

How to Play

Players: Between 2 to 8

Goal: Have the fewest cards in your hand and in front of you by the end of the game

Setup: The decks are separated into two piles. The one on the left is the Common Name cards and the other pile contains the rest of the deck.

Make sure you shuffle each pile twice to ensure the cards are fully randomised.

Decide on a designated player. Their duties include:

- Dealing the card to each player

Note: Number of cards needed for each player:

2 players - 21 cards

3 players - 14 cards

4 players - 10 cards, 2 players with 11 cards

5 players - 8 cards, 2 players with 9 cards

6 players - 7 cards

7 players - 6 cards

8 players - 5 cards, 2 players with 6 cards

- Turning the Common Cards for each round

- Managing the play area so that the players place their cards in an organised layout.

Note: Each player sees the same point of view of the board so the cards need to be placed clearly in different places in and around the play area to prevent overlay and to help scoring.

Players may find it easier to stack the cards on the board according to suit e.g. photograph, drawing and Scientific Name with a space for incorrect cards

- Controlling an external timer for each round (optional)

You can also switch the reveal pile to be a different suit to change the game up.

For example Scientific Names instead of Common Names. In this version you would need to adjust the point values, so missed Common Names would be worth 3 points.



Rules

- Each round is started by the designated player turning over a Common Name card

- All players will then put down their cards that match the species of the plant revealed. If you have more than one relevant card you can play it

- There should be three cards played per round (drawing, photo and Scientific Name)

- If a player plays a card that doesn't match and is caught by another player, then that card is rotated sideways with the other player's cards and will be counted at the end of the game.

- Three cards may not be played in a round if players makes an error when matching their cards with the current Common Name card

- Each new round is started by turning over the next Common Name card in the pile until all cards have been revealed. Matching the cards should get easier in subsequent rounds!

Scoring

Players can now check the reference sheet to see what cards were missed and what set they belonged to. Cards are based on difficulty and the winner(s) of the game are the ones with the fewest points.

- Missed Scientific names are worth 1 point

- Photographs 2 points

- Drawings 3 points

- Cards remaining in the players hand, or sideways are counted up