

Battle of the Plants

- **Players:** 4 players, 2 VS 2.
- **Time:** 15min.
- **Audience:** board or strategy games fans, players who love plants battle themes.

- **Overview**

Battle of the Plants is a game for four players where you play as a magical plant, cooperate with your teammate, and fight against the two enemy plants. Roll the dice of destiny and choose your strategy: Will you drop magic seeds to rule the battlefield? Attack your enemy? Approach your crown? Break through siege? Rescue or resurrect your teammate? Try everything to win the victory!

- **Goal**

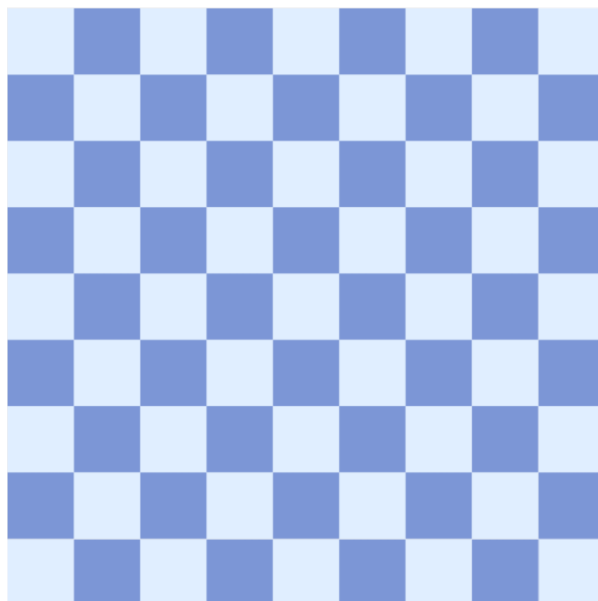
Your mission is to eliminate all your enemies in 2 ways:

1. Drop your seeds to create possible kills.
2. Collect 2 crowns for your team, and then the fusion will begin automatically and destroy all your enemies instantly.

- **Components**

1. **One 9×9 checkerboard**

This checkerboard represents the battlefield. Each square can be placed with seeds and a plant.



2. One 4-sided dice

This dice represents one dice of destiny used to decide which player is the first to play. There are one 1, one 2, one 3 and one 4 on the dice.



3. Two 9-sided dice

These 2 dice represent the dice of destiny you will roll in each turn. There are one 0, two 1, three 2, two 3, and one 4 on each dice.



4. Eight player pegs

These pegs represent the plants you play as. Each has a number on its head, which is the player number. 1 and 3 is the black team. And 2 and 4 is the white team.



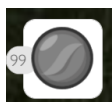
5. Four plant boards

These boards represent the plants that you play as. Each has a player seat, a deck for your seeds, and 2 decks for the crowns of your team.



6. Seeds

These marbles represent the seeds you used to drop in your turn.



7. Four crowns

These pieces represent the crowns you can collect on the battlefield. The colours represent 2 teams, and the number represents which player it belongs to. You can only collect the crown with the same number as yourself unless your teammate is dead.



8. Two discard decks

These are two decks for discarded seeds which are destroyed from the battlefield and for crowns which are sacrificed, respectively.



- **Setup**



1. Place the 9×9 battlefield board at the centre of the table.
2. For each player, put a plant board with a plant sitting in the player seat, 1 deck with 99 seeds, and 2 decks for the crowns of the team.
3. Put one 4-sided dice.
4. Put 2 decks for sacrificed crowns and discarded seeds, respectively.
5. Put two 9-sided dice.
6. For each player:
 - 1) Put one plant on the closest corner of the battlefield.
 - 2) Place the enemy's crown from the diagonal corner onto the adjacent diagonal square.

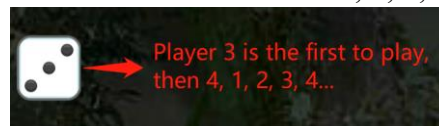
- 3) Drop 4 seeds of the current plant onto the left, right, upper, and lower squares of each crown, respectively.

(Background image is from XCOM 2.)

● How to play

1. Before the start

- 1) Choose a player seat.
- 2) The 4-sided dice will be rolled to decide which player is the first to play.
- 3) The turns will be taken in the order of 1, 2, 3, 4, 1, 2...

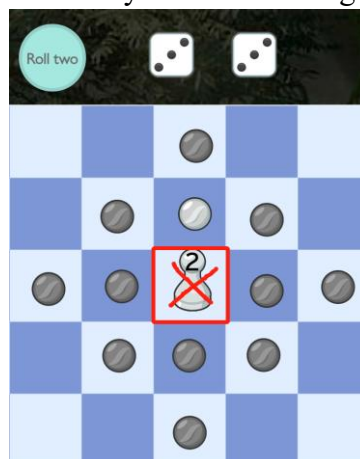


2. Roll the dice

- 1) Roll 2 dices, choose the number of one result to move and the other to drop seeds.
- 2) You can choose to move or place first and then take the other action.

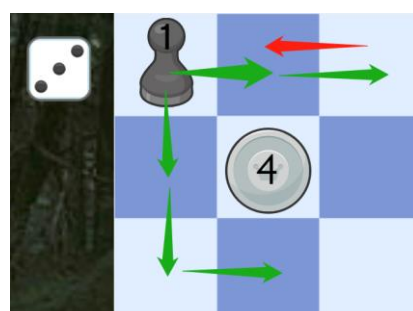
Note:

You will be eliminated if you cannot manage the results to move and drop!

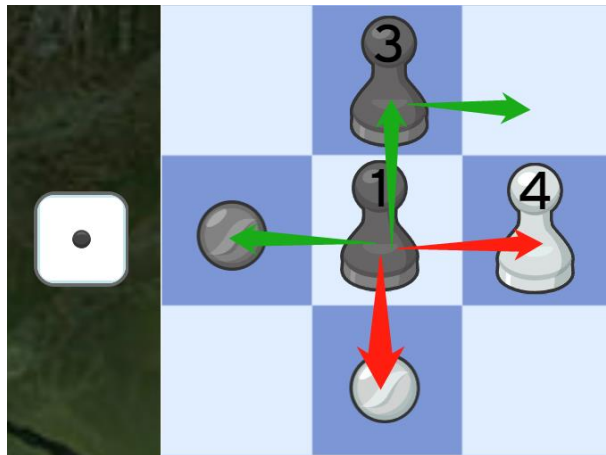


3. Move

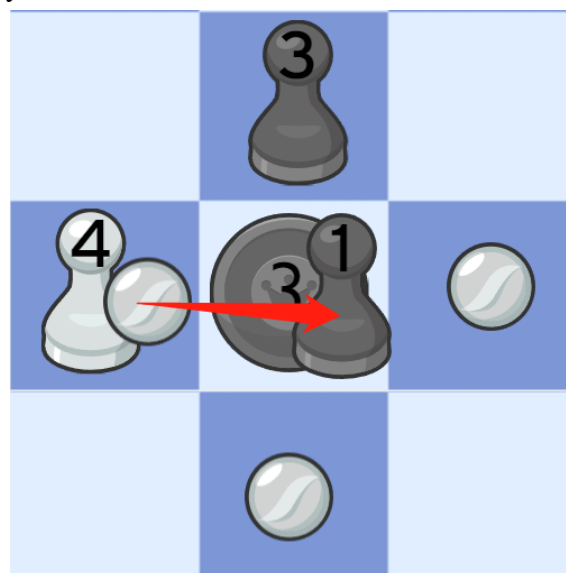
- 1) You can move the plant only vertically or horizontally at the game's first stage.
- 2) You cannot move onto the square you have stepped on before in one single turn.



- 3) You can move onto or through the seeds of your team.
- 4) You cannot move onto or through your enemies or their seeds or crowns.
- 5) You can get a bonus move when moving onto your teammate.



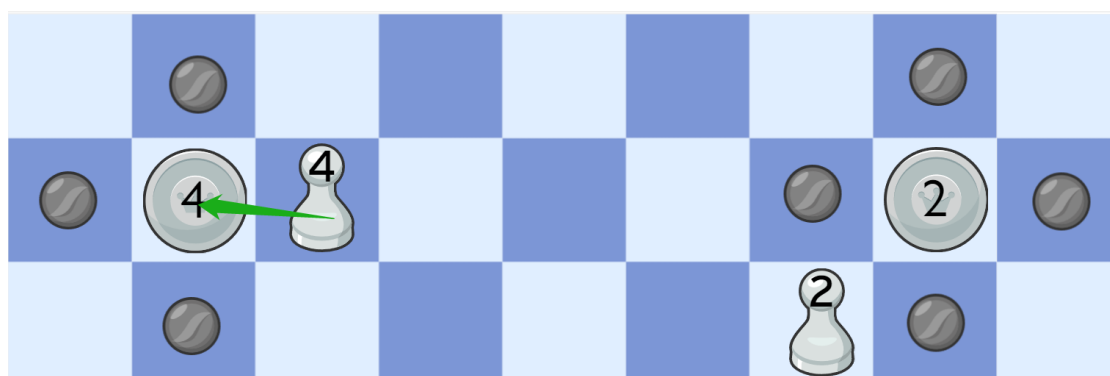
- 6) If you cannot collect your team's crown, stepping onto the crown will protect you from enemies' attacks.



- 7) When stepping on the crown you can collect, the crown will go to one deck for crowns in your plant board.

You can collect your own crown when:

- 1) Your teammate does not own their crown.



- 2) Or your teammate owns their crown, and one of your enemies is dead.



You can collect your teammate's crown when:

You own your crown, and your teammate is dead.



Note:

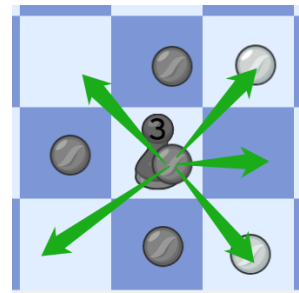
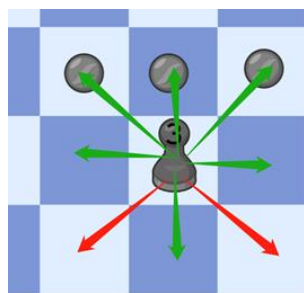
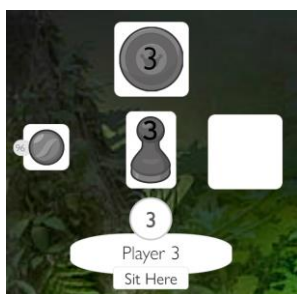
You will inherit your teammate's crown directly, but only when:

- 1) Your teammate dies.
- 2) And you do not own your crown.
- 3) And your teammate's crown is not sacrificed.

The crown will go to one deck for crowns in your plant board.

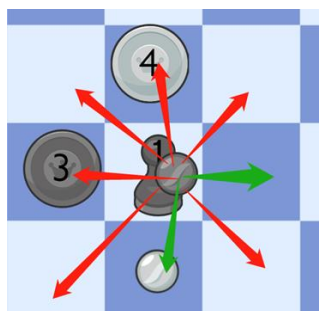
If you own a crown, you can:

- 1) Move diagonally, but only onto the square with your team's seeds.
- 2) Drop seeds onto adjacent diagonal squares.

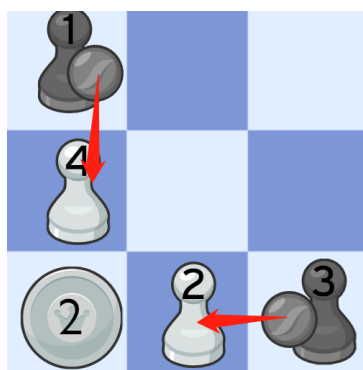


4. Drop seeds

- 1) You can only drop seeds around you (up, down, left, right) at the beginning.
- 2) Your seeds can destroy your enemies' seeds.
- 3) You cannot drop seeds onto any crown.



- 4) You cannot drop seeds which would push your enemy to your enemy team's crowns.



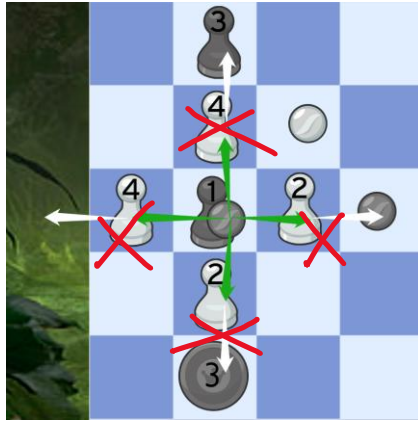
Push your enemy:

- 1) Your seeds can hit and push your enemy to the adjacent square and destroy the seeds there.
- 2) The push happens in line no matter horizontal, vertical, or diagonal.
- 3) If your enemy is pushed to any of the following areas, your enemy will die.
 - a) Your team's properties, including seeds, crowns, and your teammate.
 - b) The border of the battlefield.

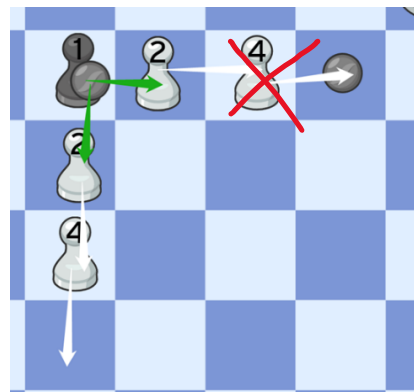
Otherwise, your enemy will stay in the square they are pushed into.

Note:

The plant goes to the player seat when it is dead.



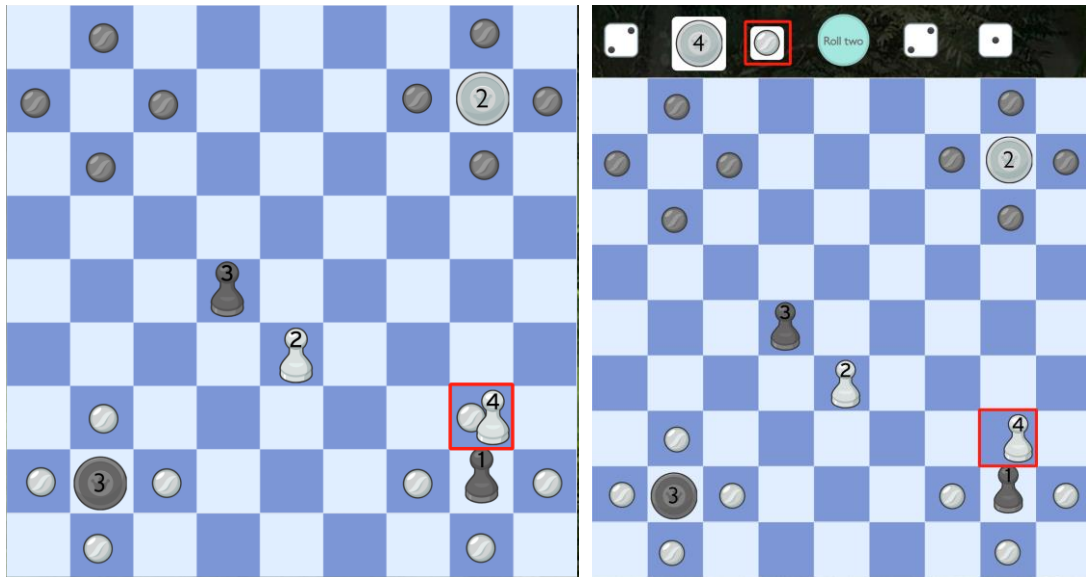
- 4) If your enemy is pushed to their teammate, no one will die, but the push will pass on under the rules, which is likely to cause a kill.



5. Resurrect your teammate

- 1) You can resurrect your teammate by sacrificing the crown you own. The crown will go to the deck for sacrificed crowns.
- 2) You can choose any square with your team's seeds to resurrect your teammate. The seeds will be consumed to respawn your teammate.





Note:

If you do so, your team can no longer win by collecting 2 crowns!

6. End of turn

Once you finish moving and dropping seeds and resurrecting your teammates (if available), your turn is over, and the dice will be passed to the next player.

● End of game

The game ends when a team wins by:

1. killing the whole opponent team.
2. Or collecting 2 crowns.