available Helpers onto 1 of the flowers on the domino you just planted.

By doing this, you now own a Garden. A Garden consists of the flower your helper stands on, plus all matching flowers and face-up dragons of the same color continuously connected to it. As the game continues, any new matching flowers and dragons added to this connected group automatically expands your Garden.

Gardening Rules:

- You can never place a Helper on a flower that is already connected to a player's garden, including your own.
- Merged Gardens: If 2 separate players' gardens link up later in the game due to a new domino placement or revealed dragon tile, the gardens merge. If the gardens are still merged at end-of-game, then both players will fully score the combined garden.



The Orange player has connected 4 Blue Hydrangeas with the placement of their tile. It is looking like it's going to be a large garden.

They place one of their two helpers on 1 of the flowers on the tile they just placed and now have the first Garden in the game!

Their garden is currently 6 spaces (4 Blue hydrangeas, 1 Blue Dragon tile and 1 Wild Dragon tile), but it can potentially grow larger on future turns.



Wrap Up the Turn

Refill the face-up Flower Supply by flipping over a new Flower Domino from the draw pile. Pass the turn to the player on your left.

Turn Tracking Tip: Not sure whose turn it is? Count the number of dragons sitting in the baskets on your Player Board. If everyone has 7 dragons, the game is over!

End of Game Scoring

Once everyone has completed their 7th turn, it's time to see who's the best flower gardener. *We highly recommend scoring everyone together, color by color.*

Phase 1: Garden Scoring

Clear the field of all Dragon Tiles that are not part of a player's garden to make the board easier to read.

The Largest Garden: Count the total number of flowers and dragons in each player's garden. The player with the largest garden claims the Largest Garden Token.

Ties: Tied players in a 2-player game receive 3 points each. In a 3/4-player game, all tied players receive 5 points each.

Garden Points: Score 2 points for every flower and dragon inside your gardens.

Wilds: Wild dragons count toward any garden they are connected to. If a Wild is part of a merged garden or bridges 2 different gardens, every player involved gets to count it for their own scoring!

Phase 2: Dragon Scoring

Collect all dragons connected to your gardens and place them on your Player Board. Any dragon connected to multiple players' gardens is discarded and neither player gets to keep it.

Score all the dragons you collected on your Player Board.

Check the Nursery: Each dragon you collected is worth the highest value shown by its matching color column on the Nursery Mat.

Wild Dragons: Each Wild dragon you collected is worth the highest value shown on the Nursery Mat.

Example coming soon:)

Determining the Winner

The player with the highest score wins!

Tiebreakers:

- The tied player who owns the Largest Garden.
- The tied player with the most Dragon Tiles on their Player Board.
- The tied players share the win. (Congratulations! This rarely happens.)

Garden DRAGONS

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What's in the box?

70 Dragon
Tiles



14 each of White, Purple, Red, Yellow, and Blue



5 Wild Dragon
Tiles

4 Player
Boards



12 Wood
Helpers



35 Flower
Dominoes

4 High Score
Tokens



1 Largest
Garden Token



1 Rulebook



1 Neoprene
Nursery Mat