

SETUP AND TURNS

Set up your own player boards as usual including your three joker tiles. Place five garden expansions in each round stack. The AI does not get a garden or storage board and does not receive any joker tiles. **The AI starts with 0 points.** The human player is the first player and always takes their turn like normal.

On the AI's turn, the AI takes as many tiles (including garden expansions) as possible. Like the human player, the AI cannot take duplicate tiles (player chooses which one the AI takes in this case). The AI has **no limit** on the number of tiles or garden expansions it can take per round.

If there are multiple sets of tiles that give the AI the same number of tiles (including garden expansions), choose the grouping that would give it the most-expensive tile (multiples of that type, if possible). If there is a further tie, the AI prefers tiles to garden expansions. Any further ties can be broken by the player. AI tiles should be grouped by type for clarity.

See opposing side of the page for some examples.



EXAMPLES AND IN-GAME/END-GAME SCORING



In the first example to the left, the AI would choose the blue tiles, gaining three tiles total.

In the second example, the AI wouldn't be able to take three tiles (two identical yellow bird tiles), so it could either take two yellow tiles or two bird tiles. It chooses the bird tiles since the next tie breaker is to take the most expensive tile, then multiples of that type if possible.

In the final example, the AI would choose the three yellow tiles. Had there been another 6-point tile (not dark green or yellow), it would have chosen three of those tiles.

The AI takes the -1 token if it passes first and will go first the next round. (Remember that its score cannot go negative.)

At the end of each round, the AI only scores end-of-round points for the colors it has, not for the patterns. (This is for the Beginner variant. See below.) **It also scores 1 point for each garden expansion it has.** Then **discard** its garden expansions. At the end of the game, **each tile** the AI owns gets scored based on the **scoring board** (1-3 points per tile). The AI never scores the 6-point bonus.

DIFFICULTY LEVELS

BEGINNER: Rules as written. The AI only scores end-of-round points for the **colors** it has.

EASY: The AI scores 1 point for each tree it has after round 1 (just like the human player).

MODERATE: The AI scores its trees after round 1 and its birds and butterflies (1 point each) after round 2.

HARD: The AI scores its trees after round 1, its birds and butterflies after round 2, and its flowers (1 point each) after round 3.

EXPERT: The AI scores its trees after round 1, its birds and butterflies after round 2, its flowers after round 3, and its lilies and tulips (1 point each) after round 4. Good luck!

Designed by Board Game Dave

Inspiration from Ricky Royal at boxofdelights.net

Watch a playthrough of this variant on YouTube!

www.youtube.com/BoardGameDave