

4-7 years

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2-4 players

10 min

# GARDEN GETAWAY®

The animals in the garden like to get together every summer for a huge feast: Flowers, lettuce, cabbage, anything they can find! But a terrible surprise is waiting for them today... The Gardener, furious to see them feasting on his veggie patch! Ruuuuuuuun!! As quick as you can!

## CONTENTS



4 Animal pieces



4 Animal cards



1 Starting tile (double-sided)  
No effect / With effect



For the ages 6+ version:  
4 Objects  
(Lettuce, Bush, Skateboard, Trampoline)



2 Animal dice  
(1 red, 1 yellow)



1 Gate tile



7 Garden tiles (double-sided)  
No effect / With effect

## GOAL OF THE GAME

Make sure your favorite Animal is the first to leave the garden.

## SETUP

Place the Starting tile in the center of the table (**no effect** side up) ①. Randomly place the 7 Garden tiles (**no effect** side up) in a row next to the Starting tile ②. Place the Gate tile at the end of the row ③. This forms the garden.

Place the 4 Animal pieces on the Starting tile ④. Each player draws 1 Animal card to determine their favorite animal for the game ⑤. Keep the 2 dice within reach ⑥.



Example of setup for a 3-player game

**Note:** Regardless of the number of players, all 4 Animal pieces will race to escape the garden! It's possible that 1 or 2 Animals won't belong to a specific player.

## GAMEPLAY OVERVIEW

The last person to eat a salad plays first, then play continues clockwise. The first Animal to escape the garden wins! On your turn, roll both Animal dice

(red die, yellow die) and **choose** to apply the effect of **one** of the dice. This means that over the course of the game, you'll move Animals other than your favorite Animal.

### Details of die faces:



Move the Animal shown forward 1 tile.



Move 1 of the 2 Animals shown forward 1 tile.



Apply the effect of the red die.



Move any Animal backward 1 tile. You cannot choose an Animal on the Starting tile.

**Note:** Multiple Animals can be on the same tile.



**Example:** Alice rolls the dice and decides to apply the effect of the red die. She moves the Turtle forward 1 Garden tile.

## END OF THE GAME

The game immediately ends as soon as an Animal escapes the garden by reaching the Gate tile.

The person who drew this Animal wins the game! If the Animal that reaches the Gate first isn't anyone's favorite, the game wins!



## VERSION FOR OLDER PLAYERS

(Recommended for ages 6 and up.)

In this version, effects on the back of the tiles will spice up the race!

### GOAL OF THE GAME

Make sure your favourite Animal is the first to leave the garden.

### SETUP

Place the Starting tile in the center of the table (**no effect** side up) **1**. Without looking at the effects on the back of the tiles, randomly draw 6 of the 7 Garden tiles and place them in a row next to the Starting tile (**no effect** side up) **2**.

Then place the Gate tile at the end of the row **3**. This forms the garden.

Place the 4 Animal pieces on the Starting tile **4**.

Each player draws 1 Animal card to determine their favorite Animal for the game **5**. Keep the dice and the 4 Objects within reach **6**.



Example of setup for a 3-player game

**Note:** Regardless of the number of players, all 4 Animal pieces will race to escape the garden! It's possible that 1 or 2 Animals won't belong to a specific player.

### GAMEPLAY OVERVIEW

The last person to eat a salad plays first, then play continues clockwise. The first Animal to escape the garden wins!

On your turn, roll both Animal dice (🎲🎲) and **choose** to apply the effect of **one** of the dice.

This means that over the course of the game, you'll move Animals other than your favorite Animal. When the **Animal furthest back** in the garden moves forward **and** leaves their tile, the player whose turn it is flips this tile to reveal and apply its effect.

**Note:** Once the tile's effect has been revealed and applied, it cannot be used for the rest of the game. In a single turn, it is possible to flip several tiles. The effects are then activated in the order of the course. Multiple Animals can stand on the same tile.

#### Effects of Garden tiles

Move 1 of the 2 Animals shown forward 1 tile.

Roll the **red** die and apply its effect.

Roll the **yellow** die and apply its effect. If you roll the X, nothing happens.

Place the Lettuce on the Garden tile of your choice. The **next** Animal to land on this tile **must** eat the salad, **even if they haven't finished their turn**. The next time this Animal needs to be moved (forward or backwards), the Animal stays on this tile. The Lettuce is then placed back in the box.

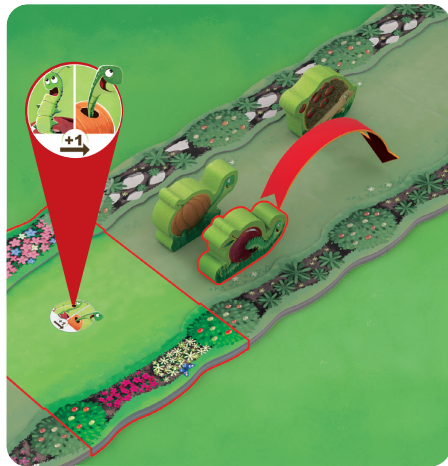
Place the Bush on **your Animal card** in front of you. You can then reroll your dice **once** during the game to change the outcome. The Bush is then placed back in the box.

Place the Trampoline on the tile with the Animal furthest in the lead. From now on, when an Animal lands on the Trampoline, it bounces on it and **moves forward 1 extra tile**. **Note:** If a player needs to move backwards, they only move back 1 tile. If the tile under the Trampoline is turned over later in the game, return the Trampoline to the box.

Place the Skateboard under the Animal who **just moved off this tile**. For the rest of the game, when this animal moves forwards, it always moves 2 tiles with the Skateboard. **Note:** The Skateboard cannot bounce on the Trampoline. If this Animal has to move backwards, they only move back 1 space, with the Skateboard. If the Animal on the Skateboard passes the Lettuce (without an Animal on it) while moving, the Animal **places itself on the Lettuce** to eat it. The next time they move, they return the Lettuce to the box and get back on their Skateboard. The following times, they will reapply the Skateboard effect.



Nathan rolls both dice. He can move the Turtle or Hedgehog forward. He decides to move the Turtle pawn, the Animal at the back of the course, leaving the Turtle's previous tile empty.



Nathan then flips over the newly-empty Garden tile and applies its effect. He must move the Tortoise or Caterpillar forward 1 tile. He decides to move the Caterpillar (his favorite Animal!)

Example of one effect

### END OF THE GAME

The game immediately ends as soon as an Animal escapes the garden by reaching the Gate tile.

The person who chose this Animal wins the game!

If the Animal that reaches the Gate first isn't anyone's favorite, the game wins!

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