

mysterious garden

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A game for 1-4 players
Ages 10+
45-60 minutes

the story

For as long as you can remember gnomes have been stealing from your village. They have taken your finest treasures, and each time they have escaped with hardly a trace. A few who have awoken bleary-eyed in the night have seen small figures flit through the shadowed streets. But by the time the cry is raised, the gnomes have passed through the gates and vanished back into the forest.

The elder of the village knows something of gnomish magic. She knows the gnomes hide themselves and their stolen treasure in a vast maze of gardens. The gardens cannot be discovered by normal means of search, though you have tried. A key is needed, she says, a key to the garden gate. And one auspicious morning such a key is found on the cobbled streets of the village, laying beside a broken chain of gold--lost or dropped after another night of raiding.

The key glows faintly green. It's brought to the village elder, who requests a search party be assembled. You stalwart villagers have been selected to find the gardens, capture the gnomes, and return any loot to the village. It won't be easy: gnomes are nimble and tricky, and within the gardens they hide their treasures well.

The following morning you enter beneath the canopy of the forest, leaving the village behind. Ahead, appearing through the trees, you spy a shimmering wall of ivy that none of you has ever seen before. After a brief search you discover a low door, wooden and moss covered. In the center of the door is a keyhole that glows green like the key in your hand.

Nodding to one another, you catch your breath as you turn the key and the door swings open....

game overview

The goal of the game is to earn honor for deeds within the gardens. To this end, players lay their tiles around the perimeters of the gardens, or they can choose to expand the gardens. The tiles played represent their effort to capture gnomes or reclaim treasures, while expanding the garden demonstrates their leadership qualities as they delve deeper into the gnomes' realm. At the end of the game, players will be rewarded for their efforts. The player with the most points is the winner.

game materials

120 Treasures (30 yellow, 30 blue, 60 red)
11 Gardens (1 octagon, 1 heptagon, 4 hexagons, 3 pentagons, 2 squares)
60 Player tiles (15 each in 4 player colors)

33 Gnome tokens (8 dark blue, 7 yellow, 6 light blue, 5 brown, 4 orange gnomes, 1 wild, 1 queen, 1 king)
32 Magic Bag cards
8 Garden Door (Achievement) cards
4 victory-points tokens for Garden Door cards (5 vp each)
5 Treasure chest cards (two with 1 lock, two with 2 locks, one with 3 locks)
13 Power cards (12 + 1 wagon)
9 Key tokens
6 Ladybug tokens
2 Scoring Summary cards
1 Start Player token (fountain? gnome statue?)
1 cloth treasure bag

game setup

On each garden, players will find a number indicating whether the garden is used for 2, 3 or 4 players. Many gardens are used for more than one player count. A game for two players consists of five gardens; a 3-player game uses six gardens, and a 4-player game uses eight gardens. The gardens not being used should be returned to the box. For each player count there is a designated start garden, marked by a fountain.

Place the designated start garden in the center of the play area while the remaining gardens are spread out and off to the side. Next, supply all gardens (including those to the side) with their **treasures**. To do this, draw two red, two blue and two yellow treasures from the treasure bag and place them on each garden. For the remaining treasures, draw randomly from the bag until you have filled to the number printed on the garden:

square garden (4 sides): a total of **8 treasures**
pentagon garden (5 sides): a total of **10 treasures**
hexagon garden (6 sides): a total of **12 treasures**
heptagon garden (7 sides): a total of **14 treasures**
octagon garden (8 sides): a total of **16 treasures**

Once the treasures have been drawn and placed in the gardens, set aside the treasure bag. Next, group the treasures by color within each garden (red, blue, yellow) for easier viewing.

Choose a start player. Give this player the fountain token. They will keep it for the duration of the game.

Each player selects:

(1) four Magic Bag cards

- Players lay the cards in front of themselves

(2) a set of tiles in one of four colors

- Three tiles in each player's set are marked with a ladybug in the corner. These tiles should be set aside with their grey sides face up.
- Players turn all their remaining tiles face down in front of themselves, mix them, and randomly select five tiles. These tiles are turned face-up and become a player's **Display**. You may find it easier to arrange these tiles in numerical order. The remaining face-down tiles are set in a stack beside the three tiles marked with a

ladybug. The face-down stack and the fruit tiles become part of a player's **Reserve**.

Once players have set up their tiles and magic bags, the remaining game materials are placed to the side of the play area. The materials include:

- additional Magic Bag cards
Stack them face up for all players to use throughout the game.
- Gnome tokens
Mix them, then stack them in multiple piles face down. Turn over three gnomes and place them as a face-up display.
- Key tokens
Use one key token for each key depicted along the walls of all the gardens, plus one additional token for the king gnome. Return the rest to the box.
2 players: use 5 keys (4+1)
3 players: use 7 keys (6+1)
4 players: use 9 keys (8+1)
- Ladybug tokens
Use one ladybug token for each ladybug depicted along the walls of all the gardens. Return the rest to the box.
2 players: use 3 ladybugs
3 players: use 4 ladybugs
4 players: use 5 ladybugs
- Garden door cards
Shuffle and reveal one garden door tile for each player in the game. Each card should be a different type of achievement (*red treasure, blue/yellow treasure, bags, gnomes*). If you draw a duplicate type (i.e., a second red treasure card), remove the duplicate from the game. Place the cards you're using nearby in the play area. Place one 5vp token on each card. Return any unused garden door cards and vp tokens to the box.
- Treasure Chest cards
Lay these in three separate piles according to the number of locks on the chests, with the "locked" sides face up. Use all five cards in a four-player game; use four cards in a three-player game (both 1-lock cards, one 2-lock card, and one 3-lock card). Use one of each lock card in a 2-player game. Return any unused cards to the box.
- Power cards
Shuffle these and turn three cards face up.
- Keep the Scoring Summary cards nearby for easy viewing.

The game is ready to begin.

gameplay

For the first turn of the game the Start Player draws random gnome tokens from the face-down supply (one for each mushroom pictured in the start garden), placing these gnomes face up in the garden. Next, they place any key or ladybug tokens at matching locations along the garden walls.

Once the garden is prepared, they play a single tile from their display around the garden, then refill their display with one of their face-down tiles.

For all future turns, a player will do one of two actions on their turn:

- (A) place a tile beside any open garden
- or
- (B) discover a new garden and place a tile beside the new garden

(A) PLACE A TILE

A player selects a tile from their display and places it on one of the garden's sides.

The side of the garden a player selects for placing their tile may have a particular benefit as described below:

- a side with an opening in the wall
As gardens only connect to one another at the openings in the wall, a player who places a tile at an opening has the possibility of participating in two gardens with a single tile.
- a side with a magic bag
A player who places a tile beside a magic bag immediately takes another bag from the supply and places it in their play area.
- a side with a treasure
A player who places a tile beside a treasure immediately takes a single treasure of their choice from the treasure bag.
- a side with a ladybug
A player who places a tile beside the ladybug takes the ladybug token from the garden and places it in their play area.
- a side with a key
A player who places a tile beside the key takes the key token from the garden and places it in their play area.
- a side with a power card
A player who places a tile beside the power card takes one of the three face up power cards from the display and places it in their play area.

NOTE: When placing tiles, players are restricted from duplicating a tile around a single garden.

For example: if the White Player has already placed their 3 treasure tile, the Blue Player cannot play theirs on the same garden.

EXCEPTION: Tiles placed with their player icon side face up can be repeated in the same garden by the same or different players.

At the end of their turn, the player selects a new face-down player tile from their Reserve and sets it in their Display. Toward the end of the game a player will likely have no more

tiles to draw. In this case they do not add a new tile to their Display.

SPENDING A LADYBUG TOKEN

On their turn, a player with a ladybug token can choose to spend it, returning the token to the supply, in order to place one of their ladybug tiles from their reserve instead of a tile from their display. Alternatively, a player can always choose to remove one of their ladybug tiles from the game in order to place one **other** of their ladybug tiles.

(B) DISCOVER A NEW GARDEN & PLACE A TILE

To expand the garden a player selects from any of the available gardens still remaining and follows these rules of placement:

(1) The new garden must be oriented to an existing garden so that openings in the two gardens are connected to one another;

(2) A player's tile must already have been placed to serve as a connection between the two gardens. *The connecting tile does not need to belong to the player placing the garden; it can belong to any player.*

After placing the garden, the player should supply any ladybug or key tokens to the garden. Next they add a quantity of gnomes as indicated by the number of mushrooms in the garden, selecting these from the open display of three gnomes. Once they've chosen the gnomes, they flip over new gnomes so that three are visible again. Finally, they must play their tile around the new garden. Their turn is over.

NOTE: A maximum of three gardens can be active at any one time. A garden is considered active if it is not yet completely surrounded by player tiles. If there are fewer than three active gardens, a player can choose to add a new garden.

the player tiles

Treasure tiles

The gnomes have hidden their stolen treasures in the gardens. The Treasure tiles played represent the players' efforts in finding these treasures.

Net tiles

In each garden two or more gnomes are scampering about, trying to avoid being caught. The Net tiles played represent the players' efforts to capture the gnomes.

Treasure+Net tiles

These tiles work toward both finding treasures and capturing gnomes.

Double Net tile

The double net tile is similar to a regular net tile, but with two additional features. First, in the moment that this tile is placed around a garden (and *only* then) a player must immediately add two *additional* gnomes to the same garden. The player chooses from the three face-up gnomes then afterward turns over two new gnomes from the supply. Second, the double net allows a player to capture up to two gnomes when the garden is resolved.

NOTE: If a new garden is connected through a double net tile, the new garden **will not**

have any extra gnomes added to it; however, the double net tile still has the possibility of collecting two gnomes when the new garden is resolved.

Icon tile

Any time a player places a tile, they may choose to place it with its icon side face up. In doing so, they still receive any immediate benefit that comes with its placement (i.e., a magic bag, a power card, an immediate treasure). However, the Icon tile will not factor into the final resolution of the garden. The result of placing a tile in this way is to allow a player to take from one of the three face-up cards in the Power deck OR to take a regular bag card. The player should take the card as part of their turn; they do not wait for the garden to be resolved to select their card. Afterward, if they selected a power card, they should draw a new power card to add to the display.

If no power cards remain, a player can still play a tile on its Icon side; they simply do so without the benefit of receiving the card.

REMINDER: more than one tile in a garden can be placed with the Icon side face up, whether by the same or a different player.

NOTE: If a new garden is connected through an Icon tile, the Icon tile will not be reactivated.

resolving a garden

As soon as the last tile has been placed around a garden, the players will resolve the garden. They will determine who has captured the gnomes and how they will divide the garden's treasure.

(A) First, players determine who has captured the gnomes.

The player who has played the **highest-numbered** net tile (or treasure+net tile) takes first pick of gnomes and the player who has played the second-highest net tile gets next pick, etc. The significance of the color of the gnome tokens will be explained in the section on scoring.

If a player can capture a gnome, they **must** capture it.

The gnomes come in five colors to distinguish their different clans. Gnomes rob and plunder best when they work with others of their clan. For this reason, it is more valuable for a player to capture two gnomes of the same color than it is to capture two of different colors. However, trying to keep and contain three gnomes of the same color is too much gnomish magic for a villager to handle. If a player captures a third gnome of the same color, two of the gnomes will immediately escape (these are removed from the game). If a player captures a third and fourth gnome of the same color when a garden resolves, two of the gnomes escape and the player keeps the remaining pair of gnomes.

NOTE 1: if you have the Power card that allows you to keep any gnome, you can use the card to keep a third gnome of the same color.

NOTE 2: Having a wild gnome will not prevent you from losing two gnomes of the same color. Wild gnomes are only paired with other gnomes at game end.

If there are more gnomes in a garden than gnome tiles played, the remaining gnome or

gnomes escape capture and are removed from the game.

All captured gnomes remain face up in front of a player for their opponents to see.

After the gnomes have been removed from the garden, the treasure is divided.

(B) First, the **highest-numbered** treasure tile (or treasure+net tile) played on a garden claims all of the **blue** treasure. Next, the **lowest-numbered** treasure tile claims all the **yellow** treasure. Finally, any treasure tiles whose value falls **between** the highest and lowest numbers receive **red** treasure. The **red** treasure is distributed one at a time, starting from the higher middle numbers and working down to the lower middle numbers then back to the higher until they have all been distributed. It's possible that the treasures will not be distributed evenly. With the **red** treasures, the player with the higher number is considered to have collected treasures before those with lower numbers.

If only **two treasure tiles** get played in a garden then there is only a highest and lowest value, which means there's no middle value and no red treasures get collected. Instead they're removed from the game.

If only a **single treasure tile** gets played in a garden, then that tile is not the highest, lowest or middle. The player who played it collects *all of one treasure type of their choice (i.e., all the **red**, all the **blue** or all the **yellow**)*.

Note: it is possible that a player can place a treasure tile and receive nothing when the garden is resolved.

placing treasure in the magic bags

The magic bags make it easy for players to carry their treasures from the gardens back to the village, but there are a few restrictions governing the use of the bags:

- a bag can hold no more than 4 treasures
- red treasures cannot be combined with any other color
- blue and yellow treasures must be placed in the same bag, but no more than 2 of each kind in one bag.

When a player takes their treasure, they must place it in their bags, if possible. Any treasures that they cannot place are removed from the game. When collecting treasures from a garden, a player can decide the order in which to place them in their bags.

In the bags: once placed, treasures in the bags are generally fixed, but players are allowed to empty a bag, discarding those treasures, to make room for different treasures.

gaining a treasure card

*At the time you collect a key, you have the option of using it, and any previously collected keys, to unlock **one** treasure chest card. At the start of the game, there are three types of chests: one that requires a single key, one that requires two keys, and one that requires three keys. Remove any used keys from the game. Keep the treasure chest card in your play area; it's worth points at game end. You can collect more than one treasure chest card during the game.*

the garden door cards

Each magic door card is an achievement that players race to accomplish. The first player to fulfill an achievement takes the 5-point token from the card. The second player to fulfill the same achievement takes the card itself, which is worth 3 points at game end. If more than one player fulfills the same objective, the player who did so first (in the order of capturing gnomes or collecting treasures) is the recipient of the token or card.

game end and scoring

The game ends when player tiles have surrounded all sides of all gardens. All players should have an equal number of turns.

Now players are awarded points from the Village Elder for capturing gnomes and retrieving treasure.

(1) SCORING FOR TREASURES

Each **Red** treasure is worth **1 point**. A pair of **Blue** and **Yellow** treasures is worth **3 points**. Any unmatched blue or yellow treasures are worth half a point, rounded down.

Points for Treasures

| | |
|--|---------------------------------|
| Each Red : | 1 point |
| Each single Blue or Yellow : | 1/2 point (rounded down) |
| Each pair of Blue and Yellow : | 3 points |

(2) SCORING FOR GNOMES

Points for gnomes

| | |
|-------------------------------|------------------|
| Each gnome: | 2 points* |
| Two gnomes of the same color: | 7 points* |

Wild gnomes are worth **2 points** on their own, but can be linked with another gnome (including another wild) to create a pair.

The **King** is worth **2 points** and provides a **key token** from the supply.

*The **Queen** gnome makes all individual gnomes (including herself, the King, and any wilds) worth **3 points**. Each pair of gnomes is worth **9 points**.

The King and Queen do not combine to make a pair.

(3) SCORING FOR TREASURE CHESTS

Unlocked treasure chest cards score **3, 7 or 12 points**, depending on whether it required one, two, or three keys to unlock it.

(4) SCORING THE GARDEN DOOR CARDS

For each token a player has collected they receive **5 points** and for each card **3 points**.

(5) SCORING FOR POWER CARDS

If a player has any bonus points provided by the Power cards they have collected, they score them.

(6) SCORING LADYBUG AND KEY TOKENS

Each Ladybug and Key token that a player holds at game end is worth **1 point**.

winning the game

The player with the most points wins the game. If two or more players tie for most points, the player with more Ladybug tiles remaining in their Reserve is declared the winner. If players are still tied, they share in the victory.

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DESCRIPTION OF THE CARDS

the Power Cards (13)

Extra-large Bag (x2): This card will hold up to six red treasures or up to three pairs of blue and yellow treasures. If not used, this card is worth **2 points** at game end.

Gnome Trap (x2): This card can be used to hold any gnome *that you have just taken from the garden*. The gnome placed on this card is not subject to the escaping gnome penalty, including in the very turn the gnome is selected (i.e., if it becomes the third of a clan type.) A gnome held on this card can also be used to pair with another gnome in a player's collection. Once a gnome is placed on the card it cannot be removed. If not used, this card is worth **2 points** at game end.

Red treasure bonus (x2): This card provides a scoring bonus of **2 points** at game end for each bag that holds four or more red treasures. This benefit is cumulative if a player has both bonus cards at game end.

Open Treasure Chests (x2): When one of these cards is revealed, immediately fill the card with treasures from the bag. The player who selects a Treasure Chest takes the three or four treasures and places them in their bags as they would any other treasures. The card has no further function.

Collection o' Gnomes (x1): This card provides bonus points for each different commoner gnome a player has captured at game end. **1 point** for each different gnome; **7 points** for all five different gnomes.

Wild Gnome (x1): This card serves as a wild gnome. It can pair with any commoner gnome or even another wild gnome.

Key (x1): This card serves as a key token.

Ladybug (x1): Take one Ladybug token from the supply. This card is worth **3 points** at game end.

Wagon* (x1): This card can hold up to five treasures, in any combination of blue, yellow and red. For all other applications in the game, a wagon is considered equivalent to a bag. If not used, this card is worth **2 points** at game end. ***PROMO**

the Garden Door Cards (8)

There are four categories of achievements. You must have:

| Red treasures | Blue/Yellow treasures | Bags | Gnomes |
|--|---|---|---|
| A.1) At least 9 red treasures in bags | B.1) At least 5 pairs of blue/yellow treasures | C.1) At least 4 bags filled with 4 or more treasures | D.1) At least 5 commoner gnomes |
| A.2) At least 12 red treasure in bags | B.2) At least 8 blue or 8 yellow treasures | C.2) At least 7 bags | D.2) At least two pairs of commoner gnomes |