

Plants vs. Zombies:

The Board Game Rules

Materials:

- Printable [game board](#).
- Printable Plant/Zombie cards.
- A folder (or something like it) to use as a shield.
- 19 bits (coins, rocks, etc.) for coins.
- 15 bits for health markers.
- 1 bit for round marker.

Setup:

- The 6x9 board is split up by a red line. The plants control the 5x6 section of the board, the zombies control the 4x6 section of the board.
- There is an additional 1x9 section of the board above the playspace. Each box represents a round. At the beginning of the first action phase, place the round marker on the first box.
- Take all of the coins and put them in a pile between both players. This is the coin pile

Economy:

- Each player begins with 3 coins.
- When coins are owed, they are pulled from the coin pile.
- At the start of rounds 3, 6, and 9, both players will gain **one** additional coin.
- Players can have up to 9 coins at one time.
- The plants and the zombies each have their own producer, the Sunflower and Gravestone, respectively, which generate coins during every planning phase.
 - Tip: placing Sunflowers/Gravestones early in the game will generate a steady income.

Round Gameplay:

- Before round 1, the Plants are given 3 coins, the Zombies are given 2. These coins will be used to place down as many cards as the players wish, assuming they can afford it.
- Once the cards are placed, round 1 begins.

- Each round has two phases, the **Action** phase and the **Planning** phase.

Action phase:

1. Increment the round number using the round marker, placing it on the 'Action' side.
2. All non producers on the board execute their action(s), Plants first..
 - This means that every plants' action is executed, and then every zombies'.
3. After all actions are done, the planning phase begins.

Planning phase:

1. Flip the round marker to the 'Planning' side.
2. Each player gets coins based on how many producers they have in play. A shield is also placed on the red line, covering the other player's side until it is time to reveal.
3. During the planning phase, players decide which card(s) to play.
 - a. Players may choose more than one card, as long as they have enough coins.
4. Once all cards have been chosen, each player will place their cards on their side of the board and the shield is removed. All cards remain on the board until they are killed, unless a plant is removed by the Plant player.
 - a. All coins spent are placed back into the coin pile.
5. If a card is killed, it is taken off of the board and placed back into its player's hand.
 - A plant is killed if a zombie steps on the same tile as the plant.
 - A zombie card is killed if its health goes down to zero.
6. Now that there are cards in play, this round is over and the next one begins.
7. This process repeats for 9 rounds.

Sudden Death:

- If, by the end of round 9, there are still plants AND zombies on the board, sudden death begins.
- No more cards can be placed on the board.
- The game continues, moving round by round, but only with the action phase.
- This means that every plants' action is executed once, and then every zombies'. This process repeats until one player reaches the win condition.

Win Condition:

- Plants win by defending all 9 rounds as well as the Sudden Death
- Zombies win if one zombie gets to the Plants' first tile.

Plants:

- Plants are stationary.
- The player may remove a plant from the board and place it back in their hand for 1 coin.
- If a zombie lands on a plant, the plant is killed and placed back into the plant player's hand.

Sunflower (6):

- Cost: 1 coin
- Action: Produce 1 coin per round.

Peashooter (12):

- Cost: 2 coins
- Action: Shoots a pea down the lane and hits the first zombie/gravestone for 1 dmg.

Jalapeno (1):

- Cost: 8 coins
- Action: Immediately kill every zombie in the lane. After use, place back in hand.

Walnut (6):

- Cost: 3 coins
- Action: block 2 rounds worth of dmg.

Zombies:

- The only stationary zombie is the Gravestone.
- Multiple zombies cannot be deployed on the same tile, however they can stack on the same tile later, if they move enough spaces.
- If there is a Gravestone in front of a zombie, it takes the damage.
 - If a zombie is on the same tile as a Gravestone, the zombie takes damage instead of the Gravestone.
- Zombies have 'x' health. If that health reaches 0, the zombie is dead and placed back into the zombie player's hand.
- If a zombie gets hit by a plant's attack, place a damage marker on that zombie.
- Zombies stop moving for the round after eating a plant.
- If multiple zombies are on the same tile, the one that was there first gets hit first.

Gravestone (4):

- Cost: 2 coins
- Health: 3 health
- Action: Produce 2 coins per round.

Zombie (8):

- Cost: 2 coins
- Health: 2 health
- Action: move 2 spaces per round.

Screen Door Zombie (3):

- Cost: 3 coins
- Health: 3 health
- Action: move 2 spaces per round.

Pole Vault Zombie (1):

- Cost: 8 coins
- Health: 2 health
- Action: move 3 spaces per round, jump over the first plant in its path.
 - If the third space has a plant on it, the Pole Vault will jump to the next spot. Essentially moving 4 spaces.
 - After jumping over a plant, the Pole Vault will only move 1 space per round.
 - If the Vault lands on a Walnut, it is stuck there until the Walnut is destroyed.