



GARDEN HEIST



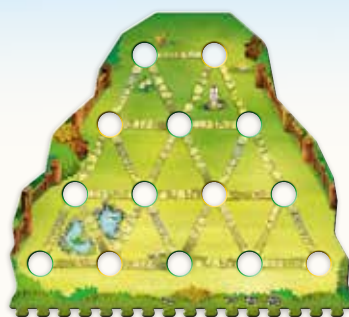
A game of hide-and-seek for 2 to 4 raccoons

While the gardener's away, the raccoons will play! When the window's closed, the sneaky bandits move around the garden to steal food. If they're spotted by the gardener when the window opens, they'll have to start over!

How much treasure will the raccoons bring back? Will one of them make it to the house and dive into the coveted trash can?



1 House
(2 parts, 1 window, 1 spare window)



1 Game Board
(4 parts)



14 Obstacles and Bases



4 Movers



5 Score Markers



24 Tokens



1 Finish Line



1 Path



1 Trash Can
(2 parts)



2 Wobbly Platforms
(3 parts)

Aim of the Game

- In each round, you'll play as either a raccoon or the gardener.
- The gardener closes the window and gives the raccoons a chance to hide behind a bush. The gardener says, "1 ... 2 ... 3 ... ready or not, find your spot!"
- Then, the gardener opens the window and tries to spot the raccoons. The gardener points to an obstacle to try and flush out any raccoons hiding behind it. If the gardener succeeds, they gain 1 token. Any raccoon still hidden stays in place, and any raccoon behind a yellow obstacle gains 1 token.
- At the end of each round, every player counts their tokens and moves forward on the score track. The first player to cross the finish line wins the game!

Set Up

- A** Put the lower part of the house into the box as shown.



- B** Place the window into the three central slots. The window opens toward the inside of the box.



- C** Add the roof. Attach the front of the roof first (into the slots) and then fold in the sides.



Make sure that all the pieces fit tightly and that there are no gaps.

Before you play for the first time, carefully remove all the elements from the cardboard. Some obstacles contain holes. Insert each obstacle into a base of the corresponding color, either green or yellow.

- Note the separate setup for 2 players (on page 4).

- 1** Build the house as shown.

- 2** Assemble the four parts of the board in the middle of the table.

- 3** Place each obstacle on the board, in a hole of the same color.

- 4** Place the house at the end of the path, and place the trash can on the path, in front of the house.

- 5** Set the tokens nearby.

- 6** Each player chooses a mover and attaches the score marker of the same color on the first space at the bottom of the board. (Note: The gray score marker is only used for the 5-player variant.)

- 7** Attach the finish line to the space with the same number of raccoons as players (2 for 2 players, 3 for 3 players, etc.).



How to Play

The last person to have seen a raccoon becomes the gardener for the first round and goes behind the house (they won't use their mover in this round).

"1... 2... 3... ready or not, find your spot!"



When all players are ready, the gardener closes the window and says "1... 2...3... ready or not, find your spot!"

The gardener must speak in a loud, clear voice without mumbling. Feel free to adapt your speed and diction based on who's playing.



Meanwhile, the raccoons get moving!

- On the first turn, players must place their mover behind one of the five obstacles **on the back line**.
- On each following turn, players move their mover behind an obstacle adjacent to their current position, following the stone path. (Note: Players can't stay in the same place, but they can move backwards).



Special case: A raccoon behind one of the two obstacles on the front-most line can move onto the path in front of the house and take the trash can. If several players do this in the same turn, they share the trash can.



When the gardener finishes saying "find your spot," they open the window.



The raccoons can no longer touch their movers or anything on the board. The raccoons hidden behind a yellow obstacle MUST make nibbling noises and mime a raccoon rubbing its hands together in full view of the gardener.

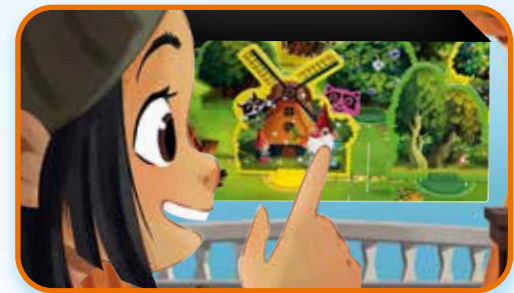
Note: If a raccoon didn't move their mover or if they've moved it behind an obstacle that isn't adjacent to their previous position, they immediately take it off the board and point this out to the gardener. On the next turn, this raccoon must start over and place their mover behind one of the five obstacles on the back line.

Choose an Obstacle



The gardener looks at the board through the window (and only through the window) and tries to spot the raccoons.

Note: It can also be useful to watch the players through the window. The players rubbing their hands together are hiding behind a yellow obstacle! Some obstacles may also have been bumped while the raccoons were sneaking around, so the ones not in the right place might give you some clues!



Example: The gardener picks an obstacle that no raccoon is hiding behind. The pink player gains 1 token. The orange player does not gain a token.

The gardener picks a single obstacle and one of the raccoons picks it up to reveal if anyone is hiding behind it.

- The gardener gains 1 token for every raccoon they find. Those movers are returned to their players. On the next turn, they'll have to place their mover behind one of the five obstacles on the back line.
- The other raccoons stay where they are. Any raccoons still hiding behind a yellow obstacle gain 1 token!

Then the gardener closes the window and a new turn begins.

Attention: The gardener always points to a single obstacle, even if they think they have found several raccoons.

End of the Round and Switching Roles

At the end of each turn, check to see:

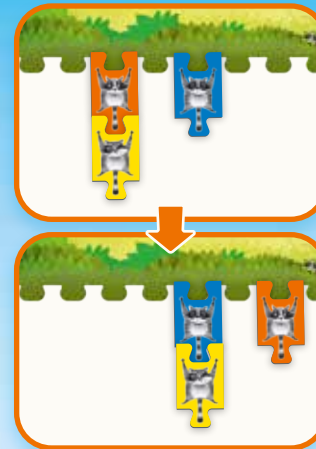
- If 1 or more raccoons has the trash can.

OR

- If 1 or more players has at least 5 tokens.

If so, the round ends immediately. All players move their score marker along the score track based on the number of tokens they have. They then return the tokens to the reserve. In addition, any raccoons in possession of the trash can move forward 3 extra spaces.

Then another player becomes the gardener for the next round (choose from among the players who haven't been the gardener yet).



Example:

- The blue raccoon doesn't have any tokens so does not move forward.
- The orange raccoon has 1 token and the trash can; they move forward 4 spaces.
- The yellow raccoon was the gardener and has 2 tokens, they move forward 2 spaces and are tied with the blue marker.

Game Over

If at least 1 player has passed the finish line at the end of a round, the game ends.

The player with the most points wins the game. In the event of a tie, players share the victory.

Variants

2 Player

During setup, remove the right-most obstacle from each row so that there are only 10 obstacles in total. All the other rules remain unchanged.

5 Player

The oldest player uses the gray score marker to move forward on the score track. When this player is not the gardener, they use the mover of the player behind the house to move around the board. All the other rules remain unchanged.

High five

In this variant, when more than 1 raccoon moves their mover behind the same obstacle, they must high five each other (then mime a raccoon if they're behind a yellow obstacle). The gardener then knows that there are several raccoons behind the same obstacle. If the raccoons aren't found by the gardener, they win 1 token each (2 tokens if they're behind a yellow obstacle).

Wobbly Platforms (Expert mode)

Build the wobbly platforms according to the diagram opposite. When setting up, place each platform behind an obstacle of your choice (on the raccoon side). From now on, to hide behind this obstacle, a player must place their raccoon on the platform, risking being spotted by the gardener, or even tipping over!



Thanks:

Fabrice: "I'd like to thank my family and especially my wife Ariane for her patience and daily support. A big thanks also to my testers and especially the most faithful and hardworking one, my son Damien!"

Anthony: "I'd like to thank everyone who helped develop the game, my family for their encouragement, JB for his willingness to work on the game, Seb, Fabrice and Ravensburger for turning a prototype into a great game. Thank you!"