Deal 5 cards each and keep them in your hand, hidden from the other player. Deal 8 cards into a draw pile and put the rest aside.

The last person to water a plant goes first, they must play a plant

Face each other and take turns at playing plant or item cards in a row, with your own cards facing towards you. You may place a plant anywhere along the row: at either end or between plants, unless the plants are stuck by devil’s ivy. After each play, draw another card from the draw pile, if there are any left. The game ends when you run out of cards.

Item cards are played below a plant, with each plant able to have up to 1 of each item card below it

Damage and points have no effect until the game end. Movement effects mostly occur straight away. When the game ends, review any damage and remove any plants that have perished from the row. Then calculate points. Effects, both positive and negative, impact neighbouring plants, regardless of whether they are yours or your opponents.

Cards have special effects, either on their own plant or their neighbours. These effects can:

- give bonus points

- move plants or prevent them from moving

- Cause damage at the end of the game

- Protect from damage

- Make weak from damage

**Damage**

- Some plants cause 1 or 2 damage points to neighbours

- Damage is either sharp damage or shady damage

- Plants that are immune to a certain type of damage will never receive any damageof this kind

- A plant will perish at the end of the game if it receives 2 damage points. If it is weak to a certain type of damage it will perish after receiving just 1 damage point of this kind.

- A watered plant will require twice the damage before perishing (normal= 4 damage points, weakened= 2 damage points of this kind of damage)

**Good to know**

* You can play item cards on your opponent’s cards if you’re crazy enough
* Whenever a plant is moved, removed or perishes, close the gap so the row remains intact
* If you cannot play, for example you only have item cards on the first go, replace your hand with the same number of cards from the deck (not draw pile)
* When calculating a plant’s points, first add any extra points, such as from watering or money plant, and then apply the multiplier if it has a beautiful pot. Stacking points like this can provide excellent results.

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**Changes**

**General**

- All plants are worth 1 point

- Remove symbols for points and reslience

- Text on card for every effect (max 2 lines), including damage- causing, weakness and immunity

- Remove weak/ immune symbols

**Plant specific**

- Sunflower – bonus 2 points

- String of pearls - + 2 points if at shelf end

- Monstera - +1 point for every other green plant in the row

- Monkey mask – move neighbour anywhere when played

- Peace lily – Neighbours immune from all damage