WHAT A BEAUTIFUL DUWANG

>WATERSEEKER: HYDRATE ADJACENT DESERT TILES  
(EFFECTIVENESS: BLUE ++ GREEN + RED -)

>HEADACHE: EXPORT AS MEDICINE/HIGH VALUE/MAY CONSUME TO SPEED UP?

>SUNLIGHT: SPEED UP GROWTH OF OTHER FLOWERS

>(SMILE OF) BELQUIS: AUTOPLANTS SEEDS OF ITSELF/CONVERTS NEWLY PLANTED

>ELFMAID: INSTANTLY MATTURES NEARBY FLOWERS (SHORT LIFESPAN)

>RAINBOW FLOWER: RANDOMIZES COLOR OF SURROUNDINGS (constant range)

>TIMEKILLER: STOPS GROWTH OF SURROUNDING PLANTS (good for breeding)/APPLIES DISTORTION EFFECT TO PLAYER WHEN IN RANGE

SEEDS TO ITSELF ?

>SABBATH FLOWER: REVIVE DED FLOWERS IN RANGE

Quest 1:

???

Capo arrives, assignment, receive X WATERSEEKER seeds.

HYDRATE N TILES. (Optional: Optimize water seeker range)

Quest 2:

Terrorists spread bioweapon (negative stability)

Acquire Headache seeds from “The Wasp” to produce medicine.

SELL N Units of Medicine.

Quest 3:

FOOD SHORTAGE! (lose stability)

PRODUCE SUNLIGHT FLOWERS

Quest 4:

Tame (SMILE OF) BELQUIS, WHICH APPEARS IN THE DESERT (only harvestable once dead, or once “tamed”)

Quest 5:

TERROR ATTACK! CROPS DEVESTATED

USE ELFMAID TO RESTORE ALL FLOWERS

TODO: ADD chest system