

ARBORETUM: *Play cards from your hand to create paths of trees in your arboretum. Keep cards in your hand to win the right to score these paths, or to stop your opponents from scoring.*

Deck: 10 suits of 8 cards, ranked 1-8.

Set up: **4P:** All cards; **3P:** remove 2 suits; **2P:** remove 4 suits.

1st player is whoever last watered a plant. Deal 7 Cards to each player
Remainder of deck is placed face-down in the centre of the table.

Play: Each player, during their turn does the following in order

1. **Draw 2 Cards:** One after the other, from top of the deck
OR the top of any player's discard pile.

2. **Play a Card** from your hand to your arboretum, adjacent (vertically or horizontally) to another card.

3. **Discard a Card** from your hand to your discard pile.

Game End: The player who draws the last card from the deck finishes their turn & then scoring occurs.

Scoring Paths

A scoring path of a suit is a path that **begins & ends** with that suit. Each card in the path must be:

- adjacent, (vertically or horizontally), to the previous card.
- of greater value than the previous card.

*The cards don't need to be consecutive, nor all of the same suit.
A card may be used in more than one path.*

Each suit will be scored once by only one player. *(In most cases.)*

Who scores a Path is decided by the cards remaining in players' hands

- The player with the highest sum of values of a suit scores that suit.
 - *If there's a tie, all tied players score that suit.*
 - *If no-one has a card of a suit then everyone scores that suit.*
- *If a player has the 8 and another has the 1, the 8 is treated as 0.*
- *A player with no cards of a suit in their arboretum can still take the right to score a path of that suit, and deny it to other players.*

Scoring a Path:

The sum of:

- A) Number of cards in the path.
- B) If path is at least 4 cards long & all cards are the same suit: +1 pt per card.
- C) If path begins with a 1: +1 pt.
- D) If path ends with an 8: +2 pts.

Score the most valuable path for each suit. Other than 1 and 8, the value of a card has no effect on the path's score.

Clarifications & Reminders:

- When drawing two cards, they can come from the same source, but do not have to
- Discard piles are public information.
- At the end of your turn your hand should always have exactly 7 cards.
- If tied, tied player with most species in their arboretum wins.

Scoring Example

Player A Hand) B2, B7, G3, O7, P8, Y4, Y5

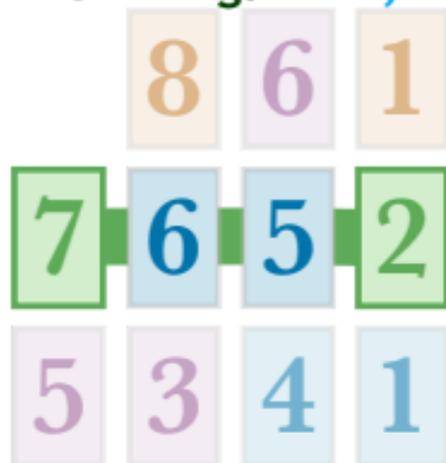
Player B Hand) B3, B8, O2, O5, P1, R3, R4

Player A scores: Green, Orange, Yellow

Player B scores: Blue, Orange, Purple, Red

Player B Scoring Example

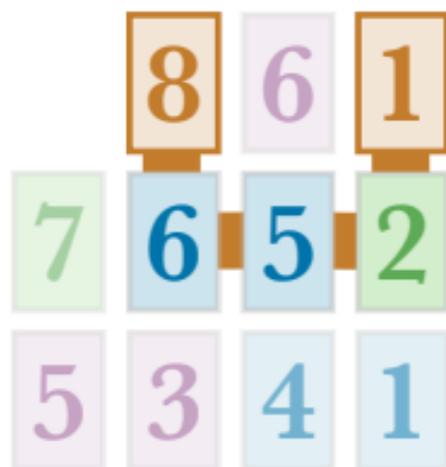
Scoring: Blue, Purple, Orange, Red,



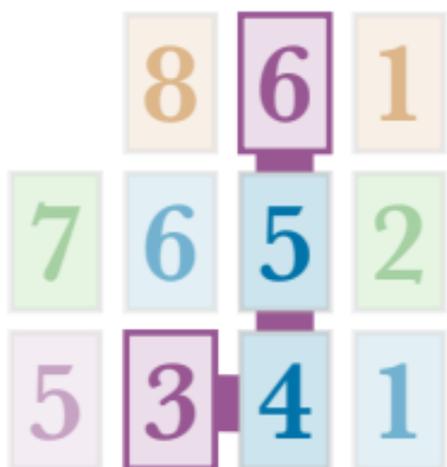
Red & Green Opts
No Red in Arboretum
Doesn't have right to
score a Green Path.



Blue: $A4 + B4 + C1$
= 9 points
*1-2-5-6 is also valid
but is fewer points.*



Orange: $A5 + C1 +$
 $D2 = 8$ points



Purple: $A4 =$
4 points

Total Score: $9 + 8 + 4 = 21$ points