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GAME SETUP

Setup as the multiplayer game, with the following changes:

- Remove 36 cards from the game.
- Place two cards faceup from the Draw pile to the Community Garden.
- Place three cards faceup from the Draw pile to the player's Private Garden.
- Place one card faceup next to the Draw pile to create a Discard pile.

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.

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.

GAME END

The game ends once either:

- The player cannot pot more herbs or
- The Draw deck is exhausted. The player may pot **one** last set of Herb Cards after the Draw deck is exhausted.

SCORING

Score as the multiplayer game.

See the chart below to see how well you did:

< 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 36 Herb Cards removed during Setup and add the scores together. Do you have two green thumbs? Can you score 114+ points?

HERB JOURNAL