GARDENS HOW TO PLAY



ACKNOWLEDGEMENT OF COUNTRY

The creators of this game would like to acknowledge the traditional owners and custodians of the land of Sydney's Royal Botanic Garden: the Gadigal people of the Eora nation.

We appreciate the waterways, hills, sky, plants and animals from this place.

We acknowledge the nation's ancestors and elders - those before us, those with us and those to come - thanking them for their teachings and knowledge.

We recognise our special connection to this land and its Dreaming through dance, song, taste, touch and dream.

We respect the spiritual systems of the Gadigal people as we walk gently together across this country.

BUJARI GAMARRUWA



Designed by: Brett J. Gilbert & Matthew Dunstan Illustrated by: Kerri Aitken

2-4 players / 30-45 min / Ages 10+

OVERVIEW

Sydney's Royal Botanic Garden holds a special place in the hearts of locals. World renowned for its location, beauty, and historical and scientific significance, each of its 30 hectares are not only stunning, but a calming retreat from the city's streets.

In *The Gardens*, players will draft cards depicting different features of this parkland, using them to build their own portion of it in front of themselves. The tableau players will build will have three rows — harbourside, middle gardens, and cityside — and players will take turns adding one card to their boards until they are filled. After placing a card, players will score points based on what their visitors see as they walk past the Gardens' various flower beds, ponds, trees, and statues, until they finish their walk on the newly placed card. The player who scores the most points will win!

The game includes variants and modules (see later in this rule book) to add variability and depth for experienced players, with landmarks such as the Opera House and Harbour Bridge for players to gain for extra points or special abilities.

So join the picnickers, joggers, lorikeets, and bin chickens, and enjoy your day in the beautiful Botanic Gardens!

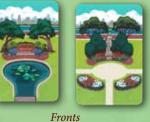




YOUR GAME CONTAINS:

96 Garden cards (32 in each of 3 decks, labelled A, B & C)



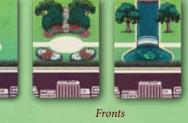






Fronts





16 double-sided Player Mats

12 Landmark Cards



16 Visitors (4 in each of 4 player colours)



1 start player token



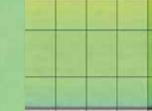
B

Back

4 Central Boards







Each player will need two mats (a left and a right) placed together to form their full individual board. The player mats with landmarks illustrated on them are not used in the Basic Game.

1 Scoreboard



18 Scoring Tiles



A mid-game Scoring Tile



An advanced Scoring Tile (note the *asterisks in the corners*)





The solo game Scoring Tile (note the circles in the corners)



GETTING READY TO PLAY

To set up a game of *The Gardens*, follow the steps below. If you would like to use any of the included variants (including the Landmarks), please see the relevant sections towards the back of this booklet.



Separate the Garden Cards into three decks (A, B and C, as noted on the card backs). Shuffle each deck and place the decks face down in order on the table. Leave space to the right of these decks for cards to placed into.



Place the Scoreboard beside the play area and lay the basic game Scoring Tiles face up on their spaces below the score track. (The basic game Scoring Tiles do not have icons in their corners.) Find each Scoring Tile's correct place on the board by matching the images on the back of each tile to those on the board.



Give each player:

- 2 player mats for the basic game (these have no landmarks depicted on them). Each player should lay these side by side to create their personal section of the gardens.
- 1 Central Board which should be placed in the centre column of each player's garden
- 4 Visitor pawns of one colour.
- (Put any unneeded Central Boards, Player Mats and Visitors back in the box.)



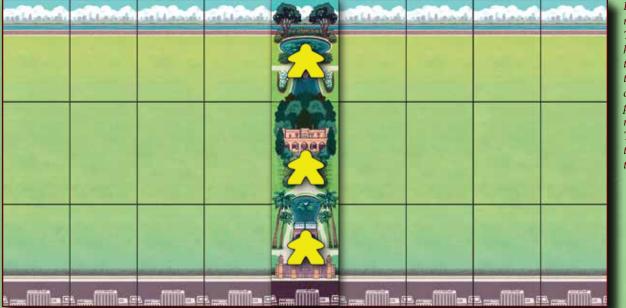
Each player should now stand three of their Visitors on their Central Board, one on each row, and their fourth Visitor on the '0' space of the score track.



Give the Start Player Token to the youngest player, (or simply choose the start player randomly).



...is given to the first player.



Here, the yellow player is ready to begin the game. They have put the two halves of their player mat together, placed their Central Board on the middle column of their mats, and placed one Visitor on each row of the Central Board. Their fourth Visitor is on the "0" space of the score track.

There are arrows on the player mats to show how to put them side by side. "<<<" designates the left mat, and ">>>" the right In this image, the arrows are hidden by the Central Board.





Here is the Scoreboard at the start of the game. Each player has placed one Visitor on the "0" space of the score track, and the Scoring Tiles have been placed in their corresponding spaces below the track.





The three decks of Garden Cards are shuffled and placed face down on the table. Space should be kept to the right of these decks for cards to be placed into at the start of each round.

The "A" deck contains harbouside cards, the "B" deck contains middle garden cards, and the "C" deck contains cityside cards.

To put the Scoring Tiles in their correct location, match the icons on the backs of these tiles to the different spots on the board. Don't forget in your first game to only use the basic Scoring Tiles - these do not have asterisks in the corners of the tiles, and are the tiles shown here.

This will be explained later, but note that Scoring Tiles with thick, white borders show how points may be scored DURING the game, while those with a thick, gold border (and a clock icon at the bottom) show how points may be scored at the END of the game.

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BEFORE YOU BEGIN:

Before play can begin (and at the start of each subsequent round), the Start Player should draw cards from each of the 3 Garden Card decks and place them face up in rows to the right of the decks. The number of cards drawn from each deck should be equal to the number of players. *Special note: When playing with 2 players, draw TWO cards per player from each deck (so there will be 4 cards drawn from each deck.)* These face up cards are known as "the display."



During a game of *The Gardens*, each player will collect 24 cards to place on their player mats. There will be 8 rounds of play, during which, each player will collect 3 cards. Every round, the player with the Start Player Token will go first, selecting one card to place on their mat. Then each other player (taking turns clockwise around the table) will do the same. After each player has taken and placed 3 cards, a new round is prepared and the Start Player Token will move to the next player sitting to the left of the previous starting player. *Special note: In a 2-player game, there will be 4 rounds in the game as each player will collect 6 cards per round*.



On your turn, do the following three things in this order:

1) Choose a card from the display.

2) **Design** your garden by adding the card to your player mat.

3) Walk your Visitor through your garden to your new card.

Here is what these steps mean in more detail:

1) (HOOSE)

First, you must choose one face up card from the display. On your first turn each round, you may choose a card from any row (A, B or C). On later turns, you may only choose a card from a row which you have not yet taken a card from this round. Once the round is over, you will have taken exactly one card from the "A" row, one from the "B" row, and once from the "C" row.

Special note: This is a little different when playing with 2 players. In a 2-player game, you still alternate taking 1 card at a time, but each player will choose exactly 2 cards from each of the rows during a round.

2) DESIGN

After you choose a card, you must add it to the corresponding row on your player mat (an "A" card must be placed in your top row, a "B" card to your middle row, and a "C" card to your bottom row - match the card's background artwork to the artwork on your player mat).

Each card you choose must be placed on your mat in the next available space either to the left or right of your Central Board (you may choose which side to place every card on). There may never be gaps left between your cards.

So, the first card you choose in each row must be placed adjacent to your Central Board, either on its left or right. After this, cards must be placed adjacent to the left-most or right-most card in the row if you have already placed cards next to the Central Board.

At the end of the game, each player will have 4 cards in each row to the left of their Central Board, and 4 cards in each row to the right of it!

On their first turn, this player has chosen one of *the cards in the display* from the "C" row. This means it must be placed on the bottom row of their player mat. *The player decided to* place it on the left side of their Central Board. *however they could have* placed it on the right of it (in the space marked with a white "X").



On a later turn, when *this player chooses their* next "C" card, they must place it in the locations on the mat marked with the *black "X" OR the white* "X". Cards are always placed

adjacent to other cards in their row (or the Central *Board*), *beginning* from the Central Board and spreading out.



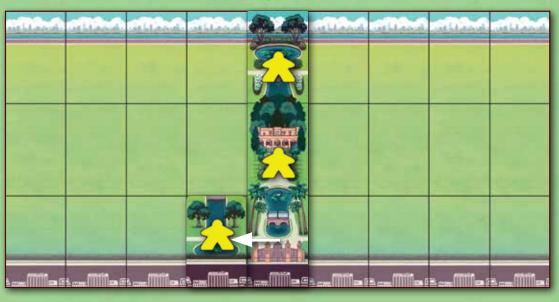
After you place your chosen card, your Visitor in that card's row goes for a walk. Move the Visitor that is standing in the same row as the card you just placed from its current position to the new card. The Visitor "visits" this new card, and, depending upon what they "see" on the card (and what they saw along the way), you may score points! Each card features at least one scoring item. The card your visitor ends their walk on determines what you may be scoring this round.

If the new card has a focal Tree, a Fountain or a Bench it will earn you points immediately (explained below and on the Scoring Tiles). If it has a Stream, Pathway or Statue, you will earn points from the card at the end of the game.

Remember that during each walk, the Visitor experiences the card they started on, the card they end on (which is always the card you added to the row this turn), and all of the cards in-between.

Immediately record any points you have scored by moving your Visitor the correct number of spaces on the score track.

After placing the card, the Visitor in the same row walks to the card (as shown by the arrow). The Visitor landed on a stream (which in the Basic game will not score the player any points at this time).

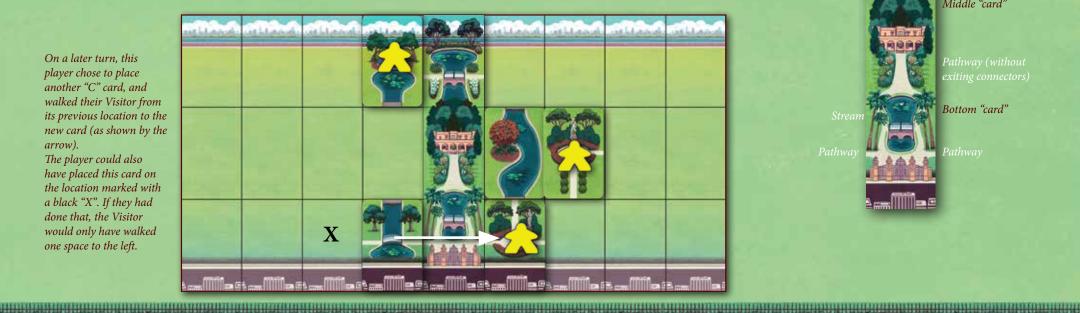


Note: During the game, consider the Central Board to be equivalent to 3 separate Garden Cards. (In other words, the Central Board helps a player to score points for their Benches, Fountains, Streams and Pathways, all of which are explained later.)



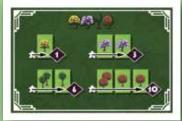
On a later turn, this *player chose to place* another "C" card, and walked their Visitor from its previous location to the new card (as shown by the arrow).

The player could also have placed this card on the location marked with *a black "X". If they had* done that, the Visitor would only have walked one space to the left.





HOW TO SCORE YOUR VISITOR'S WALK IN DETAIL:



Trees:

If your Visitor stops on a card with a focal Tree, count the number of **matching** trees that the Visitor has seen on their current walk. Count the tree (or trees) on the card they visited, and all trees of the same type on the cards they passed on the walk (including the card they started on). Score 1/3/6/10 points for 1/2/3/4 matching trees.

Note: You only score for matching trees that the Visitor saw. Do not simply count all the matching trees in the row, regardless of the direction in which the Visitor walked.

These are the four different focal Trees you can score. Any other trees on cards or the Central Board are simply to add beauty to your garden. Don't forget that some cards have TWO focal Trees on them!









Fountains

If your Visitor stops on a card with a Fountain, count the number of individual Streams on all the cards they saw on their walk. Score 1 point for each Stream. The Fountains themselves don't score you points, just the Streams your Visitor saw on their walk to the Fountain. Don't forget that some Fountains are in Streams so they will automatically give you a point! (And don't forget the Stream on the top and bottom of the Central Board if your visitor started on it or passed it!) Note: You only score for Streams that the Visitor saw. Do not simply count all the Streams in the row, regardless of the direction in

Note: You only score for Streams that the Visitor saw. Do not simply count all the Streams in the row, regaraless of the direction in which the Visitor walked. Also note that there are two different illustrations for Streams, but they both score the same way.



Benches

If your Visitor stops on a card with a Bench, count the number of Garden Cards that are adjacent to the card, either orthogonally or diagonally. (Don't forget to include the segments of the Central Board if your Bench is adjacent to it!) Score 1 point for each card adjacent to the bench.

Other features

If the new card has only a Statue or a Stream (without a Fountain, Bench or Tree), you do not score points this turn. These features will be worth points at the end of the game. Your network of connected Pathways will also score at the end of the game.



Here is an example of a Visitor's walk and scoring:

This player has just placed the card with two Golden Wattle trees in the next available space to the right of their Central Board, in the middle row.

Because the Visitor will walk to and stop on the new card, the red player will score for Wattle trees this turn. Looking at all the cards the Visitor "saw" on their walk (including the card it started on and ended on), the Visitor saw a total of 3 Wattle trees, scoring 6 points (as written on the Trees Scoring Tile). Note that the other trees "seen" on this walk do not count for scoring as they aren't of the same type as the trees on the card the Visitor stopped on.



ENDING YOUR TURN:

After you have moved your Visitor on their walk and scored any appropriate points, lay the Visitor down to show that they have taken their walk for this round. *Special note:* When playing with 2 players, you will choose 2 cards from each row in the display during a round, and so each Visitor will go on two walks. After the first walk in a row, lie the Visitor down and place it vertically on the card. After you make the second walk with this Visitor, keep the Visitor lying down but rotate the piece 90 degrees, so that it is horizontal. This is simply so that players do not forget what cards they may take from the display on their turn. Players with good memories may not feel the need to do this.

The player to the left of the current player will now take their turn, choosing a card, designing their garden and walking their Visitor.

ENDING A ROUND:

The round ends when all of the cards in the display have been claimed and the players have completed their turns. To prepare for the next round, each player should stand up all of their Visitors (keeping each one on the Garden Card that they walked to during the round).

Then pass the Start Player Token to the next player clockwise.

Now begin the next round by dealing out a new display of Garden Cards.

ENDING THE GAME:

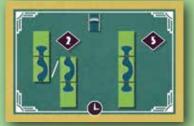
The game ends after the 8th round (when playing with 2 players it will be at the end of the 4th round), when the players' gardens are complete and each row is filled with cards. All players can now score additional points as displayed on the Scoring Tiles with the gold borders (and clock icon).



Trees

Look at each row of cards in your garden, and count the number of different focal Tree types that appear anywhere in it. For each row, and for each type of Focal Tree: Score 1/3/6/10 points for 1/2/3/4 different types of trees.

For example, if a player has wattle, jacaranda and palm trees in a row, they will score 6 points. The number of trees does not matter.



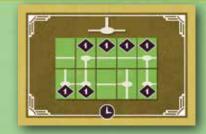
Streams

A Stream is made up of vertically adjacent cards. For each Stream in your garden: Score 2 points if it has 2 adjacent Stream sections, or 5 points if it has 3 adjacent Stream sections (ie: it goes from top to bottom in a column). If a column has 2 Streams, one at the top and one at the bottom, that are not connected by a Stream in the middle, these are worth

If a column has 2 Streams, one at the top and one at the bottom, that are not connected by a Stream in the middle, these are worth 0 points.







Pathways

Count the number of Pathway cards in your single largest connected network of pathways. If you have two or more separate networks, you only score points for the largest one.

Score 1 point for each Pathway card in your largest network.

Don't forget to consider the pathways on the top and bottom segment of your Central Board! And note that bridges allow Pathways to continue across Streams.



Statues

Count up how many Statues you have anywhere in your garden, and compare this to the number in each other player's garden. Score 10 points for each other player who has fewer Statues in their garden than you.

For example: In a 3-player game, Player A has 6 Statues and Players B and C have 3 Statues each. Player A receives 20 points - since they have more Statues than two other players - and Players B and C each receive zero points, since neither has more Statues than any other individual player.

Benches and Fountains are not worth any additional points at the end of the game.

The player with the most points is the winner!

In the case of a tie, winner is the tied player who went later in turn order during the final round.



PLAYING THE GAME SOLO:

The Gardens may be played by 1 player. To do so, continue taking one turn after another. To set up the game, draw 2 cards per row to fill the display. You may use any basic or advanced (see later in the rules) Scoring Tiles, but you must replace the end of game Statue Scoring Tile with the solo game Scoring Tile, marked with a Visitor icon in its top corners. You should not use the Landmark cards (see later in the rules), unless you want a very easy solo game. Each turn you will choose one card from the display to place on your player mat, and discard the remaining card in that row of the display out of the game. Once all rows in the display are empty, draw another 2 cards per row and continue.

When playing solo, you must score at least 100 points to win! What's the highest score you can achieve?



Once players are comfortable with the Basic rules of The Gardens, you may decide to add in some variety and complexity when you play. To do so, select one or more of the following variants to try out!

PLAYING THE GAME WITH THE ADVANCED SCORING TILES:

Once players are familiar with the basic Scoring Tiles, the advanced tiles may be used to change the way players score during and after each game. You can choose thes randomly, or select the tiles you prefer - even mixing up basic and advanced tiles together in the one game. The only rule when selecting the tiles is: each selected Scoring Tile must have a place to go on the Scoreboard (match the icons on the back of the tile to the spaces for them beneath the score track.)



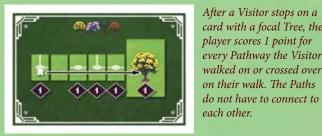
After a Visitor stops on a card with a focal Tree, the player scores 1 point for every Stream and Fountain the Visitor saw on their walk.



After a Visitor stops on a card with a Fountain, *the player scores 1/3/6* points if there are 1/2/3 Fountains in the column the Visitor stopped on.



After a Visitor stops on a card with a Bench, the player scores 2 points for *each pathway that directly* leads to this bench. (An adjacent Pathway is not enough - it must have a section of path leading to the Bench.)



After a Visitor stops on a *card with a focal Tree, the player scores 1 point for* every Pathway the Visitor walked on or crossed over on their walk. The Paths



After a Visitor stops on a card with a Fountain, the player scores 1 point for every different scoring feature the Visitor saw on their walk (1 point for seeing one or more Streams, focal Trees, Pathways, Benches, Statues, and the *Fountain itself.*)



After a Visitor stops on a card with a Bench, the player scores 3 points for each different type of focal Tree orthogonally adjacent to the Bench (Wattle, Bottlebrush, Jacaranda, Canary Palm). Focal Trees on the Bench *card itself do not count.* Diagonally adjacent Trees do not score, either.

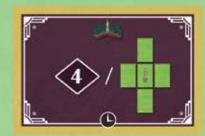




At the end of the game, players score 3 points per *focal Tree in their largest* orthogonally (diagonally *adjacent does not count)* connected group of focal Trees. All types of focal *Trees are considered.*

At the end of the game, players score 5 points for every row in their garden with the same number of focal Trees on each side of their Central Boards.





At the end of the game, players score 2 points for every row and every column in their gardens with at least one Statue. (The same Statue will count for scoring its row and its column.)

At the end of the game, players score 4 points for each Statue that is not orthogonally adjacent to another Statue. (Diago*nally adjacent is okay.)*



PLAYING THE GAME WITH VARYING STARTING POSITIONS:

When setting up the game, players may want to try playing with the Central Board in a different column. Having different numbers of card locations on each side of the Central Board makes the game feel very different.

ALL players must have their Central Boards in the same column as every other player. This variant works best when the Central Boards begin in one of the columns highlighted here:

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PLAYING THE GAME WITH THE LANDMARK CARDS:

To play a game of The Gardens with full flavour, please consider including the Landmarks. These add more strategy to the game and give players something extra to aim for as they design their gardens.

To set up the game with the Landmark Cards, simply give each player two player mats that show Landmarks pictured on them. There are four different ways to set up the boards so that different Landmarks are available in each game. Each player MUST have the same layout of player mats. All players will be competing to "see" the same Landmarks.

Finally, place the 6 Landmark Cards that will be in use this game face up beside the Scoreboard. To determine which Landmark Cards will be available, simply look at what Landmarks are pictured on the Player Mats for this game.

There are 3 ways to place these cards on the table:

- All Landmark Cards have their point values face up, or,
- All Landmark Cards have their text side face up, or,
- A mix of the above (players could decide how they want the cards, or simply place half upside down randomly.)

During the game, when a player places a Garden Card that covers up one of the Landmarks on their Player Mat, they claim the matching Landmark card - but only if they were the first to do so! Place the card near your player mat. These cards either give extra points or a special ability to the player that earns it, depending on which side of the card was face up. Do not flip Landmark Cards over during the game. Once a player earns a Landmark Card, they keep it for the entire game!

Please note that when using the Landmark Cards, it is not recommended to use the Variable Starting Positions variant (above).



|||||= Ci ____|||||||= Ci ____ ___ _ 61 cm//// a 62 cm /// a 62 cm//// a 62 cm//// a 62 cm//// a 62 cm In this example, players will need the Opera House, Fort Denison, Conservatorium of Music, Duck Pond, Sydney Tower and NSW Art Gallery Landmark Cards.







Sydney Opera House Gain 10 points. Or: at the end of the game, score 10 points for every complete loop in your Pathways.



Sydney Harbour Bridge Gain 10 points. Or: at the end of the game, you score 3 points per Bench in your garden.



Fort Denison Gain 6 points. Or: from now on, at the start of each round, before any player's turn, set aside a Garden Card in the display to claim on one of your turns in that round. No other player may choose it.



Mrs Macquarie's Chair Gain 3 points. Or: from now on, you score 1 extra point whenever you score Trees during the game.



Moreton Bay Fig Gain 10 points. Or: at the end of the game, choose one type of focal Tree and score 2 points for every tree of this type in your garden.



Sydney Conservatorium of Music Gain 6 points. Or: all pathways that are adjacent to each other in your garden are considered to be connected to

each other for scoring.



The Lion Gate Gain 3 points. Or: from now on, score 1 point whenever one of your Visitors walks past or stops on a card with a Statue on it.



The Duck Pond Gain 3 points. Or: from now on, you score 1 extra point whenever you score Fountains during the game.



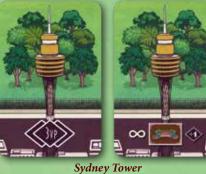
Art Gallery of New South Wales Gain 10 points. Or: at the end of the game, score an extra 5 points for each of your completed (3 cards tall) Streams.



Governor Phillip Fountain Gain 6 points. Or: at the end of the game, you score 2 points for each of your Streams that have a top and a bottom but no middle.



State Library of New South Wales Gain 6 points. Or: from now on, once per round you may return a Visitor to the Central Board. This must be done on one of your turns, before you place a card.



Syaney Tower Gain 3 points. Or: from now on, you score 1 extra point whenever you score Benches during the game.



A BRIEF HISTORY OF THE GARDENS:

Sydney's Royal Botanic Garden is a heritage-listed 30-hectare oasis (64-hectares if one counts the adjacent Domain parkland) on Farm Cove, on the north-eastern edge of Sydney's CBD. The parkland is in fact a collection of smaller gardens and precincts, which is why locals simply call it "The Gardens."

For at least 30,000 years the Gadigal people of the Eora nation have lived on and around the southern shore of what is now known as Sydney Harbour. The Eora culture and lifestyle was dramtically interfered with - practically destroyed - once Captain Arthur Phillip sailed the ships of The First Fleet into Sydney Cove (Warrane) in 1788, landing hundreds of convicts and soldiers onto Gadigal land, immediately west of where the Gardens now stand.

Within a few months, Governor Phillip set aside the land adjacent to Farm Cove as a place to grow the colony's crops from seeds brought on the ships. The crops failed, and instead of generally considering how thousands of generations of Eora people had survived in the area, the colony suffered famine and came close to failure. It was not until farmland was established further inland at Rose Bay (Parramatta) that the young colony of Sydney found some stability. The farmland back at Farm Cove was used for further attempts at farming until 1816, when the then Governor, Lachlan Macquarie, officially established The Gardens on the land, declaring the area an extension of the Governor's Domain.

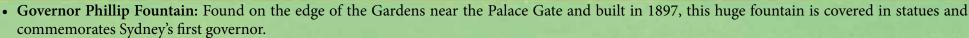
Now, the Royal Botanic Garden is not just a place of history, beauty and relaxation, but a place of research. Indeed, it is often called Australia's first scientific institution. It is home to a variety of plants, wildlife and stunning harbour views.

WHAT YOU MAY SEE ON A DAY IN THE GARDENS:

Everything depicted in this game is actually visible in (or from) the Gardens in Sydney. Here is a brief overview of some of the landmarks, features and birds you may discover.

The Landmarks:

- Sydney Opera House: One of the most famous buildings in the world. The Opera House stands on Bennelong Point, reaching into the Harbour. One of the main entries into the Gardens is located beside the Opera House. It opened in 1973.
- Sydney Harbour Bridge: Nicknamed "The Coathanger" by locals, this single-span steel bridge connects both sides of the harbour, and was opened in 1932. One of the biggest bridges in the world, it dominates the skyline.
- Fort Denison: A former penal site and defensive fort located in Sydney Harbour and visible from Farm Cove. It was built on a small island known as Mat-te-wan-ye by the Eora, or Pinchgut Island by the convicts. Now a museum and function centre, a cannon is still fired from the fort daily at 1pm.
- Mrs Macquarie's Chair: Lachlan Macquarie was governor of NSW from 1810-1821. He had a road built for his wife Elizabeth to walk along to reach the harbour. Here she used to sit and admire the views. Convicts were tasked to carve her a chair from a sandstone block on the point. An inscription is also carved above the chair.
- Moreton Bay Fig Trees: These enormous trees dominate The Gardens, and many areas of Sydney. Native to the area, they can grow up to 60m high.
- Conservatorium of Music: One of the oldest and most prestigious music schools in Australia, and located within the Gardens. The main building was commissioned by Governor Macquarie in 1816 as the stables for Government House.
- The Lion Gate: Located on the remaining section of the convict-built Macquarie Wall that ran through the Gardens. The statues on either side of the gate depict a male and female lion.
- The Duck Pond: Famously full of both ducks and eels, the Gardens' Duck Pond is one of its most visited sites.
- Art Gallery of NSW: Located a short walk from the Gardens in Sydney's Domain, it is one of the biggest and most important art galleries in Australia, most notably home to the annual Archibald Prize for portraiture painting. It was opened to the public in 1874.



- State Library of NSW: The oldest library in Australia, it was opened in 1826 and is adjacent to the Gardens.
- Sydney Tower: Sydney's tallest structure (at 305m high) is visible from many parts of the Gardens. Also known as Centrepoint Tower, it was opened in 1981 and houses an observation deck, restaurant and other attractions.
- And on the Central Boards you can see Government House the residence of the Governor of New South Wales which is located with the Gardens, and the Palace Garden Gate - a beautiful entryway to the Gardens which also once led the way to the Garden Palace building of the 1879 International Exhibition. A tremendous structure, it burned down just three years after the exhibition.



Not only the landmarks, but all of the statues, benches, bridges, fountains, etc., pictured in this game are styled on actual features of Sydney's Royal Botanic Garden.

Some of the birds you may see in The Gardens:



An omnivorous bird found across Australia and New Guinea, it is an accomplished singer.

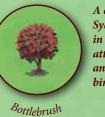
Kookaburra

And a note on the trees we chose for the game:

There are almost



1000 species of acacia in Australia. The Golden Wattle is Australia's national flower and gave birth to the national sporting colours of green and



A kingisher, its

name is derived

language and is

onomatopoeic of

its call.

from the Wiradjuri

A common tree in Sydney, the nectar in its bright flowers attract lorikeets and other native birds.

Sulphur-Crested

Cockatoo

One of 21 cockatoo species of parrots, known for it's crest, curved beak, and habit of destroying the facades of buildings.







seen across Sydney whener native trees are in flower. They



White Ibis

Originally from the Canary Islands, these trees are widespread throughout Sydney and its parks. Ibises aften nest amongst the trees' wide, strong branches that can gold. hold their weight. THE REAL PROPERTY AND INCOME.



Native to South America, this tree is common in Sydney, apparently because it was once given as a gift to young mothers to plant in their yards.







THE GARDENS

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We thank all the playtesters who have contributed to the development of this game, and our fabulous Kickstarter backers who helped make it possible!

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A WALK

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