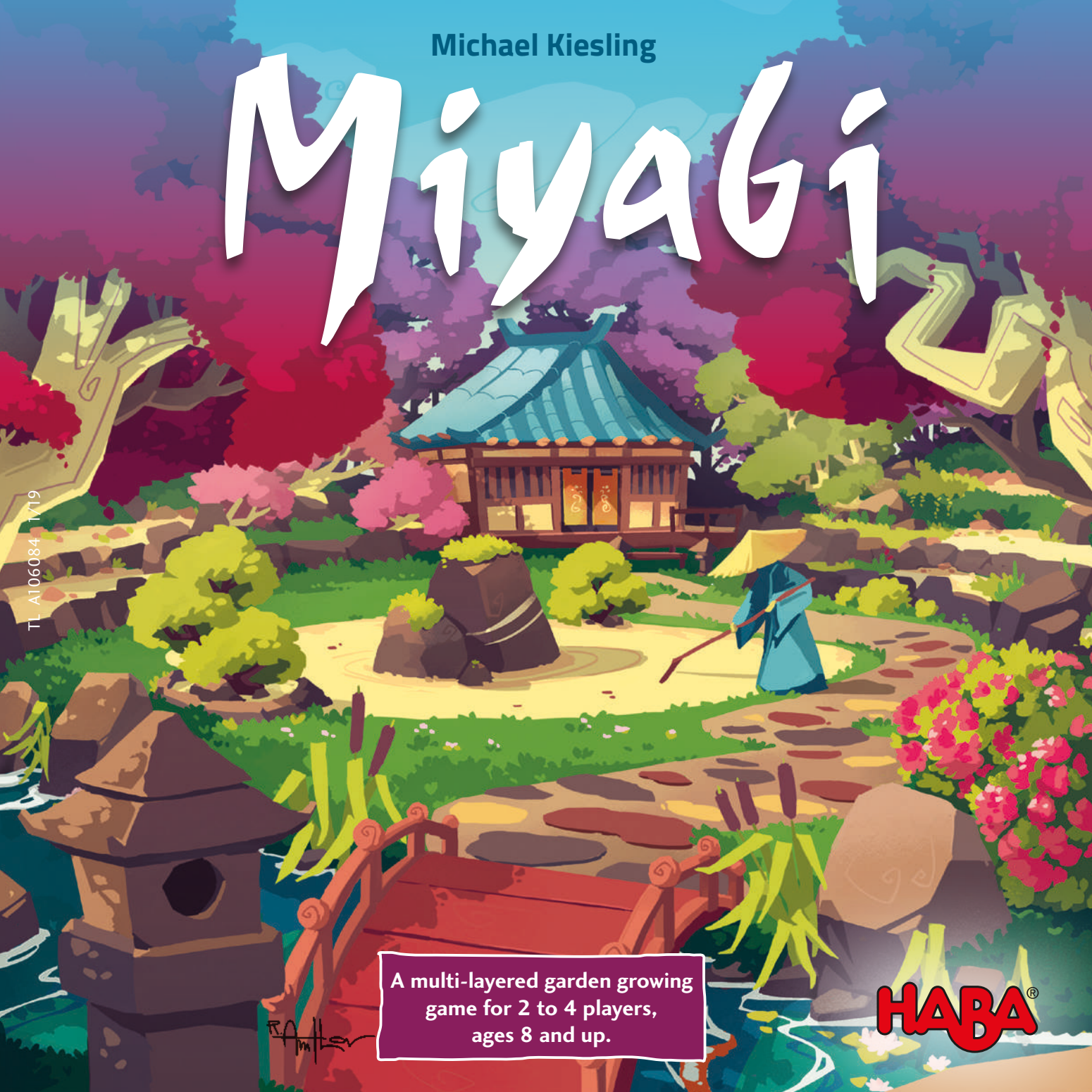

Michael Kiesling
Miyabi
TL_A106084_1Y19
A multi-layered garden growing game for 2 to 4 players, ages 8 and up.
HABA®

Japanese style gardens are an elegant form of art expression through nature. Nothing is left to chance. Everything is planned down to the last detail. Become a Japanese style garden designer and create your own place of calm. You'll skillfully place stones, bushes, ponds, and pagodas on multiple levels within your garden to become the best garden designer of the season.

"Miyabi" is Japanese for "elegance," "grace," or "refinement."

CONTENTS

4 garden game boards



24 wooden lanterns



6 5th layer bonus tiles



1 bonsai tree (2 pieces)



1 building round marker



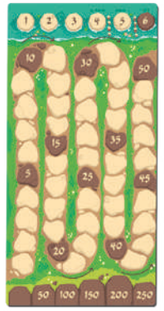
8 wooden scoring stones



16 Zen tiles



1 score board



1 info card



4 frog markers



96 garden tiles

5 expansion tiles for experienced players





maple tree



pagoda



fish



azalea bush



boxwood



stone

You can find an overview of all garden tiles on the insert in the box base.

GAME SETUP



- Place the score board in the center of the table (A) and the building round marker on the field marked "1" (B).
- Each player takes a game board (C) and places it face-up in front of them. Each player also receives 6 lanterns (D) and the two matching scoring stones in the color of their choice. Extra game boards, lanterns, scoring stones, and expansion tiles are not needed and can be put back in the box.
- Each player places one of their scoring stones to the left of the first space on the scoring board (E). The other stone is placed on the "0" field of the point strip with the 50 point steps (F).
- Place the 6 bonus tiles face-up next to the score board (G). Keep the info card and the assembled bonsai tree nearby (H).
- Place all 96 garden tiles (I) face-down into the box lid.

HOW TO PLAY

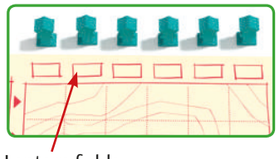
The game takes place over several building rounds. During a building round, you'll take turns designing your own Japanese style gardens. The number of building rounds is determined by the number of players and is noted on the score board.

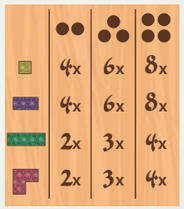


➔ 2 players (• •) = 6 building rounds
➔ 3 players (• • •) = 5 building rounds
➔ 4 players (• • • •) = 4 building rounds

Building Round Order

At the start of each building round, each player places their lanterns above their game board.





The number of garden tiles that you need per building round differs depending on the number of players. How many tiles of each type can be found on the info card. Take the appropriate number of each garden tile type (single, double, triple corner, and triple straight) from the box and place them **face-up** in the center of the table.

Each player will take up to 6 turns each building round.
The youngest player is the start player and receives the bonsai tree for the first building round.

On your turn, you will either select and place a garden tile , or pass if there is a not a tile you can play. If you place a tile, you will place a lantern and then score points.

Then the next player in a clockwise direction will take their turn.

1. Place a garden tile or pass

Take one garden tile of your choice from the center of the table and place it on your game board.

The following rules apply:

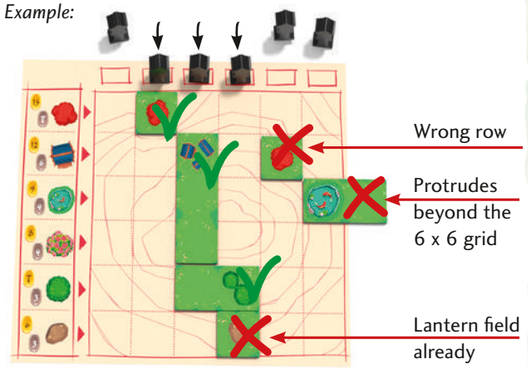
- Each row in your garden can only contain one type of object, depicted on the left side of the board. Place the garden tile in such a way that any objects it shows are in the **correct rows**.
- There is a lantern field for each column on your game board. Place the garden tile so that the objects shown are **also** in a **column** with an empty lantern field.
- The **empty** green fields of a garden tile may lay in any row or column, regardless of whether the lantern field of the column is empty or full.
- The garden tile must be placed on the game board within the square 6x6 grid. It must not extend beyond the grid.
- Garden tiles may be placed on top of other already placed garden tiles, but only if the entire new tile is on top of already placed tiles. Objects on other garden tiles may be covered. All other placement rules still apply.

If you are not able to place a garden tile, you must **pass** for the rest of the building round (skip placing a lantern and scoring) while the other players continue to play.

2. Place a lantern

Place a lantern onto the lantern field of the column you just played objects into.

Example:



3. Scoring

You **immediately** receive points for the placed garden tile equal to:
"number of objects on the garden tile" x "the layer on which you placed it"

Note!
In a pond, each fish counts as an object.

Examples:



For the garden tile with the 3 pagodas, the player receives: 3 pagodas x layer 1 = 3 points



During a later building round, the player places the tile with 2 fish in a pond, and receives 2 fish x layer 2 = 4 points

Move your scoring stone forward by the number of points received on the score board. If your scoring stone moves past the 50 space, start at 0 again and move your second stone forward one space on the 50 point track.

Note for layer 5:
For each object type there is one bonus tile that earns players extra points. Each **bonus tile for an object type** is awarded to the **first player** who places a garden tile with that object on the fifth layer. Move your scoring marker forward by the number of points shown on the bonus tile, then remove the bonus tile from the game.



Building Round End

The current building round ends after all players have either:

- ➔ filled all their lantern fields with lanterns
- ➔ passed

Garden tiles that were not used in this building round are removed from the game.

The **building round marker** is moved one space forward. At the start of the next building round, place your lanterns back above your board and take the garden tiles for the next building round out of the box. The bonsai tree is passed to the next player, making them the start player. Then, the next building round can begin.

END OF THE GAME

The game ends after the last building round.

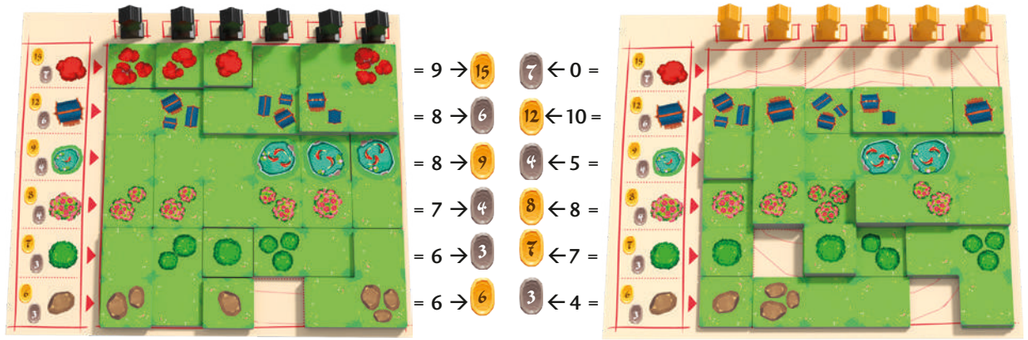
Now it's time for **final scoring**.
Points are given for the **most objects** in each row.

Each row is scored individually:
The player with the most visible objects in one row receives the higher score shown on the left side of the row. The player with the second most number of visible objects in that row receives the lower score for that row. These players move their scoring stones forward by the appropriate number of fields. All other players receive no points.

If there is a tie for the most objects, all tied players receive the higher score. In this case, however, there are no points awarded for the player(s) with the second most number of objects. If there is a tie for only the second most number of objects, all tied players receive the lower score.

Now everyone adds up the value of their two scoring stones. Whoever scores the most points wins! The winner is the best gardener of the season. Tied players share their victory!

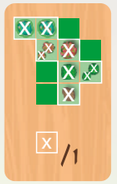
Example:



EXPANSIONS

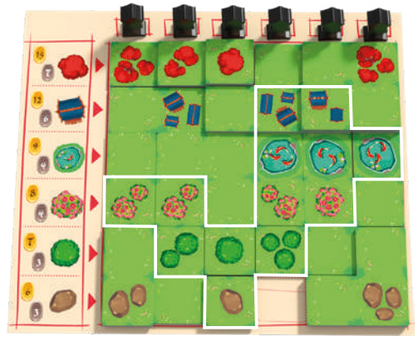
There are five mini-expansions included for the game. Before each game, decide which expansions you would like to play with and place the corresponding expansion cards next to the scoring board. You may also need to get additional game materials ready. In general, the expansion cards can be combined however you want. We recommend introducing them in the following order, so that the game challenge is increased gradually.

A) The Colorful Garden



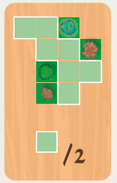
The game is played the same as in the basic game.
At the end of the game, each player also scores their largest connected group of directly adjacent **objects** (horizontal and vertical). Different layers do not break up this group, but empty green fields do. Players receive 1 point for each individual object in this group and moves their scoring stone forward that many points.

Example:



The largest connected group consists of 27 objects. This player receives 27 x 1 point = 27 points.

B) The Big Meadow



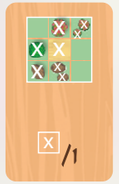
The game is played the same as in the basic game.
At the **end of the game**, each player also scores their largest connected group that consists entirely of empty, **green garden tiles** without any objects. Different layers do not break up a group. The player receives 2 points for each empty green garden tile in the group and moves their scoring stone forward that many points.

Example:



The largest connected group consists of 6 empty green garden tiles. The player receives: 6 x 2 points = 12 points.

C) The Zen Garden



The setup is the same as in the basic game.

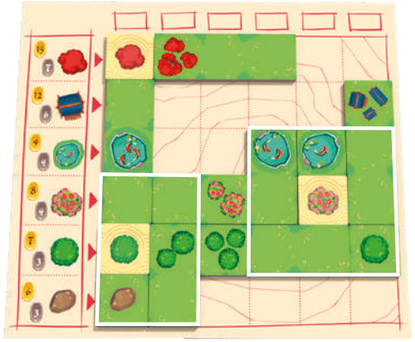
The 16 Zen tiles are also required. These are shuffled and laid out face-down next to the score board. Flip over 5 random Zen tiles to start.

The game is played the same as with the basic game. However, during their turn, players can take **one** of the face-up Zen tiles instead of one of the regular garden tiles and place it on their game board. A new Zen tile is turned over for each one that is used.

The following should be noted when placing a Zen tile:

- A Zen tile may only be placed in an empty space on the **lowest layer** of the game board, never on another garden tile. Afterwards, a lantern must be placed on the lantern field of the appropriate column.
- Players receive 1 point for each Zen tile placed and move their scoring stone forward appropriately.
- If the Zen tile is completely surrounded (the edge of the game board also counts for this), then the player receives 1 point **for each object** that is adjacent to the Zen tile. The player also receives one additional point for the object shown on the Zen tile. After these points are received, the Zen tile can no longer be used to gain points.
- Even if the frog (see "The Frog" expansion) covers objects on a garden tile that is directly adjacent to the Zen tile, the objects under the frog are still scored.
- The player may only take a Zen tile when the last Zen tile they placed has been completely surrounded by other garden tiles. The edge of the game board counts for this
- A Zen tile may not be covered by other pieces in later turns. A frog may not move onto a Zen tile (see "The Frog" expansion).

Example:



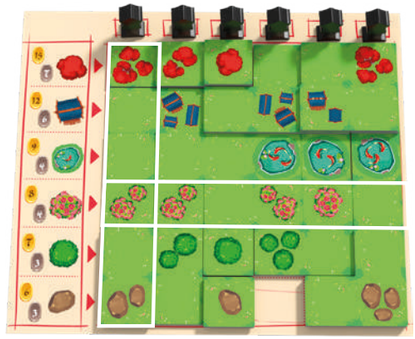
The player received 4 points for surrounding the Zen tile with boxwood and 5 points for surrounding the Zen tile with the azalea shrub. For the Zen tile with the maple tree – as it is not yet completely surrounded – the player received just 1 point up to now.

D) 7!



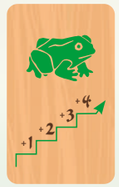
The game is played the same as in the basic game.
At the **end of the game**, each player also scores their rows and columns based on the following formula:
Players receive 7 points for each column or row in which there are **exactly** 7 objects, moving their scoring stone forward appropriately.

Example:



In this example the player receives: 2 x 7 points = 14 points.

E) The Frog



The setup is the same as in the basic game. Each player also receives a frog marker and places it on a space of their choice on their game board with the silver frog facing up.

The game is played the same as with the basic game. However, your frog may be moved by one space either **before** or **after** your regular turn.

The following applies:

- Move the frog **horizontally** or **vertically** onto a neighboring space.
- The frog may never be moved onto a Zen tile (see "The Zen Garden" expansion).
- The frog must stay on the same layer or may jump a maximum of one layer higher.
- Each time that the frog reaches a higher layer, you immediately receive points: Layer 1= 1 point, layer 2= 2 points etc.
- The frog **cannot move to a lower layer.**
- The **silver frog** may not be moved onto objects.
- When the silver frog reaches the 4th layer, it turns into a golden frog. Turn the frog marker over for this transformation.
- The **golden frog** may be moved onto objects.

At the end of the game, take the frog marker off the board and carry out the remaining scoring (**most objects** and – depending on the expansions being played – "The Colorful Garden", "The Big Meadow" and "7!").
The frog has no influence on this!

Game Designer: Michael Kiesling
Illustrator: Studio Vieleck
Editorial staff: Tim Rogasch

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SHORT RULES OF THE GAME

AIM OF THE GAME

Cleverly place garden tiles on your own game board, following the Miyabi rules, to score the most points by the end of the game.

GAME SETUP

- Place the score board in the center of the table, building round marker at the top of field “1”, one marker for each player in front of the first space, the other marker at the bottom of space “0”
- Each player receives: Game board, 6 lanterns of their chosen color
- 6 5th Level Bonus tiles are laid face-up, info cards and bonsai tree ready for use
- 96 garden tiles, face-down in the box lid

HOW TO PLAY

- Play several building rounds, the number depending on the number of players (see top of score board)
- Building Round Order:
    - o Lay out the garden tiles face-up as per information cards. Ensure each player’s lantern fields are empty.
    - o Play in turns in a clockwise direction, the start player (bonsai tree) starts:

        1. **Select and play a garden tile** (if not possible, pass to the next player)
           Rules for laying: Within the grid, object in matching row, corresponding lantern space still free; condition for higher levels: Tile is placed completely onto the garden tiles already laid
        2. **Place a lantern into the lantern field above the column used**
        3. **Scoring** Number of objects x level tile placed on

    - o The building phase ends once all the lantern fields have been filled or passed. Move building round marker, pass bonsai tree to next player
- Bonus tile: For each object type, the first player to place a tile on the 5th level scores the object’s 5th layer bonus points. Then, remove that bonus tile from the game.

END OF THE GAME

- After the last building round:
  Final scoring points are given for the most number of objects in each individual row (as shown on the game board)