



8+



30m



2-4

Under the LEAVES

If we are able to maintain the health and diversity of our garden, then it will fill up with life and become a refuge for fascinating creatures. Hummingbirds and bees are the first to arrive, filling the air with color and movement. But if we stop and observe with more attention, we will discover a hidden and unknown world: tiny inhabitants abound in the mushrooms, puddles, and foliage. They are under our feet, living out their lives without being perceived... until we decide to look under the leaves.



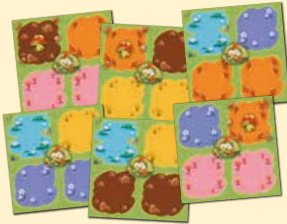
Game Objective

Build a pretty and diverse garden, attract bees and hummingbirds by obtaining combinations using the garden tiles and discover the fantastic dwellers down there by fulfilling special conditions. Whoever gathers the most hummingbirds, bees, and dwellers at the end of 12 rounds, will win the game.

Content



1 cloth bag



50 garden tiles



4 starting garden tiles
(with a green back)



4 leaf dweller cards



4 puddle dweller cards



4 mushroom dweller cards



20 leaf dweller pieces



20 puddle dweller pieces



20 mushroom dweller pieces



48 hummingbird pieces



56 simple bee pieces
10 x3 bee pieces



1 Rule book

Game Setup

1 Deal one starting tile to each player. Put the rest of the starting tiles back in the box, since they will not be used anymore in this game.

2 Randomly select a dweller card of each time and place them in the center of the table. Put the rest of the garden dweller cards back in the box, since they will not be used anymore in this game. Then take all the piece for each kind of garden dweller and place them next to the matching type of card.



For your first game, it is recommended you use the 3 garden dweller cards marked with a ♡. They are the simplest and will help you to understand the game more easily.

3 Take the bee and hummingbird pieces and place them near the cards and garden dweller pieces.

4 Put all the garden tiles into the bag and shake it so that they are mixed up inside the bag. Depending on the number of players, remove as many tiles as shown in this table from the bag and put them back in the box as they will not be used in this game.

Players	Tiles to remove
2	24
3	12
4	0






5 Take 3 tiles from the bag and put them in the middle of the table. This will be the starting market for tiles.

6 The last person to water their garden (or any plants in their home) will be the player to start the game.





Set up for 3-player game

🌿 The Garden Tiles 🌿

Every garden tile is made up of 4 spaces. Each space can hold one of 5 different types of terrain     or a puddle . Tiles as a whole come in two different types: with or without puddles.

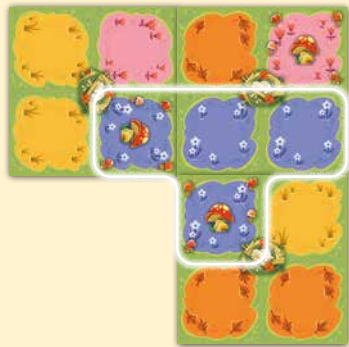


When they show a puddle  they have a space that holds a puddle, a terrain of one color and two adjacent terrain spaces with another color.

When they do not show a puddle, they have a terrain of one color with a mushroom , other terrain space in a different color, and 2 adjacent terrain spaces with a third color.

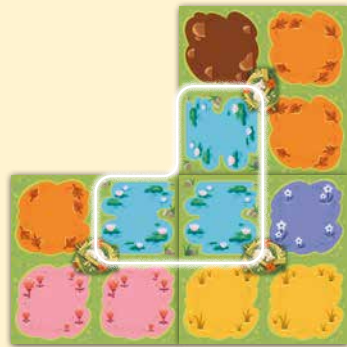


There is a nest in the center of all of the garden tiles. The nest is adjacent to the 4 terrain spaces on the garden tile.



When placing one garden tile next to another, if the colors match, then they combine to form a **area** of a greater size.

If the puddles match, they make a larger puddle.



The garden tiles are printed on both sides. Each side is a mirror image of the other and you can rotate and flip the tile as much as you like in order to place it.

🌿 Game Play 🌿

Each turn is played in 2 phases: the placement of a garden tile and then the possible arrival of new beings. After that the turn continues to the next player moving clockwise around the table.

Phase 1: Placing a garden tile

Choose one of the 3 tiles available in the market and place it in your gaming area, next to a tile you have already placed. You can take the tiles from the market to check whether you can use them before deciding definitively which one you will choose. However, once the tile has been placed, you cannot move it.

To place a tile, you must position it so that at least one side of it is **completely** adjacent to another tile that was placed earlier. This means that the tiles will be set out in a “grid”, so that no tile will be adjacent to two different tiles at once on the same side.



It is not required that the terrain spaces match in color or that the puddles are adjacent. You can place the tiles in any position so long as you follow the rules for their placement.

Phase 2: Possible arrival of new beings

After placing the tile in your garden, you must check whether any creature is attracted to the garden. It is recommended that you check each kind of being in the following order: bees, hummingbirds, and then the dwellers of the leaves, dwellers of the puddles, and, finally, the dwellers of the mushrooms.



🐝 Bees 🐝

Bees will come to any recently created area that has 3 or more continuous terrain spaces that are the same color. This area will then be called a **pollinated area** ①.

Take a bee piece and place it anywhere in the pollinated area ②. Then, check whether you already have one or more pollinated areas of that same color in your garden. If you do, then place a bee piece in each pollinated area of that color ③.



The pollinated areas do not have any limit on the number of bees they can hold. It is recommended that you switch out 3 simple bee pieces for the x3 bee pieces.

Important: If you enlarge an existing pollinated area by adding more terrain spaces of that color, you do not add new bees.

If you create two new areas of 3 or more spaces by placing the tile, then both areas are pollinated.

🐦 Hummingbirds 🐦

When all of the terrain spaces on a tile belong to pollinated areas, that tile attracts a hummingbird. Place a hummingbird piece in the nest in the center of the tile ①.

Some tiles have 4 terrain spaces and other have 3 terrain spaces and 1 puddle. In the former case, the 4 terrain spaces must make up part of pollinated areas. In the case with a puddle, the puddle is not taken into consideration. A hummingbird is attracted by the tile if 3 of its terrain spaces make up part of pollinated areas.



In addition, any time you make a row of 3 tiles that have attracted at least one hummingbird, the tile in the middle will attract another hummingbird.



Likewise, if you are able to form a column of 3 tiles that have attracted at least one hummingbird, the tile in the middle will attract another hummingbird.



So, this means that a maximum of 3 hummingbirds can be achieved on a single tile.



Garden dwellers

So long as your garden grows, there are chances to attract some new inhabitant. To do this, you must check the conditions for each dweller on their respective cards. If you fulfill the criteria indicated, take the piece for the corresponding dweller and place it on the terrain space in question.

There are some general rules that apply to all dwellers:

🍯 Each combination of terrains can fulfil the criteria only one time, except if the dweller's card specifically states otherwise.

🍯 A terrain space may have different types of dwellers.

In the following pages, you will find a detailed description of each **dweller card**. It is especially recommended to consult the rules for cards that end with an *.



🍯 End of Turn 🍯

Once you have added all the creatures attracted by your garden, you must restore the tile market with a tile from the bag. Your turn ends and the game passes on the next player moving clockwise around the table.

🍯 End of the Game 🍯

The game comes to an end when the tiles in the bag run out and the market cannot be restored. Each player will have played 12 rounds, during which they will have created a garden made up of 13 tiles.

Once the game is over, you proceed to count up the final score. Each player that has a **majority** of any of the dwellers, takes 2 dweller pieces of that type and adds them to their garden. If there is a tie for the majority, the bonus is applied to all the people who tied.

Then, each player counts up all the creature pieces in their garden, taking into account bees, hummingbirds, and the various dwellers. Whoever gets the most pieces in total wins the game. If there is a tie, then the person with the most hummingbirds wins. If there is still a tie, then whoever has the most bees wins. If the tie persists after the bees, then the victory is shared between the tied players.

Dwellers of the Leaves

RETAILER

If a pollinated area has four terrain spaces arranged in a square, it will attract a leaf dweller. Place its piece in the center of the square. You cannot use any of these four spaces to attract any other leaf dweller.



RESTLESS

If you have a pollinated area of at least 5 terrain spaces, it will attract a leaf dweller. Place its piece anywhere within the area.



FLIRTY

If you have 4 terrain spaces that are differently colored and/or a puddle, it will attract a leaf dweller. Place the dweller in the center of the four spaces. You cannot use any of these four spaces to attract any other leaf dweller.



RUNNER

If you have a pollinated area with 4 terrain spaces in a row vertically or horizontally, it will attract a leaf dweller. Place its piece anywhere on the area.



Dwellers of the mushrooms

HOST

If a area has at least 2 mushrooms, it attracts a mushroom dweller. The area does not need to be pollinated. Place its piece anywhere on the area.

EXPLORER

If you make a line that contains 3 mushrooms, regardless of the distance between each of them, it will attract a mushroom dweller. Put the mushroom dweller piece on the mushroom in the middle. The mushrooms can be on any type of terrain and at any distance from one another. You can attract another mushroom dweller with the mushrooms that do not have a mushroom dweller piece on them if you again fulfil this requirement with the placement of a new garden tile.

COLLECTOR

If you form a diagonal of 2 spaces that contain mushrooms, it will attract a mushroom dweller. Place the dweller piece on one of the two the mushrooms. The mushroom that doesn't have the dweller piece can be used again to attract a new dweller if you again fulfil this requirement with the placement of a new garden tile.

LONER

If you surround a terrain space that contains a mushroom with eight spaces of any type that do not have any mushrooms in them, it will attract a mushroom dweller. Place the dweller piece on the mushroom.



Dwellers of the puddles

DIVER

If you create a puddle of 2 or more spaces, it will attract a puddle dweller. No new dwellers will be attracted if the puddle grows in later turns.

SKIPPER

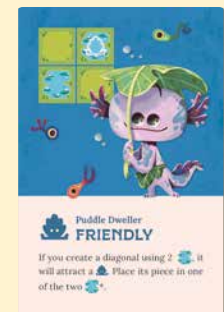
If you align 2 puddles with one terrain space (not puddle) between them, it will attract a puddle dweller. Place its piece in that terrain space. You can attract more dwellers using the existing puddles if the condition is fulfilled again by adding a new tile.

FRIENDLY

If you create a diagonal using 2 puddles, it will attract a puddle dweller. Place its piece in one of the two puddle spaces. The puddle that remains empty can be used to attract another dweller if the condition is fulfilled again with the placement of a new tile in a later turn.

SHY

If you surround a puddle space with eight terrain spaces of any type (not puddles), it will attract a puddle dweller. Place the dweller piece on the puddle.






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