

### Game Variations:

- For younger players: Play without the Gardener. Players can ask as many questions as they need to in order to guess what the secret picture is.
- For older players: Increase the challenge! Start the game with the Gardener a few spaces closer to the castle. Put the wooden marker wherever you want the Gardener to start. This marks where the game will begin each time. Now you have fewer questions to ask – and less time to guess the secret!

### Helpful Information:

- Younger players should take some time to become acquainted with the objects on the game board before starting. Ask them questions about the pictures on the Mystery Cards so that they can verbalize and remember what they see. (Example: “What objects are near the picture on your mystery card?”)
- Encourage children to discover and describe all the details they see in the beautiful scenery of Mystery Garden to help develop their communication skills.

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 **WARNING:**  
**CHOKING HAZARD**  
Small parts. Not for children under 3 years.



Enter Mystery Garden with all its fascinating scenery and various magical inhabitants. Try to stop the Gardener from reaching the castle by guessing what object he or she is hiding. Ask the right questions to discover the secret.

**Game No. 22055 7**  
**For 2-6 Players, Ages 4+**

**Contents:**

- 48 Mystery Cards
- 1 Wooden Gardener
- 1 Wooden Marker
- 1 Game Board

**Object of the Game:**

Ask questions to discover which object from the garden the Gardener hides. Solve three mysteries to win the game!

**Getting Started:**

- Carefully punch out all of the Mystery Cards.
- For every card there is a matching picture somewhere in the garden. Make sure everyone can identify all of the pictures.
- Flip all the cards over and mix them up.
- Assemble the game board and put the Gardener on the very first stepping stone at the garden gate.

**Let's Play!**

The oldest player goes first. You will be the Gardener.

- Pick a Mystery Card from the pile and look at the picture. But don't let anyone see it – it's a secret!
- Going clockwise, everyone else takes turns asking you questions about what object from the garden the Mystery Card shows. The questions must be asked so that they can only be answered with "yes" or "no". (Example: Is it a plant? YES! Is it a flower? YES! Player points to a flower on the board. Is it this flower? YES! YOU WIN!)
- Each player asks only one question per turn.
- Every time someone asks a question, the Gardener moves one space forward along the stone pathway.
- Can you guess what the object is by remembering the answers to everyone's questions? If you can get it right before the Gardener reaches the castle, you win the Mystery Card!
- If the Gardener reaches the castle before anyone can guess the object, the Gardener gets to keep the card.
- The player who won the Mystery Card is also the next Gardener. Put the Gardener back on the first stepping stone and pick another Mystery Card to start the game again.

**Winning the Game:**

Keep solving mysteries until one player has collected 3 Mystery Cards. This player is the winner!