

## **SOME REMARKS**

The English translation has been made by us and Google  
(thank you Google). Be kind.

And be sure that the EN version of the final rules  
will be translated by Nathan, our American friend.

Page 1 & 2 have to be printed as single pages (Front only).

Since you are going to manipulate them a lot,  
stick them on strong card board.

Rest of the pages must be double-sided (cards).

Expert cards are not included



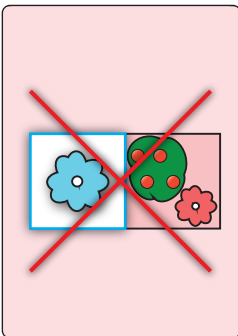
# Kasper Lapp GARDENERS

## COMPONENTS

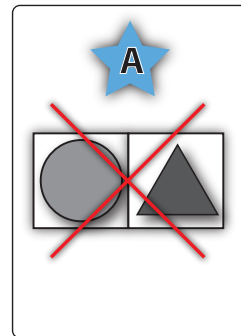
36	Garden tiles
16	tiles A
9	tiles B
11	tiles C
1	sandtimer (15 minutes)
1	rulebook

105	Constraint cards
24	Training cards
6	Training cards A
6	Training cards B
5	Training cards C
60	cards reserved for the Complete game
21	cards reserved for Expert game
<i>Do not open this package yet!</i>	

## Anatomy of a card



The **front** indicates the constraint to be respected (which is only known to the player who owns the card).



The **back** indicates the type of constraint to respect (which is known to all players).

## OVERVIEW & GOAL OF THE GAME

Players embody the gardeners of a whimsical and capricious King who has a very precise idea of the layout he wants for his magnificent garden. However, he only gives his directives separately to the various gardeners. Moreover, the King forgets everything, all the time; no sooner have the gardeners responded to his expectations than everything has to start over!

**Gardeners** is a **simultaneous cooperative** game played **silently** and in **real time**. In less than the duration of the sandtimer, players must succeed in arranging as many gardens as possible, always composed of the same tiles, but responding to different rules from one round to another. Everyone must deduce the rules in force by observing where the tiles are placed and from where some are removed.

The goal of the game is to validate as many Constraint cards as possible to score the most points.

## SETUP

Distribute the Garden tiles more or less evenly to the players. Each player places the received tiles in a face-up pile in front of him.

Shuffle the Constraint cards and put them in a pile, face down, at the side of the playing area.

Place the sandtimer on its tile, next to the Constraint card deck.

Draw the first player.



### EXAMPLE

Setup with 4 players.

# PLAYING THE GAME

A game of **Gardeners** is made up of an indefinite number of rounds limited by the duration of the sandtimer. Each is broken down into 4 phases, as follows:

- Draw a Constraint card,
- Arrange the garden,
- Check the garden,
- End of round.

## IMPORTANT

During the game, players cannot communicate **in any way** about what to do or not to do to make the garden.

## 1

## Draw a Constraint card

### DURING THE FIRST ROUND

The first player draws a Constraint card and check it, then the sandtimer is turned over.

### IN SUBSEQUENT ROUNDS

The player to the left of the last player who received a Constraint card also draws one.

## CARD MANAGEMENT

**At any time**, any player can decide to discard their Constraint card. It is then placed next to the draw pile, **face down**, and will lose 1 point at the end of the game. The player who discards a card must immediately draw a new one.

The discarded cards are no longer taken into account for the realization of the layout of the garden.

When a fourth card comes into play, the oldest card is moved **face up** next to the draw pile. This card is now considered **validated**.

You will therefore play with a **maximum of 3 Constraint cards at a time**.

Validated cards are no longer taken into account for the realization of the layout of the garden. At the end of the game, they will be worth 1 point each.

For details about all Constraint cards, see page 18.

## Two player mode

With two players, the third Constraint card will be drawn by the first player who will then have two. During the following rounds, follow the basic rule for bringing new cards into play; this will result in players having two cards in hand alternately.



## 2

## Arrange the garden

As soon as the sandtimer starts, the players must arrange the garden **together** (*Gardeners* is a cooperative game!). The garden **always** takes the form of a square.

There is no game turn: **everyone plays at the same time**. Each player can only perform one action at a time: **add** or **remove** a tile (playing with one hand only is recommended).

### REMARK

The size of the square vary depending the playing mode...

• <b>Training A</b> .....	Page 8 .....	4 × 4 tiles,
• <b>Training B</b> .....	Page 10 .....	5 × 5 tiles,
• <b>Training C</b> .....	Page 12 .....	6 × 6 tiles,
• <b>Initiation Mode</b> .....	Page 14 .....	6 × 6 tiles,
• <b>Complete Game</b> .....	Page 15 .....	6 × 6 tiles,
• <b>Solo Mode</b> .....	Page 16 .....	6 × 6 tiles.

### ADD A TILE

#### DURING THE FIRST ROUND

A player places the first tile in the center of the table.

#### DURING THE NEXT ROUNDS

Leave the garden in the center of the table as it was at the end of the previous round. This is the starting point of the new round. You will therefore have to start by removing tiles (see page 5) before you can add any.

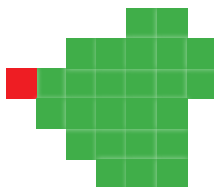
Subsequent tiles must always be added to the garden by being orthogonally adjacent to at least one tile in the garden.

Players can only add tiles from their personal reserve to the garden.

Your personal reserve contains your initial stack of tiles and, **next to them**, tiles that would have been removed from the garden to be given to you during the round (see “*Remove a tile*”, page 5). During the game, your pile will empty until it disappears.

The tiles placed must always fit within the maximum size of the garden.

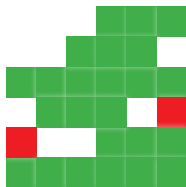
*In the following examples, the size of the garden to be laid out is 6 × 6 tiles.*



#### EXAMPLE

*It is forbidden to place the red tile because the garden would then exceed 6 tiles in width.*

Placing a tile can never generate a closed empty space within the garden.



#### EXAMPLE

*In red, two examples of tiles that cannot be placed because they would create closed and empty spaces within the garden.*

If you add a tile to the garden from your initial pile, only the tile at the top of the pile can be used.

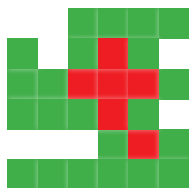
# Illustration

## REMOVE A TILE

When arranging the garden, some tiles will not be placed correctly on the first try because players will need time to understand what the rules are; they will therefore make placement errors.

Removing tiles allows you to rearrange the garden in order to ultimately comply with the different constraints of the round.

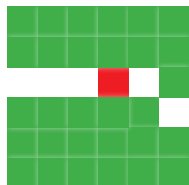
You can only remove the tiles at the edge of the garden.



### EXAMPLE

*Only green tiles can be removed!*

In addition, it is forbidden to split the garden by removing a tile.



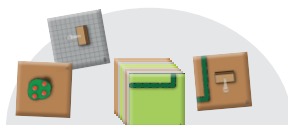
### EXAMPLE

*The red tile cannot be removed otherwise the garden would be split in two.*

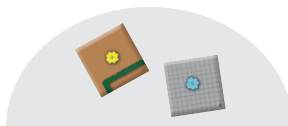
A tile removed from the garden must **immediately** be placed in **another** player's personal reserve. The tiles thus given are not stacked; they are placed next to each other.

### EXAMPLE

*This is what a Personal Reserve will look like in-game.*



*If the initial pile still exists.*



*If the initial pile no longer exists.*

*A personal reserve could even be completely empty at some point!*

**It's forbidden** to move or rotate a tile within the garden.

When all the tiles have been placed in the garden and no one wants to remove any more tiles, move on to phase 3.

# 3

## Check the garden

Players with a Constraint card secretly check whether the layout of the garden complies with their constraint. Everyone announces “compliant!” or “non-compliant!”.

If **at least one player** with a Constraint card has announced “**non-compliant!**”: the round is not over! You must continue with phase “2 – Arrange the garden”.

If **all players** with a Constraint card have announced “**Compliant!**”: the round is over!

### IMPORTANT

In both cases, no card kept face down should be revealed at this stage!

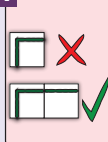
### REMARK

When checking the garden, only cards owned by players are taken into account. Those that have been previously validated or discarded will only be used during the final scoring.

### EXAMPLE

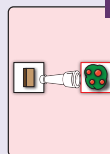
During phase 3 of the the second round, one checks that the garden conforms to the two Constraint cards in play.

**A**



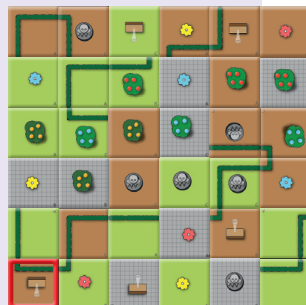
**Constraint A:** Any hedge must be connected to at least one other hedge.

**B**

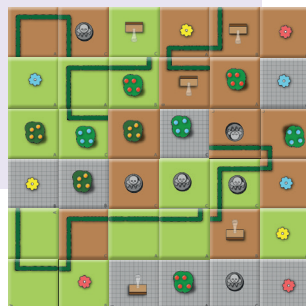


**Constraint B:** Any bench must be oriented towards a tree with red fruits.

In this first case, constraint **A** is respected, but not **B** (the error is circled in red). So the construction of the garden must continue.



In this second case, the two constraints are respected; the round is therefore over.



# 4

## End of round

Now that the garden has been validated, a new round begins (see “1 – Draw a Constraint card”, page 3).

# END OF THE GAME

The game ends **immediately** as soon as the sandtimer has run out.

Then calculate your final score as follows:

- each **validated** Constraint card (placed **face up** next to the draw pile) is **worth 1 point**.
  - each **discarded** Constraint card (placed **face down** next to the draw pile) causes a **loss of 1 point**, except the first one.
- Example: 3 cards have been discarded. You therefore lose 2 points.*

Then compare your score with the table below to know the height of your success.

0 point	Ouch!	Didn't you forget to practice the trainings and the Initiation mode before playing the Complete game?
1 point	It's a good start	You understand how it works.
2 – 3 points	It's going well	You're on the right way.
4 – 6 points	Cheer!	It's a great success!
7 – 9 points	Impressive!	True champions!
10+ points	You have become experts!	It's time to upgrade to expert. You can now open the <b>Expert</b> Constraint card deck and discover new challenges.

## You now know all the rules of Gardeners.

*But we know its original mechanics can confuse new players.*

*Therefore, we strongly advise you to put these rules into practice little by little, thanks to **training** and the **Initiation mode** before starting to play the Complete game.*

Here is the summary of the following pages:

- **Training sessions** ..... page 8
- **Initiation mode** ..... page 14
- **Complete game** ..... page 15
- **Solo mode** ..... page 16

# TRAINING SESSIONS

Before each training, show and explain to all players the face of the 5 or 6 Constraint cards so that everyone knows what to expect. Then shuffle the cards.

During training, when a card is drawn, the previous player reveals his without discarding it. You therefore play at most with **a single card face down**, the other two possible being revealed.

### REMARQUE

*Gardeners* will only reveal its full playful and addictive potential when playing the **Complete** game (see page 15). So don't form a definitive opinion on the game by having practiced only training sessions or a play in Initiation mode which, by definition, only offer incomplete gameplay!

## Training Session A

### COMPONENTS USED

6	Constraint cards A
2	Proximity Constraint cards
2	Removal Constraint cards
2	Agglomeration Constraint cards
16	Garden tiles A

*You lay out a square of 4 × 4 tiles.*

### GOAL OF THE GAME

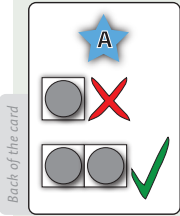
There is no pressure here...  
Leave the santimer in the box. You simply have to correctly complete the garden of 4 × 4 tiles, 6 times in a row, taking into account the Constraint cards drawn round after round.

### END OF THE GAME

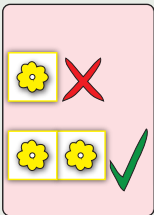
The game ends as soon as the players have validated 3 Constraint cards (see “Card Management”, page 3).

## DESCRIPTION OF CONSTRAINT CARDS USED

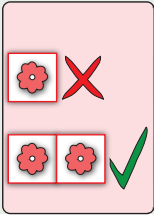
### PROXIMITY CONSTRAINT



This type of Constraint cards specifies that an element cannot be alone and that it must always be orthogonally adjacent to at least one **identical** element. The other elements around it don't matter.

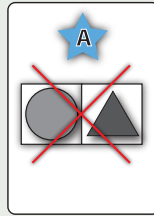


**Front #1**  
A yellow flower must always be orthogonally adjacent to at least one other yellow flower.

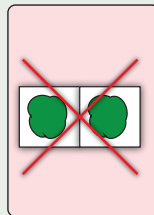


**Front #2**  
A red flower must always be orthogonally adjacent to at least one other red flower.

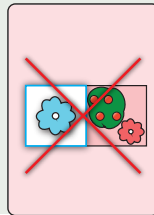
### REMOVAL CONSTRAINT



This type of Constraint cards specifies that an element cannot be orthogonally adjacent to another specific element. The other elements around it don't matter.

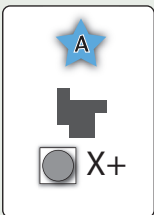


**Front #1**  
Two trees cannot be orthogonally adjacent (regardless of the color of their fruits).



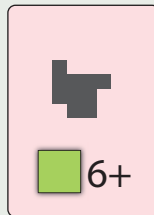
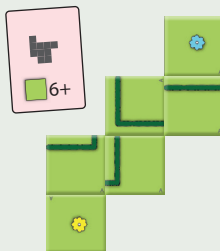
**Front #2**  
A blue flower cannot be orthogonally adjacent to a tree with red fruits, nor to a red flower.

### AGGLOMERATION CONSTRAINT



This type of Constraint cards specifies that a certain number of elements of the same type (one or two different types) must be orthogonally adjacent.

**EXAMPLE**  
This card requires at least 6 tiles with a Grass background to be orthogonally adjacent.



**Front #1**  
6 or more Grass tiles – regardless of which elements are on top – must be orthogonally adjacent.



**Front #2**  
6 or more trees – regardless of the color of the fruits of the trees and of the flowers – must be orthogonally adjacent.

## Training Session B

### COMPONENTS USED

<b>6</b>	Constraint cards B	<b>25</b>	Garden tiles: $16 \times A$ , $9 \times B$
<b>2</b>	Panorama Constraint cards	<b>1</b>	sandtimer
<b>2</b>	Link Constraint cards		
<b>2</b>	Edge Constraint cards		

*You lay out a square of  $5 \times 5$  tiles.*

### GOAL OF THE GAME

Let's add some pressure...

It is now a question of correctly completing the garden of  $5 \times 5$  tiles, 6 times in a row, taking into account the Constraint cards drawn, and this before the sandtimer has finished running.

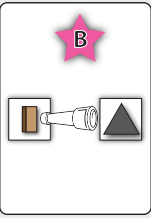
### END OF THE GAME

The game ends as soon as the players have validated 3 Constraint cards or the sandtimer has finished running.

### DESCRIPTION DES CARTES CONTRAINTE UTILISÉES

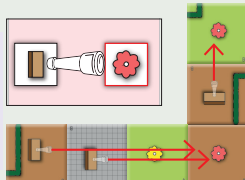
#### PANORAMA CONSTRAINT

*Back of the card*



This type of Constraint cards specifies that all tiles containing a bench must be oriented towards a particular element, which does not necessarily have to be adjacent to the bench; it is enough that he is in the line of sight of the bench. Several benches can be arranged in the same line and several benches can "look" towards the same element.

**EXAMPLE**  
All benches must face towards a red flower.

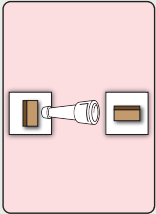


**Front #1**

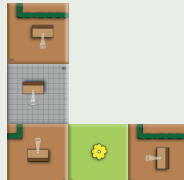
All benches should face a red flower.

**Front #2**

All benches must face another bench. Benches can face each other or look in another direction.

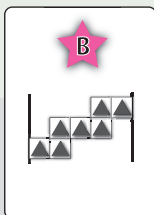


**EXAMPLE**  
All benches look at least one other bench.



## LINK CONSTRAINT

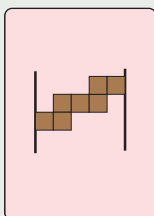
Back of the card



This type of Constraint card specifies that you must create a way using one or more specific type(s) of element(s). A way is a group of orthogonally adjacent tiles connecting

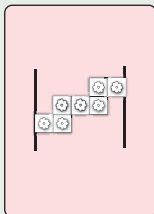
(not necessarily in a straight line) two **opposite** sides of the garden.

### Front #2



The way must be composed of Dirt tiles.

### Front #3

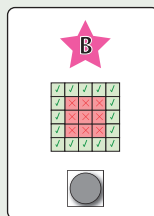


The way must be composed of tiles containing flowers, regardless of their color.

Illustration

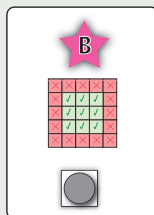
## EDGE CONSTRAINT

There are two kinds of Edge Constraint cards.



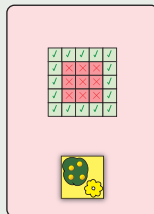
Back of the first type of card

The first specifies that items of a certain type must **all** be on the outer tiles of the garden.



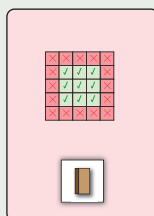
Back of the second type of card

The second specifies that **no** element of a certain type should be on the outer tiles of the garden.



### Front #1

All yellow flowers and trees with yellow fruits must be on the outer tiles of the garden.



### Front #3

No bench should be on the exterior tiles of the garden.



# Training Session C

## COMPONENTS USED

6	Constraint cards C
2	Layout Constraint cards
3	Hedge Constraint cards

36	Garden tiles
1	sandtimer

*You lay out a square of 6 × 6 tiles.*

## GOAL OF THE GAME

Always bigger!

This training session is the same as the previous one but in a larger garden.  
From now on you play with the normal grid of 6 × 6 squares.

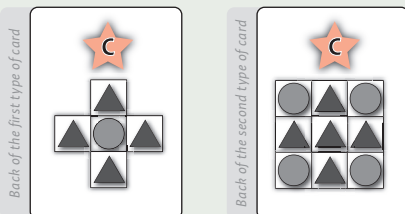
## END OF THE GAME

The game ends as soon as the players have validated 2 Constraint cards  
or the sandtimer has finished running.

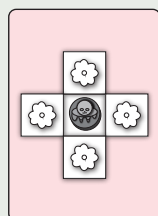
Illustration

## DESCRIPTION OF CONSTRAINT CARDS USED

### LAYOUT CONSTRAINT

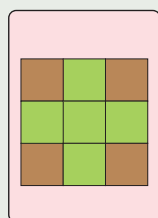


This type of Constraint card specifies that a certain arrangement of elements must be respected (at least once) identically in the garden.



#### Front #1

4 flowers must orthogonally frame a statue. The orientation of the statue does not matter. Flower color may be different from flower to flower.

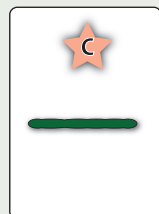


#### Front #2

A square of  $3 \times 3$  tiles must consist of 4 Dirt tiles at the corners and 5 Grass tiles arranged in a cross.

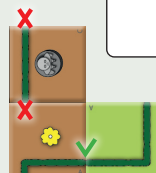
### HEDGE CONSTRAINT

This type of Constraint cards specifies that the hedges must be connected to form a continuous path (open or closed).



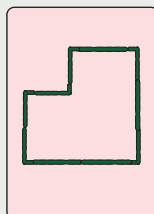
#### EXAMPLE

The hedge of the top tile must be connected.



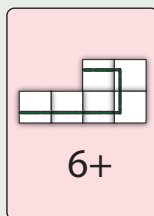
#### REMARK

The orientation of the tiles is only important in the case of benches and hedges. In all other cases, the orientation of the Garden tiles is irrelevant.



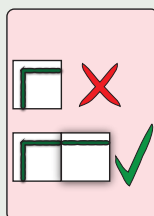
#### Front #1

Some hedges must be connected to form a **closed** continuous path. It doesn't matter what form it generates. The remaining hedges do not have to be connected.



#### Front #2

Some hedges must be connected to form a continuous **open or closed** path of at least 6 tiles. It doesn't matter what path it generates. The remaining hedges do not have to be connected.



#### Front #3

Any hedge must be connected to at least one other hedge.

# INITIATION MODE

Once the trainings are complete, it's time for you to move on to the **Initiation** mode.

Put all the Training Constraint cards back in the box; they will no longer be used.

*Gardeners'* Initiation mode uses the deck of cards marked with an X, built on the basis of constraints discovered during training and enriched with new combinations. The **player aid** on page 16 explains them all.

## COMPONENTS USED

36	Garden tiles
60	Constraint cards marked with an X
1	sandtimer

*You lay out a square of 6 × 6 tiles.*

## PLAYING THE GAME

Just like during training, **only the last Constraint card drawn remains face down**, while the previous one is revealed.

## END OF THE GAME

The game ends immediately when the sandtimer has run out.

Then rate your level of achievement as described on page 7.

Illustration

# COMPLETE GAME

Congratulations! You have finally arrived at the Complete *Gardeners* game.  
The challenge is getting tougher!

## COMPONENTS USED

36	Garden tiles
60	Constraint cards marked with an X
1	sandtimer

*You lay out a square of 6 × 6 tiles.*

## PLAYING THE GAME

Unlike training and Initiation mode, **all drawn Constraint cards remain face down**,  
and that changes everything!

## END OF THE GAME

The game ends immediately when the sandtimer has run out.

Then rate your level of achievement as described on page 7.

Illustration

# SOLO MODE

## REMARK

It is not recommended to play training sessions in Solo mode.

Solo mode is played the same way as Complete game, adding however the following modifications.

## Setup

The player takes all the Garden tiles and forms **two** piles of the same size in front of her.

She draws two Constraint cards and places them face up in front of her.

## Playing the game

### DRAW A CONSTRAINT CARD

During this phase, draw a new Constraint card and place it face up next to the ones already in front of you. **Do not perform this step on the first round.**

### START THE SANDTIMER

No change to the basic rules.

### ARRANGE THE GARDEN

Choose where you take a tile to play it in the garden:

- At the top of one of the two piles, (until they have been emptied).
- On the edge of the garden, to move or turn it within the garden (it is allowed in Solo mode!).
- In your personal reserve, next to the two piles (if you have previously brought at least one tile there from the garden).

### CHECK THE GARDEN

No change to the basic rules.

## VALIDATE CONSTRAINT CARDS

**During** the game, you can validate Constraint cards only **twice** (a third and last validation will take place at the end of the game), at the end of a round.

When you decide validation should occur, validate **all** cards. They will be taken into account for the final score.

Then draw two new Constraint cards and continue the game.

### EXAMPLE

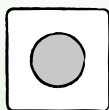
*Michael masters Gardeners and has 7 Constraint cards in front of him. At the end of a round, he decides to validate for the first time and therefore places the 7 cards face up next to the draw pile. Michael then begins a new round by drawing 2 new Constraint cards. He can start a second phase of validation later.*

## End of the game

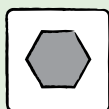
Perform a final validation.

Then compare your score with the table below to know the height of your success.

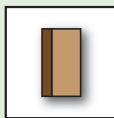
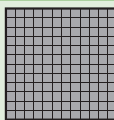
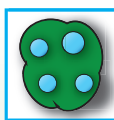
<b>0 point</b>	<b>Ouch!</b>	<i>Didn't you forget to practice the trainings and the Initiation mode before playing the Solo mode?</i>
<b>1 – 2 points</b>	<b>It's a good start</b>	<i>You understand how it works.</i>
<b>3 – 5 points</b>	<b>It's going well</b>	<i>You're on the right way.</i>
<b>6 – 9 points</b>	<b>Cheer!</b>	<i>It's a great success!</i>
<b>10 – 13 points</b>	<b>Impressive!</b>	<i>True champions!</i>
<b>14+ points</b>	<b>You have become experts!</b>	<i>It's time to upgrade to Expert. You can now open the <b>Expert</b> deck of Constraint cards and discover new challenges.</i>



or



=



**X+**

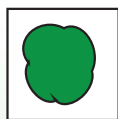


**X** is a  
minimum  
quantity

**X!**



**X** is an  
exact  
quantity



=



or



or



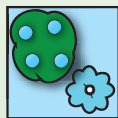
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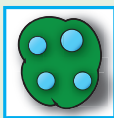
or



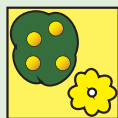
or



=



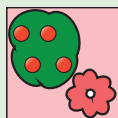
or



=



or



=



or





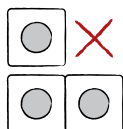
○ can only be placed in the **center** of the garden.



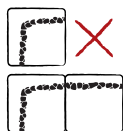
○ can only be placed at the **edge** of the garden.



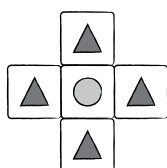
Connect the hedges to form **one** closed continuous line (any shape).



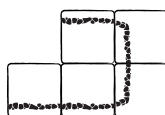
○ must always be adjacent to at least one ○.



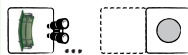
Each hedge must be connected to at least one other hedge.



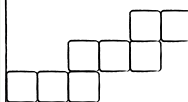
Specific arrangement of tiles.



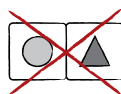
Some hedges must be connected (any path).



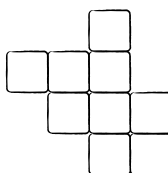
Each bench must stare at 1 ○ (or more). No matter the number of tiles in between.



Connect two opposite sides of the garden using ○ (any shape).



○ and ▲ cannot be adjacent.



Some tiles must be connected (any shape).





# Illustration



rue Sanson 4,  
5310 Longchamps,  
Belgium

 [www.sitdown-games.com](http://www.sitdown-games.com)

 [info@sitdown-games.com](mailto:info@sitdown-games.com)

 SitDownGames

 Sitdown.jeux

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DESIGNER

**Kasper LAPP**

ILLUSTRATOR & GRAPHIC ARTIST

**Anthony MOULINS**

DEVELOPMENT MANAGER

**Michaël DEROBERTMASURE**

ARTISTIC DIRECTOR

**Marie OOMS**

PROMOTION MANAGER

**Sophie TROYE**

PROJECT MANAGER

**Didier DELHEZ**

ENGLISH TRANSLATION

**XXXX**