

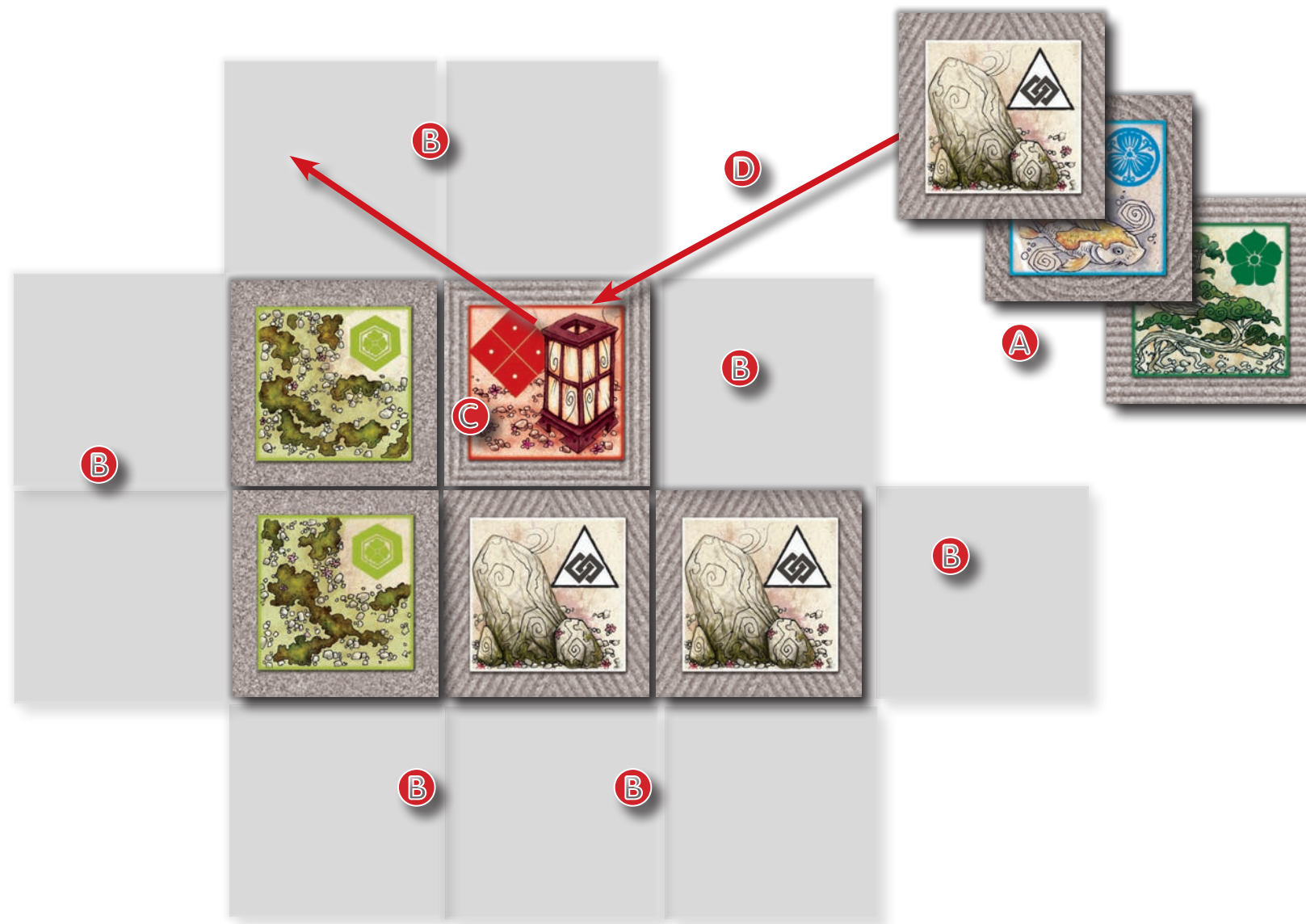


INTRODUCTION

Let the patterns relax your mind... Use tiles to form the arrangement on your pattern tile. Form your pattern twice, using the tiles that all of the players are placing, to achieve satisfaction (and victory)!

ZEN AND ROCK GARDEN

Zen Garden is a quick pattern-matching game that is very simple and plays in 15-30 minutes. Rock Garden is a more complex game, adding some components and a new way to play. This placemat teaches the Zen Garden game; the second side gives a basic description of the Rock Garden game.



Example: Jane has 3 tiles (A): water, rock, & wood. She can play any one of the 3 in any of the positions marked in gray (B). Alternatively, she can replace the lantern tile (C) with the rock tile (D) and then place the lantern tile in a gray position (B).

TILES

Tiles have two sides: a landscape side and a pattern side. Each tile, depending on when it is drawn, can be used as either a landscape or a pattern tile.

DEMO SET UP

- Separate the 16 lantern tiles from the 80 terrain tiles. 
- Place one lantern tile in the center of the table.
- Place 3 lantern tiles into the bag, along with all 80 terrain tiles.
- Draw one tile from the bag. This is your **Signature Pattern** tile, showing the pattern you need to recreate to win. Place the tile pattern-side down in front of you. 
- Draw three more tiles from the bag. This is your starting hand of landscape cards. (All tiles you draw for the rest of the game will be used for their landscape side.)

Flip over this mat and you're ready to play!



GAME PLAY

The youngest player goes first.
On your turn:

- Place one of the tiles from your hand onto the board.
- Draw a new tile from the bag.

LANTERN TILES

Lantern tiles are considered to be wild (all colors).
Lanterns make it easier to create a pattern, but you score more points for making patterns without lantern tiles (see below).

PLACING TILES

There are two ways to place tiles onto the board:

- Take a tile from your hand and place it on the board so that it touches at least one other tile on the board along one side. The tiles do **not** have to match color to be adjacent to each other!



- Replace a lantern tile on the board with a tile from your hand, and then place the lantern tile back onto the board touching at least one tile along a side. The tile you replace the lantern tile with **must** match at least one tile color that it touches.

You are trying to place tiles so that the pattern that appears on your signature pattern tile appears **twice** on the board, in different landscape colors. The pattern may be in any orientation, and may be flipped (a mirror image). Lanterns may be used as part of your pattern, but you gain an extra point if they do not use lanterns.

REVEALING YOUR PATTERN

If your pattern appears twice on the board, reveal your pattern tile. Confirm that the signature pattern appears twice on the board, in different landscape colors. Take five cubes of one color. Add one cube if either of the patterns used the landscape symbol/color shown on your signature pattern tile (on the pattern side). Add one cube for each of your patterns that did not use a lantern. (So, your maximum



score is 8 points.)

After one player reveals their pattern tile, other players take **FOUR** cubes in a color and sets them aside. At the end of each subsequent turn, players remove one cube to the supply (losing a point) until they complete their signature pattern twice. All players may still score the extra points for matching the symbol/color and for not using a lantern tile.

WINNING

The player with the most cubes is the winner. If there is a tie, all tied players win in a very Zen-like manner. Players may also choose to play several rounds, with the first player reaching 20 points ending the game.

ROCK GARDEN



Rock Garden adds a level of strategy and complexity to the game for those wanting more of a challenge. Players will now receive 12 cubes at the beginning of the game, and the goal of the game is to discard these cubes. In addition to a hand of tiles, a common draw set of four tiles is placed off to the side. Any tile in your hand may now be used as either a pattern or a

landscape tile.

On your turn, you place a tile as in Zen Garden, and then take two Placement actions:

- Play a tile from your hand
- Place a cube on the board by discarding a tile that matches either the color of the tile you are placing the cube onto, or is an area (adjacent, same-colored tiles) that matches the number on the tile. Your cubes make a tile wild for you (only). It is also possible to replace another player's cube by discarding a tile that matches **both** color and area size.
- Score by discarding a pattern tile that matches a pattern on the board. Scoring patterns must have at least one of your cubes on a non-lantern landscape tile, no more than two lanterns, and up to two of your cubes on non-matching terrain. You discard 0-3 cubes based on how many tiles in your pattern have the "base" color.

You then draw 1-3 tiles based on the number of actions you took.

More details about this version may be found in the rulebook!



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