

# What we found



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**For 1–4 players from 3 years of age**  
**Duration of the game: 10 minutes**

**Contents:**

- Garden Playset
- 1 child and 1 rabbit
- 15 vegetables
- 15 cards
- Rules

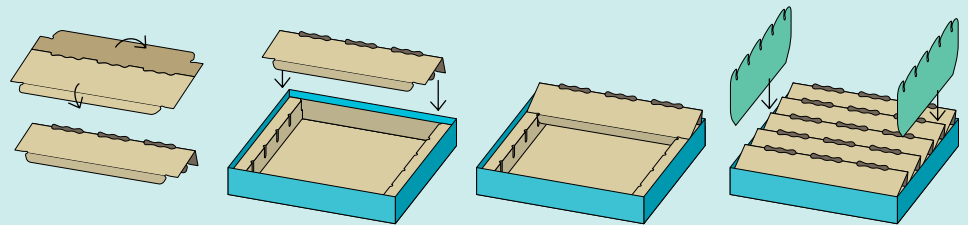
**There is a garden full of potatoes, carrots, onions and beets. But all you can see is their leaves. The veggies are hiding underground. If I ask you to pick a beetroot, will you recognize it from the leaves?**

**If you pick the wrong one, you must start over. But don't worry. You don't have to throw it away - the rabbits will happily enjoy the treat.**

- The game helps children to know vegetables
- Develops fine motor skills
- Teaches sustainability

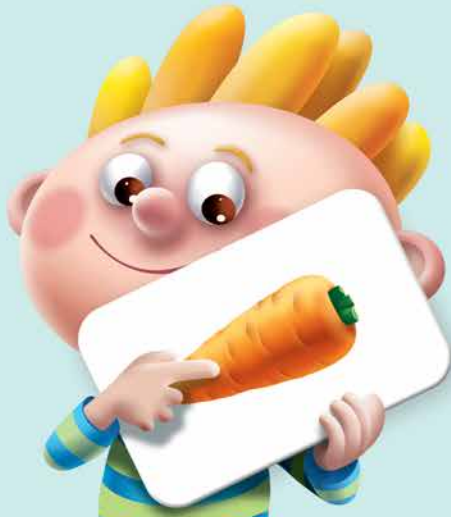
## Preparation

1. Assemble the vegetable garden according to the example (create 5 beds).
2. Insert the ends of the garden.
3. Plant all 15 vegetables in the beds randomly.
4. Shuffle the cards and place them face down in a pack on the table to the right of the garden.
5. Place the rabbit figurine on the left end of the garden. Put it in the first (furthest) hole. Similarly, place the child figurine at the right end of the garden.



## Goal of the game

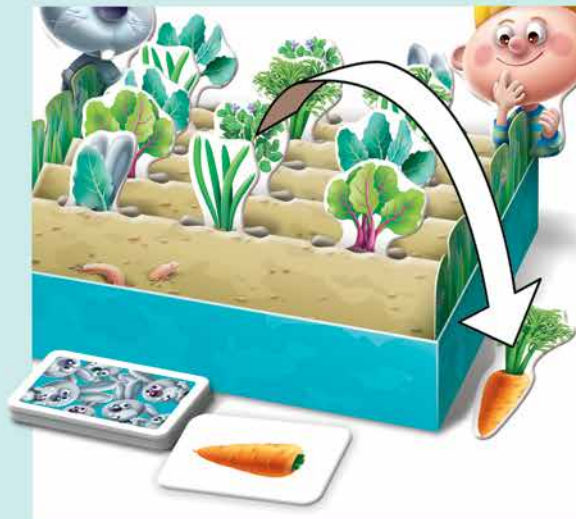
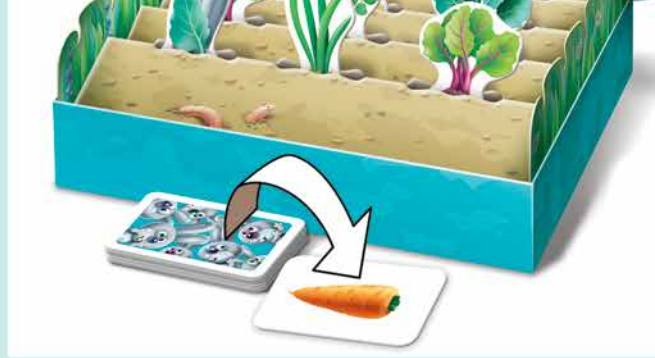
This blond-haired child wants to be your friend. He is the garden host and he knows the garden well and knows what grows where. Let's see if you know it, too? Your new friend will ask you to find vegetables and you should try to not let him down.



## How to play

The oldest player starts the game. The game then continues clockwise. The player whose turn it is takes the top card from the pack and places it face up on the table next to the pack. The card shows a vegetable that needs to be found (all players can see the task). The player must identify the vegetable in the garden by its leaves, and pick it. Changing your mind is not allowed. The picked vegetable cannot be "planted" back. The vegetable taken from the bed is shown to all players:

- **If the picked vegetable is the one that needs to be found and is healthy.** Great. Place the vegetable at the end of the garden next to the child's figurine. Move the child figurine one step forward. Now, it's the next player's turn.
- **If the picked vegetable is not the right one or has already been nibbled on.** Oops. Give the vegetable to the rabbit - place it at the end of the garden next to the rabbit figurine. Move the rabbit figurine one step forward. It's the next player's turn.
- **If you find a naughty little bunny in the bed,** you will have to put it next to the rabbit figurine. Move the rabbit figurine one step forward. It's the next player's turn.



## End of the game

The game is over when the child figurine reaches the players. The garden host congratulates you and is happy with how smart you are.

It may be that the game ends when the rabbit figurine hops to the players first. That means you don't know the vegetables very well yet.

Not a problem - the animals definitely like you.

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