ENGLISH

Ladybird

Ellinor and Laura have fond memories of the endless days spent as kids exploring their grandmother's garden.

Now, many years later, their grandmother has become elderly and fallen ill. She can no longer take care of the garden, and it has become sadly neglected. The lush orchard and flower garden have fallen into disarray, overgrown and plagued by aphids.

Joined by their friends Joyce and Vincent, they return to the sanctuary of their childhood to help their grandmother during the summer.

Once back in the old garden, their childhood memories all seem to come back.

And as they begin their work in the garden, determined to restore its former splendor, they notice something, almost magical, happening in the air. The ladybirds seem to respond. They return once again, plenty in numbers and all kinds and colors!

Components

128 Ladybird Cards



25 Orchard Cards



20 Garden Tiles
5 in each player color





Rulebook

Reference Sheet

Scorepad

16 Flowerbed Cards



1st Player Token
»The Sticky Leaf«



48 Feeding Tiles



20 Life Cycle Cards



Childhood Memories



x 28

Aphids



x 28

x 16

Setup

1. Shuffle the *Ladybird Cards* thoroughly. Give each player 4 cards in hand. Place the remaining cards in a draw pile in the center of the table.

2. Place the *Life Cycle* and *Flowerbed Cards* in each their piles to the right of the draw pile.

3. Draw 9 Ladybird Cards face up in a 3 x 3 cards grid below the 3 card piles. This area is referred to as the *Ladybirds Common Pool* or simply the common pool.

4. Shuffle the *Orchard Cards* and place this deck face down to the upper right side of the area and draw out 3 cards face up in a column below the deck parallel to the common pool. Place 2 Aphid tokens on each card.

5. Place the Garden Tiles of each color in piles, portrait side up, in the centre of the table, so that they feature the numbers 1-5 in top-down order.

6. Create 8 randomly composed stacks of *Feeding Tiles*, each containing 6 tiles face down. Place the stacks in the center of the table and turn all top tiles face up.

7. Give *The Sticky Leaf* (1st player token) to the player, who last saw their grandmother.

8. Keep *Aphid tokens* within reach of all players. Keep the heart-shaped *Childhood Memory tokens* next to these, in the center of the table.

9. All players take the top Garden Tile with their preferred color and character, and place it in their play area with the Rose Garden action side face up.



How to Play



The aim of *Ladybird* is to collect and place colored ***Ladybird Cards*** in a ***tableau*** of cards in your play area, which will make you score the most points by the end of the game.

The game is played over 5 ***days.*** The 1st day has ***1 round***. Day 2, ***2 rounds.*** Day 3 has ***3 rounds***. Now guess how many rounds day 4 and 5 have? Exactly.

Each round, all players ***simultaneously reveal*** 1 card from hand, then take turns to ***place*** it in their tableaus, ***draft 1 unlocked*** card in hand from the common pool of Ladybird Cards, and resolve 1 ***Garden Tile action***.

You begin with just 1 ***Garden Tile***. Each new day you add 1 new tile, increasing your range of actions.

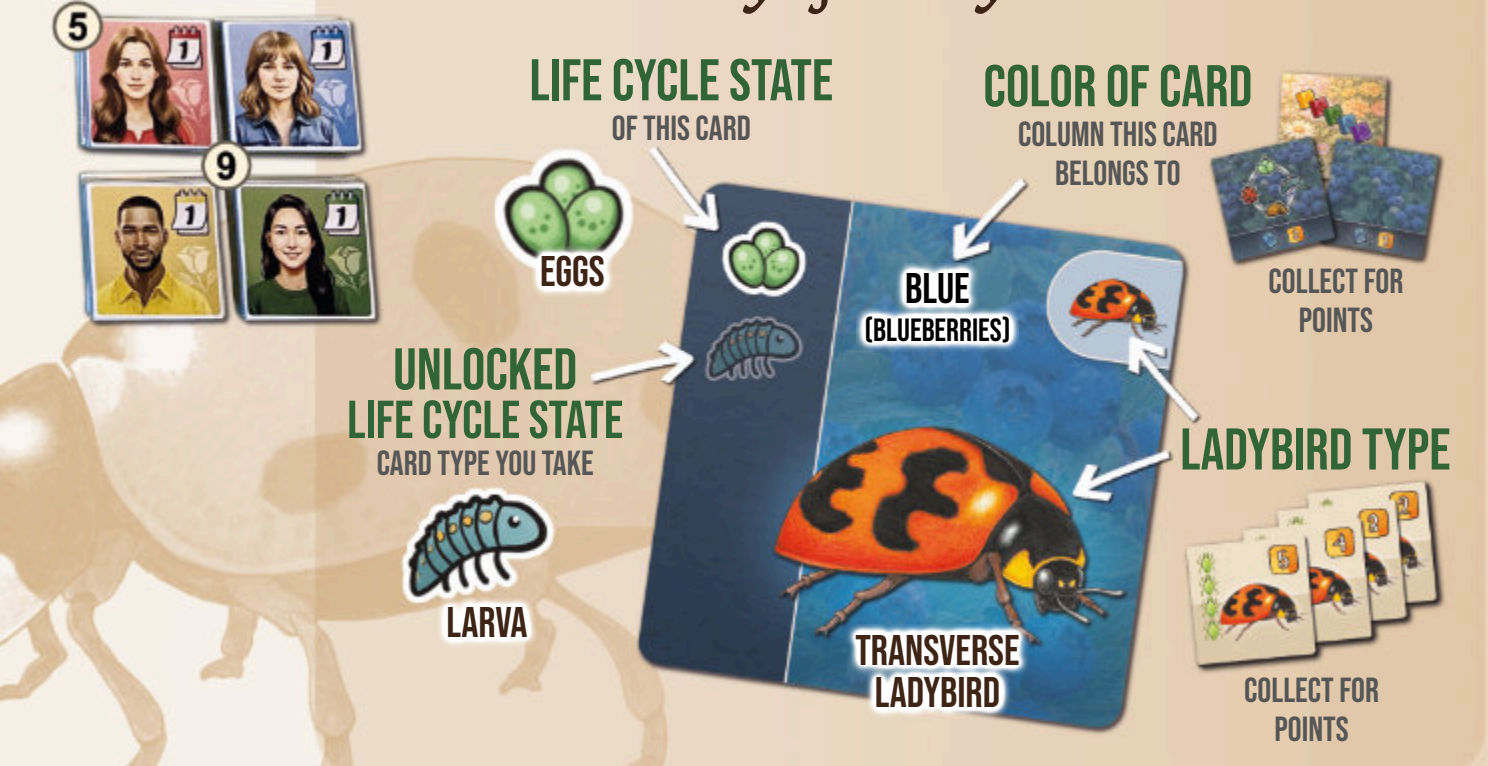
At the end of day 5, the game ends and players score their ladybird tableaus.

Orchard Cards and ***Life Cycle Cards*** increase your points for ladybirds in the columns of their color.

Flowerbeds increase your points for all ladybirds in the column where you add them.

Collecting ***Feeding Tiles*** increases the points you get for collecting cards featuring their type of ladybird.

Anatomy of a Ladybird Card



Round Overview

Reveal Phase

All players choose a card from their hand, and place it face down on the table. When all players have chosen, all *simultaneously reveal* their card. Place your revealed card at a slight angle in your play area, to indicate that the card has not yet been *placed*.

Garden Phase

Next, *in clockwise order*, beginning with the 1st player, players place the revealed card in their play area, draft 1 unlocked card, and resolve 1 available Garden Tile action.

1. PLACE YOUR CHOSEN LADYBIRD CARD

If you already have one or more cards of the same card color in your tableau, place your card on top of those, with the top part of the below cards still visible.

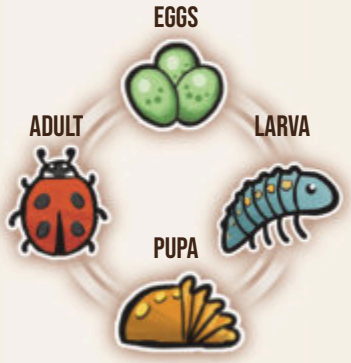


If there is no column of your card's color in your tableau, your card begins a new column. If you have one or more columns already in your tableau, place the new card next to the column(s) already created.

After placing your card, check for any *Placement Effects* ⇒

2. TAKE A LADYBIRD CARD ON HAND

The life cycle state of the card you place *unlocks* the next state in the common pool, which means you may take a card on hand, with the *next life cycle state*, regardless of its color or type.



If you place :

- *eggs*, take a *larva*
- a *larva*, take a *pupa*
- a *pupa*, take an *adult*
- an *adult*, take *eggs*

Whenever you draft a card with an unlocked life cycle state, but no card with that state is in the common pool, draw the top 2 cards from the draw pile instead.

This rule applies to every such draft, including the extra draft a Garden Tile action may grant you.

Placement Effects

COMPLETING A LIFE CYCLE



After placing a card, check to see if you have completed a life cycle in one color, meaning that the column has a complete set of egg, larva, pupa and adult icons, in any order.

If so, immediately claim a *Life Cycle Card* in that color and place it above your column, like an Orchard Card (See *The Orchard*, p. 6). Each Life Cycle Card collected increases the points in its column by *3 points per card*.

There can be just one Life Cycle Card added to a column. While you can collect more life cycle icons in

Childhood Memories

When you take the last card in a row or a column in the common pool, also claim 1 Childhood Memory token.

Immediately refill the vacant spots of the cleared row or column with 3 new cards from the draw pile. The common pool is only ever refilled when a row or column has been cleared, and just that row or column.

If you clear a row *and* a column at the same time, the power of your memories is twice as strong : claim 2 Childhood Memories, and refill the empty spots with 5 new cards from the draw pile.

Childhood Memories score you bonus points. Check the *Reference Sheet* for an overview.

Share a Real Memory (Optional rule)

If your group likes the idea and is comfortable with it, you can choose to share a real memory from your childhood with the other players, each time you take a Childhood Memory token.

a card color you already have a full set of icons in, only the first full set will award you a Life Cycle Card.

FLOWERBEDS



If your card completes a full row of all 5 card colors across your tableau, immediately claim a *Flowerbed Card* and add it above *any column you prefer*.

Flowerbeds increase the points for all ladybirds in that column by *2 points per card*.

There can be just one Flowerbed Card added to a column, but you will earn another Flowerbed Card each time you complete a full row of 5 different colored Ladybird Cards.

The Harlequin Ladybird



The *Harlequin Ladybird* is an invasive species. They can be played only during the *Reveal Phase* of the round.

When placing the Harlequin, choose another player's tableau to "invade" and replace *the most recently placed card* in one of their columns with the Harlequin. Then place that card in your own tableau, and resolve the rest of your turn, as if you had originally placed it there.

The Harlequin assumes the color of the card it replaces and will score like any other card of that color, but the invaded player will lose the *Ladybird type* and *life cycle state* of the replaced card. If this means that the invasive Harlequin destroys a complete Life Cycle, the Life Cycle card in that column *is lost and must be returned to the supply*.

When Harlequin Ladybirds appear in the common pool, they are automatically unlocked and can be taken by anyone, *in place* of a regular unlocked card.

However, you are never forced to take a Harlequin and can still take cards from the draw pile, if prevented from taking a card with your unlocked life cycle state.

Once placed, the Harlequin remains in the invaded column for the rest of the game. However, the invaded player can collect Harlequin *Feeding Tiles* to score points for each Harlequin in their tableau. (See *Picnic*, p. 7)

3. RESOLVE A GARDEN TILE ACTION

After placing your card and drafting a new card in hand, you must resolve ***1 Garden Tile action*** and flip the tile to its *portrait side*, to indicate that the tile has been used.

Day 1. Rose Garden



"The roses must be met gently", says Grandmother. A ladybird sits on the tip of your finger. You're lost in the moment - it suddenly spreads its wings and embraces the sky, before you get to make a wish.

Place ***1 Ladybird Card*** from hand in your tableau *and* draft a card from the common pool with the life cycle state your card unlocks.



Day 2. The Orchard



Sweet strawberries, lush apples, and the rhythm of falling branches from Grandmother's shears. "Care," she says, "is shaping what grows so that it can thrive."

Add ***1 Orchard Card*** from the available 3 face up Orchard Cards. Add the card to your tableau, and take all aphids on the card.



ORCHARD CARDS

There are 5 different types of Orchard Cards, each in its own color : *Strawberry Beds* (red), *Blueberry Bushes* (blue), *Orange Trees* (orange), *Apple Trees* (green) and *Vines* (purple). Each corresponds to a color of Ladybird Card. When added to your tableau, they increase the points for these by 1 point for each card.

Add the card above the column of the same color in your tableau :



If you do not already have Ladybird Cards in the color of the Orchard Card, simply place it above an empty column, and later start the Ladybird column of that color below.

When an Orchard action has been resolved, fill the vacant slot created with the top card of the draw pile, and turn it face up. Add 2 *Aphids* to this card.

Also immediately add *1 Aphid* to the other two face up Orchard Cards.



APHID

MILDEW TILES



The 22-spotted is a vegetarian, feeding only on *mildew*. It also prefers to feast together with other 22-spotted Ladybirds.

MILDEW TILES

Mildew Tiles are special Feeding Tiles just for the 22-spotted. You don't need aphids to claim them. You need *at least 1 card* in your tableau featuring the 22-spotted Ladybird.

Mildew Tiles increase the points for all cards in your tableau featuring the 22-spotted Ladybird, by 2 or 3 pts for each card.

Day 3. Picnic

The syrup on Grandmother's pancakes runs thick and golden. The sticky leaves in the garden lead the ladybirds to their prey. "One life feeds another", she says. "Such is the circle of life."

Add a *Feeding Tile* to your play area. It will cost you the number of aphids indicated by the tile.



Choose the top tile from any of the stacks of Feeding Tiles, and return the number of aphids required for that tile from your play area to the supply (unless it is a Mildew Tile, see below). Immediately turn the next tile in the stack face up.

If you add a Feeding Tile with ***Honeydew***, you may add *another* Feeding Tile as part of the same action. You may keep adding tiles, as long as the tiles you take show Honeydew, and you can afford the cost.



HONEYDEW

If you wish to have more than one Mildew Tile during the game, you must meet the total threshold of the tiles you claim.

EXAMPLE : *If you want 3 Mildew Tiles, you must have at least 3 cards with a 22-spotted Ladybird in your tableau, at the time you claim the third tile.*

Mildew Tiles are yours to keep, even if a 22-spotted of yours happens to be replaced by a Harlequin, reducing your numbers.

FEEDING TILES

Feeding Tiles increase your points for each card featuring the type of ladybird on the tile.



FEEDING TILES

Feeding Tiles are different for each ladybird type. For a complete overview of all the Feeding Tiles in the game, see the Ladybird Appendix on the *Reference Sheet*.

Day 4. The Toolshed

Grandmother never wastes any strength. "Always use the right tools", she says. Being resourceful is not working harder – it is knowing how to work wisely.

Choose one :



A: Place a Ladybird Card and draft an unlocked card in hand.

or

B: Acquire an additional Orchard Card, along with all the aphids on it.

Day 5. Tea Time

Grandmother's tea spurs warm memories. Belonging grows in these moments – in shared stories, laughter, and creating new memories together.

Choose one :



A: Take one final Childhood Memory home with you from the garden.

or

B: Conduct one last Picnic action: take one Feeding Tile, or more, as long as the tiles you acquire has *Honeydew*.

After the Round

When all players have finished their turns, pass *The Sticky Leaf* to the next player in clockwise direction. Discard any cards on hand, in excess of 4 cards.

The game proceeds with a new round until all players' available Garden Tiles are portrait side up. A new day then begins : all players take the next available Garden Tile in their color and flip all of their tiles action side up. Then proceed to the next round.

The End of the Game

When all players' five Garden Tiles are flipped portrait side up – after 15 rounds – the game ends. Use the scorepad for jotting down each player's points.



Colors : Count the number of points awarded by cards at the top of the column and multiply by the number of Ladybird Cards in the column.

Ladybirds : Add up the points for all Feeding Tiles you have with one type, and multiply that by your number of cards with that type.

Childhood Memories : Score according to the table on the *Reference Sheet*.

Aphids : Each aphid scores you 1 point.

The winner of the game is the player with the most points. If the score is tied, the winner is the player who has come in touch with the most Childhood Memories.

If they are still tied, they share the victory.



SOLO PLAY : BEAT YOUR OWN HIGH SCORE!

Play with the multiplayer rules, with these adjustments :

Set up a Common Pool of ***2 rows*** of 3 Ladybird Cards and 2 face up Orchard Cards. Use 1 set of Garden Tiles. Return the rest to the box.

Round Structure :

1. Place a Ladybird Card from hand.

2. Draft a card with the *unlocked life cycle* state, or draw 2 blindly from the draw pile, if you cannot.

3. Resolve 1 Garden Tile action. If this ends your *day*, add the next Garden Tile and flip all your Garden Tiles to their action side.

4. Discard down to 4 cards on hand.

Clearing columns or rows :

When you ***clear a column***, refill the 2 empty spaces.

When you ***clear a row***, gain 1 Childhood Memory and refill the 3 empty spaces.

When you simultanously ***clear both a row and a column***, gain 2 Childhood Memories and refill all 4 empty spaces.

The Harlequin in solo play :

Place in any column. Replaces the most recently placed card (discard this card). When you place the Harlequin, take any card from the common pool in hand.

Credits

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