G A R D E N

15 minutes

from 5 years

2 to 4 players

Presentation

With DiXe Garden, you will try to make the most beautiful garden.

Catch the **magic ingredients** faster than your opponents and grow the most beautiful plants

Garden offers **ingame help with mobile**, so you don't have to read this rule before your first game.

Goal of the game

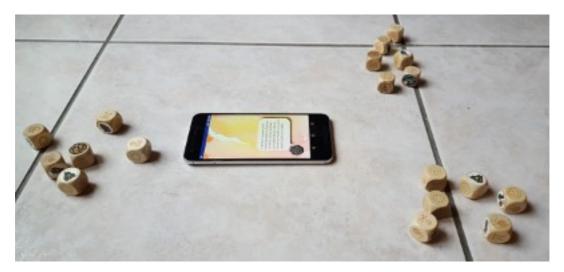The player who grows **200 points** with his plants will be the winner.

Required material

If you play without the plant cards: 6 DiXes per player and 1 mobile.

If you play with the plant cards: 12 DiXes per player and 1 mobile.

Setting up

Put the mobile in the center of the game and launch your DiXes on your side.

Garden is played with or without the plant cards (cards at the end of this rule to be printed and cut out).

If you want to play with the cards, shuffle them and put the face down next to the mobile: this is the draw. Each player then takes 2 cards which face up in front of him. Take the first 4 cards and turn them face up next to the deck.

In the mobile app, launch Garden game. Indicate the number and name of the players.

Choose a game level:

➢ **easy**: to play with family or discover the game

➢ **normal** : when you know the game and play with experts

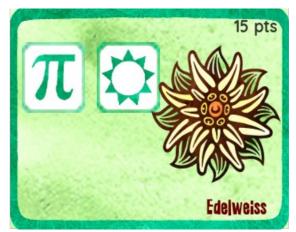➢ **advanced**: this level will be released in the next version of DiXe!

Game play

1. Goal

Objective of the game is to grow plants. Each plant earns you a certain number of points.

The game takes place in 2 phases::

- the ingredient study phase: you will have to be the fastest to identify the ingredients displayed on the mobile and to catch the corresponding DiXes,

- the gardening phase: you will use the harvested ingredients to make the best use of your plants.

2. Game mechanics

2.1. Ingredient study phase

The ingredient study phase allows you to **collect the ingredients** for use during the gardening phase.

This phase consists of a series of images displayed by the mobile in which you will have to discover hidden symbols: the magic ingredients.

This phase is made up of a sequence of 2 stages: the research of the ingredients and the placement of its ingredients.

Stage 1 : research of the ingredients

In each image, 3 symbols are hidden. All players play at the same time and must find 1 of these symbols.

You must in order:

➢ **find** 1 of these 3 **symbols hidden** in the image on the mobile,

- ➢ **catch** among your DiXes or those of your opponents a DiXe which has this symbol (symbol above),

- ➢ **shout** this symbol as quickly as possible so that other players can no longer catch DiXe with this symbol,

- ➢ **click** on your side of the mobile: other players only have 5 seconds left to find another symbol..

Please note, you can only catch **1 DiXe per turn**.

As soon as a player clicks on the screen, the other players have only a few seconds left to find an ingredient themselves.

Note that you can steal DiXes from your opponents, including those already studied.

Stage 2 : placement of ingredients

Following the time allowed for the search for ingredients, the mobile displays for 3 seconds the 3 symbols that were hidden. You can click on the dark flashing area in the middle of the screen if someone has made a mistake, this pauses the countdown before the next round.

Players who have caught a DiXe can during this time **place it above one of the DiXes** on their side of the field (without changing the visible symbols of the DiXes). The DiXes at height can be used in the second phase of play.

If a player has caught a DiXe with a symbol that is not part of the 3 correct answers, he must reroll this DiXe if he took it in his field. If he took it from another player, he gives it back to that player who does what he wants with it.

You can see the players who clicked in the time allocated by the green and red dots. If a player has caught a DiXe without being fast enough (red dot), he must reroll this DiXe if he had taken it in his field. If he took it from another player, he gives it back to that player who does what he wants with it.

If a player got the wrong DiXe, click on his green dot to make it turn red.

Note that rather than placing the DiXe caught above another of your DiXes, you can place it below one of your characters. You can use this character as a joker, and thus validate any symbol during the next phase of plant growth.

In normal level, you also have the right to reroll a caught DiXe.

2.2. Gardening phase

During the gardening phase, you **use your ingredients to grow your plants**.

This phase consists of 2 stages: validation of the symbols and harvesting of the plants.

Stage 1 : validation of symbols

If you are playing without the cards, reroll the 2 DiXes turrets you have studied (DiXes mounted on other DiXes). For each rerolled DiXes turret, you can validate a corresponding symbol of one of your plants by clicking on it.

If you are playing with cards, put the studied DiXes (DiXes mounted on other DiXes) on your plant cards. The symbol above your DiXe must match the symbol on your plant card.

Stage 2 : harvesting plants

If you play with cards and all the symbols of a plant are covered with a DiXe, that plant has grown. You can reroll the DiXes that were placed on it and put this plant aside (you earn the number of points indicated on the card).

You can take one of the 4 cards visible next to the deck and put it in front of you then take the first card from the deck to complete the 4 cards next to the deck.

If several players finalize plants in the same turn, the application indicates the order in which players can replace their plant cards. The order depends on how quickly you find ingredients during the study phase. So don't forget to click as soon as possible!

If a player has reached 200 points or more with his harvested plants, he wins the game.

When each player has finished validating his symbols and harvested his plants, you can click on the dark flashing area in the middle of the screen to go to the next phase.

End of the game

The first player to reach **200 points** with their cultivated plants cards wins.

20 pts

Potato

20 pts

Cauliflower

30 pts

Sunflower

30 pts

Pumpkin

30 pts

Carrot

30 pts

Basilisk

20 pts

Tomato

20 pts

Aloe Vera

20 pts

π ⏳ 🕉

Poppy

20 pts

☠ ✹ ☺

Raspberry

15 pts

☺ 🕉

Pear

15 pts

💣 ☠

Rose

15 pts

☯ ⑧

Lotus

15 pts

π ✹

Edelweiss

20 pts

π ☯ 💣

Potato

20 pts

⑧ ✹ 🕉

Cauliflower

30 pts **Sunflower**	**30 pts** **Pumpkin**
30 pts **Carrot**	**30 pts** **Basilisk**
20 pts **Tomato**	**20 pts** **Aloe Vera**
20 pts **Poppy**	**20 pts** **Raspberry**