



### 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 beanstalk throughout the game.
- Randomly draw 3 beans from the bean bag (tan) to form the market
- Add 20 random plant tiles per player to the plant bag (green).

### Starting Player

The player with the most dirt underneath their fingernails takes the plant bag (green) and is the starting player.

### Objective

The object of the game is to score the most victory points from growing beans and growing your vine optimally. While it may be advantageous to grow your vine horizontally to attach a bean, you'll only score points for each vertical tile placed.

### End of Game Scoring

- +1-3 points per bean tile growing on your vine and harvested
- +1 point per tile row on your vine above the roots
- 1 point for each open stem connection

### Player's Turn Order

Each turn, a player will go through the following steps in this order:

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

## PRUNING INTRODUCTION

Pruning is the first action you can perform on your turn, however, to understand why you would prune, you first need to understand how the game plays. The rules for pruning your vine will be described in a later section.

## DRAW AND PLAY TILES

Each turn, the active player will draw 2 tiles. When placing the two tiles, the player will place one tile on their own vine and one tile on the vine owned by the player to their left. Tiles that are acquired must always be placed on the vines if possible.

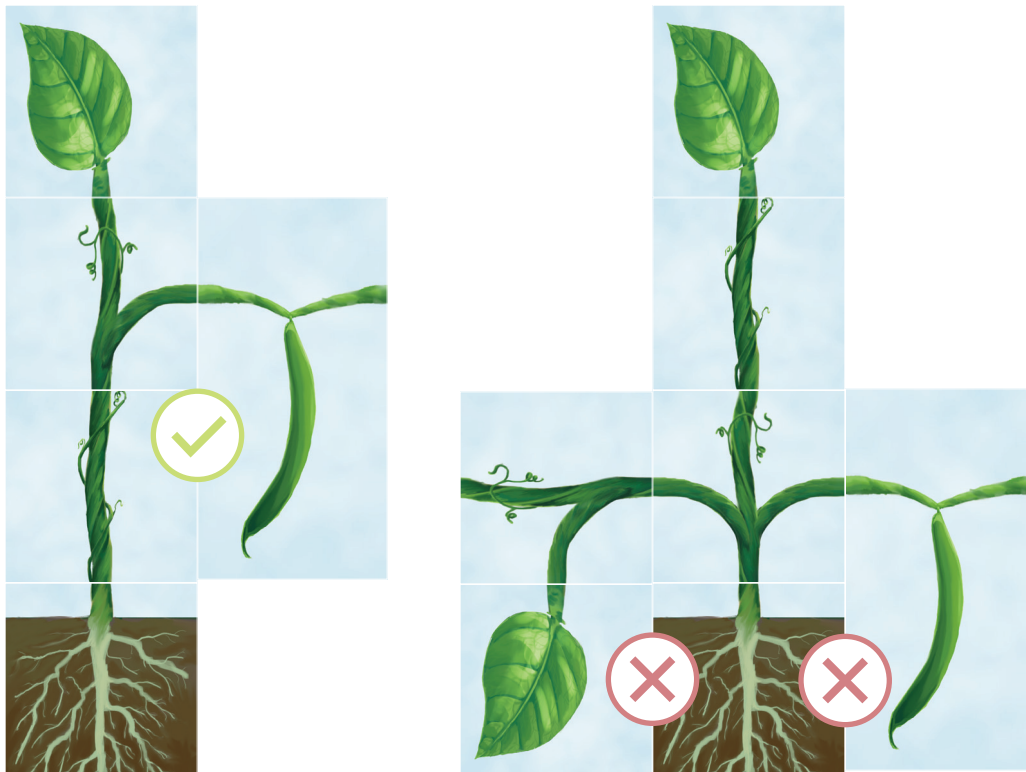
### Growing Your Opponent's Vine

When placing a tile on the vine 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 vine 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 vine during their next 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 vine or they can use it as the one tile they play on the player to their left.

### Placement Rules

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.

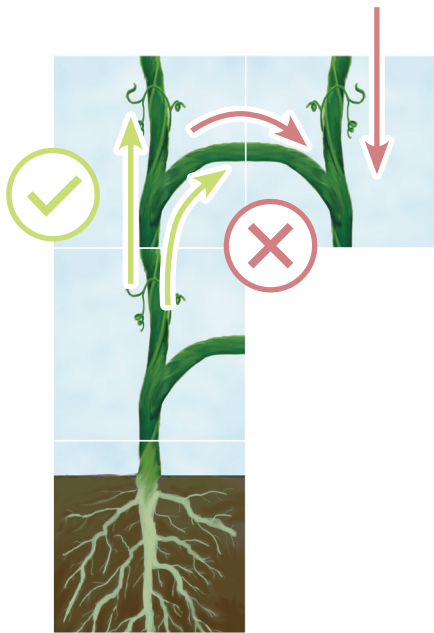
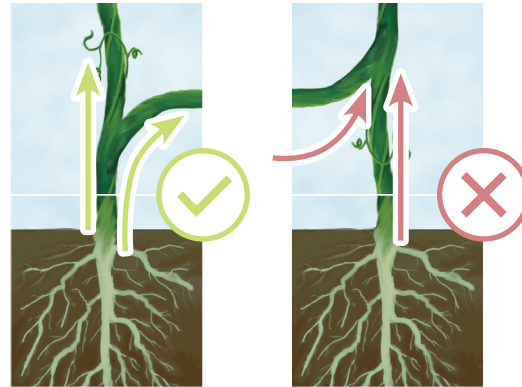


There are two types of tiles that can be drawn from the plant bag: stems and leaves.

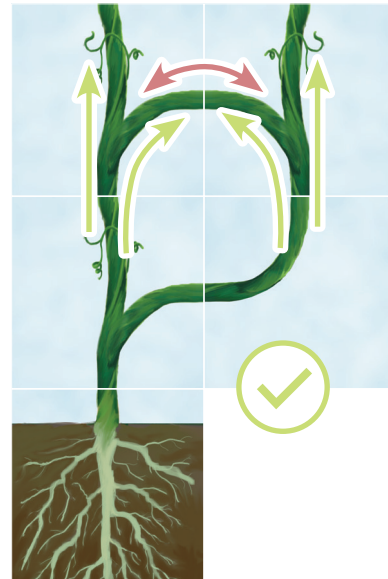
## Stems

These tiles grow vines 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.



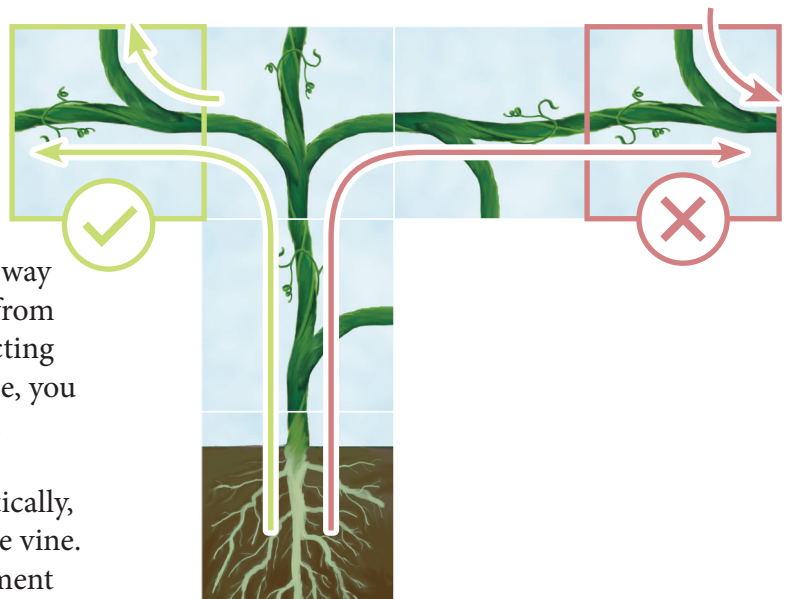
Note: the only time a stem can branch *into* a stem (instead of out) is if there is another route from the roots that branches out. This would result in a loop since the plant could be converging back in on itself.



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. This phenomenon is much more rare in real life than in this game.

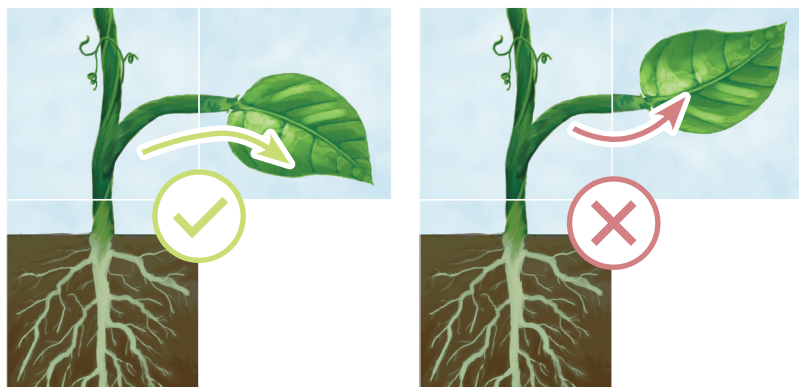
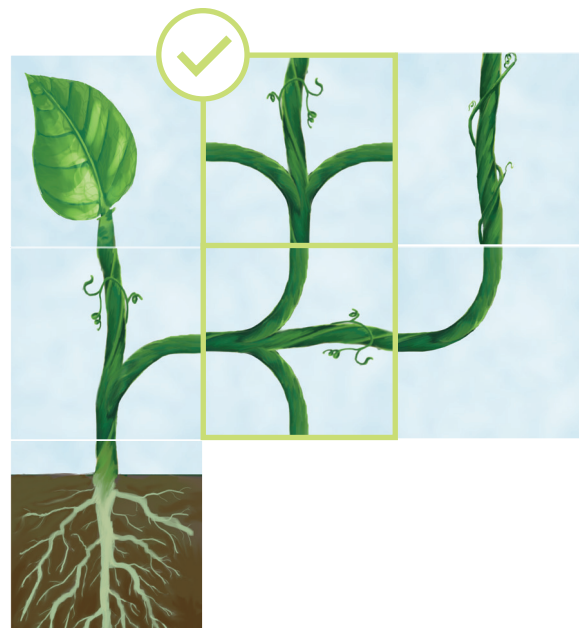
In this example, the tile outlined in red was placed incorrectly since the vine curves *into* itself. An easy way to check if a tile is placed properly is to trace a line from the roots to the tile in question. If one of the connecting paths branches out, the tile may be placed, otherwise, you must rotate or find a different location for the piece.

With this same example, if the desire is to grow vertically, the same tile could be placed on the other side of the vine. The tile outlined in green shows one possible placement option where the stem branch *out*.



You will often have open connections on stem offshoots. Stems may be placed next to tiles that do not provide connection points, however, this counts as an open connection which will be a negative point if it is still an open connection at the end of the game. Shoots that terminate next to other tiles in this manner cannot be grown on until pruning opens up new placement opportunities.

In this example, the top 4-way tile terminates on both the left and the right from a leaf and a stem tile. That tile currently has 3 open connections but only one of them can be played on at the moment. Similarly, the bottom 4-way terminates into the ground causing another open connection that cannot be played on.



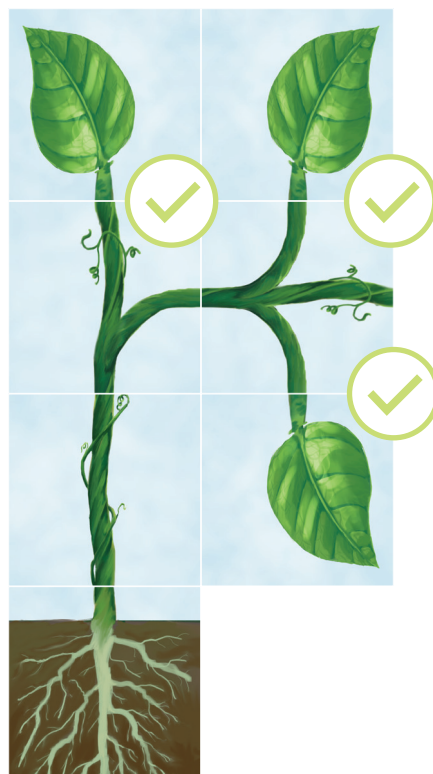
### Leaves

Leaves are an important part of your vine. 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 vine.



## GAIN A BEAN

Beans are the most important tiles of the game. After you start growing your vine, 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 vine.

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.

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.

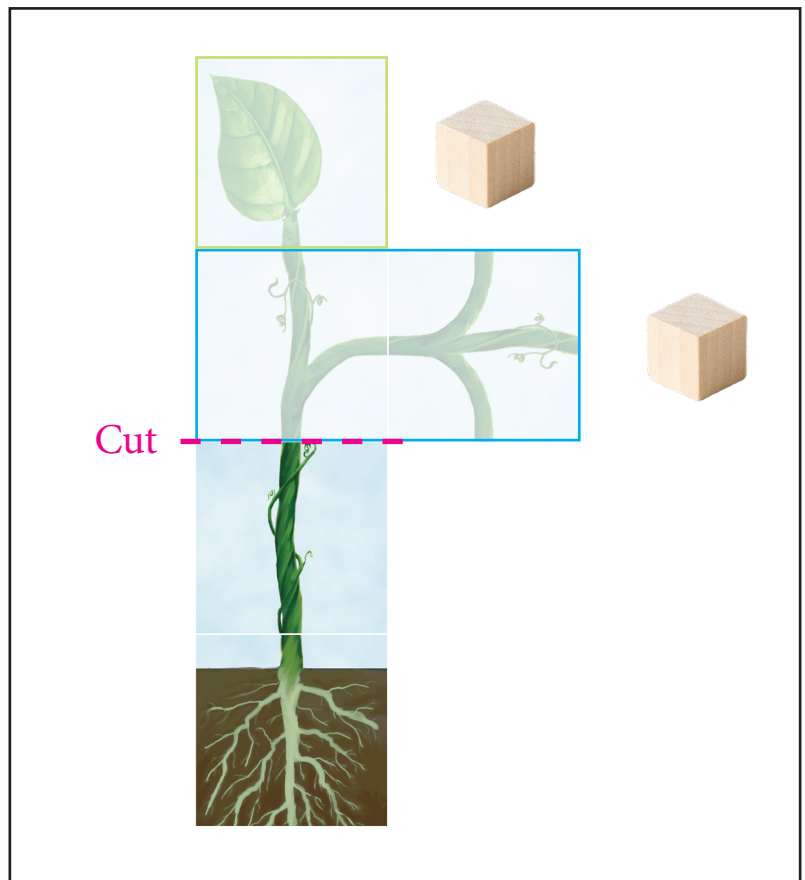
## PRUNE

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 vine 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 vine, the player will be rewarded 1 growth token for pruning each of the following:

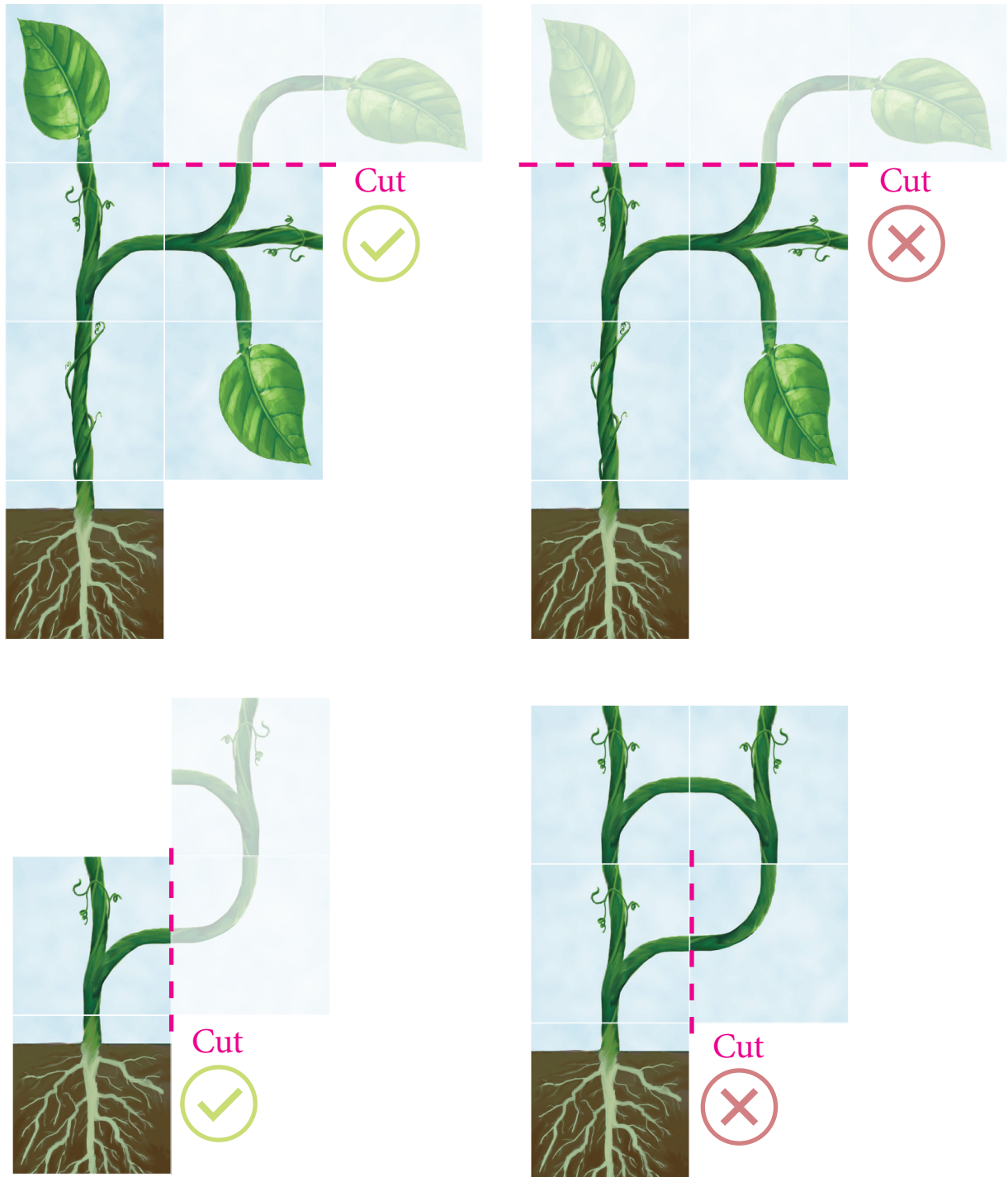
- 1 leaf tile
- 2 stem tile



*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 vine
- 3) Replenish the bean market

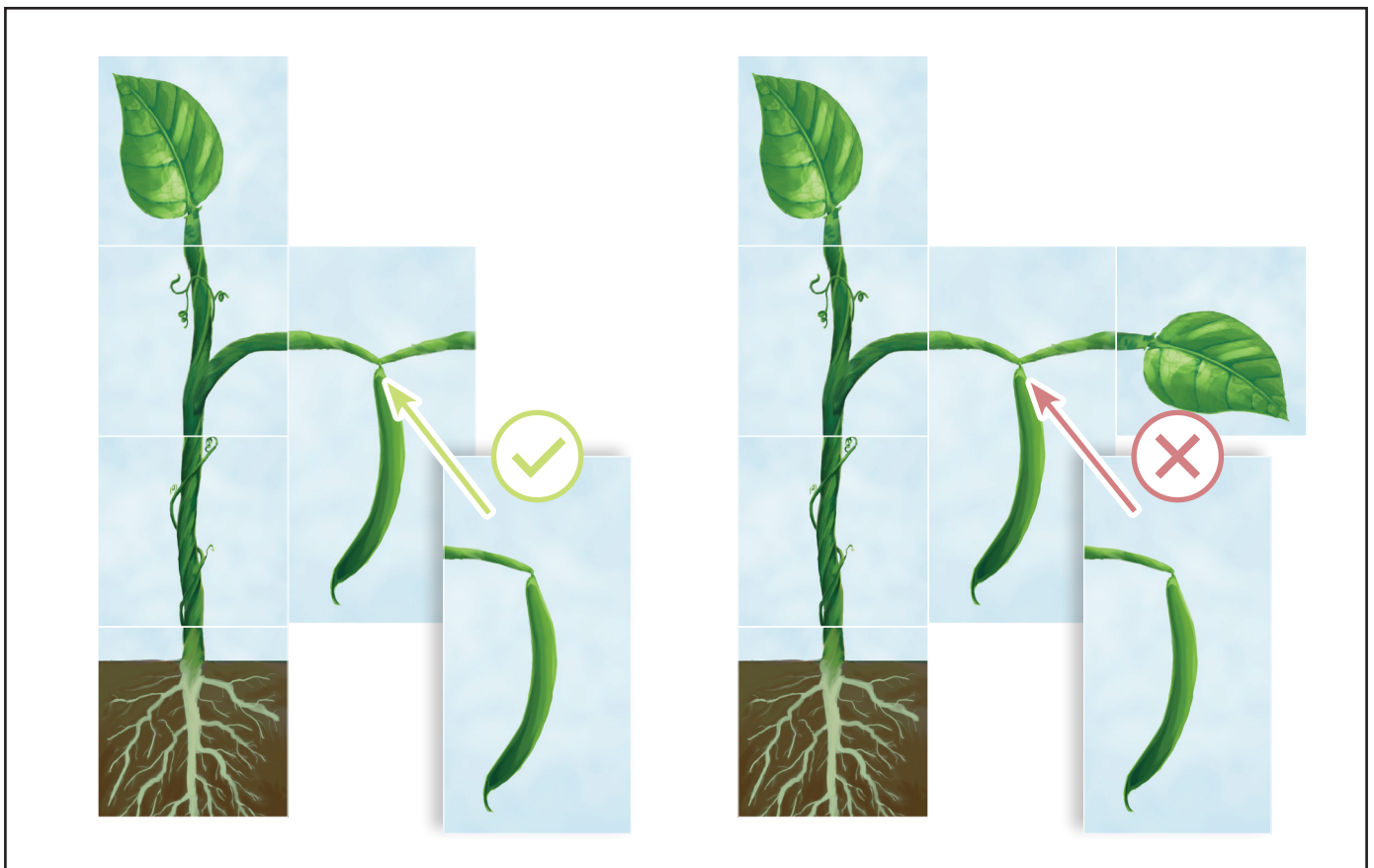
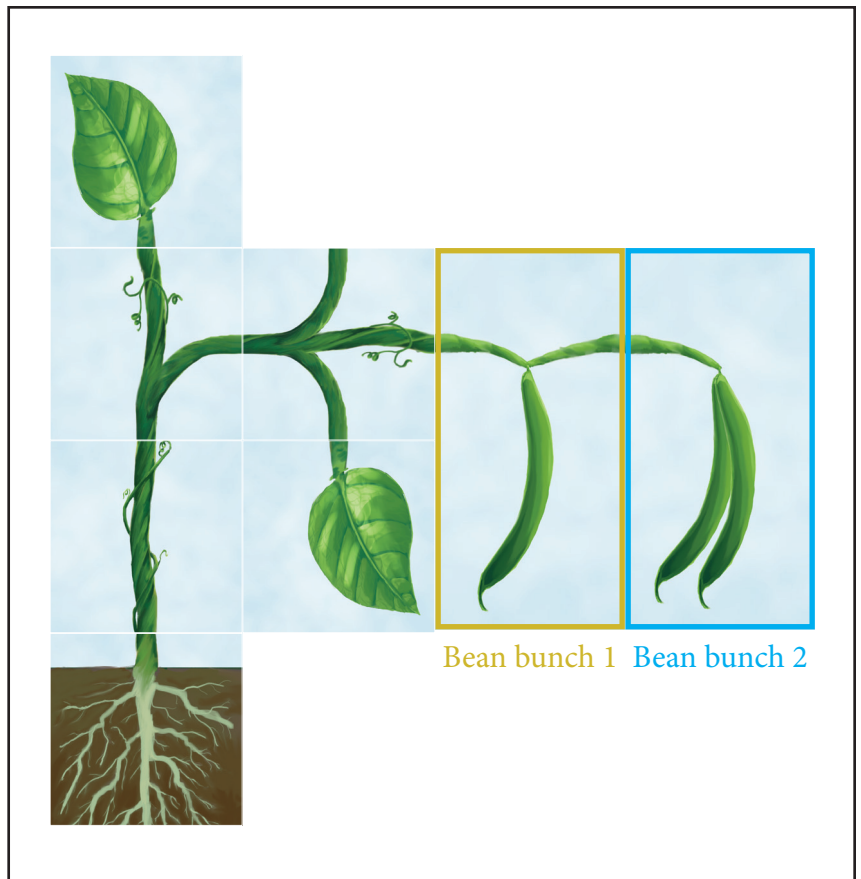
### Bean Bunches

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.

### Stacking On A Bean Bunch

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

The player may choose to use a growth token to gain an extra tile from the compost. The player can select from any tile that is available in the compost. This action can be done as many times as the player would like, as long as they spend a growth token for each tile.

### Refresh The Bean Market

The last action a Growth Token provides is refresh the bean market. A player can choose to refresh the bean market in order to attempt for better connections or tiles with more beans. This action can be done as many times as the player would like, as long as they spend a growth token for each reset.

### RESET

At the end of a player's turn, if a tile was acquired from the bean market, replenish it.

In some circumstances, you may have an unused tile or possibly even two that you couldn't add to your vine because it was closed off. In most cases you will want to use as many tiles as you can but if you do have tiles remaining, they get discarded.

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

### 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 10 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.

### Tie Breaker

If players tie for points, tie breakers are followed in this order until a tie has been broken: the most beans, the tallest vine, the fewest open connections. If there is still a tie, the players share the victory.

### Solo Mode

The solo mode plays similar to the normal game with a puzzly twist.

Set the game up as you would for a 2 player game. You will have two roots that will alternate as the active vine.

The objective of the solo mode is to score the most points but the vine that yields the lower victory points will be the one you score.

Starting with the vine on the left, draw two tiles and place one on it. When you go to place the other tile on the second vine, you cannot grow the plant taller unless it's your only option. After the turn for the first vine is over, the vine on the right will be considered the active plant and you will take a turn for it just the same, placing the second tile back on the first vine.

Unlike the normal game, you are controlling two vines which means what tiles you prune and take will matter greatly into balancing your two plants in order to get the highest score. Harvested beans are still associated with the vine they grew on so they will count towards that vine's end game victory points.