

CHAOS CRITTERS

AN EXPANSION FOR VICIOUS GARDENS



Welcome to the Chaos Critters expansion for Vicious Gardens. All expansions are designed to work independently or with other expansions. You can combine your favorites and customize your games of Vicious Gardens with cards you prefer!

Critter Cards

Critter Cards are added to gardens and are similar to Victory Cards, in that they give different gardeners bonus effects. Each Critter has a positive or adverse effect.

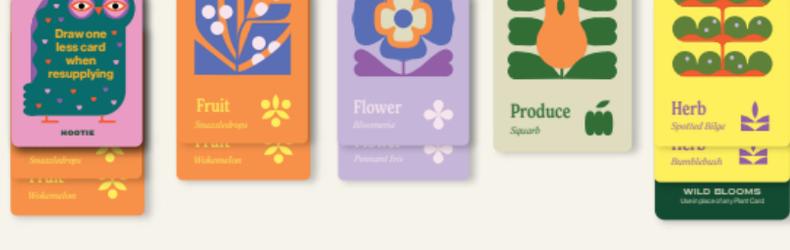
Set Up

Decide which Critter Cards to include in your game. We suggest playing with around four Critters, evenly balanced between positive and adverse effects. Of course, you can customize your game however you want. Once you select your Critters, shuffle them in the Specialist Deck.

Placing a Critter

To place a Critter in a garden, harvest one or more Plants **of the same category (i.e. all Fruit)** and place them under the Critter. The Critter and associated Plants may be placed in any garden. These associated Plants stay under the Critter throughout the game and move with the Critter if it moves. **These Plants cannot be harvested.**

Critter in a garden with two Fruit underneath



Moving a Critter

From a different gardener's garden:

You must harvest the same amount and type of Plants that is under the Critter, giving them to the gardener **who currently has the Critter in their garden** (instead of putting them in the Compost). For instance, if a Critter has three Fruit cards under it, you must harvest three Fruit and give them to the current owner of the Critter. These Plants go in the gardener's hand. The Critter and Plant cards underneath it move to a garden of your choice.

From your garden to another garden:

You must harvest the same amount and type of Plants that is under the Critter, **giving them to the gardener who's garden you are moving the Critter to** (instead of putting them in the Compost). For instance, if a Critter has three Fruit cards under it, you must harvest three Fruit and give them to the gardener you are moving the Critter to. These Plants go in the gardener's hand. The Plant cards underneath move with the Critter.

From your garden to the Retired Pile:

You must harvest the same amount and type of Plants that is under the Critter, **placing them in the Compost Pile**. For instance, if a Critter has three Fruit cards under it, you must harvest three Fruit from your garden and place them in the Compost pile. The Critter Card goes in the Retired pile and any Plant Cards that were underneath go in the Compost.

Critter Rules

You can place Pollinator and Pestilence cards on Critters much like placing them on Victory Cards. Similar rules apply.

Pollinated

If a Critter has a Pollinator on them, **they cannot be moved by other gardeners**. Plants may not be placed underneath the Critter (see 'Adding more Plants' below)

Afflicted

If a Critter has a Pestilence card on them, their effect is no longer active. If an afflicted Critter moves, Pestilence moves with it.

Adding more Plants

On your turn you may add more Plant cards under Critter cards in any garden **so long as they match the Plant category under the Critter**. This strategic tactic increases the harvest cost of moving the Critter from a garden.

Victory Cards

Four new Victory Cards are part of this expansion. These can be added to the set of Victory Cards. You can play these with or without the Critter Cards.

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FANCY PLANTS



Welcome to the Fancy Plants expansion for Vicious Gardens. All expansions are designed to work independently or with other expansions. You can combine your favorites and customize your games of Vicious Gardens with cards you prefer!

Fancy Plants

Fancy Plants provide end-of-game goals to gardeners. If a gardener achieves the goal listed on their Fancy Plant card, they receive an additional 8 points at the End of the Season!

Set Up

Before the game begins all gardeners quickly review the Fancy Plants cards and familiarize themselves with the End of Season goals listed on the cards. Then shuffle the cards and distribute to gardeners face-down. Gardeners do not reveal their Fancy Plants until adding points at the End of the Season.

End of the Season

At the End of the Season, if you reached the goal listed on your Fancy Plant card you receive an additional 8 points! Huzzah!

CRUEL SUMMERS

AN EXPANSION FOR VICIOUS GARDENS



Welcome to the **Cruel Summers** expansion for **Vicious Gardens**. All expansions are designed to work independently or with other expansions. You can combine your favorites and customize your games of **Vicious Gardens** with cards you prefer!

Cruel Summers

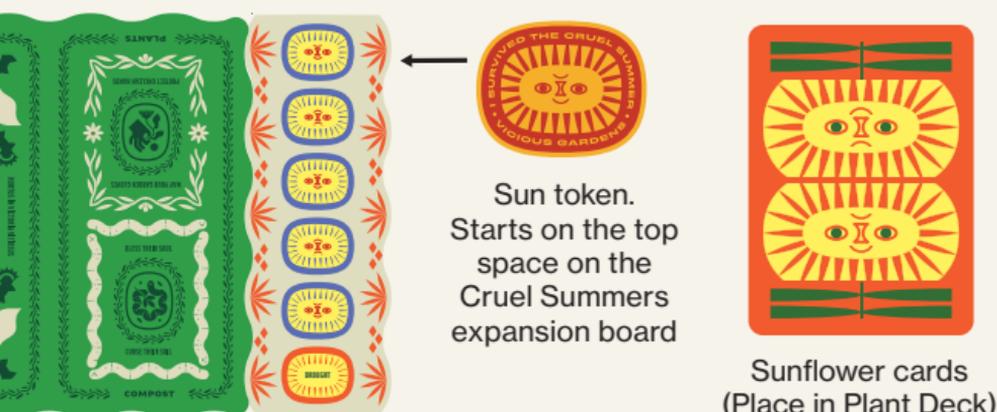
Cruel Summers introduces a group-effect to the game. After five Sunflower cards are played a Drought takes place and all gardeners are affected. Gardeners can save or play their Sun Flower cards at strategic moments when a drought would benefit them (or harm their opponents) most.

Set Up

Place the Cruel Summers board next to the Vicious Gardens board. Place the included Cruel Summers token on the top space on the board. Mix the Sunflower cards in the Plant deck and shuffle.

Moving the Sun Token

The Sun Token moves one space immediately after a gardener plays a Sunflower card. When played, the Sunflower goes immediately into the Compost Pile and is not placed in a garden. A gardener can choose not to play a Sunflower on their turn and keep it in their hand.



Drought!

Once the Sun Token reaches the Drought space a Drought **immediately occurs**. A Drought has two phases: Crop Rotation and Insect Removal. After the phases are complete, the Sun Token moves back to its starting position and play resumes.

Phase 1: Crop Rotation

The gardener who started the Drought gets to take and Plot from any garden (including their own) and add it to their hand. Pollinated Plots cannot be taken. Plots with Bird Bath or Pestilence can be taken and these cards go with the rest of the Plot.

The above action continues clockwise for each gardener until all gardeners have taken a Plot. Gardeners get to keep these cards in their hands and can plant them next turn.

Phase 2: Insect Removal

After Phase 1 is complete, the gardener who started the Drought has to remove one Pollinator or Pestilence from their garden and discard into the Retirement Pile. If they do not have a Pollinator or Pestilence, no action is needed. This action continues clockwise for all gardeners.

NOXIOUS WEEDS



Welcome to the Noxious Weeds expansion for Vicious Gardens. All expansions are designed to work independently or with other expansions. You can combine your favorites and customize your games of Vicious Gardens with cards you prefer!

Noxious Weeds

Weeds are a new category of plant you can cultivate in Vicious Gardens. However, they work a little differently than other Plants – there is a risk/reward component to them. They can have a negative effect on you or you can use them to your advantage. Shuffle the weeds into the plant deck to set up.

Planting Weeds

Weeds are planted in their own Plots in gardens in the same way as other Plant categories. They are worth negative 1 pt each at the End of the Season. You can plant Weeds in **any garden**. **You cannot add Wild Blooms to a Weed Plot.** You cannot add Weeds to a Plot of a different Plant category (i.e. you cannot add weeds to a Fruit Plot)

Pollinator & Pestilence

Pollinator and Pestilence affect weeds the same way they affect other Plots. This may make you think about Pollinator and Pestilence a bit differently! For instance, a Weed Plot with four weeds is worth -4 points but with Pestilence on it it is worth zero!

You can plant weeds in a Pollinated Weed Plot and they cannot be moved from a Pollinated Plot.

Harvesting Weeds

On your turn, you can harvest six Weeds from your Plot. You must have at least six in order to harvest. **Once you harvest, you can take a different gardeners Victory Card (unless it's pollinated).** After you harvest your Weeds, place them in the Compost Pile.

You can only harvest Weeds if you have at least six. If not, they stay in your garden and accumulate negative points. Sorry!

Specialists

Since Weeds can negatively affect a garden, you may want to put Pestilence on your own Weeds or Pollinator on others. Or perhaps you'll use the Landscaper to clear Weeds from your garden. Maybe Wormsworth can pull Weeds from the Compost Pile to put on your neighbor? Maybe you put Bird Bath on a competitor's Weeds and double their negative points! Oooh the intrigue!

Enjoy your Noxious Weeds!

A garden with three Weeds. Yikes!

