



SOLAR




GARDENS

DARRINGTON
PRESS

By Alex Cutler and Eric Slauson







SETUP

1. Randomly distribute 1 player board to every player (be sure to include the player board with the starting player indicator among these). The player who receives the board with the Starting Player indicator on the back goes first and receives the Starting Player token.
2. Shuffle the tiles, shown as , and make sure all 90  are face-down in the center of the table, within reach of all players.
3. Keep the scoring pad handy for the end of the game to add up points, shown as .

GAME SUMMARY

In this game you play as garden planners converting the roof of a skyscraper into a carbon-neutral green space for visitors and workers alike.

Each player will add 1  to their player boards every round through a drafting system.  contain various structures that have unique scoring conditions, so choose the best  by planning ahead and pushing your luck.

The game is over when all of the spaces on the player boards have been filled. At that time, determine how many points you scored. The player with the most  wins and has their garden declared the model of future natural spaces in urban centers.

COMPONENTS IN GAME BOX



1 Rules Booklet



Starting Player Token



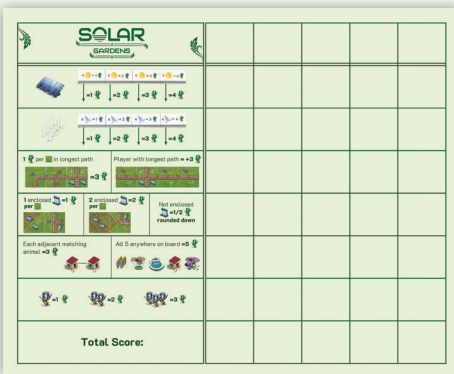
5 Player Aids



90 Tiles
(Tiles will be represented as )





















5 Player Boards
(1 labeled "Starting Player" on back)














Scoring Pad







CONSTRUCTION PHASE

During the Construction phase, take turns picking  that you add to your garden. You can choose to keep the  you are currently viewing or push your luck to look at additional .


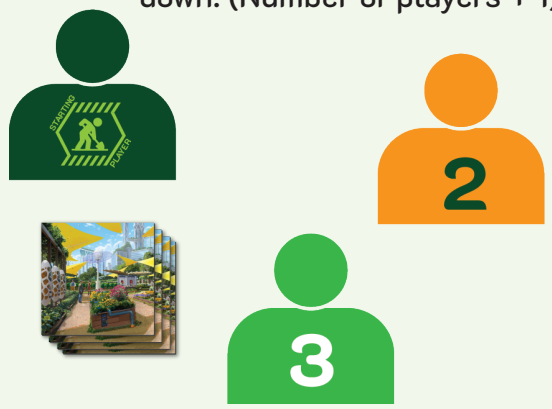

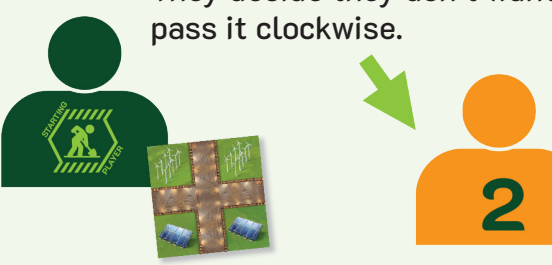
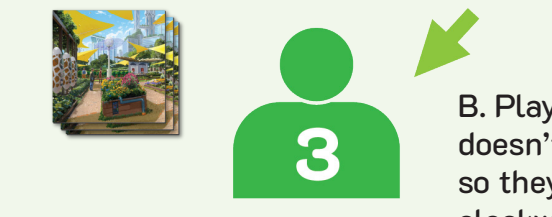
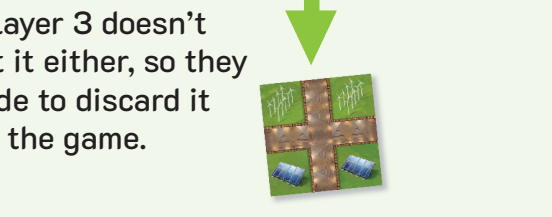



1. The player with the Starting Player token takes a number of  equal to the number of players +1 from the central pile. These are made into a stack facedown, which they place in front of them.
If there aren't enough  to make a stack, shuffle the discarded  and use those to create the stack.
Example: In a 4 player game, there will be 5  in the stack.
2. The Starting Player flips over the top  of their stack, placing it on the table so that everyone can see it.
3. The Starting Player may either keep that  for themselves or pass it to their left.
 - If the Starting Player chooses to keep the , they place it on an open space on their board.
 - If the Starting Player chooses not to take the , they pass it to their left, giving that player the same choice: to keep the  or pass it to their left.
 - The next  should not be revealed until the previous tile has been taken by a player.
4. If a  makes it all the way to the last player (the player to the right of the Starting Player), they may also choose to keep the , but since they are the last player, if they do not want the , they discard it from the game.
 - A. The last player may only discard a  in this way once per round. Once this has happened, they must take the next  they are handed.

5. If a player takes a , then they are “out” for the remainder of that round and are skipped over when a  would normally be passed to them. In this way, players are constantly gambling on whether the  in their hand now is the right one to keep or if they’d prefer to take a chance and push their luck.
 - It is always the Starting Player’s responsibility to flip and pass along the  each round, even if they have already chosen to take a .
6. Once every player has chosen a , they decide where to place their  on their player boards if they have not done so already.  can be rotated freely, but once they are placed, they cannot be moved on a later turn.
7. If each player has taken a  and there is a  still remaining in the initial stack, that leftover  is placed in the discard pile.
8. The player to the Starting Player’s left becomes the new Starting Player and receives the First Pplayer token for the next round. Play continues in this way until all players have filled their player boards.

Casual Construction (Variant)

For faster, more relaxed games, you can choose to play with the Casual Construction rules. Instead of waiting until the current  is picked by a player before revealing the next , the Starting Player can start viewing the next  after passing the first. Do not pass the new  until the next player has determined if they will pass or take the current . Each player can pick and pass their  simultaneously.

Example Draft

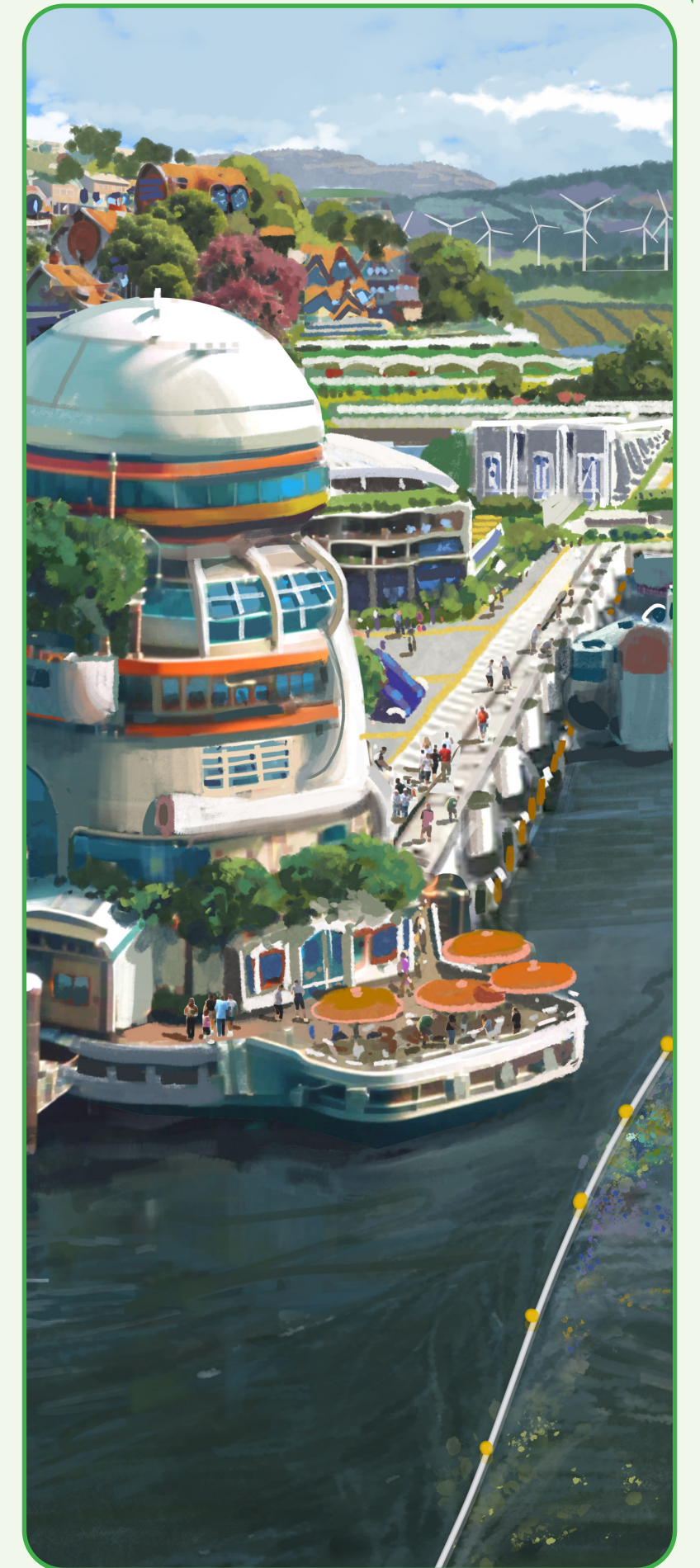
1. A. Starting Player draws 4  face down. (Number of players + 1).

2. A. Starting Player flips the first . They decide they don’t want it, so they pass it clockwise.

 B. Player 2 also doesn’t want it, so they pass it clockwise again.

 C. Player 3 doesn’t want it either, so they decide to discard it from the game.

3. A. Starting Player flips another  and decides to take it.

 (Even though the Starting Player will not be picking any more tiles this round, it’s still their responsibility to reveal the remaining ).

4. A. Starting Player flips the next . They’ve already taken a  this round, so they pass it clockwise.



 B. Player 2 doesn’t want it, so they pass it clockwise again.







 C. Player 3 doesn’t really want it but since they passed once, they must take this .
5. A. Starting Player flips the last  and passes it to player 2, the only one who hasn’t taken a  this turn.

6. A. All players finalize the placement of their drafted  on their player boards, then the starting player marker is passed to player 2 who will draw 4 more  and start the next drafting round.

PLACEMENT RULES


Each  features multiple different elements that have unique scoring conditions. These are listed on the player aid and should be considered when you are placing  on your player board.


- You may place  in any open space on your board – they do not need to be placed next to previously placed .
- You may freely rotate a  before placing it on your board.
- Once placed, you may only change your mind about that  location or rotation up until the next Construction phase begins. Once the next Construction phase begins, you may not move or rotate any of the  on your board for the rest of the game.
- Once all players have placed their , start a new Construction phase and repeat rounds until all the player boards have been filled.

SCORING









At the end of the game, after all player boards have been filled, players count up their scores to determine who built the most utopian garden.

Players can use the scoring pads to score each element individually before adding up the total

Determine the  for each element together so that any questions can be answered simultaneously for all players.

The player with the most  wins! If two or more players are tied, the one with the most Solar Panels on their board wins. If there is still a tie, the one with the most Wind Turbines on their board wins. If there is still a tie, the tied players share the victory.





For a detailed scoring example, please reference Figure 1 and 2 on page 8 and 9.


4  =1 	4  =2 	4  =3 	4  =4 
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Solar Panels (Columns)



Solar Panels create a source of renewable, clean energy, collecting the sun's rays and converting it into usable electricity for your garden and the building below.





- Solar Panels earn  based on which column they are placed in.
- Each column has a different number of  ranging from 1-4, shown at the top of each column on the player board.
- Solar Panels only score  if you are able to place 4 or more in the same row.
- If 4 or more Solar Panels are present, score that column's number of .

4  =1 	4  =2 	4  =3 	4  =4 
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Wind Turbines (Rows)







Small Wind Turbines that are powered by the surrounding air currents provide a continuous source of power for the other machines within the garden and the building below.

- Wind Turbines earn  based on which row they are placed in.
- Each row has a different number of  ranging from 1-4, shown on the left side of each row on the player board.
- Wind Turbines only score  if you are able to place 4 or more in the same row.
- If 4 or more Wind Turbines are present, score that row's number of .

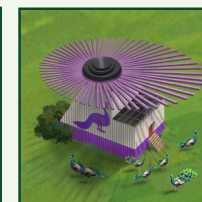
Note: The image for Wind Turbines portray multiple in a group. Each group is considered 1 Wind Turbine for the purposes of scoring.



4  =1 	4  =2 	4  =3 	4  =4 	4  =1 	4  =2 	4  =3 	4  =4 
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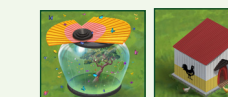

You cannot score a row or column more than once so having more than 4 Solar Panel in a column and more than 4 Wind Turbines in a row does not score any additional points.

Animal Habitats




Animals are a great resource and serve many purposes, helping to keep our utopian

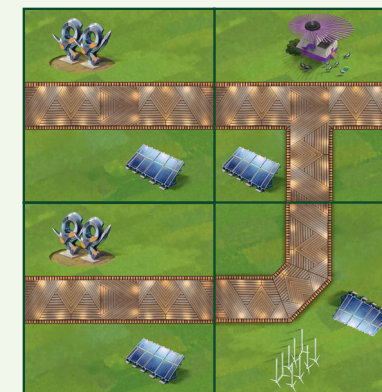
ecosystem thriving. Grouping animal habitats of the same type together helps reduce upkeep and makes the animals happier.








- Every pair of orthogonally adjacent matching animal habitat scores 3 . 
- An animal habitat can be adjacent to multiple others of the same type and score multiple times. Animal habitats cannot score diagonally. 
- If you have placed a full set of all 5 animal habitats anywhere in the garden, score 5 .

Paths

Paths allow guests and caretakers to walk the grounds of your garden.

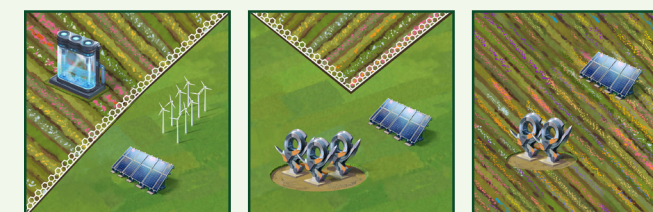
- Paths are determined by the long brown portions of walkway that pass through some .














- Placing these  connected to one another adds to the overall path.
- Paths may split, go in various directions, and even loop back on themselves. As long as they are connected, they are considered the same path.
- Each player determines their longest path that incorporates the most  and count the number of  in that path.
- Paths score  equal to the number of  in that longest path.
- The player with the longest path overall scores an additional 3 .
- If multiple players share the longest path, all those players receive 3 .
- Other paths that are not a part of the longest path are not scored.

Flower Beds and Water Filters

The natural beauty of flowers creates a relaxing atmosphere in the garden and herbs and vegetables planted among them help feed the community. Water filters are needed to provide a source of water for these flowers and amplify their beauty.



- Flower Beds are represented on the  by rows of flowers.
- Placing these sections facing one another adds to the overall size of the Flower Bed.
- Some  feature white fencing which is used to enclose your Flower Bed.

- The edge of the player board is also considered a white fence and can be used to enclose Flower Beds. Flower Beds are scored by the total number of  enclosed in each continuous bed.
- Flower Beds must have at least 1 Water Filter in them to score.
- Flower Beds score 1  per  they span. If 2 or more Water Filters are in the same Flower Bed, each  will score 2  instead.
- If the Flower Bed is enclosed entirely by white fencing, with no areas open to the outside, it is considered enclosed and scores fully.
- If it is not completely enclosed, it scores half the number of  rounded down.
- Some  are tricky and can enclose multiple Flower Beds. Make sure the Flower Bed has no unenclosed edges when determining if it is enclosed or not.
- Flower Beds with 1 Water Filter can score 0  if they are unenclosed and only span 1 .

Sculptures



Sculptures are cosmetic touches to make the garden more beautiful. Each decoration scores 1 . They can be clustered in groups of 2 and 3, which are worth 2 and 3  respectively.



Figure 1:
Example
end-game
player board



FINAL SCORING EXAMPLE FOR PLAYER 1:




















	<i>Items Scored</i>	<i>Player 1</i>
1	Solar Panels: Scored in columns for every 4 shown.	7
2	Wind Turbines: Scored in rows for every 4 shown.	6
3	Paths: 1  for each  in the path with the most connected  .	10
4a 4b	Flower Beds: Flower Beds with 1 water filter = 1  per  . 2+ water filters = 2  per  . If not fully enclosed, mark half  rounded down.	8
5a 5b	Animal Habitats: 3  for each adjacent matching animal habitat. 5  for each set of all 5 animal habitats.	8
6	Sculptures: Single = 1  Double = 2  Triple = 3 	4





Figure 2 : Scorepad


The two columns labeled with 1 each have at least four solar panels, so they score 3 and 4  for a total of 7.


The two rows labeled with 2 each have at least 4 Wind Turbine groups, so they score 4 and 2  for a total of 6.


There is only one connected path on this board, so it scores 10 . If it were the longest path among all players, it would also score an additional 3 .

4a represents fully enclosed Flower Beds with at least one Water Filter. Among the three Flower Beds on this board, two score 2  each, and the top-corner Flower Bed scores 1 .

4b represents Flower Beds that are not enclosed and score half , rounded down. The Flower Bed in the center spans three  and has two Water Filters. If it were enclosed, it would score 6 , but in its current state, it only scores 3 .

5a represents the two adjacent matching animal habitats, which score 3 .

5b represents a full set of five different animal habitats on the board, which scores 5 .

**Grand total
for this
player = 43 **

CREDITS

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Dear Grandpa,

I hope this letter finds you well. It's been a few months since I moved out, and I've been meaning to write to you about how things are going in Solara. I know you had your reservations, but honestly I've fallen in love with this place and I needed to share my thoughts with you, especially because it seems so different from the stories you told me about the cities you were in growing up.

I know you've seen pictures I've shown you of the city, but they don't do it justice, and I think even you'd be impressed by how they've fused form into function in this place. It is just wild to me just how much accessible power there is. Solar panels blanket the rooftops, and the updated wind turbines turn like clockwork on the tall buildings, and the new fusion reactor they built for this place is MASSIVE (and also underground). The streets are lined with greenery, and every building is designed to eliminate or reduce waste, from energy-efficient homes to vertical farms on every block, just like you always talked about Grandpa! Also there is fresh, affordable food available all the time, year-round. Why? Because we grow so much of it! I just moved here and I already have a few aerogardens and 'Beetle Bins' provided to me by the city that gives me a ton of fruits, veggies, and protein - all of my trimming and extras either go back into the garden or I put it on the city market to sell. Who would have thought I'd come back to farming in the middle of a city?

Honestly, I'm feeling really good about Project Solaris. I know it's a new concept, but this city feels like something special. I don't feel any tension between districts, because everyone has a home, healthcare, power, and food - and everywhere I go, there seems to be a community working on some improvement or art project. Grandpa, it really does feel like this is a step towards living cooperatively, not competitively, just like at home on the farm.

I'm not forgetting where I came from, Grandpa. I'm not turning my back on you or the lessons you taught me. In fact, I think the best way to live is by carrying those lessons forward, by finding new ways to take care of the world, just like you taught me to take care of the farm.

I know how much you care about the future of our planet, because of what happened in your childhood, but you would be amazed at what's happening here. Solara isn't just a city - it's a vision for the future, one that brings people together. I think we have created something special, and I'm so grateful to be part of it.

I can't wait to share more with you next time I visit. Perhaps one day, you'll come here and see it for yourself. I think you'll love it as much as I do.

With love and excitement for the future,
Phoenix

