Jardim
Encantado
Rulebook

# Jardim Encantado

In a distant world inhabited by fairies, darkness threatens harmony and magic. Even the memory of the incredible places in this universe has faded, and now, only through the power crystals will the fairies ensure the return of happiness. To do so, they will need to explore various places to restore the memories of the Enchanted Garden.

## COMPONENTS

50 crystal cards, 10 cards of each color (red, green, white, blue, black), numbered from 0 to 9.

- 50 Enchanted Garden cards:
  - 20 Level I Enchanted Garden cards
  - 20 Level II Enchanted Garden cards
  - 10 Level III Enchanted Garden cards

- 6 Fairy Cards
- 1 Multicolored Crystal Card
- Rulebook

## THE CRYSTAL CARDS

1. *Value of the card for the dispute*
2. *Card color for the dispute. If the card has a , it will count as any color.*
3. *Type/Color of the letter*
4. *Number of players*

# SETUP

Follow these steps, in order:

1. Order the crystal cards according to the number of players (shown in the bottom right corner) and shuffle them to create a draw deck, placing it in the center of the playing area (return the remaining cards to the game box):
   - 2 players: remove the 9, 8, 7, and 6 cards
   - 3 players: remove the 9, 8, and 7 cards
   - 4 players: remove the 9 cards
   - 5 players: use all the crystal cards

2. Randomly distribute 7 crystal cards to each player. These cards create the players' hands and must be kept secret from the others.

3. Sort the Enchanted Garden cards according to their level (1, 2, or 3). Shuffle each pile separately to create an Enchanted Garden deck for each level.

4. Draw 4 cards from each Enchanted Garden deck and place them face up next to their respective deck.

5. Place the 6 Fairy cards on top of the Enchanted Garden cards, with the respective player number side (shown in the bottom right corner) facing up.

6. Choose the starting player and give them the Multicolored Crystal card.

You can now start playing Enchanted Garden!

5
2
Jardin Enchanté I
3
4
Jardin Enchanté II
3
4
Jardin Enchanté III
3
4
2
6

# Overview

During the game, players will play their crystal cards to win tricks, which will grant them cards to use in exploring the Enchanted Garden. Players will purchase cards displayed in the playing area to gain exploration points and/or bonuses.

These bonuses allow players to acquire new Enchanted Garden cards by paying fewer Crystal cards. Additionally, some Fairies will award Exploration points when the player reaches a certain bonus value of a specific type/color.

Once a player reaches 12 Exploration Points, or 3 Fairies are claimed by the players, the round is played to the end and the player with the most Exploration Points is declared the winner.

# How to Play

The game is played over several **rounds** until the game ends. At the start of each round, each player must have 7 crystal cards in their hand. Each round will consist of 7 **turns** of play, during which crystal cards will be played.

In each **turn** of the game, the player holding the Multicolored Crystal card will choose a Crystal card from their hand and play it in the center of the playing area to start a new match.

Any card from the player's hand can be played to start a new turn. This is the **opening card**. The other players must observe the type/color of the Crystal on the opening card, that is, the card played by the player who started the turn.

In a clockwise order, the other players must choose a card from their hand and play it, observing the following:

- Players **must** play cards of the same type/color as the Crystal played by the player who started the game;

*Example: In this example, the first player played the red crystal card with a value of 5. Therefore, the other players had to play red cards from their hands.*

- Only if a player does **not** have a card in their hand of the same type/color as the opening card, this player may play any other card from their hand, regardless of its type/color;

*Example: Following the previous example, player 4 does not have a card of the same type/color as the opening card (red 5) in their hand, and therefore they can play any other card from their hand and choose to play the green 4.*

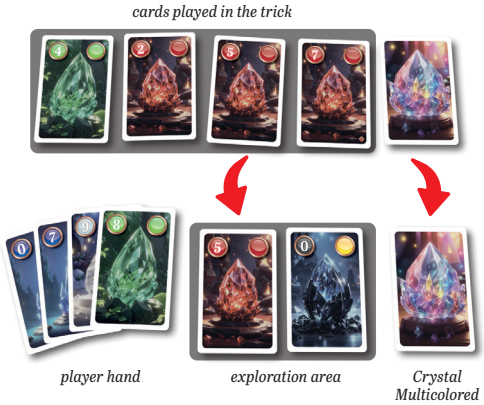
- The player who played the highest-value card AND whose card matched the type/color of the opening card wins the trick. In other words, the player who did not play a card of the same type/color as the opening card (did not follow) will automatically lose the trick.

*In the example above, the winner of the trick was player 2, who played the card of the same type as the opening card (red) and had the highest value (7).*

The winner of the trick will immediately take all the cards that were played in the trick, choose one of them, and place it in front of them in a space that will be their exploration area.

The remaining cards from the trick are placed in a discard pile next to the crystal draw deck.

Finally, the winner of the trick receives the Multicolored Crystal card.




*Example: Following the previous example, the player took the 4 cards played in the game and chose to place the Red 5 card in their Exploration Area. They also took the Multicolored Crystal card for themselves.*

Each player can have a **maximum of 3 cards** in their exploration area, but if they wish, they can replace them with the newly acquired card, placing the replaced card in the discard pile.

After these steps, the player holding the Multicolored Crystal card will begin a new turn (trick), following the same steps described above, until the round ends (when all cards in hand have been played).

# ENCHANTED GARDEN CARDS

Enchanted Garden Cards represent the locations that players need to explore to bring back the happiness of the Enchanted Garden Fairies.

To obtain Exploration Points, players must acquire these cards. They are displayed in the center of the playing area and can be acquired by any player during specific moments of the game.

Each card has its own acquisition cost, as well as a bonus equivalent to the Garden's level. In addition, most Garden cards also give players Exploration Points.

1. *Cost of the Card*
2. *Exploration Point*
3. *Color and Bonus*
4. *Color and Illustration*
5. *Number of Players*

### Acquiring an Enchanted Garden Card

To acquire a new Enchanted Garden Card, the player needs to pay its cost using Crystal cards in their exploration area, as well as bonuses from previously acquired Enchanted Garden cards.

To do this, the player must spend a number of Crystal cards in his exploration area and add them to the bonuses of the same type/color as the cost indicated on the Garden card to be acquired.

Note: Zero-value Crystal cards have a that can be used to acquire Level III Garden cards (See Acquiring Level III Garden Cards) or as a wild card, serving as any type/color.

Remove the Crystal cards that were used to acquire the exploration area and place them in the discard pile.

The player must spend a number of Crystal cards from his exploration area equivalent to the level of the Garden card being acquired, and the remainder can be paid for using bonuses from other Garden cards (for example, for a level II Enchanted Garden card, the player must spend a minimum of 2 Crystal cards from their exploration area).

*Example: In this example, Ana wants to buy the card 1 and to do so she needs to pay the cost indicated on it. She can spend her Black Crystal 8 card in her Exploration area 2 and the green and red bonuses from her Garden cards that she acquired in previous turns 3.*

The acquired Garden card is placed in front of the player, in their **scoring area**, and will form a row with the acquired Garden cards, organizing them according to type/color so that their bonuses and Exploration points are visible to everyone.

*Example: Following the previous example, Ana discarded her Black Crystal 8 card, now only having the White Crystal 4 card in her Exploration area. But she added the card* (1) *to her Enchanted Garden card list. Now, Ana has the following bonuses:* *and a total of 7 Exploration Points (2+2+1+2) for the Enchanted Garden cards acquired.*

After acquiring an Enchanted Garden card, the player must fill the space left by the acquired card by drawing a new card of the same level. If the deck has run out of cards, this does not happen.

### Moments to acquire a Garden card

Players can only acquire Enchanted Garden cards at **2 specific points** in the game:

- After the end of a round, **all players** can acquire a Garden card, starting with the player who has the Multicolored Crystal card;

- At the end of each trick (except the last trick of a match), **only the player who won the trick** can give the Multicolored Crystal card, passing it to the player on their left, and after that he can acquire a Garden card (thus, the player who will start the next match will be different, since the Multicolored Crystal card has changed players).

### Acquiring Level III Garden Cards

To acquire a Level III Garden card, the player must use a Crystal card that contains a , that is, it must be a Crystal card with a value of 0.

*exploration area*

*scoring area*

*Example: In the example on the previous page, Ana was acquiring the card 1. The acquisition cost of this card is 3x 4x 1x. To do this, she will discard the three cards from her Exploration area and add the bonuses from the Enchanted Garden cards that are in her scoring area.*

## End of the round

After 7 turns of play, the players will no longer have Crystal cards in their hands and the round ends. Starting with the winner of the last trick (the one with the Multicolored Crystal card) and proceeding clockwise, each player **may** acquire a Enchanted Garden card.

Whenever a Garden card is acquired, another will be placed in its place, provided the deck of the same level has not yet run out

If this is not the final round (see End of Game), the crystal cards from the discard pile are shuffled with the draw pile, forming a new deck, and 7 Crystal cards are dealt to each player again, starting a new round.

## The Fairies

After a player acquires a Garden card, they will check if it meets the requirements of any of the Fairy cards.

Only Enchanted Garden cards can be used to meet the requirements of the Fairies (that is, you cannot use Crystal cards to get a Fairy).

If the player is the first to fulfill the requirements, he will take the corresponding Fairy card and place it in front of him, scoring the highest Exploration point indicated on the card. From now on, any other player who meets the requirements of this card will only score the lowest Exploration point value (in a 2-3 player game, 3/1 Exploration points - in a 4-5 player game, 5/2 Exploration points).

*Example: Following the previous example, as soon as Ana acquired her fourth red Enchanted Garden card (1), she fulfilled the requirements to win the red Fairy. Therefore, she takes the red Fairy card and places it in front of her (2). With this, Ana gained 5 Exploration points for being the first to fulfill the requirements of this Fairy. Ana's score at this moment is 18 Exploration points (5+1+2+2+2+5+1). Note that in this turn alone she managed to gain 10 points: 5 points for the level III Enchanted Garden card and another 5 points for winning the red Fairy.*

## GAME END

When a player obtains 12 Exploration points (either through Garden or Fairy cards), or when a third Fairy is collected by a player, the current round will end until all tricks have occurred, and at the end, each player may acquire a Garden card normally.

Then, the players will add up their Exploration points, and the one with the highest total will be declared the winner.

In the event of a tie, the winner is the player with the fewest Garden cards.

If the score remains tied, the winner is the player with the most higher-level cards.

If the score remains tied, the player with the most Fairy cards wins.

If the score remains tied, the players share the victory.

## CREDITS

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