

VADORAN GARDENS



Introduction

You are young Vadorans who are training to join the prestigious Cyrrus Order. Explore the enchanting gardens, connect similar areas, and strategically group animals, statues, and flowers while returning lost items to prove your worth to the Order.

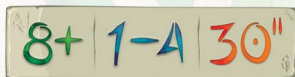
Object of the game

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 can 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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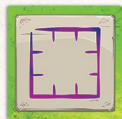
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Contents



80 pathway cards



1 round tracker



23 lesson cards



1 rulebook



4 sets of 4
Vadoran figures



4 extra black
Vadoran figures



3 sets of 5
lost items



3 sets of 6
achievement cards

Need help?

This 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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Set Up

A. Shuffle the pathway cards and place them face down near the middle of the table to form the pathway deck.

B. Each player takes 4 Vadoran figures of their chosen colour and places them in front of them.

C. Each player takes 3 pathway cards from the pathway deck to create their own hand of cards.

D. 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 pathway deck. Then do this again, creating a second row of pathway cards beneath the first.

2-player game: 2 rows of 4 cards

3-player game: 2 rows of 5 cards

4-player game: 2 rows of 6 cards

E. Shuffle each deck of animal (green), flower (brown) and relic (blue) achievement cards and place 1 of each type face up on the table where everyone can see them. You will not need the rest of these cards and can put them back in the box.

F. Place the 5 green, 5 red, and 5 blue lost items where everyone can reach.

G. Place the round tracker below the pathway deck, and place 1 black Vadoran figure on the 10 spot.

H. Any remaining Vadoran figures and the lesson cards can be returned to the box. You will only need these if playing solo (see page 18) or using the advanced rules (see page 16).



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 have three or more tasks within a connected area of grass, soil, or water, you will score points based 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 12.*

Active row

Vadoran Gardens is played over 10 rounds, and in each round the active row of pathway cards will alternate between the top and bottom rows, starting with the top row.

At the start of each round you can identify the active row by the current position of the Vadoran figures. Vadoran figures will always be in the active row at the start of the round.



Variable turn order

The turn order in Vadoran Gardens changes every round depending on the decisions you make.

In each round, the player with the Vadoran figure positioned farthest to the left in the active row will play first. Players will take their turns in order from left to right in the active row.

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 Vadoran figures.

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 top row by placing one of their coloured Vadoran figures on their chosen card.

Note. Players may not choose a card already containing a Vadoran figure.

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

1. Player turns (see page 8).
2. Update round tracker (see page 11).
2. Reveal pathway cards (see page 11).

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 pathway card (see page 9).
- C. Collect lost items (see page 10).
- D. Claim all completed achievements (see page 10).
- E. Select pathway card (see page 10).

A. Collect pathway card

Take the pathway card your Vadoran figure is currently on in the active row and add it to your hand.

B. Play pathway card

Select one of the pathway cards in your hand and place it face up in front of you on the table, following the positioning rules. Pathway cards cannot be rotated; they must be placed with the lesson icons    displayed at the top of the card.

Positioning rules

In the first round, there are no positioning rules, simply 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.

Example



It is round 2, and purple must place their second 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.

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 any achievements by matching the requirements on the card, you may claim them.

To claim an achievement, take 1 of your Vadoran figures 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 24.

Example



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

E. Select pathway card

To finish your turn, you must place 1 of your Vadoran figures on a pathway card in the inactive row.

2. Update round tracker

Once all players have completed their turn, move the round tracker on to the next space. If the round tracker has reached the Vadoran mark, move on to scoring, otherwise continue to step 3.

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.



You are now ready to start the next round.

Final Scoring

Once you have completed the final round, each player should add up their points and see who will join the Cyrrus Order.

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.

1. Focussing on tasks

For every connected area of grass, soil, or water that contains at least 3 tasks, you will earn 1 point for each visible area that is connected.

Bonus points

Some areas contain a 7 tablet; if you manage to connect a 7 tablet to a scoring area, you will earn an additional 7 points for the tablet and the usual 1 point for the visible area.

Example



The grass area contains 4 tasks, which is more than the required 3, so it scores.

There are 10 connected grass areas within the scoring area, so it scores 10 points.

There is a 7 tablet connected to the scoring area, so this adds an additional 7 points, bringing the total for this area up to 17 points.

2. Returning lost items

Players gain 5 points for each lost item they successfully returned. A returned lost item always scores, even if it's not in a scoring area

3. Completing achievements

Players earn points equal to the number shown under their Vadoran figure on completed achievement cards.

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 should have collected 1 tool during the game.
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 should have collected 1 pendant during the game.

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

14. A pendant was correctly returned to this area, so Purple earns 5 points for lost items.

15. Purple collected a tool but has not managed to return it, so it doesn't score any points.

16. Purple completed the water achievement after green and 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.

Advanced mode

The advanced mode of Vadoran Gardens incorporates all the standard rules while introducing the addition of lesson cards.

Setup

Follows these 2 additional steps during setup:

I. Shuffle the lesson cards and place one face up next to the pathway deck. Then place a second lesson card face up below the first one.

J. Place the remaining lesson cards face down in a pile above the previously placed lesson cards. This forms the lesson deck.



End of round

During the normal reveal pathway cards step (page 11) that takes place at the end of every round, you will now also need to reveal a new lesson card.

Draw 1 lesson card from the lesson deck, and place it on top of the lesson card in the active row.

Playing cards

Whenever you play a lesson card, in addition to following the positioning rules, you must also complete the current lesson.

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.

Forward planning

Lesson cards add an extra level of planning to the game. You can always see the current lesson card and the next rounds lesson card, use this to your advantage when selecting cards.

Solo mode

If attempting to join the Cyrrus Order wasn't arduous enough, your sister has also entered the training grounds and aims to take your spot. Not only must you concentrate on accomplishing tasks, but you now need to exercise added caution as your sister intends to report all of your mistakes!

Overview

In solo mode, you must apply the advanced rules and follow the 2-player setup. For the player, there are no differences in rules between the solo and the advanced game. The solo rules outline how to control the opponent, your sister.

Setup

Your sister always uses the black Vadoran figures, choose a difficulty and take that number of black Vadoran figures for your sister.

Easy: 3 figures

Medium: 4 figures

Hard: 5 figures

Expert: 7 figures

For the initial card selection at the start of the game your sister goes first. For the following rounds use the normal rules based on the position of Vadoran figures. Your sister always chooses her card using the card selection rules shown on the next page.

Sister turn

Your sister does not have a hand of cards. On her turn she will play a card, select a card, and claim any completed achievements.

1. Play pathway card

Take the pathway card your sister's Vadoran figure is currently on in the active row and place it on the table. Each new card should overlap her previous card forming a vertical column of pathway cards, leaving just the lesson icons visible.



2. Select pathway card

Your sister starts by selecting a lesson icon    using the lesson card next to the inactive row. If the lesson card:



- Contains 1 lesson icon, she chooses that icon.
- Contains 2 lesson icons, she chooses the icon positioned at the top of the card.
- Contains no lesson icons, she selects no icon at all.

She then places her Vadoran figure on the pathway card in the inactive row that contains her chosen icon and possesses the fewest number of icons. In the event of a tie, the leftmost card is selected.

If she does not choose an icon, she selects the pathway card in the inactive row with the fewest number of icons. If there is a tie, the leftmost card is chosen.

Example



The lesson card in the inactive row displays both  life and  wisdom. As life is positioned at the top, your sister selects life.

Card B contains life and has the fewest icons but it has already been chosen by the player and is unavailable for selection.

Therefore, your sister chooses card A, which contains life and has the next fewest number of icons from the remaining options.

In the scenario where the lesson card had no lesson icons, your sister would select card D, as it is the first available card with the fewest number of icons on it.

3. Claim all completed achievements

Your sister claims an achievement for every 3 matching icons in her column of cards. The image to right shows your sister playing her 4th card, gaining her 3rd life and 3rd nature icons, so she claims both the life (grass) and nature (soil) achievements.

If she reaches her 6th and 9th icon of a single type, she can claim the same achievement a 2nd and 3rd time respectively, assuming the spaces are available on the card. When she runs out of Vadoran figures she can not score any more achievements.



*Your sister will always keep 1 of her Vadoran figures for selecting cards.
If she started with 4 figures, she can claim 3 achievements.*

Scoring

Your sister scores points based on your mistakes, and her own achievements.

Start by working out what X is, based on your chosen difficulty:

Easy: $X = 1$ Medium: $X = 2$ Hard: $X = 3$ Expert: $X = 5$

1. Failed tasks

Your sister scores X points for each visible grass, soil, and water area in your pathway that did not score you points.

2. Lost items

Your sister scores X points for each lost item you collected but did not return.

3. Completing achievements.

Your sister scores for all of her completed achievements.

Example for medium difficulty



1-4. These are scoring areas for the player so score no points for your sister.

5. This area is non-scoring for the player so scores 4 points for your sister.

6-10. These areas are non-scoring for the player so score 2 points each, a total of 10 points for your sister.

11-12. These areas are non-scoring for the player so score 4 points each, a total of 8 points for your sister.

13. The lost item was returned by the player so scores nothing for your sister.

14. The lost item was collected by the player but not returned so scores 2 points for your sister.

15-17. Your sister scores 29 points for achievements.

In total your sister earned 22 points from failed tasks, 2 points for non-returned lost items, and 29 points for achievements, giving her a total of 53 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 item 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, the return locations always contain a 5.



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.

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. Move the round tracker 1 space to the left. 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 positioned at the bottom of the card. In other words, the played card will be rotated 180 degrees.

Focus lessons

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.

In the solo game, when you encounter a focus lesson, during your sisters turn you should draw 1 card from the pathway deck and add it to your sisters column to account for the extra card you will play this turn.

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.