

# Key to the Garden 4+

A Fun and Memorable Card Game that Leads You to the Garden

For 2-5 Players

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We all want to get to the Garden. Do we know how? Don't get sidetracked by the purple monster sneaking up on you or the temptations of this world. They can be distracting and divert you from what matters, which is - collecting your keys to the gardens of Jannah! You don't need special superpowers to get there, just a good heart and lots of good deeds. Still, your enemy is persistent. Keep all the blessings you get to overcome your obstacles and avoid bad deeds. But don't worry - if you have sincerely made Tawbah (repentance), your obstacles and bad deeds will be wiped away.

Have fun collecting the Keys to the Garden!

## Contents

56 cards

| General Cards              |                       |
|----------------------------|-----------------------|
| 8 Good Deed cards          |                       |
| 8 Bad Deed cards           |                       |
| 9 Number (du'a) cards      |                       |
| Matching Cards             |                       |
| 16 Key to the Garden cards |                       |
| Obstacle Cards             | Blessing Cards        |
| 2 Shaytan Cards            | 1 Tawbah Card         |
| 2 Dunya Cards*             | 2 Zuhud Cards*        |
| 2 Nafs Cards*              | 2 Self-Control Cards* |
| 2 Bad People Cards*        | 2 Good People Cards*  |

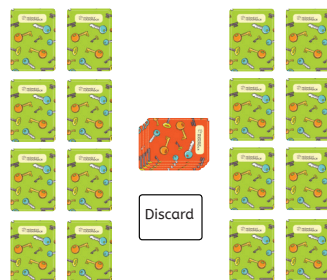
\* Include these cards for higher-level play

## Objective

To be the first to get to Jannah ('the Garden') by matching at least 3 pairs of Key to the Garden cards. These cards are the keys that will unlock the respective doors to Jannah.

## Game Set-up

Separate the cards into 2 decks according to the reverse card design. Shuffle the Key to the Garden cards (green-coloured back) and place them face down in the centre of the playing area in four rows of four with a gap in between the two middle columns. Then shuffle the other deck (orange-coloured back) and place it face down in a draw pile in between the Key to the Garden cards. Players will discard cards face-up next to the draw pile.



## How to Play

### 1. Easy version

Youngest player starts first by taking a card from the deck. Play continues to the right. If you take a:

#### Good Deed card



A Good Deed card allows you to open up 2 cards in the Key to the Garden spread. If you make a match, pick it up and place it face up in front of you, visible to all players. If you don't make a match, turn the cards back face down.

A Good Deed card can also be used to discard a Shaytan card. Note: The Good Deed card can only be used for one purpose. If you use it to discard a Shaytan obstacle card then you cannot use it to make a match in the Key to the Garden spread.

#### Bad Deed card



A Bad Deed card is a time waster. It does not allow you to make any beneficial move. Simply discard it on the discard pile and the next player will make a move.

#### Shaytan card



If you pick up a Shaytan card, recite Ta'awudz (i.e. *A'uudzu billaahi min as-shaytaanir rajim*). If you say it immediately, place the card on the discard pile. But if you say anything else, like "Oh no!" or even gasp, you must place it face up in front of you, visible to all players. Your Shaytan card acts as a block card. As long as you have it, you cannot make any move until you pick up a Good Deed card or a Tawbah card on your other turns that allows you to discard it. Remember to discard your Good Deed/Tawbah card with your Shaytan card.

#### Tawbah card



A Tawbah card is used to discard the Shaytan card in your possession. If you do not have a Shaytan card, then keep it in front of you in case you need it. The player to your right continues the game.

### Du'a card (Numbered 1-9)



Du'a card is a chance card. It allows you to make a du'a for a person to enter Jannah. The number that you pick up will determine who you are making a du'a for. Start counting (in English or Arabic) from yourself and then continue to your right. The person whom the final count lands on is the person you make du'a for and he/she will get a chance to try to make a match in the Key to the Garden spread. If the cards match, that person collects that pair and places it in front of them, and is one step closer to entering Jannah - your du'a has been answered! If the cards don't match, don't worry - you have done a good deed by making du'a for someone. Keep it up! *Note: If the count lands on yourself, this means that you have prayed for yourself to enter Jannah, which is a good thing too!* Play continues to the right of the person who made the du'a.

### 2. Higher-level version

#### Obstacle card and Blessing cards



All Obstacle and Blessing cards must always be placed face up in front of you, visible to all players.

If you pick up a **Blessing card**, use it to discard the matching Obstacle Card. If you do not have an Obstacle Card, keep it. Never take a blessing for granted. You never know when you might need it!

If you pick up an **Obstacle card**, discard it with a matching Blessing card. Otherwise, there will be a penalty (refer to next section).



A **Tawbah card** is used to discard all Obstacle Cards in your possession. If you do not have an Obstacle Card, then keep it till you need it. Play continues to your right.

### Penalty (If you do not have a matching Blessing card)



If you pick up the **Dunya card**, discard ANY Blessing card to get rid of it. If you do not have any Blessing card, skip your next turn. Discard it *only* before you draw from the pile once you resume play.



If you pick up the **People card**, you must donate ANY Blessing card to the player on your right. If you do not have a Blessing card to donate, the player on your right draws from the draw pile twice. You may discard your card *only* on your next turn before you draw from the pile.



If you pick up the **Nafs card**, you must return a Key to the Garden pairing to get rid of it. If you do not have a Key to the Garden pairing, you have to skip TWO turns, after which you may discard the Nafs Card.



If you pick up a **Shaytan card**, place it face up in front of you BEFORE you try to discreetly 'steal' a Key to the Garden pairing or a Blessing card from another player. Otherwise, the 'steal' is not counted. Stolen cards should be placed back in the Key to the Garden

spread, face down, in any vacant position. If the OTHER players recite *Ta'awudz* before you get their cards, they have managed to block the steal. Discard the Shaytan card if you manage to steal from a player before play continues or if ALL players recite *Ta'awudz* before you manage to steal.

### Du'a cards



The Du'a cards work in the same way as the easier version. However, if you draw a Du'a card and the count lands on a player with an Obstacle card, instead of opening 2 cards in the Key to the Garden spread, the player with the Obstacle card may immediately discard ALL their Obstacles and will be able to play his/her next turn. Your du'a has caused the obstacle(s) to be removed.

### Ending the game

Be the first player to:

- Collect 4 matching pairs of Key to the Garden cards in a 2-player game
- Collect 3 matching pairs of Key to the Garden cards in a 3-5 player game

### OPTIONAL

To emphasize the importance of gratitude, players must say '*Alhamdulillah*' immediately if they make a match in the Key to the Garden spread. If they don't and they are spotted before the next player makes a move, they have to return the cards back to the spread. If not, the cards are theirs.

### FAQ

**Q: What happens if there are no more cards in the draw pile?**

A: Shuffle all the cards in the discard pile to make up a new draw pile.

**Q: What happens if I have an Obstacle card but a player who picks up a Du'a card, counts and the number falls on me. Do I attempt to make a match from the Key to the Garden spread?**

A: No, but you may discard ALL your Obstacle cards thanks to your friend's du'a.

**Q: What happens if I have to skip a turn but the player before me picks up an Obstacle (People) card which requires me to take 2 turns?**

A: Luck is on your side. Take 2 turns- you do not have to skip a turn anymore. The new card overrides the old.



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### Instructional Video

Having trouble understanding the instructions? Watch our instructional video instead!

Scan the QR code or visit <http://www.homelyhammock.com/en/home/86-k2tgcards.html>

### A Word from Homely Hammock

A first card game published by Homely Hammock that is not only fun but also develops number sense and memory skills. It is a game of luck which contains many subtle lessons, raising awareness of the path to Jannah and the obstacles that come our way in getting there.

For further educational resources related to the cards, visit [www.homelyhammock.com](http://www.homelyhammock.com) and click on '**FREE DOWNLOADS**'. Children get to explore related hadeeths associated with the cards and explore the themes in greater depth.