

# Guiding the Dandelion

## A Food Forest Card Game, for 2 to 4 players

### The Cards

Please see [Understanding the Playing Cards](#) for a thorough description of cards and icons.

### What is a guild?

In a real food forest, as in the game, guilds are collections of plants (or other garden elements) that help each other. Some might attract pollinators, some might fix nitrogen, still others might provide a living groundcover to keep in moisture and provide fresh mulch as leaves drop to the garden bed. In a real food forest, we try to build guilds where every plant satisfies multiple needs and every need is satisfied by multiple plants. In the game, many plants are capable of satisfying multiple needs, but it is not always the case that every need is satisfied by multiple plants. If it works out that way, however, you can certainly pat yourself on the back!

### Object of the Game

The object of *Guiding the Dandelion* is to collect plant “guilds”, or companion plantings, each with a central card that has all of its input needs satisfied. A guild is composed of one or more cards, with complementary inputs and outputs, wherein at least one of the cards has all of its inputs satisfied. If a card has no inputs, and is not a wild card, it is “self-satisfied” and, for the purposes of this game, can be considered a guild all by itself.

### Making Guilds

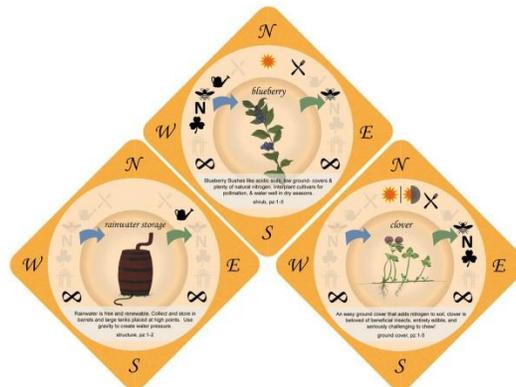
Using the cards in one’s hand, one builds “guilds” around one central card. To put down a guild, all of the needs of **at least one** of the cards in the guild must be satisfied. The more needs that are satisfied for the central card, the more points the guild is worth.

With the exception of “wild cards”, cards that have no input needs can be placed on the table to count for one point. This card can later be incorporated into another guild to satisfy another card’s input needs.

You cannot put down a guild until you have all of the cards required to build it. Once a guild is in front of you, however, you may change the central (satisfied) element by using the cards together in an improved guild around *another* central card added later. In this case, all previous cards must be incorporated in the new guild and you will earn the points for the card with the greatest number of satisfied inputs.

Below is an example of a three card guild. As you can see, the card with the most inputs is the blueberry card. As the blueberry card has all of its inputs (water, pollinators, nitrogen and groundcover) satisfied by the other two cards, this card can be considered the central card and is worth 4 points (one point for

every one of the blueberry card's inputs.



A three card guild around blueberry card

### Playing the game

All but one of the House cards should be removed from the deck

One player is designated as the dealer and deals out five cards to each player. The player on his right takes the first turn and play proceeds clockwise as described below.

A turn consists of:

1. Making guilds: the player can make, and put on the table, any number of guilds during his turn, providing that each card in the guild has at least one card with all of its inputs satisfied. If the player cannot make any guilds, the player proceeds to step 2 below.
2. Discarding: after making guilds (if possible), the player must discard one, and only one, card – assuming he has one to discard.
3. Replenishing cards: after discarding, the player replenishes his own hand either from the remaining cards in the deck or from the discard pile – *but not from both*. If there are not enough cards in the discard pile to fill the player's hand, the player must draw from the deck instead. By the end of the turn, the player should again have the same number of cards he or she started with. The player must never take more than five cards from the discard pile (or the deck) during one turn. The player is **not** required to use cards taken from the discard pile during his or her next turn.

Play continues until:

1. The main deck is entirely depleted, **and...**
2. No more guilds can be made. If one player cannot make any more guilds, play continues around the table until all players have had one final turn.

### Wild cards

There are several wild cards in the basic deck: these include the ladybug, the praying mantis, the aphids and the tornado. (Note: in the sample deck there is no tornado card. Players may use the yellow "Dear Friend" card to represent the tornado.) Special rules apply for each of the wild cards:

**Aphids:** when the aphids card is turned over, the player who has turned it over must place the aphids card on one of her guilds – temporarily nullifying the guild but not removing it from her collection. While a guild is nullified, nothing can be done with the guild, and it is worth no points, until a ladybug or praying mantis card is drawn and applied to the problem.

If no guilds are owned, the player can choose another player to whom the aphids card will pass – or simply discard the aphids card so that it causes no more trouble.

**Ladybug & Praying Mantis:** when a ladybug or praying mantis card is turned over, the player may choose to do one of several things:

1. Apply the card to an existing aphids problem, either on his own or on one of the other players' cards. When the card is played this way, the aphids and the ladybug/praying mantis card are both discarded.
2. Save the card in case of future aphids infestations. If aphids appear later in the game, this player can play the ladybug or praying mantis card on the aphids and discard both of them.
3. Trade the card for another player's guild. In this case, the player who has drawn the beneficial insect card announces that he is willing to trade. Other players may make offers and the offers are either accepted or rejected.

**Tornado:** (note: if there is no tornado card in your deck, use the yellow "Dear Friend" card as the tornado card.)

When the tornado card is drawn, the player who has drawn the tornado card must immediately discard all of the cards in his or her hand and draw a new hand. Guilds already on the table are not affected. Play passes immediately to the next player without any further actions on the part of the player who drew the tornado card.

**Drought: ???**

**Dandelion: ??? (should it be a wild card?)**

### **Winning the Game**

When the deck is empty and no more guilds can be made, all scores are tallied according to how many points the central card of each guild is worth (as described above). The winner is the player with the greatest number of points. If multiple games are being played, no points are subtracted for unused cards.