

DeadHeaders

Welcome, Gardeners!

Shed your hand of Flower Cards over multiple rounds before your opponents to plant seeds and score victory points when they grow into beautiful flowers!

Beware: *Cats, birds, and squirrels have their own plan which may turn your garden upside down!*

In **DeadHeaders**, each player acts as a Gardener tending to their garden which is in need of some major maintenance! Flowers need to be *deadheaded* to encourage new blooms, stop bush overgrowth, and obtain new seeds to plant more beautiful flowers.

Gardeners deadhead their flowers by shedding their hand of ten flower cards in **legal combinations**. Other Gardeners follow the lead combination with increasingly worse flowerheads (lower value) until everyone passes.

Gardeners that successfully shed their whole hand during a round get to plant the seeds they earned based on how quickly they were able to shed their whole hand versus other Gardeners. A round concludes when only one Gardener is left with flowers still in their hand.

Gardeners continue deadheading until at least one player plants their fifth seed. All Gardeners then reveal what flowers blossom from their garden and add up the value of each of their planted seeds turned flowers to see who has the best garden and wins the game!

Gardener's beware, though, there are cats, birds, squirrels, and pesky bushes that will hurt your garden! Even worse: If you are the last Gardener with flower cards still in your hand, you must keep your remaining cards into the next round. Thankfully, the flower cards you keep into the next round are turned upside down which lowers their value and makes them easier to shed.

DeadHeaders is a card-shedding game where hand management and a little bit of luck is key to winning and having the best garden!

For Ages 10+ | 10-30 minutes | 2 – 4 Players

Components



9 Wild Cards
3 Cats | 3 Bushes | 3 Squirrels



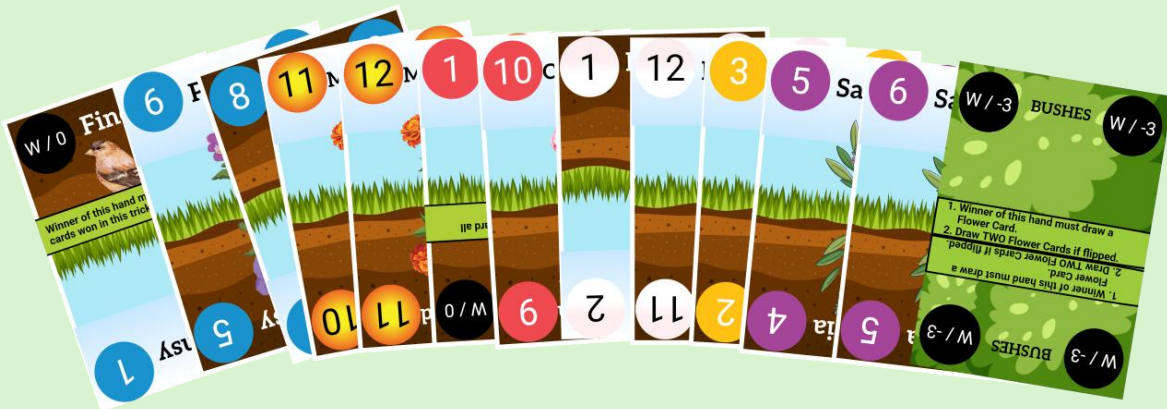
6 Flower Suits (Salvia, Marigold, Camellia, Sunflower, Pansy, and Peony)
Each suit numbered 1-12 | 72 Flower Cards in total

Game Set Up

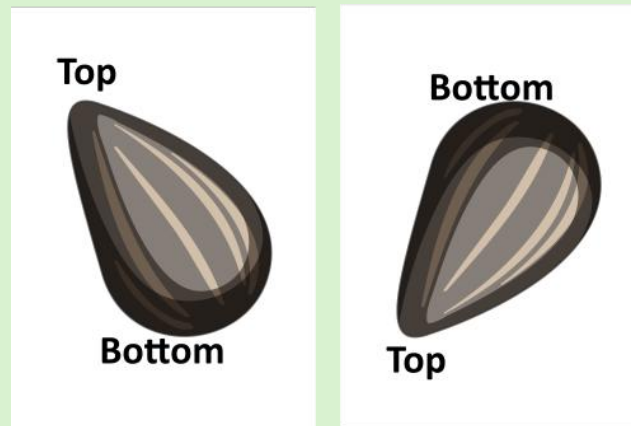
1. Shuffle the Flower Deck.
2. Place the Flower Deck face-down in the middle of the play area.
3. Deal 10 cards from the Flower Deck to each player.

NOTE: Cards will always be dealt to you “sunny-side up.” Cards will only be rotated with the “ground-side up” if held on for too long (see: *End of Round / Prepare Next Round on page 5*) or if rotated by a Cat (see: *Wilds on page 6*).

4. First player is the person who most recently gardened. Or the First Player is picked by random.



Example: Hand of cards after rotating 3 cards from a previous round and being dealt 10 new cards for the round.



Tip: Easily determine if a card is “sunny-side up” or rotated down by looking at the card back.

How to Play

Play consists of

1. The First Player leads a trick by choosing a **legal combination** of cards to play in front of them.
2. In clockwise order, subsequent players continue the trick by playing cards from their hand **following the legal combination of cards** played by the First Player, but the matching combination of cards **must** be of lower values than the last played combination of cards.
3. Players may “pass” if they cannot or choose not to continue the trick on their turn.
 - a. If play continues and comes back to a player who already passed, that player may still play into the trick if possible OR pass again.
4. The trick continues until all but one person passes. *That player wins the trick.* They must take all cards played during the trick and stash them face-down in front of them.
5. **If the winner of the trick still has cards in their hand:** they must start the next trick by playing a new combination of cards.
If the winner of the round no longer has cards in their hand and there is more than one player left in the round: the player with the most cards left in their hand will lead the next trick. If there is a tie for most cards in hand, then the player to the left of the most recent player to empty their hand starts the next trick.

Emptying Your Hand

When a player runs out of cards in their hand, follow the steps below:

1. The trick continues to be played if there is more than one person left with cards in their hand and if they can play into the trick. **NOTE: If there is only one player left after a player plays their last card, the trick immediately ends and that player collects the card they played as if they won the trick.**
2. When the trick ends, the winning player collects their “won” cards.
3. The player that shed all their cards during the round must randomly keep a number of won cards based on how soon they shed their cards. The cards that are kept become **Planted Seeds** whose values will become Victory Points (VP) at the end of the game:
 - a. First player to shed all cards: Keep 2 cards
 - b. Second player to shed all cards: Keep 1 card
 - c. Third player to shed all cards: Keep 1 card

If there is more than one player left in the round, the player with the most cards left in their hand will lead the next trick. If there is a tie for most cards in hand, then the player to the left of the most recent player to empty their hand starts the next trick.

NOTE: Players may not exceed **5 Planted Seeds**. If the number of cards awarded would increase your total planted seeds higher than 5, only keep the amount of cards that would not put your total planted seeds over 5.

End of Round / Prepare Next Round

A round is over when only one player has cards left in their hand. Then the following must happen:

1. The player with cards still in their hand must rotate their hand of cards upside down to change the value of their cards. **NOTE:** “Sunny-side up” cards are the only ones that rotate. Any cards that are already rotated STAY rotated.
2. If that player has any cats or squirrels, they must be discarded to the discard pile.
3. Every player is dealt a new hand of 10 cards. The player who still has cards in the previous round will have 10 new cards in addition to what was left in their hand.
4. First player for the next round is the player with the most cards in their hand.

End of Game

The game is over when at least one player has **5 Planted Seeds** at the end of a round.

Scoring

When the game is over, players must reveal their planted seeds and discover which flowers bloom from them!

1. Suit Cards: 1-14 = 1-14 VP respectively
2. Wild Cards: Finches = 0 Squirrel = -1, Cat = -2, Bushes = -3

Tiebreakers

If there is a tie, the victory is shared!

Legal Combinations

1. **Single Flower** (Single Card)
 - a. A single card played by itself.
 - b. A Wild Card may be played as a Single Card, in which case the player uses its numerical value rather than being a “wild.”
2. **A Bunch of Flowers** (Set)
 - a. A group of two or more cards of the same number.
 - b. Wild Cards played in a Set **must** accompany at least one numbered Flower Card.
3. **Assorted Bouquet** (Multi-Suit Run)
 - a. Three or more cards of *different* suits in numerical order.
 - b. Each suit may only be represented once.
 - c. Wild Cards played in a Multi-Suit Run **must** accompany at least one numbered Flower Card.
 - d. Each Wild card represents its own suit, so it is legal to play multiple Wild Cards with four different suited Flower Cards.
4. **Mono Bouquet** (Single-Suit Run)
 - a. Three or more cards of the *same* suit in numerical order.
 - b. Wild Cards played in a Single-Suit Run **must** accompany at least one numbered Flower Card.

Wilds

1. Wild Cards **must** accompany at least one numbered Flower Card to use in a Set or Run. Wild Cards may be played as a Single Card, but then it takes on its numerical value instead of being a Wild.
2. If there are multiple instances of Wild Cards in the combination, they **all** trigger individually and in any order you like.
3. Wild Cards always trigger for the player that played them as soon as they are played **unless** the player has run out of cards by playing the wild.
4. In a multi-suit run, each Wild represents its own suit. (*e.g. playing 2 Cat Cards in addition to 6 unique Flower Cards in a run is a legal combination*)
5. Wild Cards may only represent values 1-12 unless played as a Single Card in which they are the value that is printed on their card.

1. Finch

- a. **Power:** When played into a trick, the winner of the trick must discard the highest card played into the trick AND the Finch as well. (Triggers at the end of trick.)
- b. **End of Round:** Card stays in your hand and does not rotate.
- c. **Value:** 0

2. Squirrel

- a. **Power:** When played into a trick, the player who played the Squirrel must immediately rotate one of their **planted seeds** upside down. That **planted seed** is now worth the smaller value of that card rather than the highest value. (Triggers immediately.)
 - i. **NOTE:** Players must choose a planted seed that has not already been previously rotated by a squirrel, if possible. If that is not possible, then nothing happens.
- b. **End of Round:** If the card stays in your hand at the end of a round and is rotated, it “runs away” and must be discarded into the discard pile.
- c. **Value:** -1

3. Cat

- a. **Power:** When played into a trick, the player who played the Cat must immediately rotate their lowest “sunny-side” up card in their hand upside down. (Triggers immediately.)
 - i. **NOTE:** If you rotate a Squirrel or a Cat card, they immediately “run away” from your hand and are discarded. If you rotate a Bushes card, it stays in your hand and you must draw TWO Flower Cards. *Also, if a Squirrel or Cat is your last card, you are officially out of cards and may collect your earned **Planted Seed(s)**. The round ends or continues like normal.*
- b. **End of Round:** If the card stays in your hand at the end of a round and is rotated, it “runs away” and must be discarded into the discard pile.
- c. **Value:** -2

4. Bushes

- a. **Power:** When played into a trick, the player who played the Bushes must immediately draw a Flower Card and add it to their hand. (Triggers immediately.)
- b. **End of Round:** If the card stays in your hand at the end of a round and is rotated, you must draw TWO Flower Cards and add them to your hand. The Bushes card stays in your hand and can be rotated multiple times unlike the Finch, Squirrel, and Cat.
- c. **Value:** -3

FAQ**Q: What happens when more than one player runs out of cards during the same trick?**

A: If more than one player runs out of cards during the same trick, the first player that shed their whole hand keeps 2 Planted Seeds, the second keeps 1 Planted Seed, the third keeps 1 Planted Seed.

Q: Can the Cat ability rotate a Wild Card?

A: Yes, if your lowest card in your hand is a Wild Card, then that is the card that should be rotated. This may result in a Squirrel or Cat being discarded. Or it may result in a “Bushes” being rotated and requiring you to draw two cards into your hand.

Q: If cards can only be rotated once, does that rule apply to Bushes as well?

A: No, Bushes can be rotated an unlimited number of times. Be careful keeping it in your hand for too long!

Q: If a player sheds their whole hand in a 3+ player game, who starts the next trick?

A: If there is more than one person with cards left in their hand, the winner of the trick always starts the next trick. If the winner of the trick shed their whole hand, then the player with the most cards starts the next trick. If there is a tie for most cards in hand, then the player to the left of the most recent player to empty their hand starts the next trick.

Q: When do Wilds trigger, again?

A: Cats, Squirrels, and Bushes trigger immediately unless it's the last hand played for someone. In which case, they do not trigger. Finches always trigger for the winner of the trick no matter what.

Q: Can Wilds represent values below 1 or above 12 in runs?

A: No. Wilds may only ever represent values 1 through 12 unless played as a Single Card, in which case they are the value that is printed on their card.

Q: If I play two or more Wilds in the same combination of cards, what order do I resolve them?

A: You may resolve Wilds in any order you like.