



A COZY ANIMAL GARDEN JARDIN MAGIC

Plant something. Change everything.

Shape a living garden and give animals a reason to move in.

Fact sheet

Title	JardinMagic
Studio	eXiin
Release	Coming soon
Website	jardinmagic.com
The original game	JardinMagic first grew in 2008.

THEY CHOOSE TO COME.

Shape the habitat. Give them what they need. The animals decide whether to move in.

Highlights

A LIVING ECOSYSTEM

Every animal has a mind of its own

Rabbits raid the carrots. Foxes follow the rabbits. A rabbit that reaches its burrow is safe. Animals eat, hunt, hide, sleep and raise families, and their behavior changes what you build next.

DISCOVERY

Work out what each animal wants

Every species has its own needs. Follow the clues in your Discovery Book, build the habitat that suits it, and see who decides to move in. Then pet it, name it and see how the garden reacts.

EVERYTHING HAS A ROLE

Discover how an ecosystem fits together

Food, shelter, water, pollinators, predators and time of day all affect one another. Experiment with the garden, change the conditions, and discover the connections for yourself.

EVERYTHING IS CONNECTED

Move one thing and everything shifts

Plant flowers and the bees come, spreading more flowers on their way home. Put up a fence and a fox may lose its prey. Dig a pond and a whole new cast of animals may turn up. Small changes ripple through the whole garden.

DAY AND NIGHT

A different garden after dark

Different animals are active at different hours. Some sleep through the day, others wake as the light fades, and the garden behaves differently as time passes. Move between dawn and dusk whenever you like.



WHERE IT ALL STARTED

JardinMagic first grew in 2008.

The original JardinMagic was released as a browser game in 2008. Years later, we are growing the idea again from the ground up.

At its peak: 250,000 players signed up. Over the years, new animals arrived, some of them chosen by the community in a vote. By the end, more than 120 could find their way into your garden.

In this kit

- Screenshots (1920 x 1080, JPG)
- Key art: the fox and the bee (transparent PNG) and the 1200 x 630 banner
- Logos (transparent PNG) and icon
- The original JardinMagic: game and website screenshots

The press and creators may use these images and texts to write about or show JardinMagic.

Press contact

Write to us from the contact page:
jardinmagic.com/contact/