POWER PLANTS

A GAME BY
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Every wizard knows that the best spell components are grown fresh. Unfortunately, there is just one plot of fertile soil in town suitable for growing magical plants. Everyone agrees to "share" the garden, but you have a plan; your loyal team of Sprites will use the powers of the plants to infiltrate the garden as it grows, so that when everything is in full bloom, the most potent patches will belong to YOU!

You are a Wizard

In *Power Plants*, you are growing a shared **garden** of magical **plants** with your rivals. You will add **patches** to the garden, choosing between their awesome **Sprout powers** and **Grow powers**. Tend the garden, gather magical **Gems**, and deploy your team of loyal **Sprites** to control the most valuable **fields**!

How to Win

At the end of the game, you'll score for the Gems you've gathered, special plant scoring, and **most importantly**, the value of the fields you control! *Larger fields are worth more; control **more patches** to control the field, with **lower-numbered** patches breaking ties.* If you have the highest score, you win!

! Training Mode

Are you playing with young children? Is this your first time playing? You should check out *Training Mode* on the back of the rulebook. Read the full rules first (*there aren't a lot of them*), then apply the suggested adjustments. It's a smooth and quick introduction to the game that will make your future plays a breeze!

Components

64 Patch tiles
Eight of each plant type, numbered 1 to 8.

DEEPROOT   FRIGHTSHADE   SNAPJAW   EMBERWOOD

HONEYLEAF   STARFLOWER   TANGLETHORN   WINGBEAN

100 Sprite markers
20 for each player.

1 Bag

1 Wizard pawn

80 Gem tokens
In many denominations

5 Reference sheets

8 Plant cards

TIMING   SPROUT POWER   GROW POWER

Sprout
Capture one *rival* Sprite from any patch in a *field* next to the Wizard, then add one Sprite to any one patch in that field.

Grow
Capture one *lone rival* Sprite from a patch next to the growing Snapjaw.

Snapjaw
Sprites must keep alert around a Snapjaw patch. While dangerous to grow, it's worth the risk to harvest spines that add speed and power to your magic.

Captured Sprites: Keep them near your Sprite supply. Endgame: After field scoring, you must buy back your own captured Sprites from other players, at a cost of one Gem each.

POWER PLANTS

PLANT NAME   FREE SPRITE?   ENDGAME SCORING   TIMING

8 Alternate Plant cards

Each patch type has an **alternate Plant card** that you can use. *For your first few games, keep these alternates in the box; they are a little more complicated than the standard set.* You can tell which ones are alternates by their dark banner and the **Alternate symbol** near their name.

Sprout
Choose a patch *type* found next to the Wizard. Capture one *rival* Sprite from any one patch of that type, **and** add one Sprite to any one patch of that type.

Grow
Capture one *lone rival* Sprite from a patch matching the Wizard's patch.

△ Snapmaw
The Snapmaw's sensitive tendrils act as tripwires for its ravenous toothy pods. They are fantastic as an ingredient in ink for alarm runes and awareness scrolls.

Captured Sprites: Keep them near your Sprite supply. Endgame: After field scoring, you must buy back your own captured Sprites from other players, at a cost of one Gem each.

ALTERNATE SYMBOL

See the *Alternate Plants* section on page 7, when you are ready to introduce some new variety to your game.

Setup

1 Decide which **five Plants** you want to play with (*or randomly draw five Plant cards*).

Place the **Plant cards** matching your chosen plants on the table in a **card column**.

> Arrange the column by **timing category**:
>
> ☼ **Morning** plants at the top.
>
> ☀ **Noon** plants in the middle.
>
> ☾ **Night** plants at the bottom.
>
> *The order of the cards within each timing category should be random.*

2 Take the correct five sets of patch tiles (*matching the Plant cards in the column*) from the box.

> ✨**2** With **two players**, return patches number **7 and 8** from all five sets to the box.

> ✨**3** With **three players**, return patch number **8** from all five sets to the box.

3 Begin the **garden;** assemble the five-patch formation shown, using the **highest-numbered patch** remaining of each type (*for example in a three-player game, 7 is the highest remaining number*). The **position** of the patches in the formation doesn't matter. *Leave space around the edges for the garden to grow!*

4 Place the rest of the patches in the **bag**, and mix it well. Draw **three** patches from the bag to form an area called the **Nursery,** near the card column.

> ✨**5** With **five players**, draw two extra patches for the Nursery, for a total of five.

5 Make a supply pile of **Gems**.

6 Each player chooses a colour. Take the **20 Sprites** of your colour, and a Reference sheet if you want. Choose a **starting player** randomly, and give them the **Wizard pawn**.

7 Beginning with the starting player and proceeding clockwise, each player draws a *hand* of **two patches** from the bag. *Your hand is public info; no hiding your patches!* If you draw two patches of the same type, you may choose to **swap** one patch from your hand with one from the Nursery.

You are ready to begin!

What makes a good plant combo?

While **any** five plants will create a fun game, including at least **two Morning,** at least **one Noon,** and at least **one Night** in your group of five will result in a game that feels well-balanced.

There are timing symbols on the card backs, so you can randomly draw Plants by timing category if you want.

PLAY AREA

GEM SUPPLY

CARD COLUMN

THE GARDEN

NURSERY

PINK PLAYER'S STUFF

Gameplay

Take turns, beginning with the starting player and going clockwise. Take turns until the bag is empty; shortly after that, the game ends with Scoring. **Your turn** has three simple steps:

1 Add a Patch

Choose **one patch** from your hand, place the **Wizard** pawn on it, and **add** it to any plot along the garden edge (*a **plot** is an empty space next to a patch*).

- **Most** plant types let you also add a **free Sprite** from your supply to the new patch when you add it; *check the plant card to be sure.*

Free Sprite.   **No free Sprite.**

You could add this Starflower (which comes with a free Sprite) to any plot around the garden. You choose this one.

Next you will make an important choice:

2 Sprout or Grow?

If you choose to **Sprout**, you will activate only the **Sprout power** of the **Wizard's patch** (*the patch you added*).

If you choose to **Grow**, you will activate the **Grow power** of *every patch* **that the Wizard's patch is** *touching* (*but **not** the Wizard's patch itself*). Activate each Growing patch, one at a time.

- When you **Grow** more than one patch, they activate in **card column order** (*from top to bottom*). If your Growing patches include more than one patch of the **same type**, the order those patches activate (*when it is their type's turn*) is up to you.

- Whether Sprouting or Growing, you **may** choose to **not** activate the power of any patch that you would be entitled to.

*Will you **Sprout** or **Grow**?*
- *If you **Sprout**, you will activate the **Sprout power** of the newly added Starflower.*
- *If you **Grow**, you will activate the **Grow powers** of the Honeyleaf and Starflower that are **touching** the new patch.*

SPROUT THIS   OR   **GROW THESE**
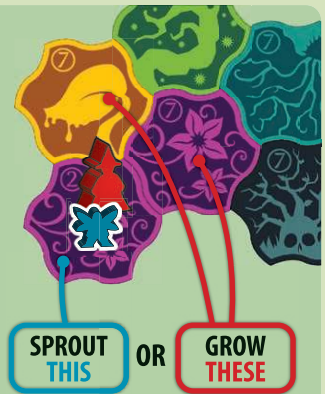
*You decide to **Grow**. The card column tells you the order they activate... Honeyleaf first, then the Starflower.*

1. *The **Growing Honeyleaf** lets you add one Sprite to each of the patches next to the Wizard.*

2. *The **Growing Starflower** earns you one Gem per occupied patch next to the Wizard; thanks to the Honeyleaf, there are now two! You collect two Gems from the supply.*

4
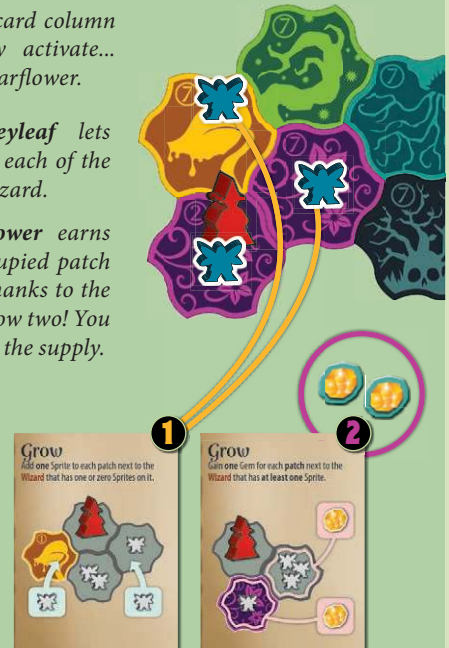
3 Draw a Patch

Pass the Wizard to the next player clockwise, and **draw a random patch** from the bag.

- If you draw the **last** patch from the bag, **announce** that Endgame has arrived (*see Endgame, below*)!
- If you draw a patch of the same type as the one in your hand, you may swap **one** of them with one from the **Nursery**.

Stuff to Know About Patches & Powers

- **SUPER IMPORTANT: A patch may *never* have more than one player's Sprites on it at once.**

    When you are supposed to add a Sprite to a patch that has any rival Sprites, you **expel** a rival Sprite from there **instead** of adding your Sprite.

    When your Sprite is **moved** to a patch where there are any rivals, your moving Sprite **plus** one rival from the patch are **both** expelled.

- Your **added** Sprites come from your **supply**. Your **expelled** Sprites return to your supply. There is no limit to the number of your Sprites that can be on one patch.

- If you must add a Sprite and there are none in your supply, you must retrieve one of your Sprites from a patch (*of your choice*) back to your supply, and use **it**.

- You don't **have** to activate every patch you can, but you must resolve the ones you activate as fully as possible.

- When adding a patch, you must be able to **slide** it into its plot without passing through a *narrow gap*. If you jostle some patches during a **legal** placement, readjust as needed.

Sprout
Add **two** Sprites to each patch next to the Wizard that has one or zero Sprites on it.
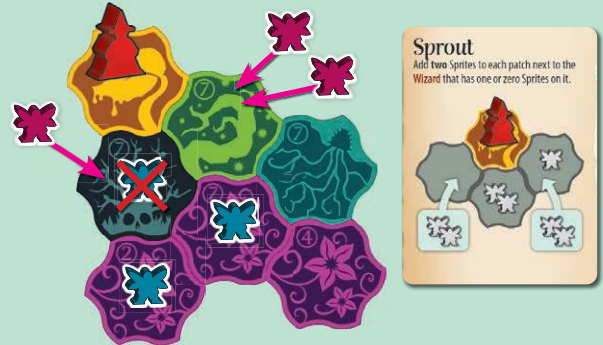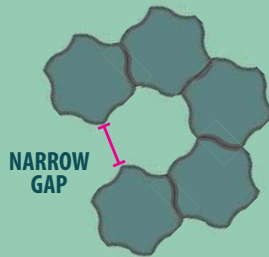
For example, the Pink player is Sprouting the new Honeyleaf, which adds two Sprites to each patch next to the Wizard. Pink will add two Sprites to the empty Emberwood... but since there is already a Blue Sprite on the Frightshade, they would expel it and add only one of their own.

For example, you can't slide a patch into the plot marked with the ✗, because of the narrow gap between the Deeproot and Emberwood; a patch may not be added there.

*Interestingly, you **could** add a patch to the plot marked with the ✔, and choose to Grow the Deeproot and Emberwood that it would be touching.*

- When a power adds **Gems** to the garden, they come from the general supply, **not** from your own stash.

Endgame

When the last patch is drawn from the bag, the player drawing it must announce it. Then each player gets one final turn (*each player will end the game holding one unplayed patch*).

If any of your Sprites are expelled **after** you have taken your final turn of the game, gain **two Gems** for **each** expelled Sprite.

After all final turns are done, the game is over; go to *Scoring*.

Yellow has taken their final turn. Blue Sprouts a Tanglethorn, which can add three Sprites to the Frightshade 5 patch.

Yellow's two Sprites in that patch are expelled by the first two Blues; the third Blue moves in. Yellow gains four Gems for their two expelled Sprites.
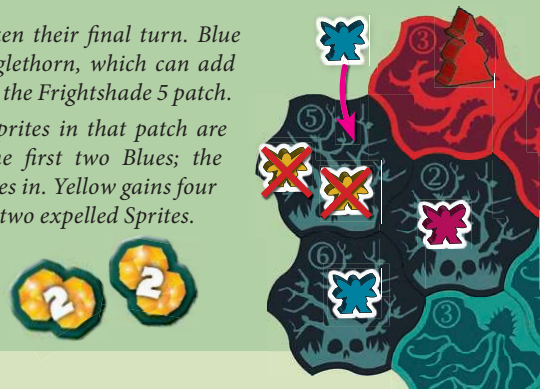
Scoring

Track your score using Gems. Each Gem equals one point.

1 You may have **earned Gems during the game**; these are included in your score. *Depending on the plants in play, this could range from zero to quite a lot.*

2 Some **Plant cards** (*for example the Snapjaw*) indicate some sort of **endgame scoring**. Their cards tell you **when** during final scoring they are resolved. Make sure you resolve these at the appropriate moment.

3 Claim the **Gems from each patch where you have any Sprites**. *Return any Gems in patches with no Sprites to the supply.*

4 Score each field (*a **field** is a connected group of one or more matching patches*). A field is worth points based on its **size** (*the size is the number of patches it has*). **See the *Field Scoring Chart* to the right.**

As you score each field, pull it away from the garden carefully, so that you will remember which fields have already been scored.

- Each field offers a **1st-place** and a **2nd-place** score; you win 1st-place if you control the **most patches** in the field, 2nd-place if you control the **second-most patches**.

- If you control at least one patch in a field and score **neither 1st or 2nd place**, you score **one point** for that field.

- The number of Sprites you have in a field **doesn't matter**; only the number of **patches** you control.

- If there is ever a **tie** for control of a field, the tie is broken in favour of the tied player who controls the **lowest-numbered patch** between them in that field.

Once scoring is complete, the player with the most Gems wins!

In the event of a tie, the tie is broken in favour of the player with more total Sprites in the garden. If that is still a tie, the tied players share their victory... but they keep a suspicious eye on each other for next time!

*Your garden may look something like this at the end of your game.*

FIELD SCORING CHART

Field Size	1st Place	2nd Place	Any Others
1 Patch	1	✕	✕
2 Patches	3	1	✕
3 Patches	5	2	1
4 Patches	7	3	1
5 Patches	9	4	1
6 Patches	11	5	1
7 Patches	13	6	1
8+ Patches	15	7	1

*Below are some examples of field scoring. Remember that **a)** the number of **Sprites** in a field doesn't matter, only the number of controlled **patches**; and **b)** ties are broken in favour of the one who controls the lowest-numbered patch.*

- Blue wins 1st so gains 3 points.

- Yellow breaks the tie for 1st so gains 5 points.
- Pink breaks the tie for 2nd so gains 2 points.
- Blue gains 1 point.

- Blue breaks the tie for 1st so gains 3 points.
- Yellow wins 2nd so gains 1 point.

- Yellow wins 1st so gains 11 points.
- Blue wins 2nd so gains 5 points.
- Pink gains 1 point.

- Pink wins 1st so gains 7 points.
- Yellow breaks the tie for 2nd so gains 3 points.
- Blue gains 1 point.

6

Game Terms You'll See on the Cards

- **Gems:** Crystallized magical energy generated by some garden plants. Gems are points; you want 'em.
- **Sprites:** Magical garden spirits. Sprite presence determines who controls the various patches and fields of the garden.
- **Patch:** A single tile.
- **Field:** A connected group of patches of the same type. A single patch is also still a tiny field.
- **Plot:** An imaginary patch-sized empty space beside a patch that doesn't have a patch in it.
- **Control:** You control a **patch** if you have any Sprites on it. You control a **field** if you control more of its patches than any other player. *If more than one player is tied for control of a field, the one controlling the **lower-numbered** patch breaks the tie.*
- **Unlocked** and **Locked:** A patch is *unlocked* if you could slide it away from the garden without passing through a narrow gap, **and** if removing the patch **wouldn't** split the garden into more than one part. Otherwise, the patch is *locked*.
- **Lone:** A *lone* Sprite is the only Sprite on its patch.
- **Rival:** A *rival* Sprite belongs to another player.
- **Unoccupied:** An *unoccupied* patch has no Sprites on it.
- **Empty:** An *empty* patch has nothing at all on it.
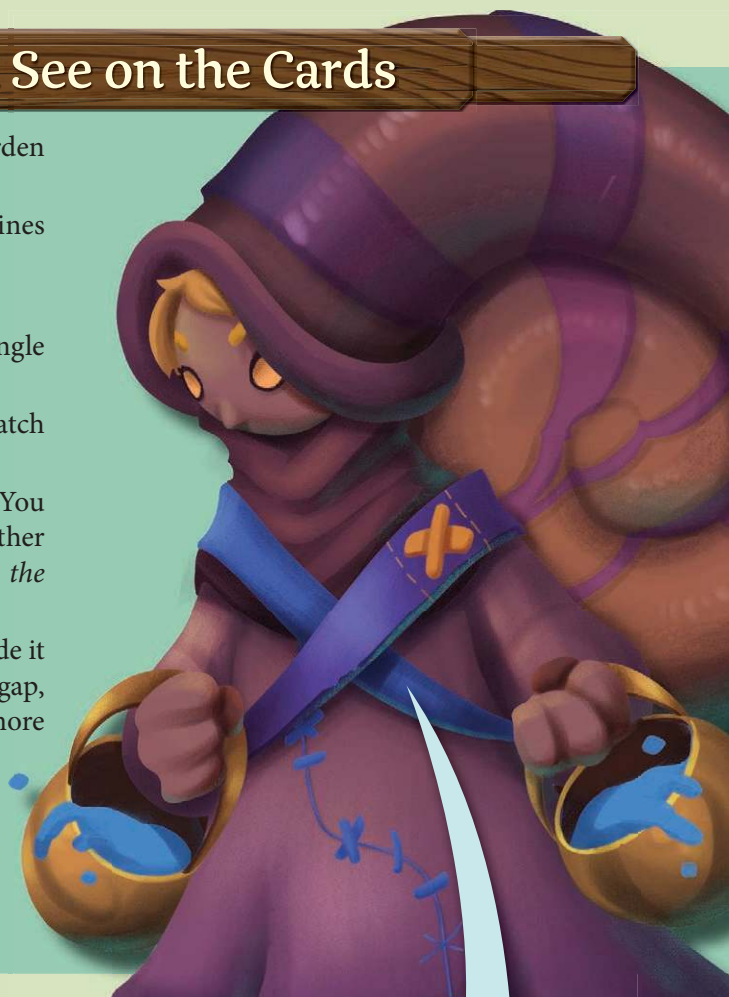
◁ Alternate Plants ▷

The **alternate Plant cards** bring a lot more variety to the garden. Their powers are broadly similar to the standard versions, but a little more complex. Notice that the standard version of a plant and its alternate **can't** both exist in the same game, since they both use the same eight patch tiles.

If you are choosing your plants randomly and you draw a card that uses a tile type that's already in play, discard it and draw another.

> Leave the **alternates** alone for your first few games. When you feel ready, try mixing in one or two alternates along with familiar plants.

*For example, **Wingbean** and its alternate **Clingbean** both use this tile set, so they can't both appear in the same game.*

First Game? Want to ease in? Try Training Mode!

Sometimes (*especially with beginners and younger players*) it can be a little daunting to learn both *Sprout* **and** *Grow* powers for each plant in your first game. Our helpful *Training Mode* will help you become familiar with the plants before diving into the full game. We recommend you try this the first time you play; it's quick!

Use these five plants:

They all focus on adding Sprites to the garden, or on gaining Gems; the other plant types introduce more unique and confrontational powers.

Cover up the Grow powers

Use extra Plant cards face down to cover the **Grow** powers in your card column, like in the example on the right; you won't need that information.

Sprout Only!

That's right, you will be using **Sprout powers only**. It feels a lot easier to learn just five effects instead of ten, and you'll jump into playing the game nice and quick! Everything else is the same as in the full game. A quick spin through Training Mode and you'll be ready for more!

I am ready... what should I do next?

Well, you could play Training Mode with some different plants, or you could try the full game with the plants you've already experienced. Either path is good and fun!

> Remember that each plant really only has one "personality". Think of the Sprout powers as super versions of the Grow powers. Honeyleaf for example, adds Sprites to the patches surrounding the Wizard; its Sprout power simply does it better than its Grow power does. Emberwood adds Gems to the garden. Frightshade moves Sprites around... and so on!