

**PLANT - SUNFLOWER**

Roll dice and take # in sunlight

Sunflower can't resist bouncing to the beat. Which beat is that? Why, the life-giving jazzy rhythm of the Earth itself, thumping at a frequency only Sunflower can hear.

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**PLANT - THREEPENTER**

Hits for 3 Life

Threepenter likes reading, backgammon and long periods of immobility in the park. Threepenter enjoys going to shows, particularly modern jazz. "I'm just looking for that special someone," he says. Threepenter's favorite number is 5

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**PLANT - SQUASH**

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Squash zombie for (roll dice for #) or lower. If unable, player's action phase ends.

This card is discarded after used.

**PLANT - WALL-NUT**

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Adds +2 Life to any plant

"People wonder how I feel about getting constantly chewed on by zombies," says Wall-nut. "What they don't realize is that with my limited senses all I can feel is a kind of tingling, like a relaxing back rub."

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"I'm ready!" yells Squash. "Let's do it! Put me in! There's nobody better! I'm your guy! C'mon! Whaddya waiting for? I need this!"

Summon Growbosh? See Rules for details

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