Promo card rules

1. SETUP

- · Take the 4 cards that match the flower on your personal player board.
- Place the 2 vertical cards along the left side of your board, and the 2 horizontal boards along the top of your board.



2. HOW TO PLAY

There are no changes to the base game rules.

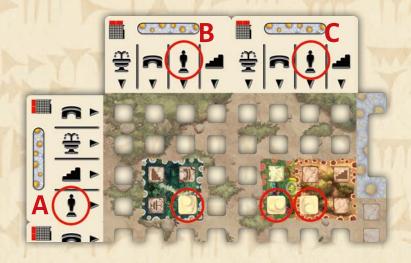
Build your garden normally. The promo cards do not introduce special placement rules.

However, carefully placing decorative elements in your garden will help you gain extra points during final scoring.

3. FINAL SCORING

- During final scoring, for each of the 8 rows and 8 columns, gain 1 victory point (VP) if the element shown is present (and visible) at least 1 time in the row/column.
- · If the element is present multiple times, you still only gain 1 VP.
- · The level on which the element is built does not matter.

Note: At the intersection of a row and column that show the same element, you gain 1 VP for the row and 1 VP for the element, if the element is present.



Example:

3 statues are present in row A. 1 of these statues is at the intersection of column B, and another one at the intersection of column C. Gain 1 VP for the row and 2 columns for a total of 3 VP.

For elements that cover multiple spaces (fountain/stairway/bridge), gain 1 VP if a VISIBLE part of the element is in the row/column.



Example:

The bridge is present at the intersection of row A and column B, but the part of the bridge that is in column B is hidden by a tile on a higher level.

Therefore, you will gain 1 VP for row A, but nothing for column B.

Note: On the promo cards, a single element is never shown twice within 3 spaces. A single element can never count for 2 columns or 2 rows. Therefore, you can gain a maximum of 16 extra VP.