



### Overview

The goal of the game is to guide the structure of your vine in a way to produce the most green beans while attempting to divert the growth of your neighbors.

### Setup

- Give each player a root tile to place out in front of them. Make sure there is space above and to either side of the roots for each player to grow their beanstock throughout the game.
- Randomly draw 3 beans from the bean bag to form the market
- Randomly remove tiles from the plant bag depending on the player count. Return the pulled tiles to the box.
  - 1-2 players: Remove 72 tiles, 48 tiles remaining
  - 3 players: Remove 48 tiles, 72 tiles remaining
  - 4 players: Remove 24 tiles, 96 tile remaining
  - 5 Players: Remove 0 tiles, 120 remaining tiles
  - \* There should be 24 tiles remaining per player

### Objective

The object of the game is to score the most victory points from growing beans and growing your plant vertically. Points will be deducted for each open connection on a player's vine at the end of the game.

### Player's Turn Order

The following is the order of operation through each player's turn, however, the rulebook will teach you how to play in the order of relevance. This approach is to help you understand the core gameplay before learning more nuance mechanics that don't come into play right away.

- 1) Prune
- 2) Draw/Play Tiles
- 3) Gain a bean/Use Growth Tokens
- 4) Reset

## DRAW TILES

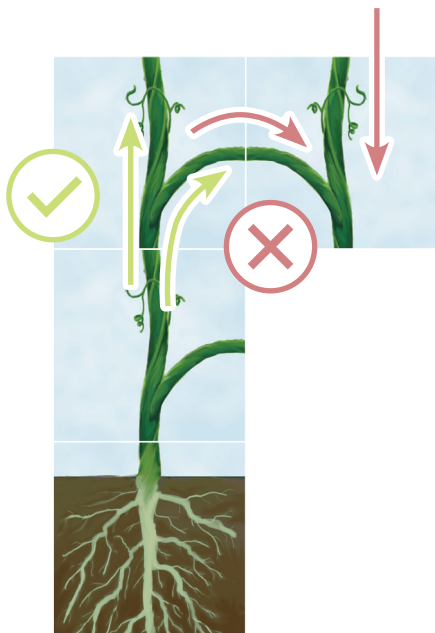
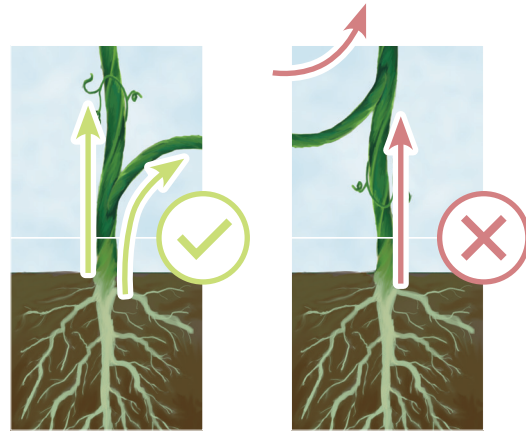
Each turn, the active player will draw 2 tiles.

There are two types of tiles that can be drawn from the plant bag: stems and leaves.

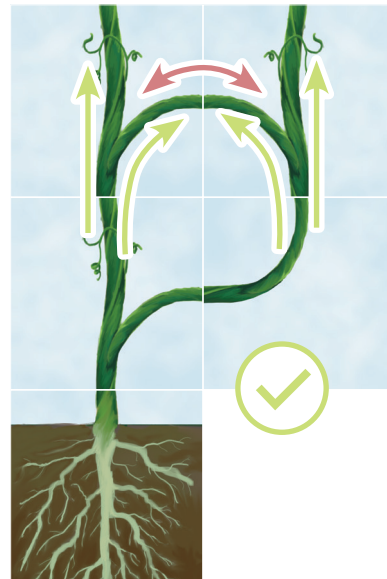
### Stems

These tiles grow plants larger and can provide additional placement locations for more stems, leaves, and beans. Stems can be placed off of the root system or any offshoot from other stem tiles, as long as the shoots branch *out* of the main stem.

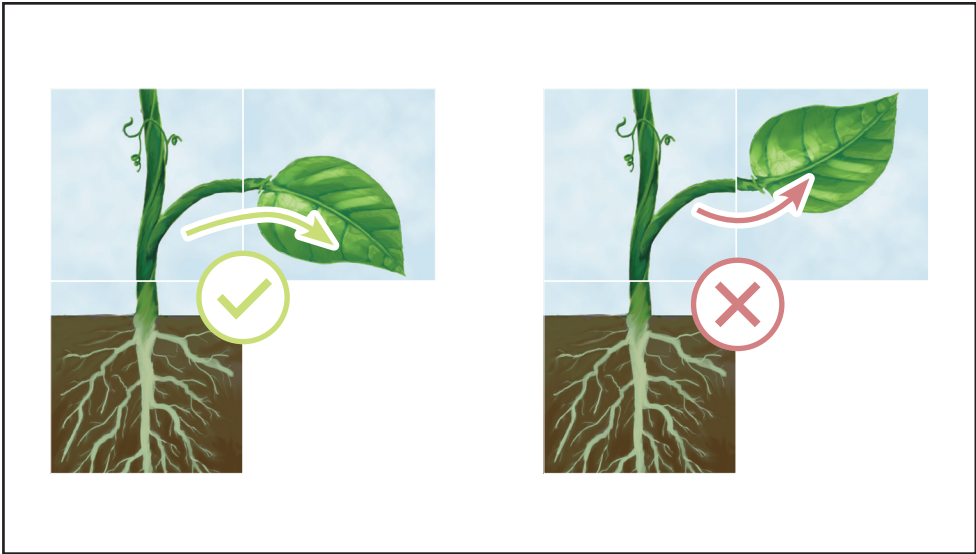
Rule clarification: The stem tile can be placed in any orientation as long as one path originating from the root branches out, not in.



Note: the only time a stem can branch into a stem (instead of out) is if there is another route from the roots that branches out. This would result in a loop since the plant could be converging back in on itself.



Fun Fact: Plants in real life can also make loops when stems rub against each other signaling to the plant the two parts are supposed to be connected.



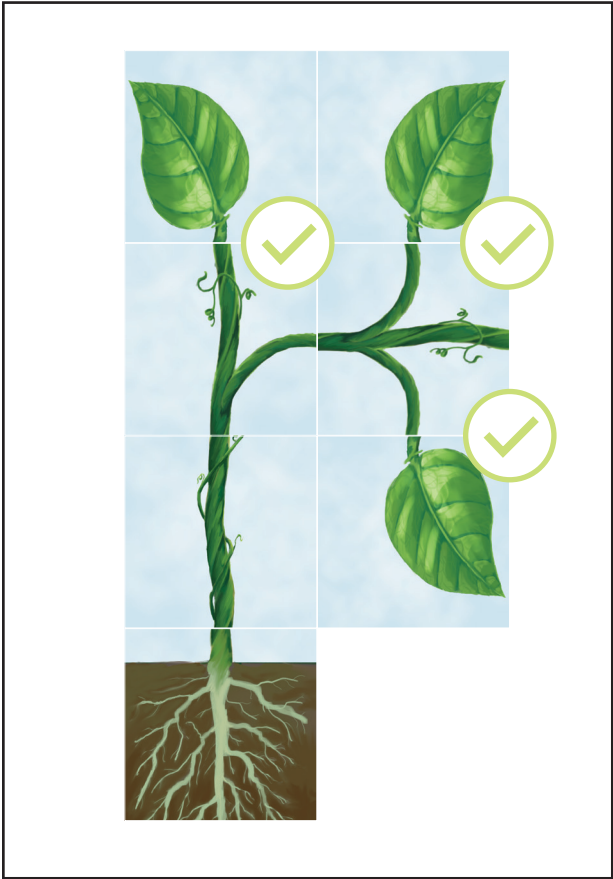
Leaves

Leaves are an important part of your vines. They are needed to produce beans which provide victory points.

Some leaves hang down to the left and some to the right. When placing a leaf on a shoot that faces the left or right, the leaf must hang down, following the rules of gravity.

Leaves can also grow off of shoots pointing up or down. Either leaf direction can be placed on shoots that point up or down.

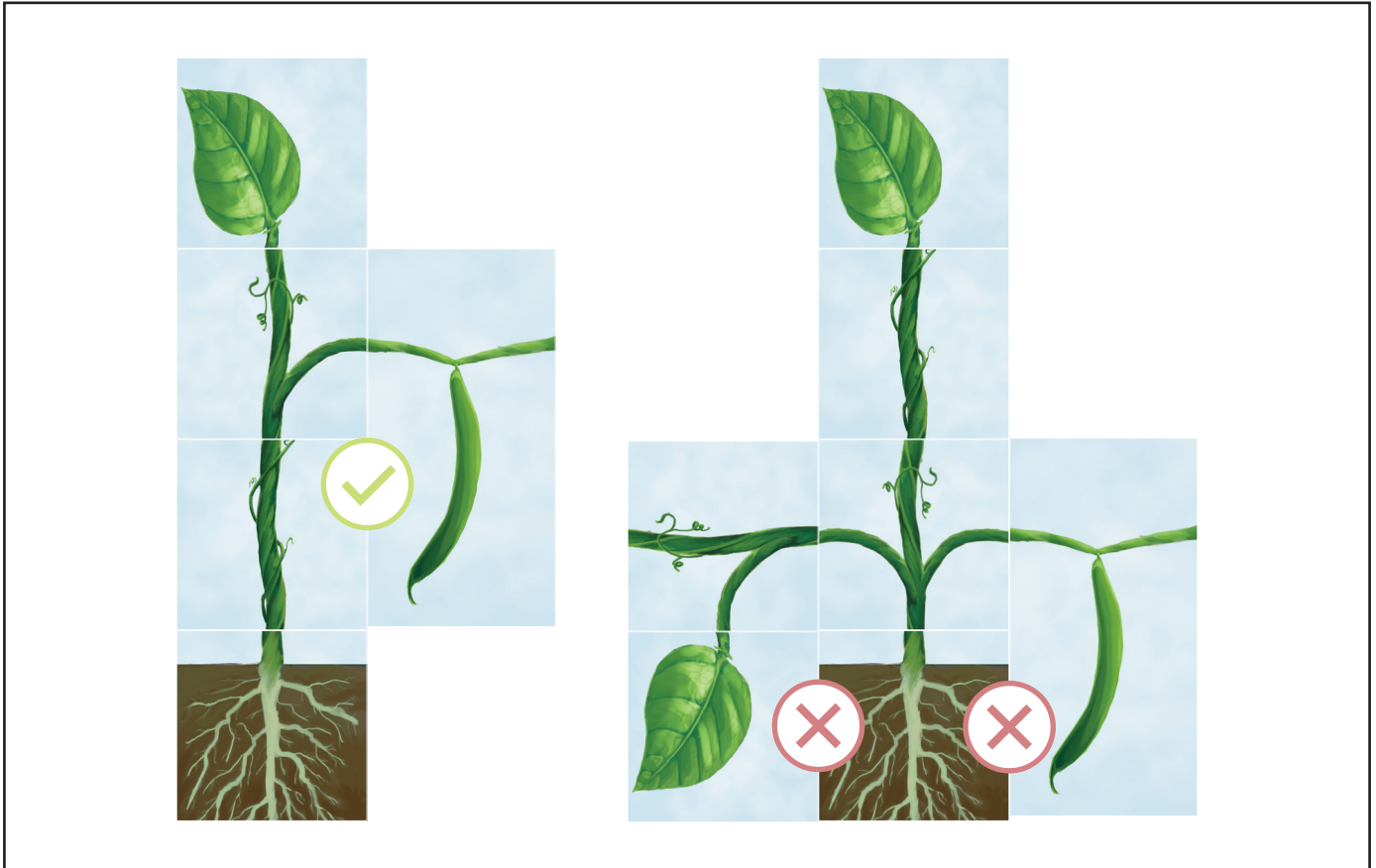
When a leaf is placed on a shoot, it terminates that shoot and prevents further growth from being placed on that part of the plant.



## PLAY TILES

When placing the two tiles, the player will place one tile on their own plant and one tile on the plant owned by the player to their left.

All growth must connect back to the main root system and must be placed above ground. Tiles can never be placed in the same row or below the root tile, including bean tiles which take up two square spaces.



## Growing Your Opponent's Plant

When placing a tile on the plant owned by the player to your left, the active player gets to choose the location and orientation of the tile. One tile must always go to the player to your left, even if their plant doesn't have any legal placement options. If this happens, simply give the player the tile and they will have an extra tile to place on their plant that turn.

A player who has received a tile in this manner will have more options when drawing tiles. They may choose to either place this tile on their plant or they can use it as the one tile they play on the player to their left.

## GAIN A BEAN

Beans are the most important tiles of the game. After growing your plant, if you have the proper plant structure in place, you can add one bean tile from the market to your vine. You cannot gain more than one bean tile per turn.

Beans can grow off of any stem as long as the graphics match up to allow the bean to hang down without any obstructions and as long as there are enough leaves on the plant.

To grow beans, the vine must have one leaf per bean bunch. A bean bunch is any physical location a bean grows from the vine, regardless of how many beans are printed on the tile or how many bean tiles are stacked in that physical location (see Stacking on a Bean Bunch). If the vine does not have enough leaves somewhere on the plant, new bean bunches cannot be placed on the plant.

If a leaf is removed by pruning, this does not destroy any beans even if there are less leaves than bean bunches. To place any additional beans bunches, the player will need to grow enough leaves on their vine to support a 1:1 ratio of leaves to bean bunches.

Beans must always hang down following the rules of gravity and can never grow sideways, up-side-down, or underground.

Each bean tile will reward 1-3 victory points depending on the number of beans printed on the tiles.

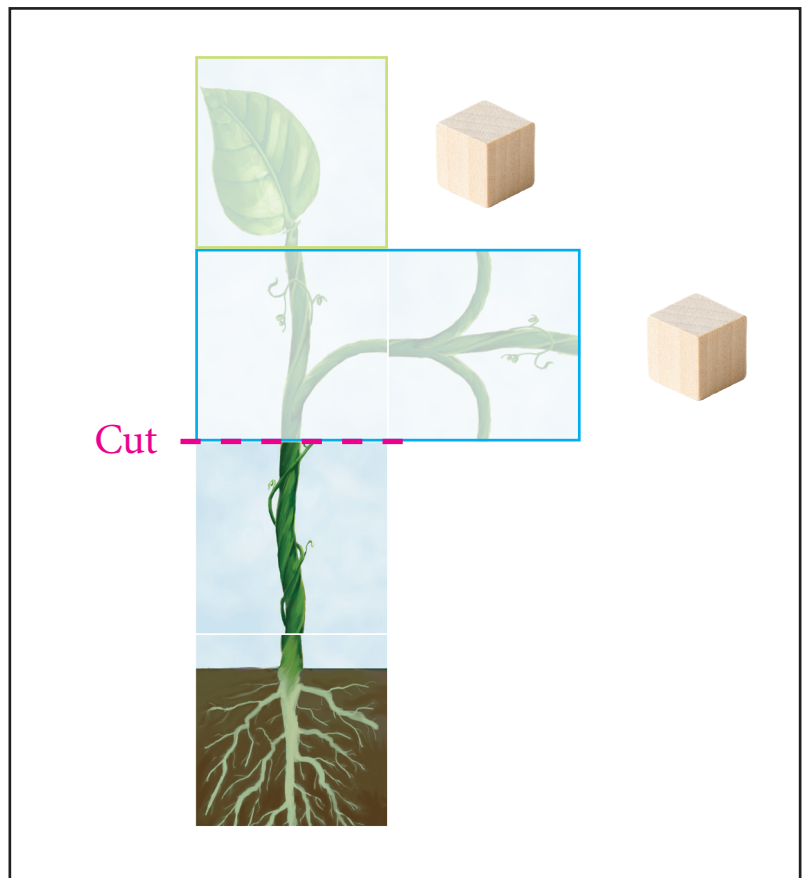
## PRUNE

At the beginning of each turn, players may prune their vines before starting to grow.

The player has the opportunity to make one cut anywhere on their plant to remove everything beyond that cut. A cut can be made between any two tiles connected by the graphics shown on the tiles. The tiles that no longer trace back to the roots are placed in the compost bin in the center of the table. Any beans that were pruned are harvested to be counted towards end game victory points.

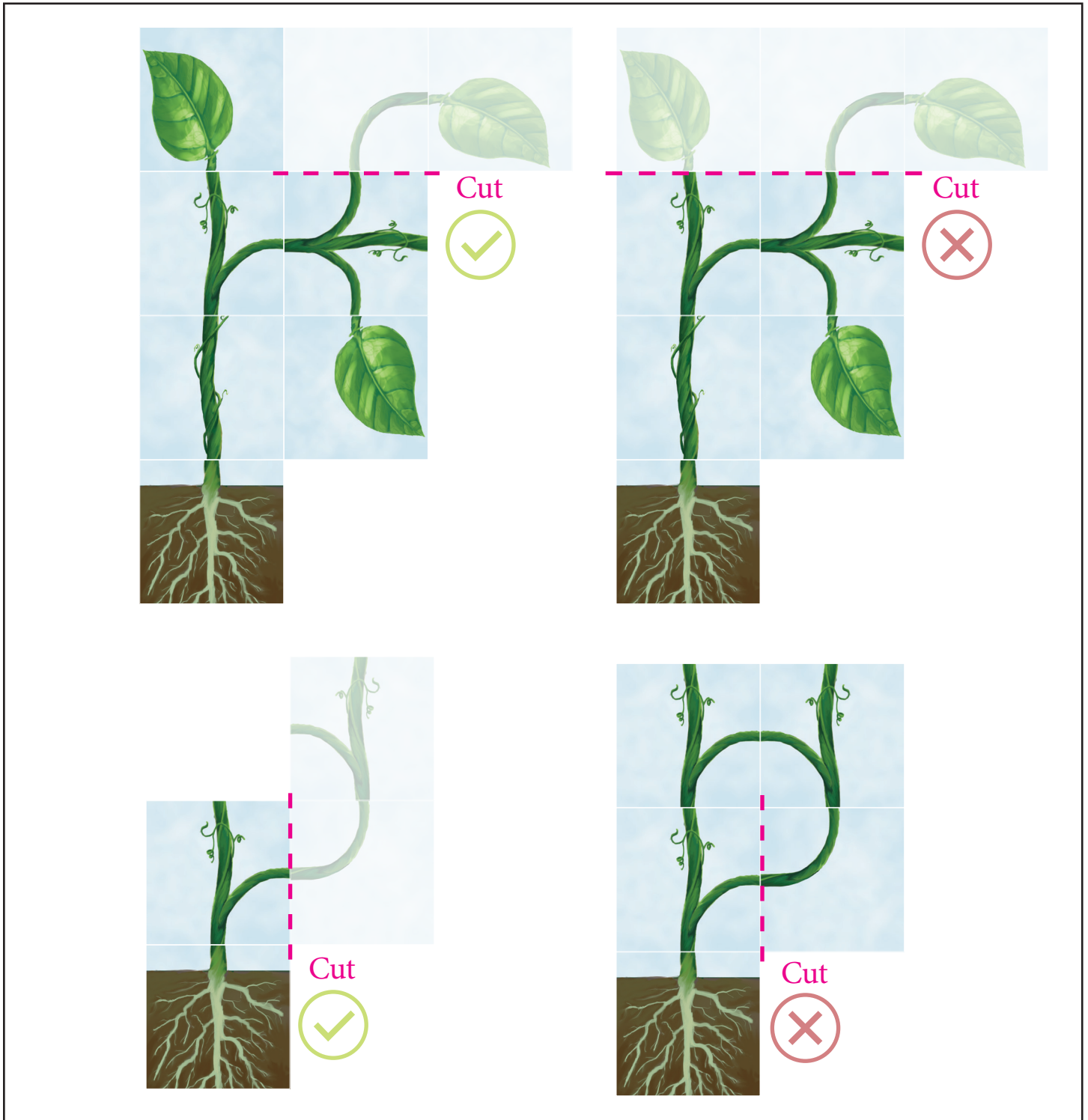
When pruning a plant, the player will be rewarded 1 growth token for pruning each of the following:

- 1 leaf tile
- 2 stem tile



*Clarification:* Only a single cut can be made between two tiles. Just because tiles are adjacent, does not mean they can be removed from the single cut.

Only tiles that have been severed from the root system will be removed from the prune. This means that a prune action can never sever a loop since it would require 2 cuts to separate it from the roots, which is not possible in the base game.



### GROWTH TOKENS

During this step, the active player may use growth tokens. These tokens can be used in one of three ways

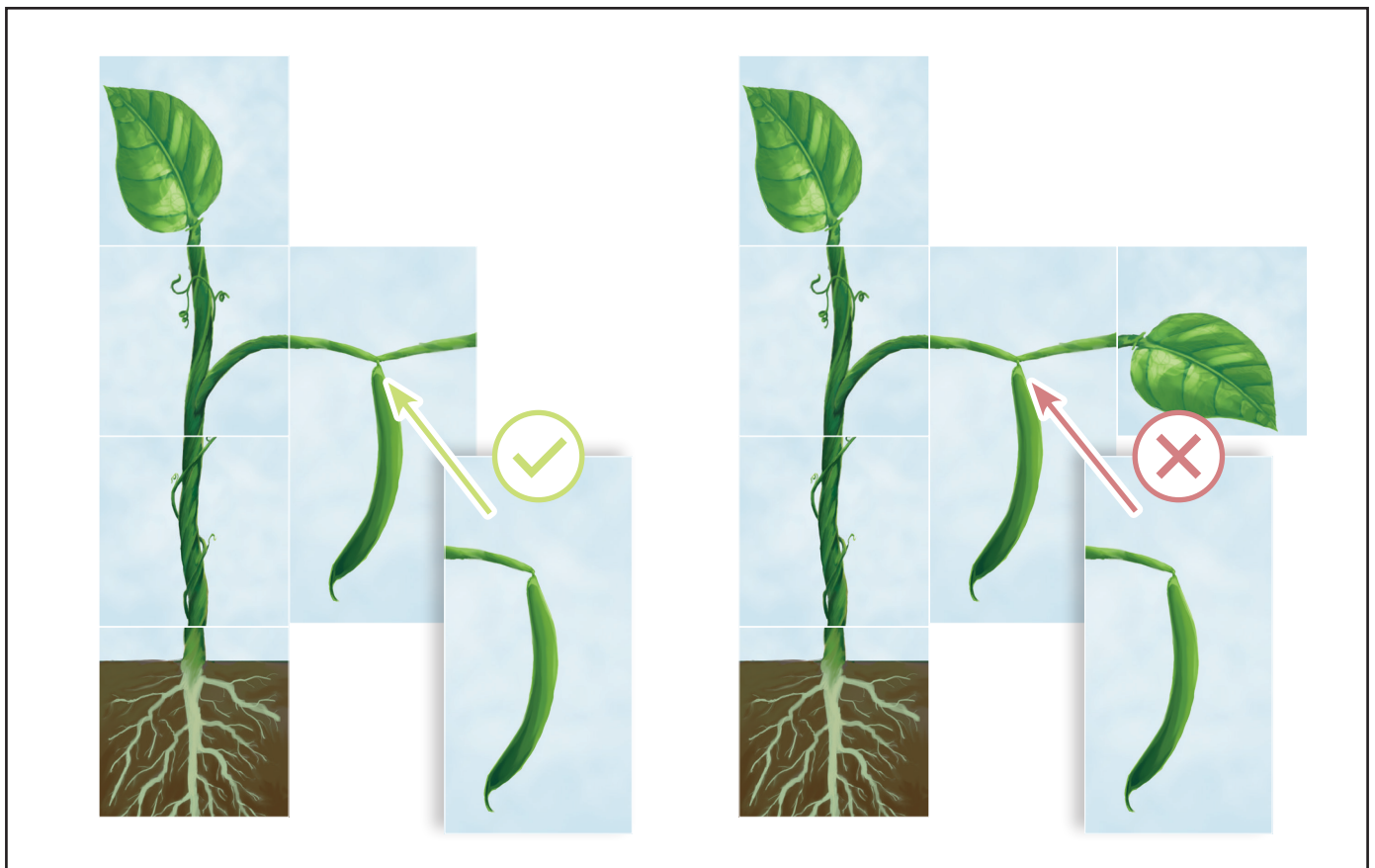
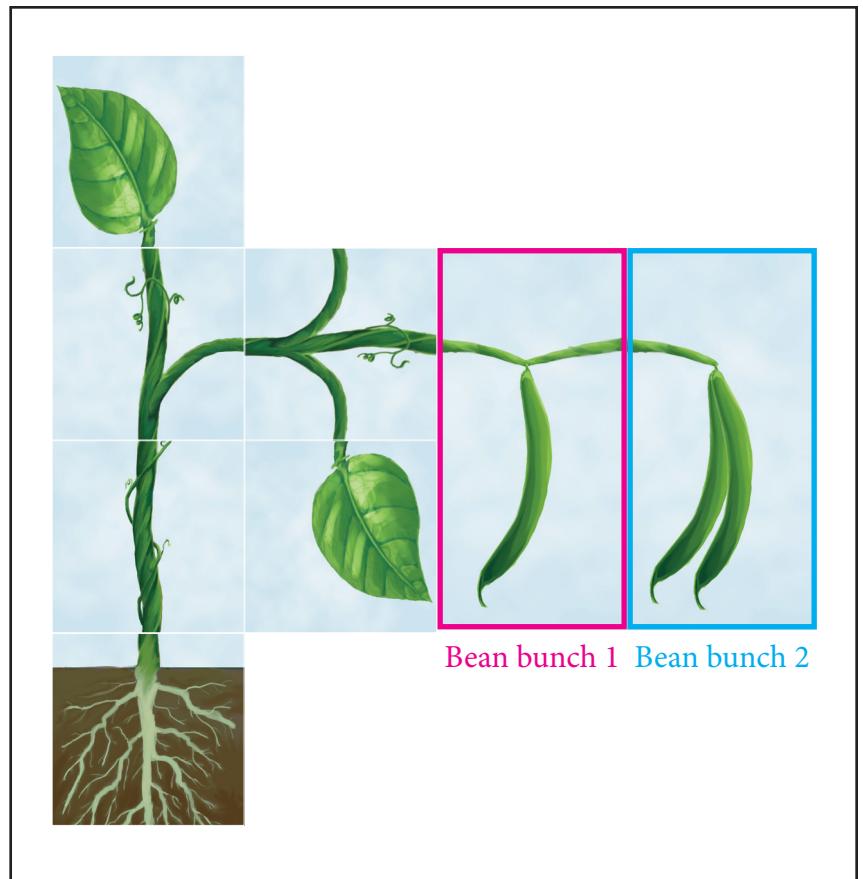
- 1) Stack a bean on an existing bean bunch
- 2) Draw a tile from the compost and place it on your plant
- 3) Reset the bean market

### Stacking On A Bean Bunch

A bean bunch is any physical location a bean grows from the vine, regardless of how many beans are printed on the tile or how many bean tiles are stacked in that physical location.

Typically when placing a bean, a player must place the tile as a new bunch, in its own location but a player may instead stack a bean on an existing bean bunch by spending a growth token.

Each bean in a stack will reward victory points just like separate bean tiles except, the player does not need to grow additional leaves to support more beans in a bunch. Unlike growing new bunches, bean tiles can be stacked onto existing bunches even if the player does not have enough leaves to support the total number of bunches.



When stacking beans onto a bunch, the new bean tile does not have to have the exact same offshoots as the bean already placed in that location but a bean cannot be placed on top if it were to interrupt any existing connections.

### Draw From The Compost

A player may spend a growth token to gain additional tiles for their plant on their turn. These extra tiles are collected in addition to the tiles that a player draws from the plant bag.

The player may choose to use a growth token to gain extra tiles from the compost before or after they draw tiles. One tile must always be added to the plant of the player to the left of the active player but the remaining tile(s) are placed on the active player's plant.

The order of drawing and placing plant tiles does not matter but the player cannot move on to gaining a bean until they have either played all of their plant tiles or discarded any unused ones.

### Refresh The Bean Market

The last action a Growth Token provides is resetting the bean market. A player can choose to reset the bean market at any time during their turn in order to attempt for better connections or more beans. The action can be done as many times as the player would like, as long as they spend a growth token for each reset.

### RESET

If a tile was acquired from the bean market, replenish it.

If you have any unused tiles that you acquired from your turn, an opponent giving it to you, or growth tokens and there are no legal placement options left on your plant, the remaining tile(s) get discarded.

This means if you start your turn with a plant that is completely closed, you will likely want to take advantage of the prune action to open it back up so that you can play on your plant.

### End of Game

The game ends when the last tile is drawn from either plant bag or bean bag:

- 1) When the last plant tile is pulled from the plant bag, the game ends immediately. This will give each player 12 turns.
- 2) When the last bean tile is taken from the bean bag and placed in the market, players will finish the current round and then the game is over.

### Scoring

+1 point per tile row on your plant

+1-3 points per bean growing on your vine and harvested beans

-1 point for each open stem