**March 2024 update**

We worked to significantly simplify the rules, aiming for:

* Easier to learn for a beginner
* Clearer cards
* Minimise any in-game maths
* Simplify some of the more complex special effects
* Maintain the dynamics, interest and playability

The result should be a better polished game which is more fun to play and allows you to focus on the interesting decisions that the game gives you.

**Key changes**

* New name proposal: ‘Best Laid Plants’
* Cards only display picture, card type and text
* All plants have 1 base point
* Damage mechanic is overhauled – there is no resilience score and no plants have weaknesses
* Removed 4 cards: Fertiliser , Banana Tree, Venus Fly Trap and Peace Lily

**Rules**

* 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. After each play, draw another card from the draw pile, if there are any left. The game ends when you run out of cards.
* Most 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 ends. Movement effects mostly occur straight away. When the game ends, remove any plants that have been damaged. 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

**Damage**

- Some plants will damage neighbours

- Damage is either shade damage or spike damage

- Some plants are immune to a certain type of damage will never receive any damage of this kind

- A plant will be removed at the end of the game if it receives any 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
* When calculating a plant’s points, first add any extra points, such as from watering or the 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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**Full Change details**

**General**

- All plants are worth 1 point

- Remove symbols for points and resilience

- Text on card for every effect (max 2 lines), including damage mechanics

- Remove all symbols

- Remove rule to allow you to replace cards if can’t play (there is now only 1 in 10000 chance to have all items on the opening move)

**Plant specific**

- Sunflower – + 2 points. Can’t be made immune

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

- Monstera - +1 point if you have any other green plants

- Monkey mask – Replace a plant and move it anywhere. No longer immune

- Devils Ivy – Plant’s can’t be place between Devil’s Ivy and it’s neighbours

- Bird of Paradise – Move anywhere when game ends (before damage)

- Water – Immunity

- Beautiful pot – does not reduce health

- Tidy up – text says ‘Remove a plant or action card immediately’

**Deck changes:**

Remove

* Fertiliser
* Peace Lily
* Banana Tree
* Venus Fly trap

2 copies of each card in deck

**Other**

* New name proposal: ‘Best Laid Plants’
* Thinner card format to avoid running out of space

**Next step plans including for initial Kickstarter plan**

Play test with new rules

Update spreadsheet for cards

Update card design – Layout and font

Prototype newer version with a print out

Kickstarter plan

* Art for manual and box
* Print final prototype
* Product photography
* Make digital asset
* Write copy for manual and kickstarter
* Legal stuff around us as a company or whatever – is this even necessary
* Send copies to influencers
* Post on some forums
* Make a website - simple