

Creation and illustration by Marta Giardini



RULES

Jogo do

Beautiful Garden Game

Belo Jardim

A fun walk through nature



The **Jogo do Belo Jardim** (Game of Belo Jardim) is a game that unites the required skill of a memory game, with the attention of the games of course. created and illustrated by Marta Giardini, winner of the Ludopedia Award for Children's Game of the Year, 2017.

It requires players, more than luck, good observation and cleverness to walk the figures and reach the end of the path, experiencing the main elements we know of a cozy garden. An invitation to arouse interest in being closer to nature and interact with the sensations that this tour offers.

Recommended age: From 5 years and plus.

Number of players: 2, 3 or 4 players (or a team).

Purpose of the game: To be the first player to walk the garden (the route of 14 figures with green outline) and reach the last figure.

Game components

- 42 tile cards composing 3 equal sets of 14 figures
 - 2 sets with orange outline (28 cards)
 - 1 set with green outline (14 cards)
- 1 green board delimiting the garden space
- 4 pawns (yellow, blue, green and red)
- 5 pebbles to use as markers



Game preparation

The 14 green outline cards remain open in the garden, composing a path (with its squares marked in an arc on the board).

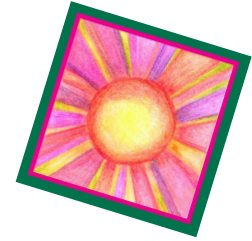


The little story *Belo Jardim* (Beautiful Garden), when read aloud, will help players to identify each figure and position each one, according to how they are mentioned in the story.

In the center, the 28 cards with orange outline, with the images face down.

The 5 pebbles are placed next to five different green contour figures of the route, at random.

Movement 1



Place the players' pawns on the starting card of the course. If you are following the story *Belo Jardim* (Beautiful Garden) this will be in front of the Sun's tile.

A random starting player will be chosen to start the match, then clockwise, one player at a time.

In his turn, each player flips two tiles (with orange outline) in the central area. As in a traditional memory game, they seek to discover the exact match of the first figure that makes up the path. For example, if the figure is the Sun, the player in turn should find the pair of the figure of the Sun.

Movement 2



If the two flipped faces are different, both are untapped again and the player does not walk with his pawn, passing the turn to the next player.

If the player of the turn finds the pair of the figure, he then walks with his pawn on the figure in the way and has the right to play again, seeking to discover the pair of the next figure that composes the path.

The pair of revealed figures are not exposed on the board: they are turned over again in the central area so that another player can rediscover them.

Using the pebbles



The white pebbles help to hinder the game, increasing the degree of his complexity, according to the age or experience of the players:

When a player arrives with his pawn up to a tile in the path with a pebble next to it, all the cards in the central area must be mixed at random again.

Tip for playing with 2 players:

In order to make the game more interesting when played with 2 players, we suggest that each player start at one of the opposite ends, making paths opposite each other (player 1 positions his pawn in the figure of the Sun and player 2 positions his pawn in the figure that represents the Earth).

Beautiful Garden

Story to tell and compose the game board



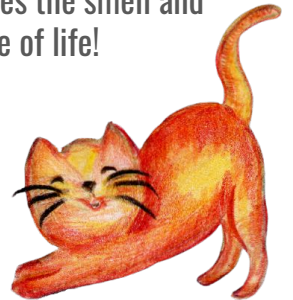
Nice sunny morning.
A perfect day
for a walk in the Garden.
My path is
traced among leaves
and beautiful beds of roses.
Soon beings and colors of nature
appear be for my eyes.
Who's coming with me?
It is my kitty,
Tender and fluffy.
But while being lovely,
Can not stop pestering
the little bird
that next to the pansy
decided to sing

Step by step I follow,
feeling the wind
loving me and
lifting the butterflies
toward this immense blue sky.
Every look, in every corner,
portrays a scenario
of charms and pampering!
There is a whole white flowerbed
lined with daisies.
Look how bold!



A ladybug
decides to land
right on the corner of the leaf!
My feet go softly forward,
Not to disturb
the flight of the hummingbird
which hangs in the air.
Large branches settle down
in leafy trees.
Ah! How cool is it?
their virtuous shadows!
Look at the big flowers!
Yellow, vibrant ...
The sunflowers always
follow the light
in the daytime!

I can not resist my own will
and even before
Mr. Gardener's arrival,
I'll take the watering can
and I begin to water the earth.
Water refreshes the plants.
It brings vigor and nutrients
to the soil.
Earth, which
in my walk,
exudes the smell and
sense of life!



Using the game cooperatively

Players do not choose the color of their pawn. Everyone plays, each in turn, using a single pawn. in a team of players.

In complementary material, we have suggested activities working on the concept of **Mindfulness** (focus on being intensely aware of what you're sensing and feeling in the moment), a practice that allows self-perception, allowing the person to become aware of what is happening in their body, in their mind, observing their emotions and sensations, bringing the focus to the here and now.

If you are interested, contact us by email

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Discover and play online at
tabletopia.com/games/belo-jardim



Physical version, in wood, for sale in
mitrajogos.com.br/belo-jardim