

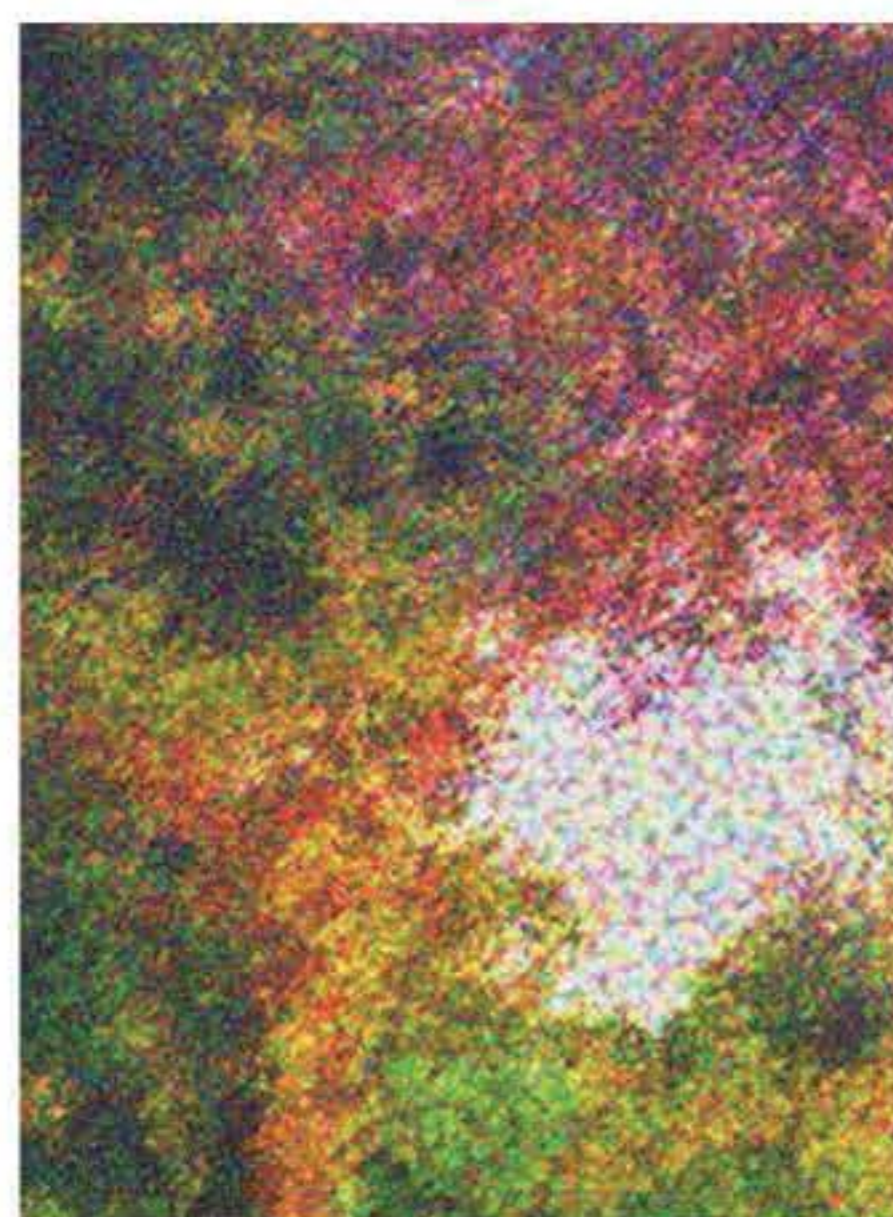
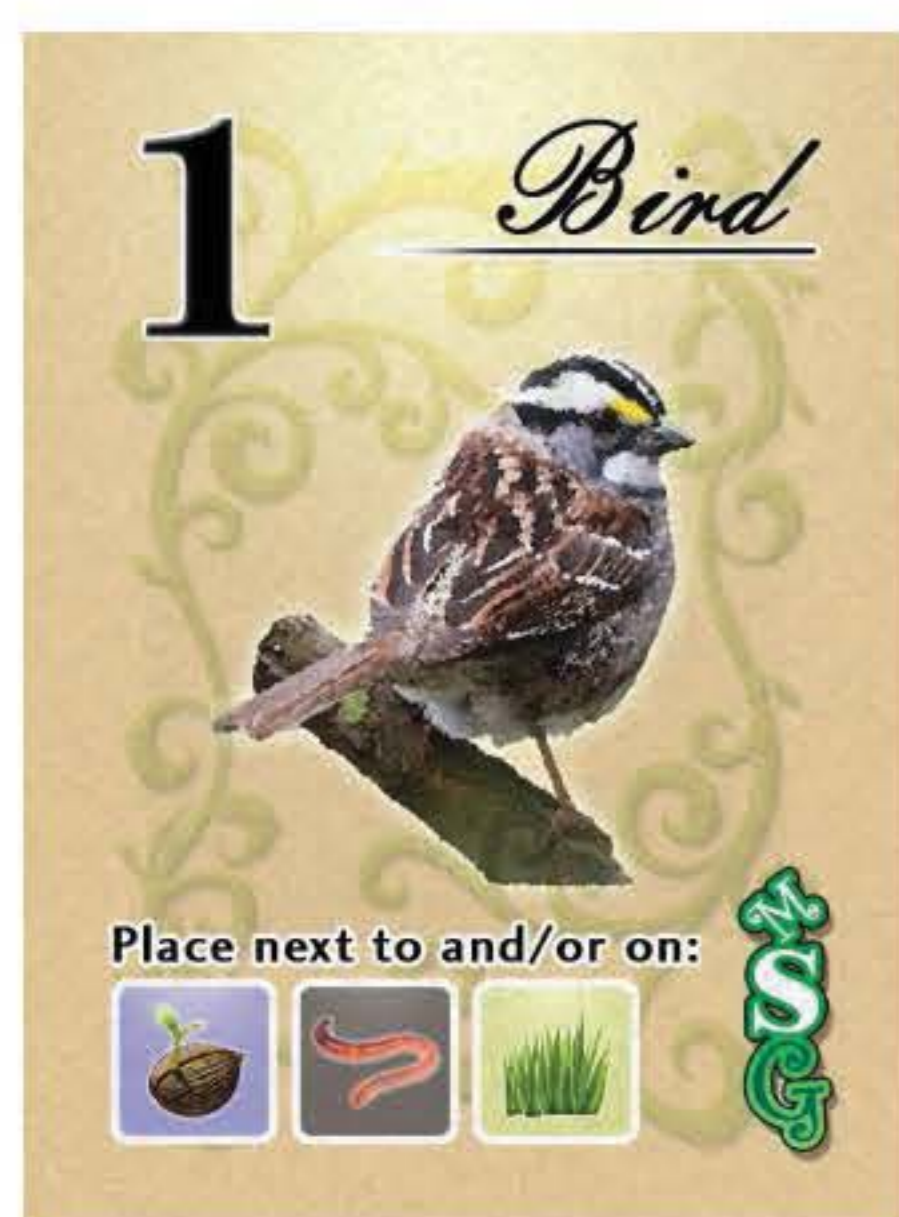
1

SUMMARY

- Breathe deeply as you place cards to relax and build your secret garden together or alone.
- There are 2 games you can play in My Secret Garden. One is a **game** and the other is a **puzzle**.

Game Side

Puzzle Side



GAME RULES...

- The following rules are for use with the front sides of the cards that have things like grass and birds on them.

CARDS

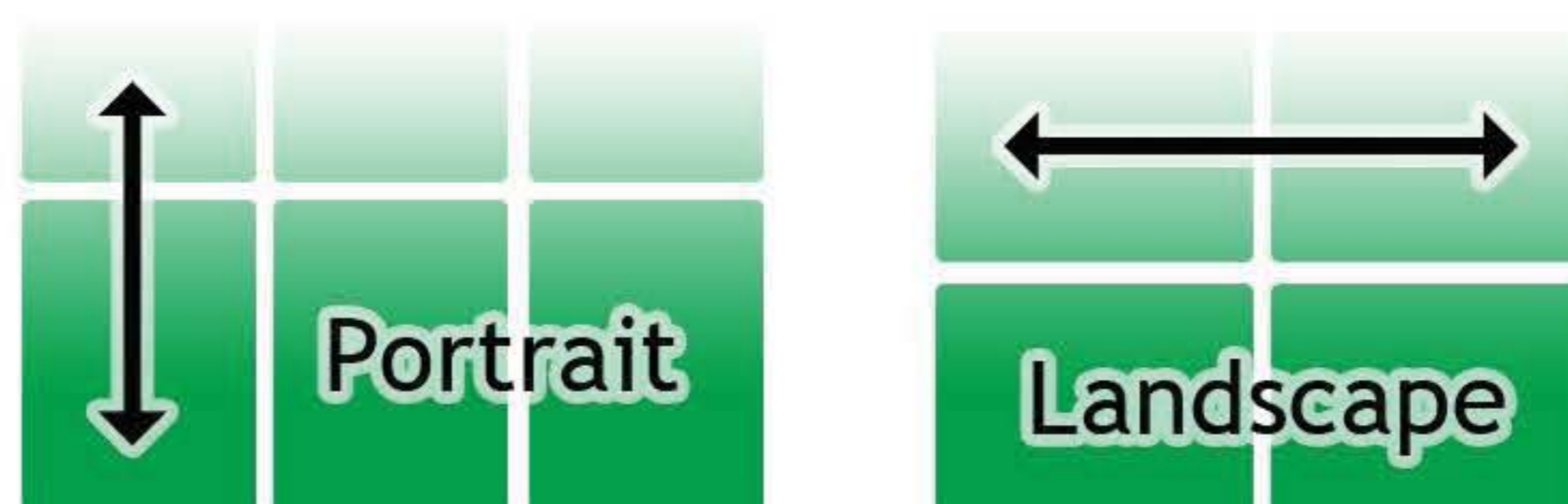
- Each card front has key bits of game information:
 - **Number** - The base point value for the card, indicated in the upper-left corner.
 - **Name & Image** - The name and image of the garden item.
 - **Placement Rules** - The rules for placing this card, indicated at the bottom. See Placement Rules for more.

SETUP

- Shuffle the deck a few times, determine play order, and deal 3 cards per player.
- The first card of the game:
 - Can be any card (regardless of the listed placement rules).
 - Determines the orientation of the rest of the game. All cards must be placed uniformly

2

(e.g. portrait or landscape) and no cards thereafter may be placed differently.



TURN

- Choose a card from your hand that you can and want to place.
- When placing a card, take a number of deep breaths equal to the number in its upper-left corner.
- Do one of the following actions:
 - **(1) Place a card** - Place a card face up next to an existing card (horizontally or vertically). Tally your score for this turn. Add 1 card from the deck to your hand.
 - **(2) No moves** - If you can't follow the card placement rules by doing so, place a card diagonally and apart from any card (not touching any others except in the corner). Add 1 card from the deck to your hand.
 - **(3) Out of luck** - If neither of the above actions are possible, place a card at the bottom of the deck and draw a new one. No points are earned this turn.
- Your turn is over and it's the next player's turn.

PLACEMENT RULES

- Rules include text and icons.
- Text includes:
 - Placing a card "**next to**" another means beside it, either horizontally, vertically, or diagonally.

3

- Placing a card "**on**" another means this card can be placed physically on top of another.
- Icons are small pictures that indicate which card(s) you can place this card next to (or on) based on their image (big picture).
- The card you place must have an icon of the card(s) you place next to (or on), as directed by your card's placement rules.
- Make sure to fulfill the placement rules when placing a card. If it indicates separated icons, it means any will do. If it indicates icons with a plus "+" symbol between them, it means both are required.

SCORE

- Where you place a card can increase your score significantly.
- Points are indicated in the upper-left of each card (which are also how many deep breaths you should take when placing the card).
- When you place a card, you earn points for the cards you place it next to or on top of. The only exceptions to this are:
 - (1) Placing a card diagonally from others (because no placed cards fulfill the placement rules for your card). You earn the point value listed on the card you play.
 - (2) The first card placed in the game is worth double points.
- You earn twice the point value for every "valid" card that is horizontal or vertical to the card you place ("valid" meaning it is indicated at the bottom of the card you are placing).

4

- You also earn twice the point value of a card when placing your card on top of it (the Bird can be placed on top of a Worm, for example, so you'd get twice the Worm's indicated value).

- Once you place your card, tally the point total and enter it into the Score Card with a dry erase marker.

Dodo		Humi	
4	3	3	8
1	5	5	6
4	4	3	4
4	10	10	12
6	3	10	8
8	5	6	3
10	7	2	7
3	3	5	3
Score	80	Score	95

Score Example:

A Worm is placed horizontally next to Soil for 2 times its card value of 2, which equals 4 points. The Worm is also placed diagonally next to Soil for its card value of 2. This turn earns the player 6 total points.

- Tip:** To speed up score-keeping, only write score that is above a minimum value (such as "above 4 points"). This reduces the amount of writing during play, and the amount of math after the game is done to tally total scores. Try increasing this minimum number for more difficult play (e.g. "above 8 points" would make for a more challenging game).

WINNING

- Whoever has the highest total points at the end of the game is the winner.

PUZZLE RULES...

- The following rules are for use with the back sides of the cards that have portions of a much bigger painting on them. There are no numbers or text on the back sides.

5

GOAL

- The goal is to piece together all of the cards to make a much bigger picture of a garden.



- There are 4 rows of 8 columns of cards, for a total of 32 cards.

WAYS TO PLAY

Shuffle the deck a few times. You can play the puzzle game in one of two ways:

- (1) For Fun** - There is no "turn order" because everyone draws a card when they are ready.
 - Each player looks at their card and places it, trying to match their card to another. It's a free-for-all, so there are no turns. When the puzzle is done, you all win!
- (2) For Score** - Determine play order and deal each player 3 cards. On each player's turn, he/she tries to match the edges of one or more of their cards to those of the cards already placed.
 - If no cards have been placed, he/she may place 1 card on his/her turn to start.
 - On your turn, place 1-3 of your cards, but you only get 1 point for every edge that correctly matches to your card(s).
 - The maximum you could earn for 1 card is 4 points (edge matches above, below, to the left, and to the right).



My Secret Garden™ Game & Puzzle



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