

PLANT-DEMIC

Setting Up

1. Red = invasive species. All other colors are the invasive removal team (people) and place native species on the board. They work together to defeat the invasive species player.
2. Everyone draws 3 cards. All invasive removal players draw 500 water.

Rounds

1. The **invasive species player** starts by placing a red leaf on five (5) places around the board. Rotate in a clockwise direction for the invasive removal players to take their initial turn. For following rounds, invasive species can expand their territory by taking the spots of native plants, which they do at a pace of one per turn. Invasive species can play one card per turn.
2. **Invasive removal players** can play 1 card per turn. They can also plant a native species or remove one invasive piece by planting a native species in their place. Each native plant costs 10 water per plant, per round. Invasive removal players lose 10 water for each invasive species in their area (continent on the map). Discard the total water cost at the start of the turn. If native species do not get enough water, they will die and must be removed from the map.

3. After the initial round, seasonal progression starts. The number of cards drawn and water collected change as the game progresses. You can have a max hand of 10 cards. You must play or discard a card if you have more than 10. Each season is 3 rounds long:

Winter - Invasive species progress slower (only 2 cards per draw). Invasive removal players collect 100 water per turn.

Spring - Card draw amount back to normal for invasive species. Invasive removal players collect 50 water per turn.

Summer - Invasive species progress faster (5 cards per draw). No parasite cards can be used. Invasive removal players lose 100 water per turn.

Autumn - Card draw amount back to normal. Invasive removal players lose 50 water per turn.

4. Whoever has the most pieces on the board at the end of the game wins. If there is an even number, then whoever has the most water wins.