[redacted]
GARDEN PARTY

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3-7 | 45-60m | 12+

The reception does not only take place indoors. The weather is nice, and the ambassador has some fireworks planned for later. Rumour has it that the guests might also be planning some fireworks of their own...

Note: This expansion is compatible with all missions found in [redacted] and in [redacted]: **Mercenaries**, except for *Something, something, Danger Zone*. For the best experience we recommend playing Garden Party with 5 or more players.

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Note: [redacted]: GARDEN PARTY is not a standalone game. A copy of [redacted] is required.

For more expansions to [redacted], visit LudiCreations.com

COMPONENTS

1 x Garden board

1 x Wooden agent token – orange

3 x Wooden disc tokens
- 1 x Lock – grey
- 1 x Gate – light blue
- 1 x Fireworks – yellow

3 x Tiles
- 2 x Car
- 1 x Player Aid

1 x Bomb card - **RED BACK**

5 x Interaction cards for the 7th player - **BLACK BACK**
- 1x Brass Knuckles
- 1x Knife
- 1x Garrotte
- 1x Friendly
- 1x Neutral

6 x Mercenaries mission outcome cards - **BLACK BACK**
- 3 x Surveillance
- 3 x Counter-surveillance

1 x Player colour card - **BLACK BACK**

1 x Early Bird attack card - **BLACK BACK**

Board setup with Garden Party

Place the garden board so that the **Patio** with the grand staircase is adjacent to the ground floor board's **Entrance** room.

Place the **Gate** token on the road area of the board to indicate that the gate is closed.

After forming the item deck, place two item cards face down next to the garden board: one next to **Hedge Maze** and one next to the **Gazebo**. These cards will be used for the dead drop (see **Hedge Maze** & **Gazebo**). Place both car tiles in the Garage with their damaged side face down.

Garage item location

Car tiles

Dead drop locations

Gate token

Garden Party additional rules

At the beginning of the game, each player may choose to start in the **Patio** instead of in the **Entrance**.

The **Entrance** room and the **Patio** are considered adjacent for all movement purposes. However, if the **Central Lock** is engaged to lock either floor, then the main doors are also locked, and players may not move through them. There is a second Lock token included in this expansion, to be placed between the **Entrance** and the **Patio** when the Central Lock is engaged.

Furthermore, the **Fire Escape** is adjacent to the **Helipad**, and the **Tunnel** is adjacent to the **Tunnel Exit**. Moving between these locations during normal movement forces the active player to stop on the other side, because navigating via these connections takes more effort. The player may still have an interaction and/or carry out an action.

When the **Ballroom** or the **Fountain** are activated, players are moved to them from all game boards, including the garden.

Driving away in a car ends the game, with the same effect as entering a helicopter matching the player's Loyalty card (see **Garage**).

Locations in the Garden

The garden board contains ten locations, which are used in the same way as the rooms on the other boards. The connections between these locations function in the same way as the doors do in the base game; some are locked or equipped with x-ray detectors.

The locations with icons that have yellow borders are outdoors, and therefore can never be dark, but the indoor locations can go dark in the same way as in the base game, via the **Breaker** room.

Garage: A player may, **as an action**, do one of the following actions, if there is at least one Car tile on the Garage:

- place an item face down next to the Garage, if there is no such item there already;

OR

- break into a car. This action may also be performed instead of movement. Resolve breaking into the car:
  1. If there is an item face down next to the Garage, publicly reveal it.
     - If it is a **Bomb**, the player activating the Garage discards all held items and is moved to the **Infirmary**. Flip the blown-up car to its destroyed side, and discard the exploded bomb.
     - If it is **not a Bomb**, the player may keep the item, or discard it. If keeping this item would cause the player to exceed the three-card hand limit, any one of the held item cards must be discarded.
  2. If no Bomb was revealed and the **Gate is open**, the active player may choose to <u>drive away</u> in the car. **Driving away ends the game immediately**, as if the active player had entered a helicopter.

Fire Escape: The Fire Escape is adjacent to the **Helipad**. Movement between **Fire Escape** and **Helipad** is possible even if the **Central Lock** is engaged. The active player forfeits further movement, but may still interact or take actions.

Hedge Maze: A player may, **as an action**, perform a **dead drop**: Draw the item next to the Hedge Maze and then put one item back. It may or may not be the same item drawn. The item card limit is not enforced during the **dead drop**, so a player with 3 items may still perform it. A **dead drop** may not be performed if the active player does not have any items in hand.

Fountain: A player may, **as an action**, start the fireworks. The embassy staff goes around the building, informing the guests that they are needed for the celebratory display, and all Agent tokens are moved to the **Fountain**. Then, the **Fireworks** token is placed in the location. Players start their next turn from here, and from now on, the Fountain is a safe location, where no interactions may happen. If multiple players end their turn here, they treat this location as being completely empty.
Note: The Fountain may be activated only **once per game**.

Patio: As invited guests to the reception, the players may choose to start the game in the **Patio**, instead of the ground floor's **Entrance**.

Gazebo: A player may, **as an action**. perform a **dead drop**: Draw the item next to the Gazebo and then put one item back. It may or may not be the same item drawn. The item card limit is not enforced during the **dead drop**, so a player with 3 items may still perform it. A **dead drop** may not be performed if the active player does not have any items in hand.

Tool Shed: An active player holding a Briefcase card may, **as an action**, open the briefcase and look at the item under the matching Briefcase tile. The item may be taken, and an item (including the one just taken) may be placed back. If keeping this item would cause the player to exceed the three-card hand limit, any one of the held item cards must be discarded.

Guard Post: A player may, **as an action**, use the Guard Post to open the main gate, removing the **Gate** token from the road area of the board.
The Guard Post is computer-operated.

Garbage Drop: A player may, **as an action**, draw the top two cards from the items discard deck and may keep one of them. Return the other one to the discard pile. If a player already holds three item cards, then one of them must be discarded _**after**_ drawing.

Tunnel Exit: The Tunnel Exit is adjacent to the **Tunnel**. Movement between **Tunnel Exit** and **Tunnel** is possible even if the **Central Lock** is engaged. The active player forfeits further movement, but may still interact or take actions.

The Early Bird

(The Early Bird is a promo card that is included because there was space in the Garden Party card set - it has not been playtested, so use with caution.)
Surprisingly lifelike, yet actually made of rare Norwegian blue wood, the Early Bird is designed as a psychological attack. The target is instantly insulted by the overall silliness of the situation, and walks away defeated, complaining loudly. When exchanged during an interaction, it defeats the Garrotte, the Brass Knuckles, and the Knife. Combat Items may still be played against it.
During setup, and after dealing 3 Attack cards to each player, shuffle it into the Armoury deck, where it can be one of the two Attack cards drawn by activating the **Armoury** room.
Once played, do not discard it to a player's personal weapons discard pile; reshuffle it into the Armoury deck.

Garden Party missions

There are 4 new missions provided in Garden Party, each with their own setup, detailed below. The Garden Party board is also compatible with any mission in the **[redacted]** base game, with the exception of *Something, something, Danger Zone!*.
To play Garden Party with the Mercenaries expansion, see the relevant section at the end of these rules.

Explosive justice – Mission for 5 agents

Mission briefing
The infamous Interpol agent returns. This time it is to bust people attempting to bomb helicopters in public places. Kids, don't blow up helicopters in public places!

Mission setup
Perform the setup for the *Mission Diplomatique* mission for 4 players, with the following exceptions:

Interaction cards (black backs)
Shuffle and deal 5 Loyalty cards to the players: 2 cards for each of the two chosen factions, and the Interpol Loyalty.

Item cards (red backs)
Separate <u>only one</u> single **intel** item (marked with a "!") not matching any of the factions with which you will play. Remove the other three, along with any other item card marked with "2", "3" or "i", and return them to the game box.
Shuffle another **Bomb** item (marked with "GP") into the items deck, for a total of 3 Bombs in play.

The following **Briefcase Setup** replaces the same process explained in the base game's General Setup:
1. Shuffle two Bomb items and the intel item together.
2. Without revealing them, choose two of these three cards and place one under each Briefcase tile.
3. Shuffle the card not placed under a Briefcase tile with all the other item cards (including Briefcases, Code Crackers and the third Bomb) into a deck, and put this item deck next to the game boards.

Interactions
The Interpol agent has an additional, special reward option in addition to the ones that all players have (**Injure**, **Steal**, and **Interrogate**):
Bust: The agent reveals the Interpol Loyalty card ("shows the badge") and declares a bust.
The defeated player must then hand over all item cards to the Interpol agent, who looks at them without revealing.
Note: A player in the Security HQ room may still look at the cards passed between the players, as per the usual function of the room.

If the defeated player was holding a **Bomb** item, the Interpol agent immediately removes it from the game, and discards all other items in the busted player's possession. If the Interpol agent was active, the player immediately takes another full turn, and a second Bust may be attempted.
If the defeated player <u>did not have a **Bomb**</u> item, then the item cards are returned without being revealed, and the Interpol agent, disgraced and disavowed, must discard all items. Completing the mission just became a lot more difficult, although still possible.
Note: The Interpol agent may use Bust only on other players.
Note: There is no player elimination in this mission.

Mission end
- If a player escapes the embassy by using the car or a helicopter matching the player's Loyalty card while carrying the **intel**, the game is over and the player's team wins.
- If **both helicopters of one team are blown up**, the other team wins.
- The Interpol player wins alone (and all teams lose) by **removing two Bombs from the game**.

Bad day to be a pilot – Mission for 6 agents

Mission briefing
It's a free-for-all! One intelligence agency managed to get intel on three rival ones! To keep the balance of power, these three must now respond in kind. A crazy hunt begins with everyone having a lot more enemies than friends…

Mission setup
Perform the setup of *Explosive justice*, with the following exception:

Interaction cards (black backs)
Shuffle and deal 6 Loyalty cards to the players: 2 cards for each of the three chosen factions.

Mission end
- If a player escapes the embassy by using the car or a helicopter matching the player's Loyalty card while carrying the **intel**, the game is over and the player's team wins.
- If **both helicopters of two teams are blown up,** the remaining team wins.

In the rare eventuality that both cars **AND** both helicopters of a team are blown up, that team's players are immediately eliminated as they now have no means to win.

Bad day for justice – Mission for 7 agents

Mission briefing
It's getting a little crowded here…

Mission setup
Perform the setup for the *Explosive justice* mission, with the following exception:

Interaction cards (black backs)
Shuffle and deal 7 Loyalty cards to the players: 2 cards for each of the three chosen factions, and the Interpol Loyalty.

Interactions
The Interpol agent has the same **Bust** ability as outlined in the *Explosive justice* mission.

Mission end
- If a player escapes the embassy by using the car or a helicopter matching the player's Loyalty card while carrying the **intel**, the game is over and the player's team wins.
- If **both helicopters of two teams are blown up**, the remaining team wins.
- The Interpol player wins alone (and all teams lose) by **removing two Bombs from the game**.

In the rare eventuality that both cars **AND** both helicopters of a team are blown up, that team's players are immediately eliminated as they now have no means to win.

Manhunt – Mission for 7 agents

Mission briefing
…but hey, the more, the merrier, right?

Mission setup
Perform the setup for *Bad day for justice*, with the following exception:

Interaction cards (black backs)
Make sure that one of the two Loyalty cards for each of the three chosen factions is blood-stained.
The Interpol agent has the same **Arrest** ability as outlined in the *This time, justice is… double blind* mission from **[redacted]**. However, if the target of an arrest was not blood-stained, the Interpol player is eliminated immediately.

Mission end
- If a player escapes the embassy by using the car or a helicopter matching the player's Loyalty card while carrying the **intel**, the game is over and the player's team wins.
- If **both helicopters of two teams are blown up**, the remaining team wins.
- The Interpol player wins alone (and all teams lose) by **arresting <u>one</u> blood-stained player.**

In the rare eventuality that both cars **AND** both helicopters of a team are blown up, that team's players are immediately eliminated as they now have no means to win.

Garden Party & Mercenaries

When playing with both Mercenaries and Garden Party, the **Garage**, the **Fountain**, the **Guard Post** and the **Tool Shed** are considered rooms with no effect. Do not place the Car tiles and the **Gate** token at the beginning of the game.
Garden Party also includes a new mission to use with Mercenaries. Randomly select 5 Mercenaries missions to play with, not revealing which one is removed from play.

Change in the VIP mission
The team with the goal of delivering the VIP to the **Tunnel** may <u>also</u> deliver him to the **Tunnel Exit.** The other team must still deliver him to the **Helipad**.

Bugs in the Garden – the 6th Mercenaries mission

One team is trying to place surveillance devices, while the other team is placing counter-surveillance devices. Use the remaining 4 red and 4 blue tokens from the base game to mark progress.
The surveillance team needs to, **as an action**, place their devices (red tokens) in the following locations, <u>in sequence</u>: **Guard Post, Gazebo**, **Hedge Maze**, and **Fountain**.
The counter-surveillance team needs to, **as an action**, place their devices (blue tokens) in the following locations, <u>in sequence</u>: **Fountain**, **Hedge Maze**, **Gazebo**, and **Guard Post**.
When placing a device token where the opposing team already has one, a player simply removes the existing token first, and then places a token from their own team.
The tokens must be placed in sequence, and locations may not be skipped.
Once one of the teams manages to place all four device tokens of their colour, their mission is completed. Remove all device tokens from the game, and the opposing mission may not be completed.

Frequently Asked Questions about Garden Party

When taking an item from the Hedge Maze or the Gazebo dead drop locations, is it open information which item I put back in?
No, you secretly choose an item to put back. It might be the one you just took or a different one.

Can I put an item in the Garage if there is already one there?
No.

Do I have to drive away after breaking into a car?
No.

Can I Sneak Out or force someone to Sneak Out from the Fire Escape to the Helipad (or vice versa)? From the Tunnel Exit to the Tunnel (or vice versa)?
Yes, these are all valid Sneaking Out moves.

Do I need to add a third bomb when playing the missions from [redacted] with the Garden Party board?
No.

What happens if a player starts in the Entrance, then moves to the Patio, then another player wants to start in the Patio (or vice versa)?
No interaction occurs and the active player moves out, taking a normal turn.

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