

THE GAME

Up to 4 people can play Go Green, and it should take about an hour.

The object of the game is to become 100% self-sufficient in food.

For this, you need to collect the following animals, crops and 'Garden Extras':

- | | |
|--|-------------------------|
| ❖ 3 Pigs | ❖ An Allotment |
| ❖ 3 Chickens | ❖ 1 Greenhouse |
| ❖ 6 different kinds of vegetables | ❖ 1 Beehive |
| ❖ 3 different kinds of fruit | ❖ 1 Wind turbine |

The winner is the first to fill both their Garden and Allotment with all of the above.

TO START

From the '**Green Fingers**' pack, remove the four '**What's it worth**' cards, the four '**Swine Flu**' cards, and the four '**Bird Flu**' cards and hand out one of each to each player. Put any left over cards back in the box. (The '**What's it worth**' cards will help you easily work out what can be bought and sold, and for how much).

Push out all the tokens from the card and put them in the empty tray - This only has to be done the first time the game is played.

Shuffle the Green Fingers and Natural Selection cards separately and put them face down on their places on the board.

Each player then chooses a Garden on one of the corners of the board, and a wheelbarrow as their playing piece, placing it on the Go square.

Give each player 1 Chicken, and 1 Sweet Corn token, placing them on the marked squares on your Garden. Finally, give each player **7** haybales. Haybales are used as currency and a means of exchange. The term 'Green Bank' refers to the game box.

RULES

Players take turns to roll the highest dice to decide who goes first, and continue to take turns moving around the board picking up crops, animals, 'Garden Extras', and an Allotment as you go.

If you land on a **Green Fingers** square take a card from the top of the pack, follow the instructions, then put it at the bottom of the pack. If during a **Green Fingers** card, you are offered fruit or vegetables that can only be placed on an Allotment, but haven't yet rented an Allotment, you can't accept it.

If you land on a **Natural Selection** square take a card from the top of the pack and ask the question to any player of your choice. If they answer correctly, they win one haybale from the Green Bank. If they answer incorrectly there is no penalty. Return the card to the bottom of the pack.

If you land on a **Village Fair** square you can choose to buy 2 crops, these can be fruit and/or vegetables, as long as you have space on your Garden and/or are already renting an Allotment. You may hold up to two of the same crop on a marked space.

You may also sell 2 crops to the Green Bank - these must be different from the ones just purchased. Crops are bought for 1 haybale, but sold for 2 haybales - allowing you to make a profit. You are not allowed to have more than 2 of each crop. **You may also** purchase one Garden Extra (Beehive, Greenhouse, or Wind Turbine), if you are renting an Allotment, which can be bought for 2 haybales but only sold for the same i.e. 2 haybales.

If you land on an **Animal Market** square you can choose to buy 1 animal and/or sell 1 different type of animal to the Green Bank. Chickens cost 1 haybale, and pigs cost 2 haybales. You will always receive more for your sale than your purchase, so it's worth buying up extra stock - although you only need 1 animal on each square to win.

Every time you pass the **Go** square, pick up 2 haybales.

In order to collect all the fruit, vegetables and 'Garden Extras' you will have to rent an **Allotment** on which to put them, so if you get the chance, it's worth renting as soon as possible. To get this, you go around the board until you land on an Allotment for Rent square, or pick up an Allotment for Rent card from the Green Fingers pack. You are only allowed 1 Allotment.

If a player lands on a '**Trespassing Keep Out!**' square, that player must pay a fine to the player who owns the Garden he has landed on. The fine is one fruit or vegetable token of the Garden owners choice. If nobody owns the Garden, or the player who's just trespassed doesn't own any crops, no fine is paid.

If a player lands on the '**Fox**' square, put any chickens you have into the safety of the chicken coop (excluding any in your wheelbarrow). Put them on one of the four small green squares in the middle of the board nearest your garden. These can be retrieved by throwing a '6' on the dice on future turns. (You can still move your wheelbarrow 6 squares, and continue buying chickens during this and future turns, but your chickens won't count as completing your garden until they are safely back).

Swine Flu card

Use this card to remove one pig from one of your neighbours, because you suspect a case of Swine flu. This card may only be used if your wheelbarrow is empty. Go clockwise around the board with your wheelbarrow to the 'Trespassers' square next to their Garden. Present this card, and put one of their pigs in your wheelbarrow. Don't forget to apologise! (You don't have to pay a fine for being on this square). Collect 2 haybales if you go past the Go square. Then role the dice and continue with your turn as usual. Drop off the pig in your own garden when you go past it on future turns. If you don't have space in your Garden, the pig must remain in your wheelbarrow. This card can only be used once, then returned to the box.

Bird Flu card

Exactly the same rules apply as the Swine Flu card, but substituting up to two chickens for one pig.

Players continue around the board until all crops, animals and Garden Extras have been acquired. The winner is the first to fill both their garden and Allotment.

In the unlikely event you can't pay because you have no haybales left, you must sell any crops or livestock you have to the Green Bank (at the usual selling rates) to raise funds, then pay what you owe. If you still can't pay, the player to your left must make up the outstanding debt.

If the Green Bank runs out of haybales, each player must 'bale' out the bank by donating 2 haybales each.

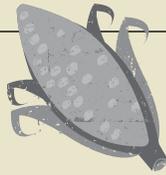
Get digging - The good life awaits...



WHAT'S IT WORTH?

ANIMAL MARKET SQUARE

Buy 1 animal and/or sell 1 different animal
(You may hold up to two of the same animal on a marked space)



VILLAGE FAIR SQUARE

Buy 2 crops, these can be fruit and/or vegetables.
(You may hold up to two of the same crop on a marked space)

You may ALSO sell 2 crops to the Green Bank

One 'Garden Extra' (Beehive, Greenhouse or Wind Turbine)
can also be bought

The purchase and resale value of each piece:

CHICKEN = 1 haybale (sell for 2 haybales)

PIG = 2 haybales (sell for 4 haybales)

FRUIT AND VEGETABLES = 1 haybale (sell for 2 haybales)

GARDEN EXTRAS = 2 haybales (sell for 1 haybale)



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THE RULES