

Garden Geckos™



Overview:

In Garden Geckos, players delve into a lush garden world where colourful geckos hustle to capture bugs and achieve objectives. Each player commands a team of geckos, navigating a dynamically evolving garden made of hex tiles, forming patterns and bug chains to score victory points. The game blends tactical tile placement with the excitement of collecting bug meeples, strategically achieving secret and communal objectives along the way. As the garden grows and geckos scamper, players must balance resource management and strategic foresight to emerge as the master of this charming, bug-filled realm.

Game Components:

1 Starting Hex Tile	60 Terrain Hex Tiles
42 Objective Cards	12 Secret Objective Cards
5 Gecko Meeples x 6 colours	12 Bug Meeples x 6 Bug Types
1 Rule Book	1 First Player Marker Hex Tile

Objective:

Each player represents five geckos that must work together to capture as many bugs as possible and achieve Objectives to score victory points. Objectives may be accomplished in two ways: place geckos to connect Bug types or simultaneously occupy specific terrain patterns.

Setup:

Each player chooses a gecko colour and takes five matching geckos.

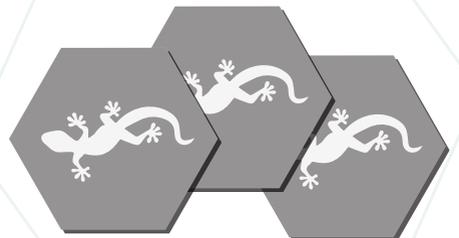
Place the Resource Bugs (separated by bug type) to the side of the table within reach of all players.



- 1 Place the starting Hex Tile in the centre of the table.
- 2 Choose a first player and give them the First Player Marker. Gameplay will move in a clockwise order.
- 3 The last player decides what the starting bug will be and places that bug from the supply in the centre of the starting tile.



Shuffle the terrain Hex Tiles and place them in a face-down pile on the table within reach of all players. Deal three tiles to each player as a starting hand.





Shuffle the Secret Objective Cards (yellow with gecko back) and deal two to each player. Players keep one of the two cards and return the other to the box face-down. Players keep their remaining objective secret from other players.

Create the Objective Market by shuffling the Bug Objective Deck (green back with bugs) and Terrain Objective Deck (brown back with diamonds) separately, then placing them on the table face down six cards apart. Deal three cards from each to create a market of six face-up Objectives:



Points:

Scoring is straightforward in this game. Each Bug is worth one point, regardless of whether it is a physical token or printed on the bottom of an Objective Card. (Scoring for Bonus Objectives varies - see Page 7.)

Game End Triggers:

If any of the following occurs, the game end is triggered and the current round is completed, with the player to the right of the First Player taking the last turn (ensuring everyone has had an equal number of turns):

- 1) Any player has achieved their sixth Objective.
- 2) One of the bug supplies is fully exhausted.
- 3) The last Hex Tile is drawn (not played).

How to play:

On your turn, go through each of these steps in order:

1. Place a Hex Tile from your hand onto the table.
2. Place a gecko on the placed tile, spanning matching patterns.
3. Collect achieved objectives.
4. Draw back up to three Hex Tiles.

When placing a tile on the table, you must connect it to another tile on a side with a matching pattern. You then place one of your geckos across the two tiles, spanning the matching patterns and “connecting” the bug images in the centre of the tiles. If more than one side of the placed tile connects to matching patterns, you may choose which matching pattern your gecko spans.





Figure 1: The Last player chose the ladybug as the starting bug, the First player places their Hex Tile and gecko.

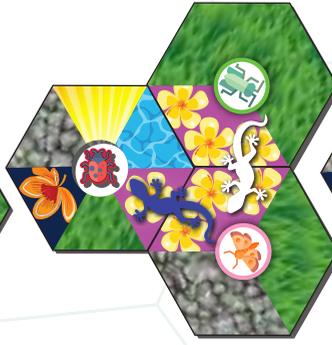


Figure 2: White player places their Hex Tile, then places their gecko spanning the matching pattern.

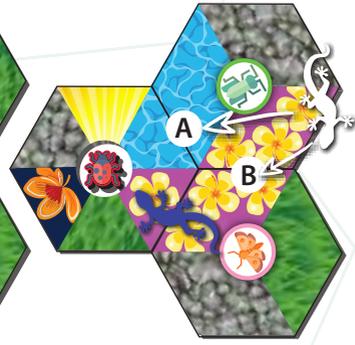


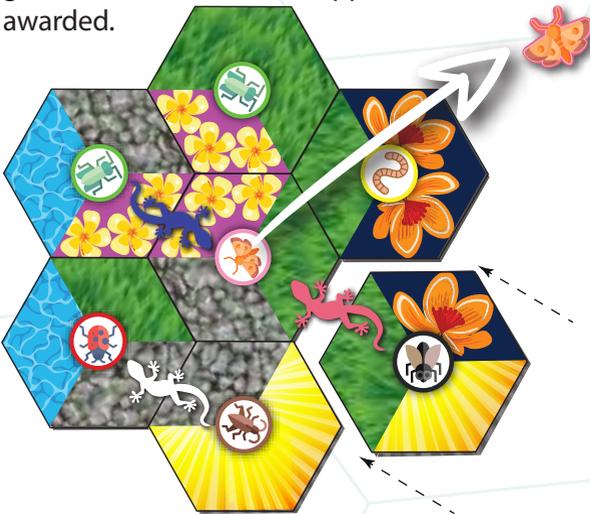
Figure 3 Alternate: White player places their Hex Tile with two matching sides. They may choose which pattern their gecko spans.

Once all of your geckos have been placed on tiles, you must move one of your previously-placed geckos to the newly placed tile spanning the new matching pattern.

Swapping Hex Tiles From Hand: During your turn, if you feel you may have better opportunities with different Hex Tiles, you may pay one Resource Bug (that has been awarded through trapping – see Page 5) to draw three more Hex Tiles. You then choose any three of the six tiles in your hand and return them to the bottom of the Hex Tile deck, beginning your turn as usual with the remaining three. This may be done once per turn.

Tile placement can score three different ways (and potentially all at the same time):

Trapping Hex Tiles and Winning Bugs: When a Hex Tile is placed that causes another Hex Tile to be completely surrounded on all sides, the geckos fight for the Bug on the trapped Hex Tile. The Bug is awarded to the player with the most geckos touching that tile. In the event of a tie, the player who placed the tile is awarded the Bug. If the tie does not involve the player who placed the tile, they choose which of the tied players is awarded the Bug. Take the matching Resource Bug token from the general supply and give it to the winner. If a trapped tile does not have any geckos touching it, no Bug is awarded.



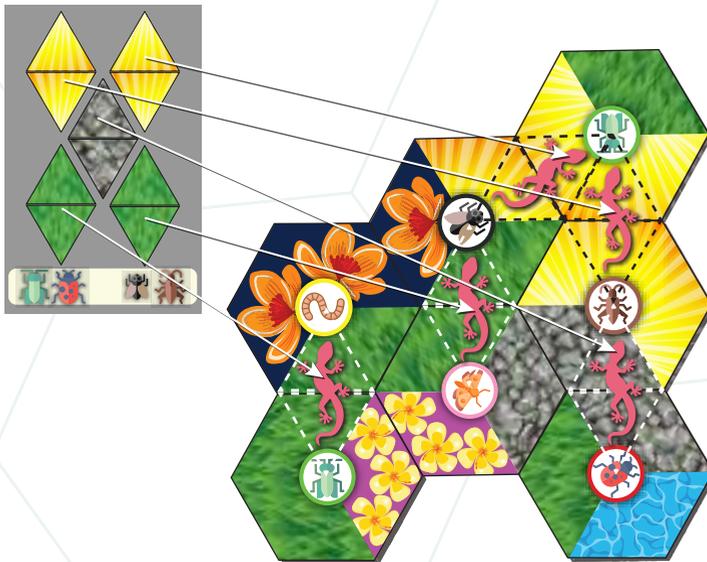
Example: Pink player places a Hex Tile that “traps” the center moth tile. Since an equal number of Blue and Pink Geckos are touching the trapped Hex Tile, the Pink player wins the tie. They are awarded a moth Resource Bug from the general supply, which is worth one point at the end of the game or may be used to swap Hex Tiles on a future turn.

Achieving Objectives: To achieve an Objective, you must contribute to that Objective by placing a tile on your turn. In other words, you do not automatically win an Objective if, by chance, you meet all of its criteria when the Objective is revealed. You may not claim more than one of the same Objective type on the same turn, but may claim both a Bug Objective and Terrain Objective on the same turn.

When you complete an Objective, take the corresponding card from the market and keep it for end-game scoring. Replace the claimed Objective Card with a new Objective of the same type from the respective deck.

(Note: Once an Objective has been completed, your geckos may be moved in a later turn without losing that Objective Card.)

Terrain Pattern Objectives: Complete these Objectives by simultaneously having your geckos occupy the patterns indicated on the card. Please note that the diamond shape represents the spanning of the same matching pattern across two tiles.



Bug Sequence Objectives: Complete these Objectives by forming a chain between Bugs with your geckos. These links must be in the same order as indicated on the Objective Card. Be mindful of the lines connecting Bugs on the Objective Cards. Some cards show the Bugs forming a continuous chain, others have parallel connections, while a few require no connections at all.



Parallel

Gecko connects cricket to grasshopper.

Gecko connects fruitfly to mealworm.

Sequence

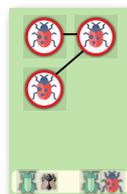
Gecko connects ladybug to ladybug.

Second Gecko connects one of those ladybugs to another ladybug.

Independent

Geckos must be touching two fruitflies, a grasshopper, and a moth.

Same Gecko MAY touch two of these Bugs together, but it is not mandatory.



Game End:

Once the game end triggers, finish the round, and then calculate scores.

Final Score Calculation:

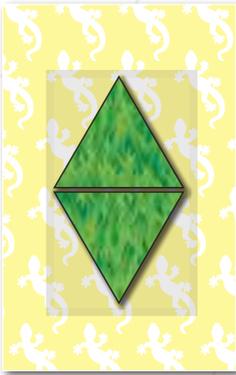
Count one point per trapped Bug you have won, plus one point for each Bug printed on the bottom of your scored Objective Cards, plus your end-game bonus. Tie games are awarded to the player with the most captured bugs, followed by the most objectives collected. If it's still a tie, it's a tie!

Scoring Bonus Objective Cards:

You will have one of two types of Bonus Objective Cards: a Bug Bonus or a Terrain Bonus.

Bug Bonus: Score a bonus of two points for each Bug meeple and Bug image printed on the bottom of your Objective Cards that matches the Bug shown on Bonus Objective.

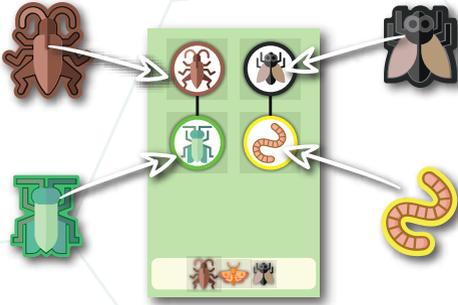
Terrain Bonus: At the end of the game, the largest continuous pattern on the table that matches your Bonus Objective is scored. You receive one bonus point for each segment (third of a Hex Tile) that is part of that connected pattern. If the starting Hex Tile is part of this connected area, count it as one point. You are not required to have geckos on this pattern at the end of the game to score it.



Example: Player has the grass terrain card as their Bonus Objective. The largest connected grass area on the table is shown above. The player will score one point for each Hex Tile with a third covered in grass, two points for the Hex Tile that is two-thirds grass, and one point for the starting Hex Tile.

Advanced Rules:

Once players have become comfortable with the core rules of the game, try adding this additional scoring method: For each Bug Objective Card awarded, a player will score two points per Bug printed on the bottom of the card if they can place all the respective Resource Bug tokens onto the card by the end of the game. The meeples used still also count as one point each.



Example: Player is awarded this Bug Objective Card during the game. They “trap” a cricket, fruitfly, grasshopper, and mealworm during the game. By placing those Resource Bug tokens onto the circles on the card, they now score two points per Bug printed at the bottom, six points in this example.

Note: Each Bonus is scored separately, so a player with a Bug Bonus Objective Card would also score two points for each Bonus Bug, in addition to this Bonus. For example, if their Bug Bonus Objective Card shows a cricket, they would score four points in this example (two points for the meeples, and two points for the cricket on the bottom), as well as the six points mentioned above.

Kids Rules:

Remove all Bug Objective, Terrain Objective, and Secret Terrain Objective cards when playing with children. At the beginning of the game, deal out one Secret Bug Objective card to each player. Play will proceed similarly to the standard rules, with the key objective of the game to trap the most bugs by surrounding tiles. At the end of the game, each bug collected is worth one point, and each bug matching the player's secret objective is worth an additional two points. The end game is triggered once the last tile is drafted or a bug supply runs out. The player with the most points wins!

Garden Geckos Solo Rules:

You FAIL if you do not achieve the following goals during the game:

1. Trap five bugs (and have them at the end) matching your Bug Bonus Objective.
2. Have a connected terrain matching your Terrain Bonus Objective worth at least ten points (10 x 1/3rd of a Hex Tile terrain connected).
3. At least five of each objective type claimed.
4. All six bug-type meeples at the end of the game.

Before drawing tiles, randomly choose one Terrain and one Bug Bonus Objective card. These are your pass/fail objectives for the game. Shuffle the separate decks of Objective Cards and deal out eleven of each as starting Objective card piles (there are only twenty-two Objective cards in the Solo Game). Choose a gecko colour to represent your family of geckos and choose one colour that will be your nuisance gecko opponent.



Place a gecko matching your Bug Bonus Objective in the starting tile, then draft three tiles. Your opponent will not draft any tiles until their turn and will only draft one tile. On their turn, you may place that tile anywhere you want as long as it connects to a matching terrain. If there are no legal moves for their drafted tile, draft another (and so on) until a tile appears that has a legal move. On subsequent turns, only draft a new tile for them if their hand is empty. Tile & gecko placement follow the same rules as the standard game. However, the nuisance geckos do not score objectives, they just get in the way. The game ends when you draft (not play) the last tile.

Sole Game scoring is as follows:

Each objective card and bug meeple is worth one point for final scoring. Bugs on the bottom of cards are irrelevant, and there are no bonus points for matching your secret bug objective. Your Terrain Objective scores as normal.



Bronze finish: All goals achieved with a 35-point score



Silver finish: All goals achieved with a 50-point score
+ achieve ALL of one objective type



Superstar finish: All goals achieved + ALL objectives achieved

Credits:

Lead Playtesters:

Bobbi Attwell, Mike Barnett, Mike Chase, Terry Ellen Christophersen, Devon Elshaw, Rich Gans, Andrew Gilpin, Steven Hill, Owen Kaplan, Lacey MacKay, Reed Mascola, Judith McCann, Matt Moylan, Sarah Pippy, Diane Schickerowsky, Adam Staley, Emma Staley, Katie Staley, Kyla Staley, Megan Staley, Rebecca Tabor, Susan Turner

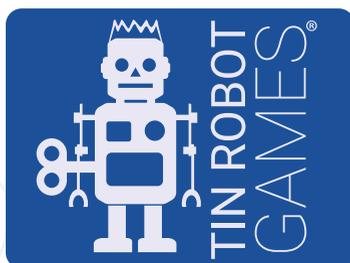
Designer: James Staley

Illustrator: Cesar Ayala Delgado

Publisher & Graphic Design: TIN ROBOT GAMES

Rules Editors: Andrew Gilpin & Sarah Pippy

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Dew Drops & Koi Ponds



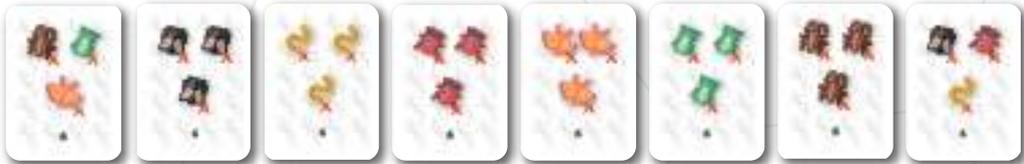
Overview:

Garden Geckos: Dew Drops & Koi Ponds adds **three new expansions** to the original Garden Geckos game. Each expansion can be added separately, or they may be used all at once, depending on the players' experience with the game.

Point-Vendor Market:

In the Point-Vendor Market expansion, a third market is added to the game. It is best to position this market above the other two in the play area. Deal out all eight vendor cards so they are visible to all players.

How It Works: You may "cash in" collected bug meeples to buy additional points. Return the required combination of bug meeples to the supply, then take the corresponding objective card from the Point-Vendor Market. Add the point value on the bottom of Point-Vendor cards when calculating your endgame score. As with the standard Objective Cards, this market is first come, first served: There is only one of each point card available per game.



Dew Drops and Koi Ponds:

At the beginning of the game, give each player one Dew Drop token and one Koi Pond token. Both of these tokens act as "wild" elements in the game.

On your turn, you may place either your Dew Drop or your Koi Pond when you place a gecko.



Dew Drop Placement: A Dew Drop may be placed on top of either of the bugs that your gecko touches when the gecko is placed. That bug spot then becomes wild and can represent any bug needed for an objective card in the market.

Shared Wild: Be cautious—other geckos touching this Dew Drop may also use it as a wild bug.

Exchange for tiles: Similar to the bug meeples, you may exchange a Dew Drop to draft three new tiles before your turn. Choose three tiles to keep in your hand and discard the other three.



Picking up a Dew Drop: A Dew Drop may be taken if it is on a tile that becomes “trapped.” When this tile is surrounded, the player with the most geckos touching the tile takes the Dew Drop rather than the matching bug meeple and may use it on a future turn. Ties are determined by the same rules in the game.

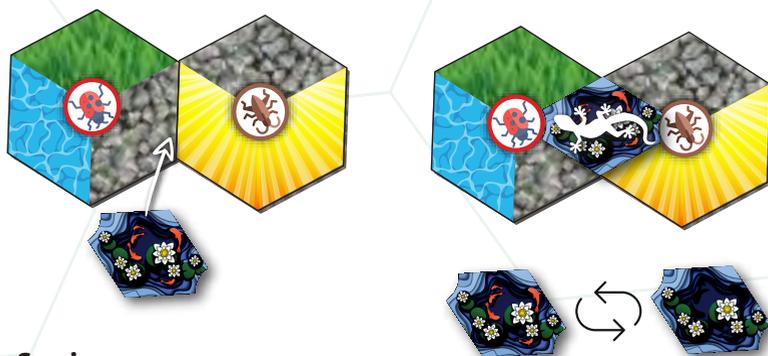


Koi Ponds Placement: Koi Ponds act as wild terrain. When placing your gecko, place your Koi Pond underneath your gecko, spanning the two terrain tiles. **These two tiles do not have to match.** Place your Koi Pond with the “fish side” up.

Wild Terrain Benefit: For the rest of the game, that Koi Pond counts as any terrain for the gecko that is on it and counts toward Secret Terrain Objectives. For scoring Secret Terrain Objectives, count the Koi Pond tile as two-thirds of a tile (2 points).

Moving Off: Once a gecko is moved off a Koi Pond, leave the Koi Pond in place.

Market Objective Limit: When you use the Koi Pond to fulfill one market objective, flip the Koi Pond to the side with no fish, indicating that it may not be used again.



Final Points Scoring:

Dew Drops: Like bugs, each Dew Drop is worth 1 point. However, they do not count toward Secret Bug Objectives.

Koi Ponds: Each Koi Pond is worth 2 points as part of Secret Terrain Objectives.

Expansion Game End Triggers:

The game end is triggered if any of the following occurs. Finish the current round so that the player to the right of the First Player takes the last turn (ensuring everyone has an equal number of turns):

- 1) Any player achieves their **eighth** objective.
- 2) One of the bug supplies is completely exhausted.
- 3) The last hex tile is drawn (not necessarily played).

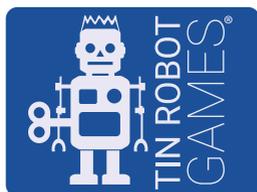
Credits:

Designer: James Staley

Publisher & Graphic Design: TIN ROBOT GAMES

Rules Editor: Andrew Gilpin

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Dew Drops & Koi Ponds



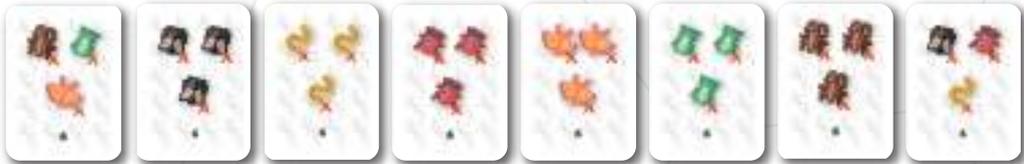
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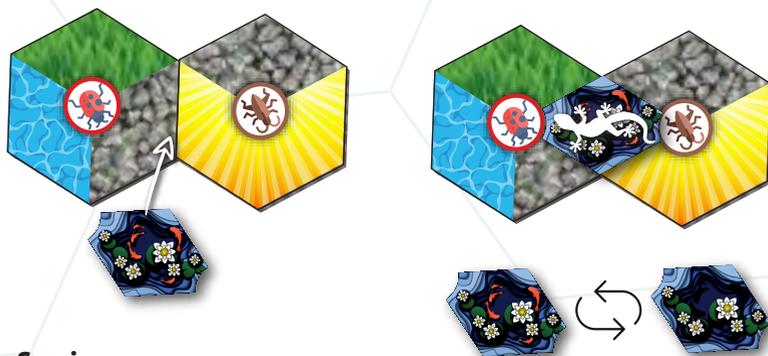


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