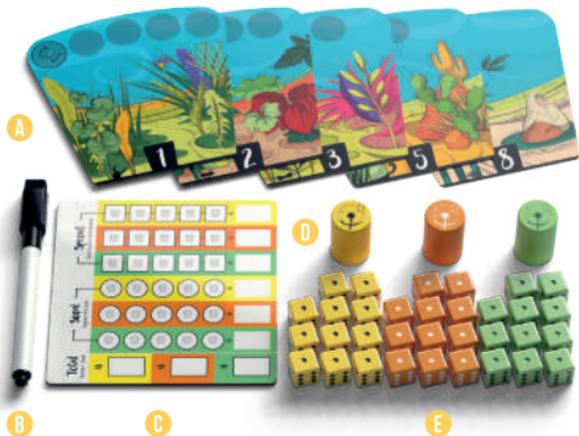


DANDELIONS

- 2-3 Players
- 15 Mins



COMPONENTS

- A 5 Garden Cards
- B 1 Dry Erase Marker
- C 1 Dry Erase Score Card
- D 3 Dandelion Pawns
(1 of each color)
- E 33 Dice (11 of each color)

OBJECTIVE

Float your dandelion from garden to garden to plant more seeds than your opponents.

CREDITS

Game Design: Takashi Sakaue
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Graphic Design: Luke Adams
Consulting: John Brieger, Michael Dunsmore
Special Thanks: James Nathan, Dale Yu, Mandy Tong



**First
Player**

First Player



Third Player



Second Player



SETUP

- 1 Place the five gardens in a circle in ascending order.
- 2 Each player takes a color (11 dice, 1 Dandelion Pawn)
- 3 Randomly choose a starting player and place their Dandelion Pawn on the start space (🌱). In turn order, the other Dandelion Pawns are placed in the next clockwise spaces.
- 4 Players gather all of their dice in their hand, and roll them in unison, imagining what it would be like to be the seeds of a dandelion carried away by the wind. Players then arrange their dice in front of them so they are visible to all players.

TURNS

The start player takes a turn.
Turns proceed clockwise.

Each player will take 11 turns,
using one of their dice on
each turn.



CHOOSE one of your
dice. Move your pawn
clockwise that many
spaces.



FLOAT: If another
pawn is in your final
space, move the same
number of spaces
again.



PLANT: Place your
previously chosen die in
the garden you land in.



GUST: If you *plant* in a
garden with other players'
dice matching your value,
move all the matching dice
to one adjacent garden.



PUFF: If you landed
on the start space (🎲)
pick up all your dice
not in a garden and
reroll them.

GAME END: The game ends when all dice are in gardens.

SPROUT SCORE: Each die scores points equal to the value of the garden it is in. Pips don't matter.

SEED SCORE: In each garden the player with the most dice scores equal to the sum of the pips on their dice.

If there is a tie, the tied player with the lowest sum of pips on their dice scores. If there is still a tie, all tied players score.

TOTAL SCORE: Highest total (SPROUT + SEED) score wins. If there is a tie, all tied players win.

Seed Scoring Example

- 1** Most Dice: **Yellow**
- 2** Most Dice: Green & Yellow Tie
Fewest Pips: **Green**
- 3** Most Dice: **Green**
- 5** Most Dice: Orange & Yellow Tie
Fewest Pips: **Orange & Yellow** Tie
- 8** Most Dice: All Tie
Fewest Pips: **Green & Yellow** Tie

	1	2	3	5	8	
Sprout	3x1 3	3x2 6	0x3 0	3x5 15	2x8 16	= 40
	2x1 2	2x2 4	2x3 6	3x5 15	2x8 16	= 43
	2x1 2	3x2 6	3x3 9	1x5 5	2x8 16	= 38



	1	2	3	5	8	
Seed	11	0	0	10	7	= 28
	0	0	0	10	0	= 10
	0	14	12	0	7	= 33