

garden.

...CANASTA...



THE COMPLETE GARDENER'S
How-To-Play Guide
+ PLUS RULES FOR HAND & FOOT +

OBJECTIVE

Garden Canasta can be played as partner teams (our personal favorite) or individuals (great for 2 players).

The main objective is to earn points by:

- **gardening** (playing cards)
- **harvesting** (completing sets of 7 cards)
- **finishing a season** (playing all the cards in your hand)

The game is played over multiple seasons (rounds). The team or player to reach 10,000 points first wins.

SETUP: DEALING

Shuffle the season decks and deal cards face down to each player based on the following chart:

Players	Decks	Starting Hand
2	2	14
3	2	12
4	2	11
4 (2 teams)	2	11
6 (3 teams)	3	11
Hand & Foot (rules on pg. 13)		
4 (2 teams)	4	11

Place the remaining cards face down to form the draw pile. Finally, take the top card and place it face up next to the draw pile to form the discard pile.

Determine First Player: Each player draws a card from the draw pile, and the player with the highest point card goes first. Ties are resolved with a new draw. All drawn cards are shuffled back into the draw pile.

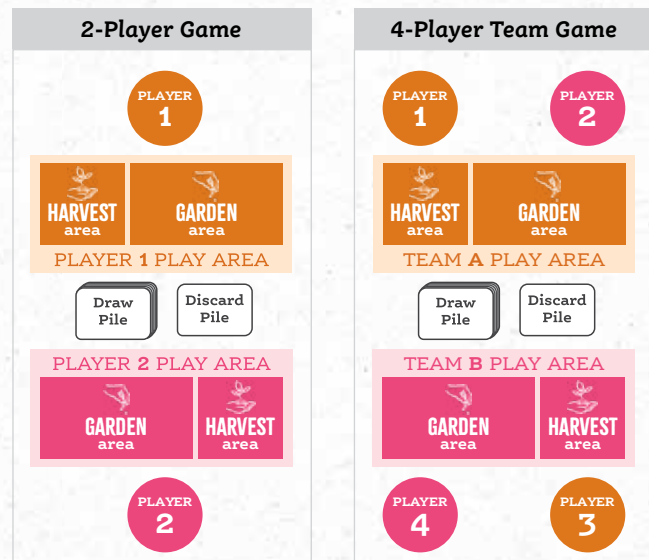
First Player Rotation: The first player rotates clockwise each new season.

SETUP: PLAY AREA

Individual Game: Each player has their own **garden area** where they play their cards, and **harvest area** for their **harvested crops** and treasure cards.



Team Game: Each team has a shared **garden area** and **harvest area**, and players sit in alternating seats so team members are not next to each other.



CARD TYPES



Crop Cards

Natural fruit and vegetable seeds for planting.



Mixed Seed Cards

★Wild: Play in any crop in the garden area and the crop becomes mixed.



Pest Cards: Pests can not be planted. You lose 100 points per pest if still in your hand during scoring.

CARD DETAILS



Fairy Cards

★Wild: Play in any crop in the garden area, the crop becomes (and stays) natural.



Gnome Cards

★Wild: Play in any crop in the garden area, does not make the crop mixed.

Treasure Cards: Whenever you receive a treasure card from dealing or drawing, place it in your harvest area then draw a card from the draw pile and add it to your hand.

**You can't use a treasure to take the discard pile.*



GAMEPLAY

Players have four seasons to accumulate as many points as they can. During each season players take turns (in clockwise order) until someone ends the season. Players then add up all their points, and the next season begins.

Each player's turn consists of:

- 1) Drawing
- 2) Gardening & Harvesting
- 3) Discarding

1: DRAWING

To start your turn draw two cards from the draw pile, or take the entire discard pile.

Taking the Discard Pile: You may only take the discard pile if you can immediately plant the top card into a crop in your **garden area**, or use it in combination with cards from your hand to plant a new crop or to **start your garden**.

Frozen Pile: You may only take a **frozen discard pile** if you can immediately use the top card with cards in your hand to plant a new crop without using any **★wild cards**.

2: GARDENING

During this part of your turn you can perform as many of the following actions(✿) as you wish, in any order, using the cards in your hand (including cards taken from the discard pile):

Crop: A set of three or more cards of the same crop type (or two of the same crop with mixed seeds) planted in a row in your **garden area**.

✿ **Start Your Garden:** The first time you plant crops in a season, the total combined points from the cards you play must meet or exceed the point requirement based on your current points.

STARTING GARDEN POINTS



Your Score	Points Needed
< 3,000	125+
3,000-4,995	150+
5,000+	180+

!! You can't use points from any cards taken from the discard pile if you took it this turn.

Planting Crops: When planting crops, place them in rows in your **garden area** with the top of each card visible so it's easy to see how many cards are in that crop row.

✿ **Planting a New Crop:** After you start your **garden**, you may start a new crop row by planting at least three cards in a new row in your **garden area**.



Three of the same crop cards



More crop cards than ★wild cards



Too many ★wild cards



Crop card types don't match

✿ **Plant on Existing Crop Rows:** Add a crop card to a matching crop row in your **garden area** or to a matching **harvested crop** in your **harvest area**



✿ **Play a ★ Wild Card:** Add a ★ wild card to any crop in your **garden area** as long as there would still be fewer ★ wild cards than regular cards in the crop.

Mixed Seeds: Turns crop into a mixed crop.

Gnome: Keeps the crop natural, unless a mixed seed is present.

Fairy: Keeps the crop natural, even with mixed seeds present

✿ **Harvesting:** When a crop has seven cards, you **must harvest** it by placing it as a separate stack in your **harvest area**. After a crop is harvested, **only matching crop cards** may be played on it (no ★ wild cards).

Natural Harvest Stack



Mixed Harvest Stack



The chart below describes the three types of **harvested crops** along with how many points they are worth at the end of the season:

HARVESTED CROP VALUES



POINTS
500 **Natural Harvest**
Does not include mixed seed cards, can include a Gnome.

300 **Mixed Harvest**
Includes mixed seed cards.

500 **Fairy Harvest**
Includes the fairy card, even if it also includes mixed seed cards.

HARVEST TYPE EXAMPLES

Natural Harvest

No mixed seeds



Mixed Harvest

Has mixed seeds



Fairy Harvest

Has the Fairy



Spicy Harvest (optional rule):

A **Natural** harvest of a spicy crop scores **2,500 points**, but an unharvested spicy crop row at the end of the season is worth **-2,500 points**.

(you still score points for individual planted spicy cards)



3: DISCARDING

End your turn by discarding one card from your hand onto the discard pile. You must always have one card left in your hand unless you are **ending the season**.

Freezing the Discard Pile: If you discard a ★ wild card, the discard pile becomes **frozen**.
(See how to take a frozen pile on page 5)

ENDING A SEASON

The **season immediately ends** when either:

- A player has at least one **harvested crop** and discards the final card in their hand
— or —
- There are no cards in the draw pile at the end of a player's turn



A player who **ends a season** by discarding their final card gets a **100 point bonus**.

At the end of each season players total up their points.

TOTALING POINTS

Points are totaled in three steps:

1) Current Season's Harvest Points

- + Harvested crop points
- + Bonus 100 points if you ended the season
- = **Total Harvest Points**

2) Current Season's Gardening Points

- + Individual card points in the **garden area**
- + Individual card points in the **harvest area**
- + Treasure card points
- Subtract all card points in your hand
- = **Total Gardening Points**

3) Season End Point Total

- + Previous Point Total
- + **Total Harvest Points**
- + **Total Gardening Points**
- = **Season End Point Total**

TOTALING POINTS EXAMPLE



HAND



- | | | |
|----------------------|---|-------|
| 1) Natural Harvests | = | 500 |
| Mixed Harvests | = | 300 |
| 2) Garden area cards | = | 120 |
| Harvest area cards | = | 105 |
| Treasure cards | = | 100 |
| Cards in hand | = | -60 |
| <hr/> | | |
| 3) Season End Total | = | 1,065 |

WINNING THE GAME

After totaling points, the player with 8,500 or more points wins.

If multiple players have over 8,500, the player with the most points wins. If it's a tie, everyone wins!



BONUS BOARD & TOKENS

Using the Bonus board and tokens makes every game of **Canasta** or **Hand & Foot** unique. Each season one random crop will bring in more points, while another won't be as valuable. You'll also acquire bonus tokens for planting first and ending the season.

SETUP

At the start of each season, shuffle the **crop** and **bonus** tokens face down.

- Place one **crop** token face-up on the **Cash Crop** space and one on the **Cover Crop** space.
- Place one **bonus** token face-up on the **Planting First Bonus** space and one on the **Ending Bonus** space.



Cash & Cover Crops: When you harvest a cash or cover crop, its harvest point value is increased by 200 if it's a cash crop, or decreased by 200 if it's a cover crop.

Example: If you harvest a natural crop of corn, because it's this season's cover crop, it would be worth 300 points instead of 500.

Bonus Tokens: The first player to plant a crop during the season immediately gains the bonus token on the **Planting First Bonus** space. The player who ends the season gains the token on the **Ending Bonus** space.

A bonus token can be played at any point during the player's turn who has a token. Once used they are discarded back into the bonus token pile. You don't have to play the token right away; you can save it for a future turn, or a future season.

STARTING A NEW SEASON

After points have been scored for the current season, clear the bonus board, shuffle the bonus and crop tokens face down, and then follow the setup step to refill the board for the new season.

Have fun gardening!

CREDITS

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HAND & FOOT

Hand & Foot uses the same rules as **Canasta**, with the following changes:

TEAMS

The game is played with two teams of 2 players.

THE DEAL

Shuffle **all four decks** and deal each player 2 piles of 11 cards each. Without looking at the cards in the piles, players take one pile to use as their starting **hand**, which they can then look at. The other pile is set aside face down and becomes their **foot** pile.

STARTING GARDEN

The required points for starting your team's **garden** is based on the following chart:

STARTING GARDEN POINTS



Team Score	Points Needed
< 2,500	50+
2,500-4,995	90+
5,000-7,495	120+
7,500+	150+

PICKING UP THE FOOT PILE

There are two ways a player can pick up their **foot** pile:

- After you **discard** the last card in your **hand**, you pick up your **foot** pile and use the cards on your **next** turn.
- or —
- After you **play** the last card in your **hand**, you pick up your **foot** pile and **continue** your turn.

ENDING A SEASON

To **end a season**, a player must:

- Have at least 2 **natural** and 3 **mixed harvested crops**
- Have played their **foot** pile
- Be able to discard the final card in their hand
- Have the permission of their partner

The team who ends a season gets a **100 point bonus**.



WINING THE GAME

The team with 10,000 or more points wins.

HAND & FOOT: VIDEO CHAT

Video Chat uses the same rules as **Hand & Foot**, with the following changes:

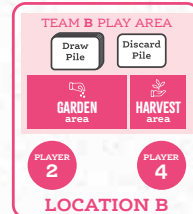
PLAYERS & SETUP

- Use your preferred video chat program
- Teams are from the same location.
- 3 decks per team (each team will need their own copy of Garden Canasta)
- Alternate individual turns between teams.

THE DRAWING

On your turn you can draw two from the draw pile or the top two from the discard pile, or one from each.

Treasure Card: When drawing your new card it can be from either pile.



Know Canasta Rules Already?


Get started by playing a game using the rules you know.

The chart below shows how the Garden Canasta cards correspond to a classic deck of playing cards.

CLASSIC
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2

 MIXED SEEDS 

POINTS
20

♠ 3 ♣



PEST



POINTS
100

♥ 3 ♦



TREASURE



POINTS
100

4-7



5^{PT} CROPS



POINTS
5

8-K



10^{PT} CROPS



POINTS
10

ACE



CITRUS TREE



POINTS
20

JOKER



MIXED SEEDS



POINTS
50

JOKER



GNOME



POINTS
50

JOKER



FAIRY



POINTS
50