

## Setup

- Board setup
  - Place the board in the middle of the table
  - Place the auction pile faceup centered somewhere on the table
  - Place a whiteboard (the “scoreboard”) somewhere on the table
- Player setup
  - Give each player 3 plant cards.
  - Additionally, give each player a pencil with an eraser and a piece of paper
    - (Such as half of an index card)
    - This will be referred to as their “writing card” going forward
- Scoreboard setup
  - Divide the board evenly so each player gets an even amount of space
  - Write each player’s balance as \$20 (or agree on a different amount)
  - The bottom of each players section will be used to tally their fruit so be sure to leave some room

## Turn rules

- Turns in this game happen simultaneously. Players will write their action on their “writing card” and they will all reveal it at the same time. Collusion is allowed because betrayal is always a possibility.
- Each turn can either
  - Participate in the auction
  - Use an item (specify which one on your card)
  - Sell a fruit (in return for half the starting money)
  - Request 3 more plant cards (will take up a turn and must have none remaining)
- At the end of each turn:
  - Auction happens
  - All plants are moved up by a day (unless a card dictates differently)
  - Plants that move past the last day are instantly turned into fruit

## Auction rules

- You may choose to participate in the auction by indicating a bid on your “writing card”
  - Participating in an auction can be a risk because you are forgoing the ability to use an item that turn or do any other sort of action.
  - But it is also sometimes a risk to NOT participate because you may let powerful items fall into dangerous hands
- If nobody participates in an auction or it is a tie, the item gets cycled to the bottom of the deck

- One may participate in the auction by bidding even \$0
- Lastly, items do not have a specific price and it is entirely up to the auction participants to select the price

### Item rules

- Plant (as many as needed in a separate pile)
  - Not in the auction rotation
  - Played during your turn
  - Only one plant of your may be on the board at the same time (unless one of the plants were on a Pot)
- Clippers (4 in rotation)
  - Played during your turn
  - Play this on any plant on the board and have it go back 2 days of growth. The minimum is day 1.
- Watering can (4 in rotation)
  - Played during your turn
  - Play this on any plant on the board and it will now grow twice as fast.
  - If a plant has had two Watering Cans played on it, it is overwatered and dies
- Bug (3 in rotation)
  - Played during your turn
  - Play this on any plant on the board: bugs deny plants from turning into fruits
- Bug spray (2 in rotation)
  - Played during your turn
  - Play this on any plant that has a bug on it to remove the bug
- Fence (2 in rotation)
  - Played defensively after your turn whenever a player tries to make a move
  - Allows you to block a card from being used on your plant at any point
- Trowel (2 in rotation)
  - Played during your turn
  - Play on any plant on the board to kill it and receive quarter of the starting cash
  - Playing this on a plant with a weed will also give you the weed card
- Fruit (2 in rotation)
  - Activated during your turn
  - Redeems one fruit for a half of the starting cash
- Fertilizer (2 in rotation)
  - Played alongside planting a new plant
  - Allows you to begin a plant on day 3
- Weed (2 in rotation)
  - Played during your turn
  - Play this on any plant on the board and it will prevent it from growing
- Pot (2 in rotation)

- Played during your turn
  - This card allows you to play one additional plant on the board (up to 2 plants total)
- Robo plant
  - Played the same way a plant card is played
  - This plant can only be killed by being overwatered and is otherwise indestructable