

## Instructions for Playing the Garden Game

Each person needs a stone or something that they can use to move around the gameboard.

To start the game, each player places their stone in the bottom left area called "Hungry". Each person then takes turns spinning the spinner. Whatever number the spinner stops on is the number of spaces they are to move their stone.

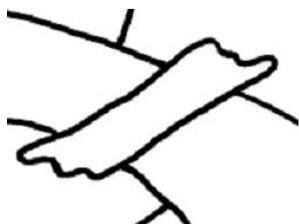
The aim of the game is to be first to reach the "Full" area on the top right of the board first. Along the way, the players learn about different problems they may be experiencing with growing their gardens. They also learn about the solutions for those problems – ways to ensure that their gardens grow well.

When the player spins the spinner and moves their stone, it may fall on a brown place along the game path. Or it might fall on a green place.

If the stone falls on a brown place, the player must pick up a brown card from the stack, read (or ask another player to read) what it says then they must move their stone back the number of spaces mentioned on the card.

If the stone falls on a green place along the path, the player must take a green card from the stack, read (or ask another player to read) what it says and then move their stone forward the number of places that the card mentions.

If the stone falls on a yellow place along the path, the player must look at the object that is there.



If it's a bridge, the player moves their stone up and over the bridge to the space on the other side.

If it's a landslide, the player moves their stone down the slide to the space at the bottom of the slide

