

VADORAN GARDENS



Introduction

You are a Vadoran acolyte and must prove yourself ready to become High Priestess of the Vadoran Gardens. You will need to water the flowers, feed the animals and clean ancient relics as you study the 10 final lessons of the Cyrrus Order.

Object of the game

Over a series of 10 rounds, players will select and play Pathway Cards, creating unique paths through the Vadoran Gardens. The more areas of the same type (grass, water, and soil) you connect, the more points you will score.

Watch a video

If you prefer watching videos to reading rulebooks, then you can find a how to play video on our website:

www.thecityofkings.com/vadoran-gardens/



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Contents



80 Pathway Cards



23 Lesson Cards



3 sets of 6 Achievement Cards



4 sets of 4 Player Tokens



3 sets of 5 Lost Items



1 Rulebook

Need help?

The Vadoran Gardens Rulebook contains everything you need to know to play the game. However, we know that sometimes a little bit of help is still necessary, and in case you have any questions, you can contact us here:

Ask a question

www.thecityofkings.com/vadoran-gardens/

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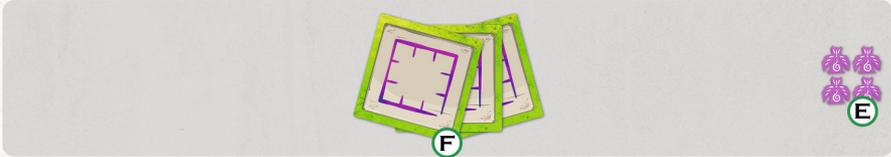
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Set Up

- A. Shuffle the Pathway Cards and place them face down near the middle of the table to form the Pathway deck.
- B. Shuffle the Lesson Cards and place one face up next to the Pathway deck. Then place a second Lesson Card below the first one.
- C. Place 8 Lesson Cards face down in a pile above the previously placed Lesson Cards. This forms the Lesson deck.
- D. Place the remaining Lesson Cards to the side of the table where somebody can reach them. This forms the Extra Lessons deck.
- E. Each player takes 4 Player Tokens of their chosen colour.
- F. Each player takes 3 Pathway Cards from the Pathway deck to create their own hand of cards.
- G. Take 2 Pathway Cards from the Pathway deck, plus 1 additional card per player, and place them face up in a row next to the top face up Lesson Card. Then do this again, placing the Pathway Cards next to the bottom Lesson Card.
- 2-player game: 2 rows of 4 cards*
3-player game: 2 rows of 5 cards
4-player game: 2 rows of 6 cards
- H. Shuffle each deck of Animal, Flower and Relic Achievement Cards and place 1 of each type, face up, to the side of the table where everyone can see them. You will not need the rest of these cards and can put them back in the box.
- I. Place the 5 green, 5 red, and 5 blue lost items where everyone can reach.



H



A



C



B



D



G



I



Example of a 2-player set up

Key Concepts

Throughout the game you will be playing Pathway Cards and trying to connect areas of grass, soil, and water while avoiding sand.



Grass



Soil



Water



Sand

Sand represents the undeveloped parts of gardens and scores no points.



Grass, soil, and water areas may contain tasks. If you complete three or more tasks within a connected area of grass, soil, or water, the Head Priest will award you with points for being efficient. The number of points will depend on the size of the connected area.

Feeding Animals

Grass Tasks



Watering Plants

Soil Tasks



Cleaning Relics

Water Tasks



Tasks do not need to be unique to count; an area with duplicated tasks will still score points as long as it contains at least three tasks. *Scoring is explained in more detail on page 14.*

Active row

Vadoran Gardens is played over 10 rounds, and in each round the Active Row will alternate between the top and bottom row of Lesson and Pathway Cards.

At the start of the game, the top row is considered the Active Row.



In each round, the player whose Player Token is farthest to the left of the Active Row will play first, then the next player moving from left to right, until all players have had a turn.

In the first round, players will take their Player Token off their previously selected Pathway Card and add the card to their hand. They will then place the card (explained later in the rulebook) and finish their turn by choosing a new Pathway Card in the bottom row. They will place their Player Token on the chosen card to indicate their choice.

In the second round, the bottom row is the Active Row, and players will select a Pathway Card from the top row, switching back and forth between rows for each round.

Important

Players may never place their Player Token on a Pathway Card that already contains a Player Token.

Playing the Game

First player

While getting started, the first player is the last person to have fed an animal or watered a plant. In all other instances, player order is decided by the position of Player Tokens.

Getting started

Before you begin, each player in clockwise order, starting with the first player, must choose one of the visible Pathway Cards in the Active Row (the top row) by placing one of their coloured Player Tokens on their chosen card.

Remember. Players may not choose a card already containing a Player Token.

Vadoran Gardens is played over 10 rounds, and each round consists of 3 phases.

1. Player turns (see page 8).
2. Reveal a Lesson Card (see page 13).
3. Reveal Pathway Cards (see page 13).

1. Player turns

Player turns consist of 5 steps, and each player must complete all 5 steps before the next player starts their turn.

- A. Collect Pathway Card (see page 9).
- B. Play 1 Pathway Card (see page 9).
- C. Collect lost items (see page 12).
- D. Claim all completed achievements (see page 12).
- E. Choose 1 Pathway Card (see page 12).

A. Collect Pathway Card

Take the Pathway Card your Player Token is currently on in the Active Row and add it to your hand.

B. Play 1 Pathway Card

Select one of the Pathway Cards in your hand and place it face up in front of you on the table. To place a card, you must complete the current lesson, follow the positioning rules, and stay within the height restriction.

i. Completing lessons

Each Pathway Card contains 1–3 symbols representing the lessons you can study while exploring that area of the garden. To place a card, it must contain the symbol shown on the Lesson Card in the Active Row.



Wisdom



Nature



Life

You must always play a Pathway Card if you are able to, you may not choose to not play a card. It is possible a player will not be able to play a Pathway Card if they don't have any cards in their hand matching the current lesson. In this instance they simply do not play a card this turn, but will have one extra card in their hand for the rest of the game.

Example



The current lesson requires players to study Life.

The first card has the symbol for Life and can be played.

The second only has the symbol for Nature and cannot be played.

The third has the symbol for both Life and Nature and therefore can be played.

Player Turns

Rotating cards

Pathway Cards cannot be rotated; they must be placed with the lesson icons displayed at the top of the card.

ii. Positioning rules

In the first round, there are no positioning rules, and as long as you complete the lesson, you may place the card in front of you.

In all other rounds, you must place your chosen Pathway Card over (never under) at least 1 of the 3 squares in the right-most column of the previous Pathway Card you played.

As you play through the game, you will slowly add more cards to your path until you have 10 Pathway Cards in front of you, each overlapping at least 1 square of the previous card.

We recommend you place your first card to the left side of your play area, as your pathway will extend toward the right.

Example



It is round 2, and purple must place their new card over at least 1 of the 3 squares in the right-most column of their previously played card. This gives them 5 options to choose from.

iii. Height restriction

The total height of your played Pathway Cards may never go above 5 rows.

Example

The purple player has now played 2 Pathway Cards which span across 5 rows.



Purple wants to place their 3rd Pathway Card but now only has 3 options, as they must overlap the previous Pathway Card but cannot create a sixth row.



The other 2 placement options would result in Purple's path containing 6 or more rows, and as such, cannot be played.



C. Collect lost items

Some Pathway Cards contain lost items that you can find as you explore the gardens.



Lost Animal



Lost Tool



Lost Pendant

If the Pathway Card you just played contains any lost item symbols, then you should take the matching lost item from the supply and place it in front of you.

D. Claim all completed achievements

During the setup of the game, you randomly placed 3 Achievement Cards on the table. If, at this point in time you have completed an achievement by matching the requirements on the card, you can claim it.

To claim an achievement, take 1 of your Player Tokens and put it on the first available slot on the Achievement Card. If there are no available slots, then you cannot claim the achievement, and you may only claim each achievement once.

All of the achievements are described on page 19.

Example



The purple player has placed a new Pathway Card that completes the achievement, so they can now place one of their player tokens on the card. Unfortunately for purple, the green player has already completed this achievement, so purple must take the second slot.

E. Choose 1 Pathway Card

To finish your turn, you must place 1 of your Player Tokens on a Pathway Card in the inactive row.

2. Reveal a Lesson Card

Once all players have completed their turn, draw 1 Lesson Card from the Lesson Deck and place it on top of the Lesson Card in the Active Row.

If the Lesson Deck is empty, then immediately start the next round without revealing a Lesson or new Pathway Cards. The next round will be the final round.

3. Reveal Pathway Cards

Slide the 2 Pathway Cards that were not chosen this round to the left.

Then draw 1 Pathway Card per player from the Pathway Deck and place them to the right side of the 2 remaining cards.



Start the next round, or if you have completed 10 rounds, move on to scoring.

Final Scoring

Once you have completed the 10th round, each player should add up their points and see who will become the new High Priestess.

Return lost items

Before you begin scoring, each player must return any lost items they found to the correct locations. To do this, place any lost items you found during the game on the matching locations. Matching locations contain both the lost item symbol and a 5.



If a player does not have a visible space for a lost item, then they are not placed and should be returned to the box.

Scoring

Players earn points from 3 things:

1. Focussing on tasks
2. Returning lost items
3. Completing achievements.

Each player should add up their score for each of these things, and the player with the highest score wins.

If two or more players have the same score, then the player who completed the most achievements wins.

If they still have the same score, then the player who returned the most lost items wins.

If they still have the same score, then all tied players are the winner.

Example



1. This area contains no tasks, so it doesn't score.
2. This area contains 4 tasks, so it scores. There are 10 grass areas and a connected 7 tablet, so this area scores 17 points.
3. This area contains 5 tasks, so it scores. There are 9 soil areas, so it scores 9 points.
4. This area contains fewer than 3 tasks, so it doesn't score.
5. This area contains 7 tasks, so it scores. There are 13 water areas, so it scores 13 points.
6. This area contains less than 3 tasks, so it doesn't score.
7. This area contains less than 3 tasks, so it doesn't score.
8. This area contains less than 3 tasks, so it doesn't score. However, it does contain a lost tool, so the purple player collected 1 tool.
9. This area contains 3 tasks, so it scores. There are 7 grass areas, so it scores 7 points.



10. This area contains less than 3 tasks, so it doesn't score.

11. This area contains less than 3 tasks, so it doesn't score.

12. This area contains less than 3 tasks, so it doesn't score. However, it does contain a lost pendant, so the purple player collected 1 pendant.

13. This area contains less than 3 tasks, so it doesn't score.

14. A Lost Pendant was correctly returned to this card, so Purple earns 5 points for lost items.

15. Purple collected a Lost Tool (collected from 8) but has not managed to return it, so it doesn't score any points.

16. Purple completed the water achievement after green and so scores 7 points.

In total Purple earned 46 points from connected areas, 5 points for lost items, and 7 points for achievements, giving purple a total of 58 points.

FAQ

What happens if I can't complete a Lesson?

If you have no Pathway Cards matching the current lesson, then you will not place a card in the current round. For the rest of the game you will have 1 additional card in your hand (the one you did not place) and will finish the game with 1 less card in your pathway than everyone else.

Can I rotate Pathway Cards?

No. Cards must always be played with the lesson icons at the top. The only exception to this is the "New Perspective" Lesson Card.

If I cover a lost icon do I keep the item?

Yes. When you play a Pathway Card you collect any lost items immediately; if you later cover the space with another Pathway Card, you keep the item.

Where do I place lost items?

At the end of the game you should place any lost items you have found on any matching locations you have discovered.



If you do not have a location matching a lost item you have found, then you will simply return it to the box at the end of the game and score no points for it. Each location may only hold one lost item.

Can I lose achievements?

No. Once you have claimed an achievement you cannot lose it, even if you later cover part of the area that completed the achievement with another card.

Achievement Cards

There are 3 types of achievements: Grass, Soil, and Water.

For the purposes of the following descriptions, the Water achievements are used. The Grass and Soil achievements work in the same way, but instead of Water tasks they require Grass/Soil tasks instead.



Complete the same Water task 3 times within a single connected area of Water.



Complete the same Water task 4 times within a single connected area of Water.



Complete 4 different Water tasks within a single connected area of Water.



Complete 5 different Water tasks within a single connected area of Water.



Complete the same Water task 2 times within a single connected area of Water, and complete a different Water task 2 times within the same connected area of Water.



Complete the same Water task 2 times within a single connected area of Water, and complete the same Water task 2 times within a different connected area of Water.

Lesson Cards



Basic

Play a Pathway Card containing this icon.



Decision

Play a Pathway Card containing at least one of these icons.



Overtime

The number of rounds is increased by 1. Draw 1 Lesson Card from the Extra Lessons deck and place it on top of the Lessons deck. Play any Pathway Card this round.



New Perspective

Play any Pathway Card this round, but it must be placed upside down, with the lesson icons facing towards you. In other words, the played card will be rotated 180 degrees.

Focus

Choose 2 Pathway Cards and overlap them using the method described below. You must place these 2 cards as if they were a single joined card following the normal placement rules. After placing the 2 cards, draw 1 card from the Pathway deck to replace the extra card you played this turn.



Focus: Vertical

One Pathway Card must overlap all 3 squares on the bottom row of the other Pathway Card. Your 2 Pathway Cards will form a 3 by 5 area.



Focus: Horizontal

One Pathway Card must overlap all 3 squares on the right column of the other Pathway Card. Your 2 Pathway Cards will form a 5 by 3 area.

A video demonstrating this can be seen here: www.thecityofkings.com/vadoran-gardens/