

SOLO VARIANT

A TASTY VERSION FOR ONE, BY KEITH MATEJKA

SETUP

Setup is the same as the multiplayer game, with the following changes:

- Remove 36 cards from the game. *That's exactly half the deck!*
- Place **1 card** face up next to the Draw Pile to create a **Discard pile**.
- Place **2 cards** face up from the Draw Pile to the **Community Garden**.
- Place **3 cards** face up from the Draw Pile to the player's **Private Garden**.
- Place a **Garden Divider** between the Gardens. And lastly, put the **Herb Biscuit** in reach of the player.



GAMEPLAY

Changes for **Step 2: Plant**:

Place **three cards** in the **Plant step**, instead of two.

Draw them one at a time, deciding where each card is placed. In any order:

- One card is placed in the player's **Private Garden**.
- One card is placed in the **Community Garden**.
- One card is placed in the **Discard pile**.



GAMEPLAY CONT...

If at any time a **fifth card** is placed in the Community Garden, **discard all cards** in the Community Garden to the Discard pile.

The player **may pot on the first turn**, unlike the multiplayer game.

COMMUNITY GARDEN



DISCARD
PILE



GAME END

The game ends once either:

- The player cannot pot more herbs, *OR*
- The Draw Pile is exhausted. The player may pot one last set of Herb Cards after the Draw Pile is exhausted if they have an empty pot.

SCORING

Score as the normal multiplayer game. Refer to the chart below:

	< 37	Fledgling Grower
	37-41	Beginning Planter
	42-46	Clever Cultivator
	47-51	Talented Gardener
	52-56	Professional Herbalist
	57+	True Green Thumb Harvester



For an additional challenge, play again using the other **36 Herb Cards** removed during Setup and add the scores together.

Do you have two green thumbs? Can you score **114+ points**?