8

4

Image (in front of box)

Text of card (center it)

Shape

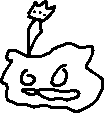
Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Shape

Description automatically generated with low confidenceShape

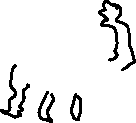
Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Name of Card

Pump-King

Shape

Description automatically generated with low confidence

**Harvest**

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

Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

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

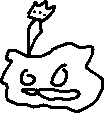
Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Shape

Description automatically generated with low confidenceShape

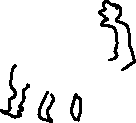
Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Seed Shower

Pump-King

Shape

Description automatically generated with low confidence

**Harvest**

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

8

5

Image (in front of box)

Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence



Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence

Shape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidenceShape

Description automatically generated with low confidence

**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.

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

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

(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. )

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.)

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.)

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.