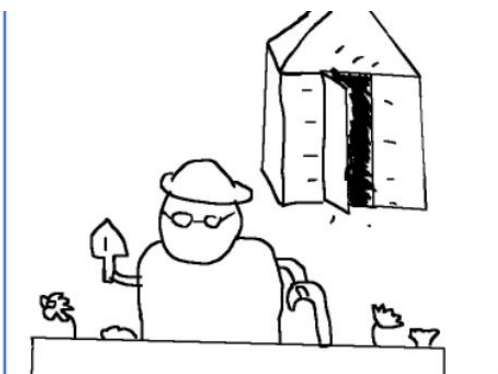
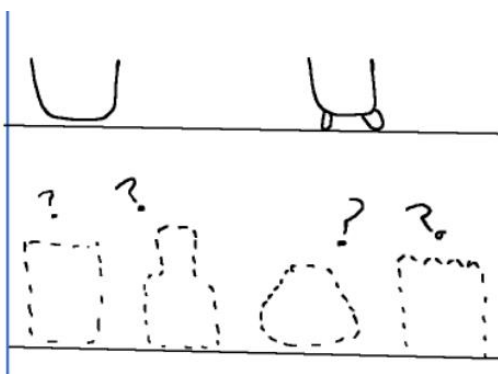


Grandma Gardener gaining special status through magical relics/scientific discovery. Backstory TBD



Grandma Gardener working on her plants, needs to go to her special shed for some materials



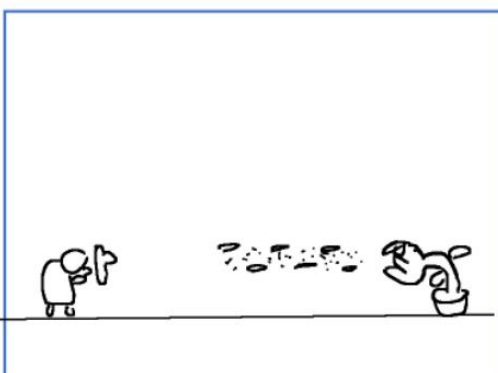
She notices that her "magical" formulas are missing, which is problematic if it falls in the wrong hands



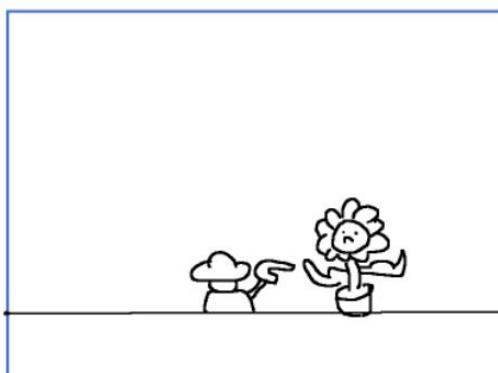
She sees that theres a cracked panel in the greenhouse walls, and decides to follow the path



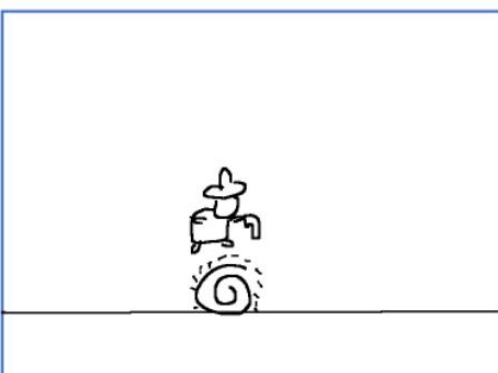
While following the path, Grandma Gardener encounters weirdly transformed plants that she must avoid.



Using her magical hat, Grandma Gardener can negate some of the damage taken from projectiles



If close enough, Grandma Gardener can use her cane or other weapons to defeat plants and gather their seeds



Some Plants may not be easily defeated, so it may be best to avoid them



At the end of a level, Grandma Gardener will encounter highly mutated plants that she must defeat or spare



When choosing, the plants may speak back to you to beg for forgiveness, but is ultimately your choice



When you return to your green house, you can cultivate your spared plants or trade in seeds you have gathered for better tools

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