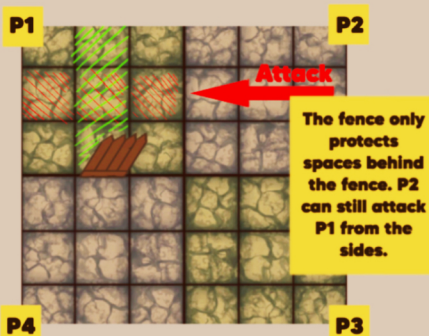


PLANT PANDEMONIUM



Attack and Defense



P4 cannot attack P1's middle column as it is protected by the fence. You can only attack in the direction you are facing. Ex. P4 cannot attack the left and right sides of P1.

What's in the Box?

- 1 Board
- 22 Goal Card
- 18 Shovel Cards
- 33 Trivia Plant Cards (11 Varieties of Plants)
- 4 Fences

Objective:

You and your gardener teammate work together to grow your ideal garden and finish with the most points!

Garden Goal Cards: A shared objective, hidden from the enemy team, between the two players on a team.

Fences: Blocks the enemy from using a dig or lawnmower (not pests) on the row in the direction it is protecting.

Shovel Cards: Action cards that can be used on any player, including yourself. Leave fertilizer, dig, and pest control on the space it is used on.

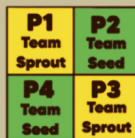
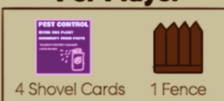
Set Up:

Split into two teams of two and distribute the following:

Per team



Per Player



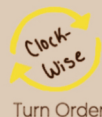
Let's Start!

The player who most recently touched grass goes first.

Round Order:

1. Planting
2. Trade and Transplant
3. Construction Project
4. Garden Maintenance
5. Water Plants

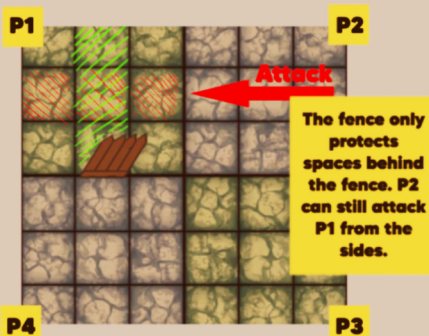
You MUST water your plants, but all other moves are optional.



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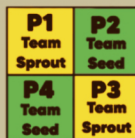
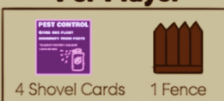
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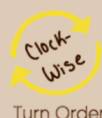
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1. Planting
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You MUST water your plants, but all other moves are optional.



1. Plant

The enemy team draws a Trivia Plant Card for the starting player to answer, the player may ask their team member for help.

If the player answers correctly, they may "plant" the Trivia Plant Card in any unoccupied space in their own garden quadrant (players may not plant in their partner's garden quadrant).

If the player guesses incorrectly, they must discard the card and move on to Step 2.

Note: if the Trivia Plant Card deck runs out of cards, players can shuffle the trivia discard pile and continue playing.

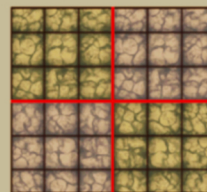
2. Trade and Transplant

The player may trade one Trivia Plant Card from their garden quadrant with one other player.

The players involved in the trade can "transplant" the new Trivia Plant Card in an unoccupied space within their own garden quadrant.

3. Construction Project

Players may choose to move their fence to sit along the edge of any one space of their choice (occupied or unoccupied by a card) within their own garden quadrant.



Note: Fences can go only on edges marked by red. However, it must be on an edge in your quadrant.

How to Win

The game ends when one team reaches each of their 3 Garden Goals, with (at least) one trivia plant for one goal card. This team earns a 3 point bonus. Count up the total points on each team's gardens, the one with the most points is the winner!

5. Water Your Plants

Immediately after the end of their turn, the player must act out watering their garden.

If the player does not water their plants immediately, the opposing team may call them out; the player on the opposing team now has the opportunity to steal any plant of their choice from that player's garden quadrant and place it anywhere in their own garden quadrant.

4. Garden Maintenance

The player may choose to use one of the Shovel Cards that they were given at the beginning of the game. Once they complete the action as described on the card, they cannot use that card again and it gets discarded permanently.

Place fertilizer, dig, and pest control on top of the space they are used on.

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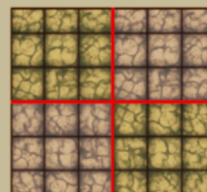
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