



- Rulebook -

Designed by Lucky Dice



# Eden

## Overview

Eden is a game suitable for 4 players and should last around 30 minutes per game. Learn more about the most popular flowers in the world and compete with other gardeners (players) to be the best/richest!

## Game Objective

To be the best Gardener in the world, by being the richest!

1. Purchase and plant flowers strategically across the world map
2. Gain income by planting flowers and spend wisely to invest and become even richer!
3. The richest (The Best!) Gardener wins the game at the end of 8 Rounds!

# Components



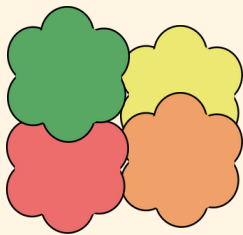
20 x  
Chance Cards



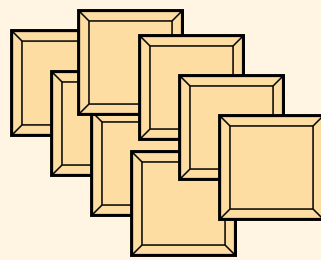
25 x  
Flower Cards



105 x  
Money Cards



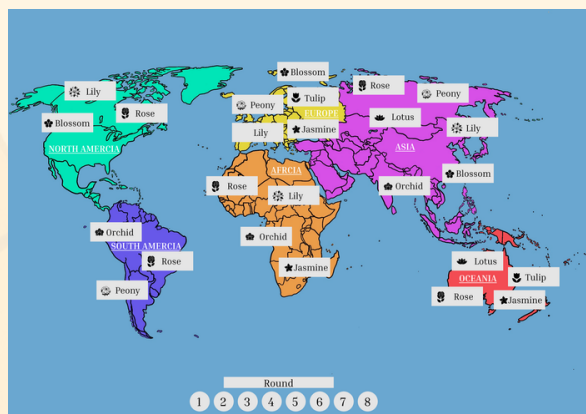
4 x  
Colored Token  
Sets



128 x  
Alphabet Tiles



1 x  
4 Colored Leaf  
Clover



1 x  
World Map

# Set-Up

Follow the set-up as shown below.

1) Each player chooses a set of Colored Tokens

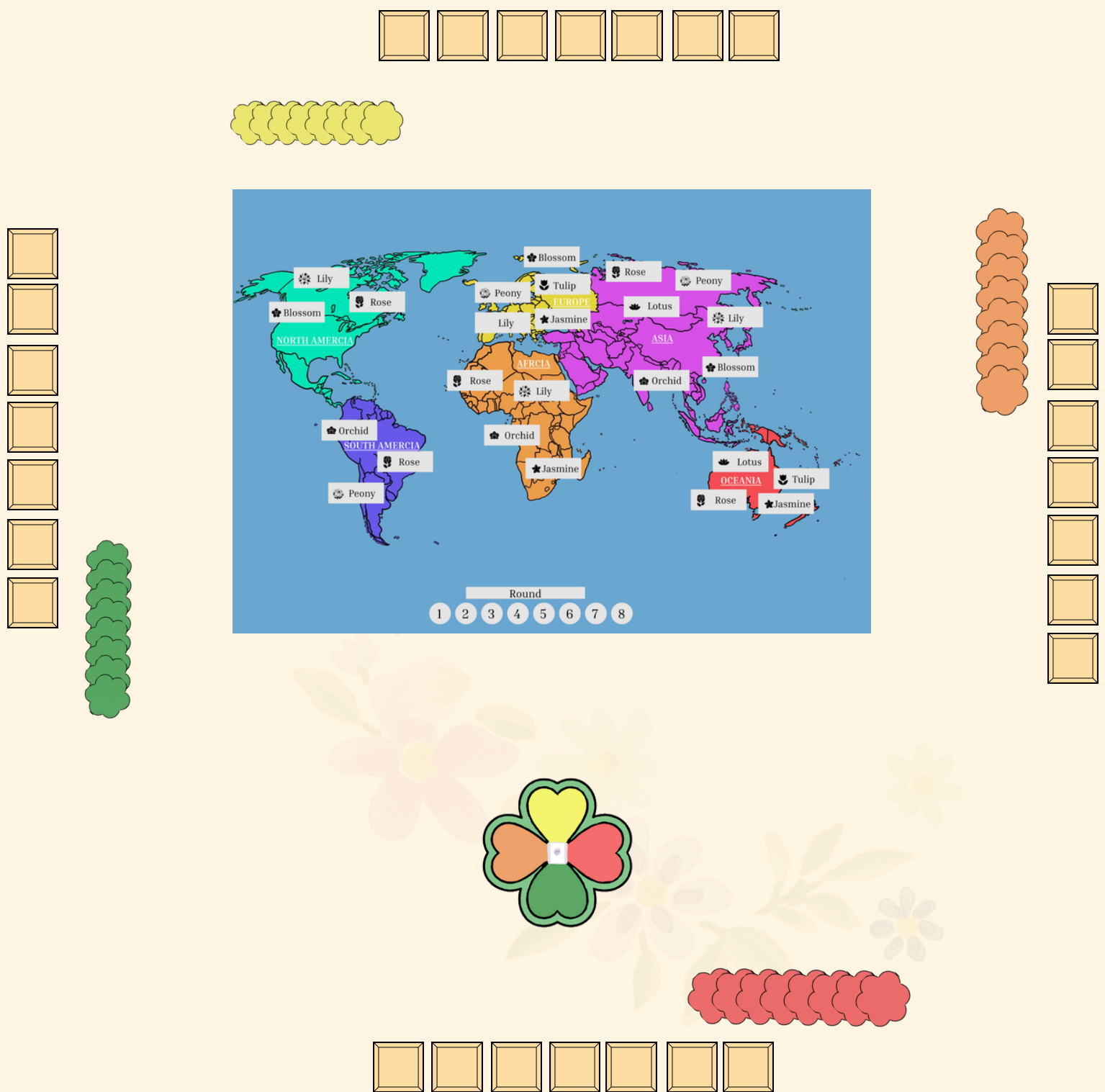




# Set-Up

Follow the set-up as shown below.

- 2) Each player takes 12 random alphabet tiles from the pouch of tiles, and chooses 7 tiles. Return the remaining alphabet tiles into the pouch of tiles.



# Set-Up

Follow the set-up as shown below.

3) Place 2 alphabet tiles on each side of the 4 Colored Leaf Clover.

The diagram illustrates the set-up for a game involving a 4-leaf clover and alphabet tiles. The central element is a world map divided into continents, each associated with a specific flower:

- NORTH AMERICA:** Lily, Blossom, Rose
- SOUTH AMERICA:** Orchid, Rose, Peony
- AFRICA:** Rose, Lily, Orchid, Jasmine
- EUROPE:** Peony, Tulip, Lily, Jasmine
- ASIA:** Lotus, Blossom, Orchid
- OCEANIA:** Lotus, Tulip, Rose, Jasmine

Decorative elements include:

- A horizontal row of 7 yellow tiles at the top.
- A horizontal row of 7 yellow tiles above the map.
- A vertical stack of 7 green tiles on the left side.
- A vertical stack of 7 orange tiles on the right side.
- A horizontal row of 7 red tiles at the bottom right.
- A horizontal row of 7 yellow tiles at the bottom.

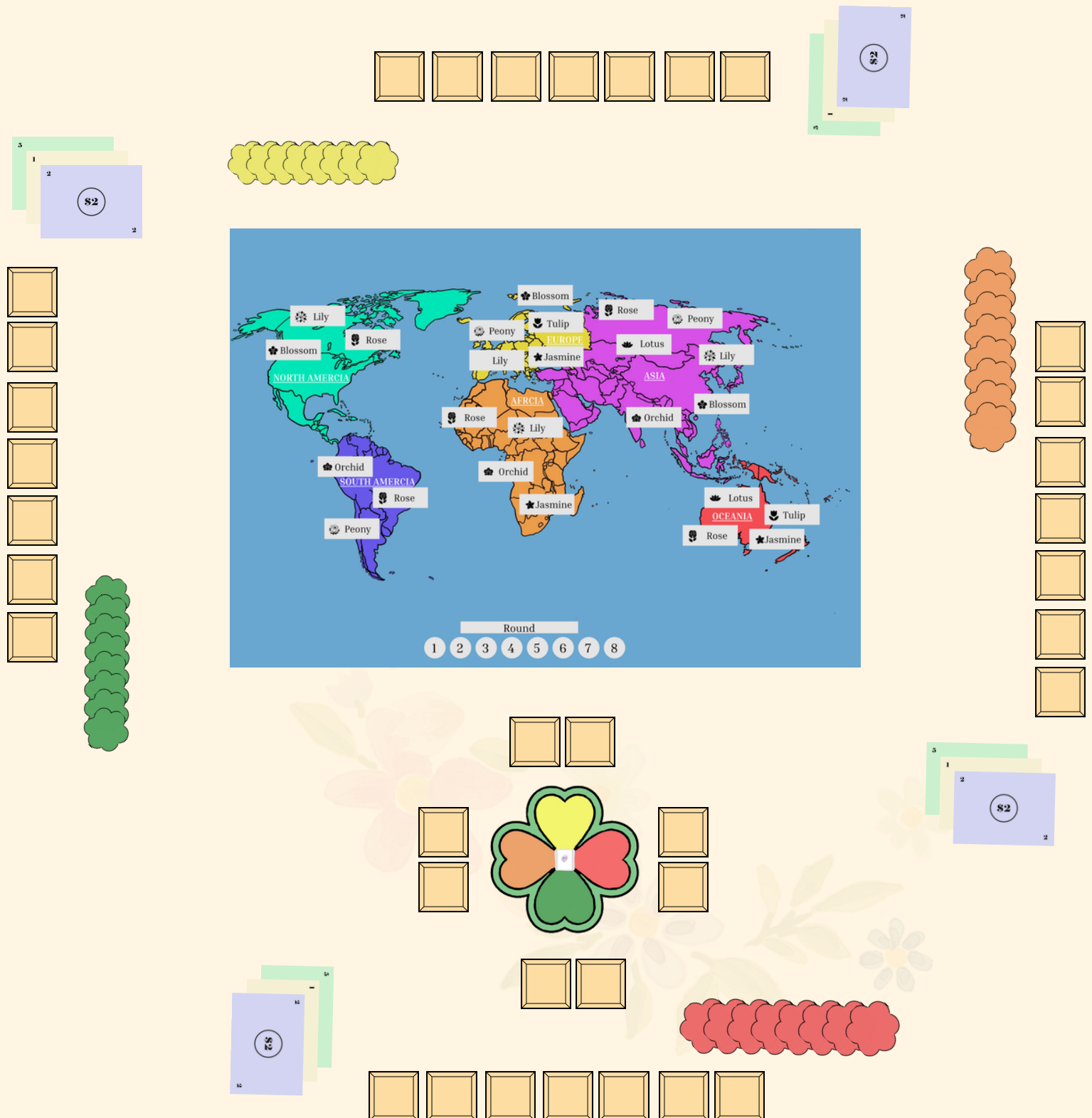
At the bottom center, a 4-leaf clover is shown with two alphabet tiles on each leaf and a stack of red tiles at its base. A "Round" indicator at the bottom of the map shows a sequence of 8 numbered circles (1-8).

# Set-Up

Follow the set-up as shown below.

4) Each player is given an amount of **\$20**

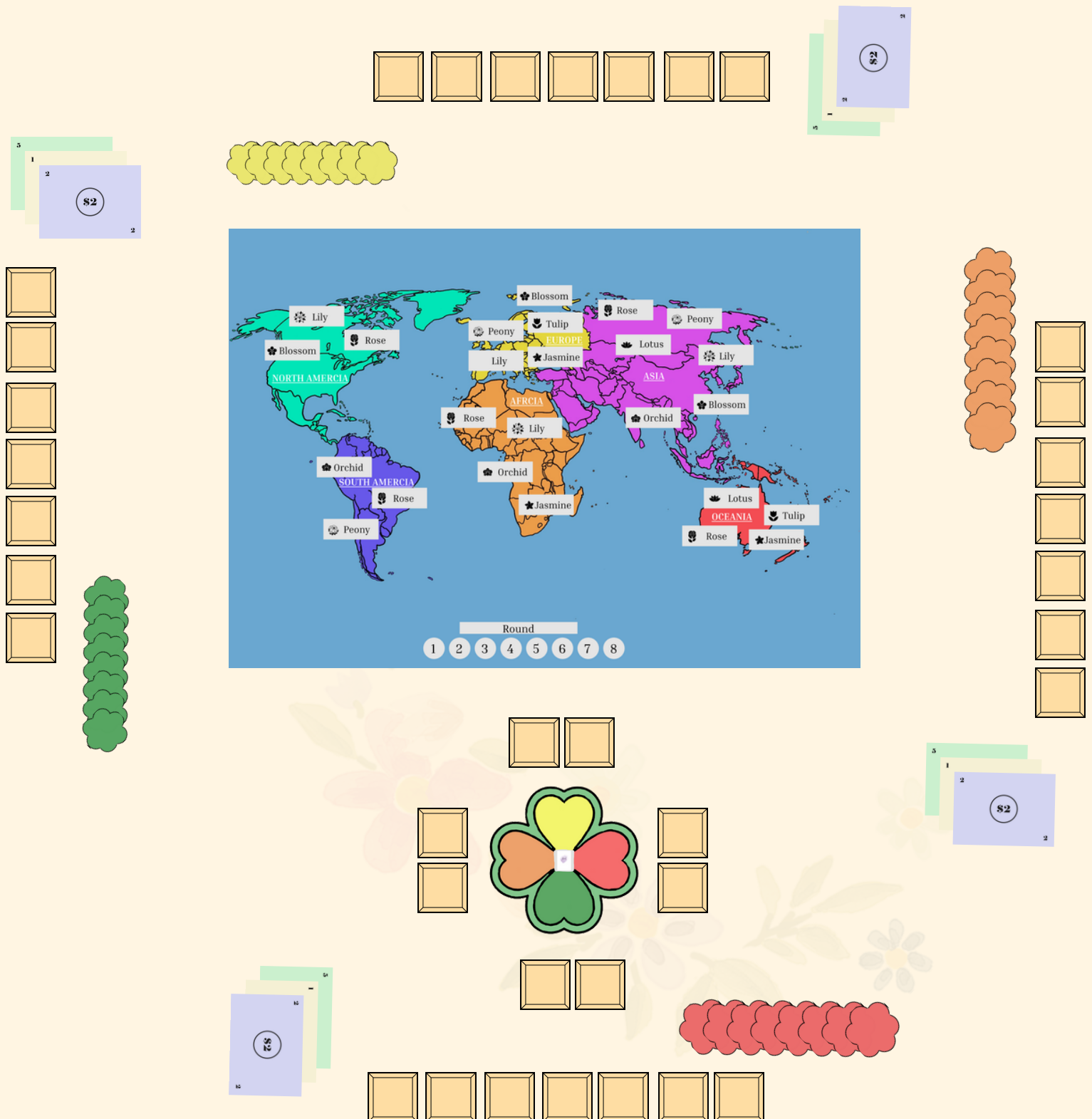
**2 x \$1 || 4 x \$2 || 2 x \$5**



# Set-Up

Follow the set-up as shown below.

5) Use the blue flower token as a round indicator on the world map



# How To Play

There are 2 phases to the game:

**Picking & Planting** Phase.

At your turn, you are given 2 actions to play.

## Picking Phase :

- 1) During your turn, Point your color on the 4 Colored Leaf Clover toward the alphabet tiles you want and take both tiles.
- 2) The rest of the players are to take 1 out of the 2 tiles that their selected color points to.

**NOTE :** You are only able to have a max of 12 tiles in your possession at any time. Return tiles to the pouch as necessary.



# How To Play

Planting flowers require a 1- time fee to purchase and plant.

## Planting Phase :

1) Form any word with the alphabet tiles on hand that has a corresponding number of alphabets with the flower you want.

**[e.g, “home” = 4 alphabet tiles, can purchase ‘Rose’ or ‘Lily’. ]**

2) Pay the corresponding amount needed according to the type of plant in order to plant the flower.

**[e.g. Blossoms cost \$15]**

3) Upon purchasing the flower , return the alphabet tiles used to form the word into the pouch containing all the alphabet tiles.

## How To Play

Should a player fail to do a single action during their turn, a penalty of \$10 will be enforced

### Planting Phase :

4) Place 1 of your tokens on the world map according to the corresponding flower you have purchased. You are free to decide where you want to plant the purchased flower on the map.

**NOTE:** You can only plant on the place with the same type of flower purchased and are not allowed to place on a flower that has an existing token.

5) Take the flower card you purchased from the flower card deck. The variety of flower does not matter. Only the type of flower. **[e.g. Lotus]**

## How To Play : Income

Players will gain a steady income after the end of each round. The income is dependent on the type and quantity of flower cards they have. All players start with \$0/round.

A round ends when every player has had a turn.

Flowers	Income
Rose, Lily, Tulip	\$4/round
Lotus, Peony	\$8/round
Blossom, Jasmine, Orchid	\$10/round

# Card Details

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## Flower Cards

There are a total of 25 flowers and 8 different types.  
Each type has a different price point to purchase.



Rose

5 x

\$5



Tulip

2 x

\$5



Lily

4 x

\$5



Lotus

2 x

\$10



Peony

3 x

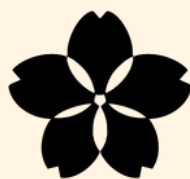
\$10



Jasmine

3 x

\$15



Blossom

3 x

\$15



Orchid

3 x

\$15

# Chance Cards

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There are a total of 20 chance cards, 5 different types

## CHANCE CARD



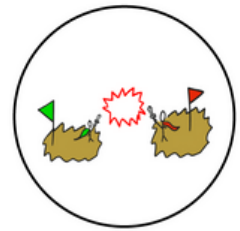
**Choose any alphabet tile from the pouch**

## CHANCE CARD



**It's my birthday,  
All players pay \$5**

## CHANCE CARD



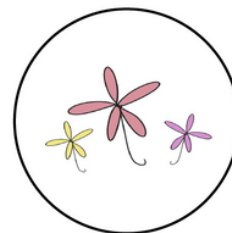
**Ability to Conquer**  
Players can battle another player on the occupied territory by doing a 1 v 1 with a selected player of their choice can be kept or used immediately)

## CHANCE CARD



**You ran out of luck,  
Consolation Prize: \$2**

## CHANCE CARD



**Waive the cost of the  
next flower purchased**



# Chance Cards

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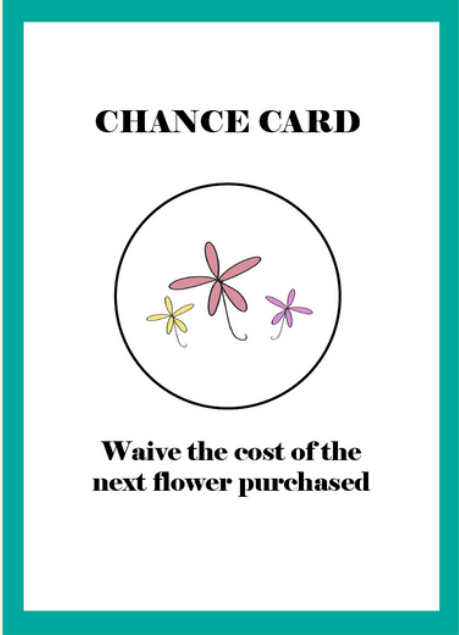
Card	Definition
<p data-bbox="300 589 568 622"><b>CHANCE CARD</b></p>  <p data-bbox="308 913 568 976"><b>Choose any alphabet tile from the pouch</b></p>	<p data-bbox="794 624 1369 976">Players are allowed to choose any alphabet they need from the pouch (must be used immediately)</p>
<p data-bbox="300 1294 568 1328"><b>CHANCE CARD</b></p>  <p data-bbox="320 1624 547 1686"><b>It's my birthday, All players pay \$5</b></p>	<p data-bbox="788 1464 1377 1527">All players pay you \$5</p>

# Chance Cards

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Card	Definition
 <p><b>CHANCE CARD</b></p>  <p><b>Ability to Conquer</b> <small>Players can battle another player on the occupied territory by doing a 1 v 1 with a selected player of their choice (can be kept or used immediately)</small></p>	<p>Players can battle another player on the occupied territory by doing a word battle with a selected player of their choice. (can be kept or used immediately)</p>
 <p><b>CHANCE CARD</b></p>  <p><b>You ran out of luck, Consolation Prize: \$2</b></p>	<p>You didn't get anything useful for from the chance card, collect \$2 as a consolation prize</p>

# Chance Cards

Card	Definition
 <p><b>CHANCE CARD</b></p> <p>Waive the cost of the next flower purchased</p>	<p>The next flower purchased will be free (can be kept or used immediately)</p>

# Combos

Combos	Definition	Bonus Money
Learning Gardener	Has at least 1 flower planted in each continent	+\$20
Aspiring Gardener	At least 2 of the same type of flower	+\$3 for each same flower after the first

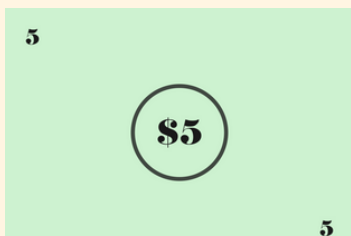
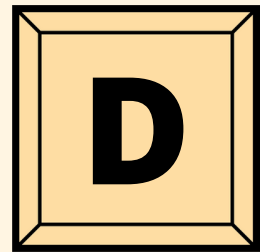
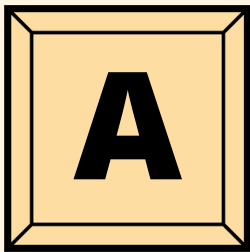
# Combos

Combos	Definition	Bonus Money
<p>Continent Conqueror</p> <ul style="list-style-type: none"><li>• North America</li><li>• South America</li><li>• Europe</li><li>• Africa</li><li>• Asia</li><li>• Oceania</li></ul>	<p>Conqueror the continent by planting all the flowers on it. But be quick before other players plant.</p>	<p>North America (+\$12) South America (+\$15) Europe (+\$30) Africa (+\$16) Asia (+\$30) Oceania (+\$16)</p>
<p>Compulsive Gardener</p>	<p>The player that spent the most money (end of game)</p>	<p>+\$10</p>



# Trading

- 1) Players are able to trade for alphabet tiles at the cost of money during their turn after the picking phase.
- 2) Players are able to trade an alphabet tile with any player of their choice, but must pay them the required amount.
- 3) **Each trade made is considered 1 action.**
- 4) **Each alphabet tile traded costs \$5**



## How to win:

- **At the end of the 8 rounds, calculate which player has the most amount of money. This includes the flower cards.**
- **Remember to include in the combos**

## FAQ:

### **What happens if I do not have enough alphabet tiles to form a word?**

- Either wait for your turn to collect alphabet tiles or use a chance card for a probability of getting alphabet tiles.

### **Do I replenish my alphabet tiles after usage?**

- No, you do not replenish your alphabet tiles after forming a word.

### **What happens if I do not have enough money to pay other players?**

- Give 1 flower card to the player.

### **If there are 2 players with the same amount of money at the end of the game, who wins?**

- The player with more flower card wins.

## FAQ:

### **How does 'Ability to Conquer' happen?**

- 'Ability to Conquer' happens when 1 or more players want to compete for a certain location on the map. However the player is only able to challenge if the 'Ability to Conquer' card is on hand. The player only conquers the location if the word formed is longer than the initial word.
- **E.g) "Blossom" (7) = Practice (8)**