8

4

Image (in front of box)

Text of card (center it)

Shape

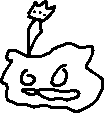
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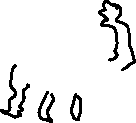
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Name of Card

Pump-King

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**Harvest**

You may play a Harvest Card from The Compost without paying its cost

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Description automatically generated with low confidencecopy paste works!

Few notes:

Placing it in word doc makes it easy to print sheets

Make this as SIMPLE AS POSSIBLE

Image is going to be stick figures, low quality, not the mona lisa.

Blue color = change as per the icon color

Circle mid right is the icon place

Seeds are displayed in the sidebar, copy paste the icon into the lower part, actual # is placed in top left corner - overlap is OK, different sizes of seeds are OK, but doubtful we would need it

8

5

Image (in front of box)

At the end of every turn gain 1 seed

Shape

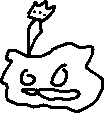
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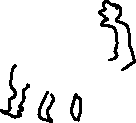
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Seed Shower

Pump-King

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**Harvest**

You may play a Harvest Card from The Compost without paying its cost

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Image (in front of box)

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**Harvest**

You are allowed to play 1 more card this turn.

Card ideas I haven’t put any thought into cost or icons etc. I just wanted to write these down while they are in my head, and we can talk about them later.

**notes by Trey**

A plant where if another player already has one in their garden you both show each other 1 card in your hand.

**I like this concept, maybe we can expand it more to have a non-activated affect to show the entire hands between players with that card.**

A reap that give extra seeds if the number of plants in your garden is less than a certain number.

**Absolutely 100% exactly what I want. This right here is perfect**

(Card that help minimalist playstyle either by choice or bad luck. Mainly thought of this being a good compost card since you said it suppose to help mitigate bad hands etc.)

Card that let you swap one of your plants with somebody else’s.

(Decided on this instead of outright destroying some else plant. This way its not a complete loss for them and it will be hilarious if it comes back to bite you later. )

**This one is also perfect! If we attach this effect to the plant itself (i.e. plant effect: swap this with another plant in a different garden), this could continually stack and create fun interactions. This one is FOR SURE going in**

Seed shower is for player that like to invest pay a big cost that will eventually pay off.

(The main thing is the cost need to be high that it is an investment and not a no brainer everybody must play this. But also, not too high so that it is still usable if it shows up later in the game. Have no idea what the estimate play time per game is.)

**I’m interested in this idea. Slow growth into big payoff is very nice.**

High-cost Plant that makes it so that if you use the harvest ability of a plant next to it that ability activates twice. (Since you specified that the power plant is in the middle it made me think you care about the positioning of the cards, so this card make you actually care about how you garden is positioned.)

**The card itself is excellent! If we continue down this path, we have the ability to make plant actions “swap” within a player’s playspace, in order to make payoff cards like this function properly!**

**There may be a bit of communication error w this, but I’ll draw up what I envison a playspace looking like after this weekend. For now, assume that this “power plant” is just a visual representation of “winning”, located in the shared hand. But I do like the idea of “planting”/ soft sticking cards into specific configurations (in relation to each other), this is great!**

Possible you win if card that says you win if this is the only card in your hand. (If you draw this early it basically dead card limiting hand to 6 but if you specific play around it might somehow make it work every now and then. Rly not sure on this one would need to look at the game and card list etc. thought it was still worth mentioning.

**I’m still up in the air about alternate wincons. If we stick to the main focus of “buying” the main powerplant, we can expand more towards game mechanics and keep the game simpler as a whole.**