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TABLETOPIA WORK-AROUNDS:

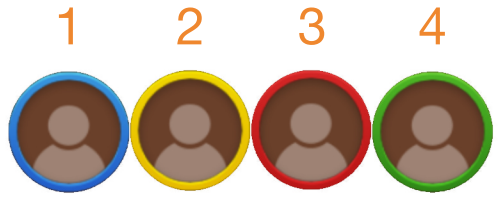
The SOW "Pre-setup" is great for a first play. However, for further plays, the cards need to be shuffled, and redistributed.

There are 12 magnetic card "Row" slots and 4 magnetic Wheel Barrow slots. The diagonal "Row" slots between the Wheel Barrows are a bit awkward to place on. You may need to use "CTRL click-rotate" to rotate the card to keep it angled and visible.

IMPORTANT: Use the guide to the right for seating and player arrangements. In a 3-player game, Yellow should go first, then Blue, then Red.

When Redistributing cards on your turn, gather a row and place them near the side of the board, then redistribute them 1 at a time to each row. Note: The "HAND" functionality has been disabled for this game, so the back are not seen during other player's turns.

Please contact Chris Handy via Tabletopia messages for suggestions or bugs. Thanks for your patience.



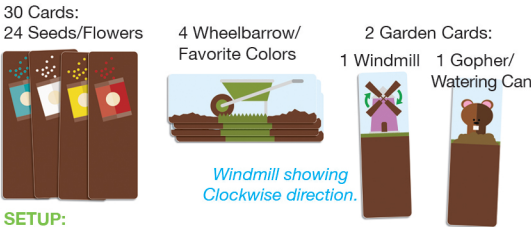
SOW

Watch and learn to play in 3 minutes at: www.packogame.com/sow

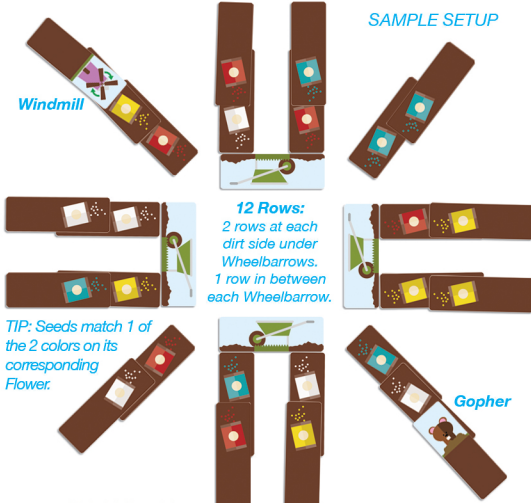


Casual
Intermediate
Challenging

THE OBJECT: Players redistribute seeds and flowers in the garden rows in order to pick the prettiest bouquet and score the most points.



- SETUP:**
- Choose a dealer to perform these **SETUP** steps.
 - Shuffle and place the 4 Wheelbarrows to create a square, Wheelbarrow side up. (See *SAMPLE Below*) Each player chooses a Wheelbarrow that is nearest their seated position. Sit opposite each other in a 2-player game.
 - Shuffle the Seeds Cards. Place 2 cards, Seeds side up, under each of the 2 dirt sides of the Wheelbarrows. Place them so both Seeds are visible in each row and be careful not to expose the Flowers underneath. Next, place 2 Cards diagonally between each Wheelbarrow.
 - Place the Windmill (green/clockwise side up) on one of the diagonal (non-Wheelbarrow) rows and place the Gopher/Watering Can (Gopher side up) on the opposite row. (See *SAMPLE Below*)
 - Each player **SECRETLY** looks at the Favorite Color on the back side of their Wheelbarrow Card, then places it back to its position in the garden.
 - The player to the left of the dealer is the start player. In a 3-player game, the player sitting between his two opponents is the start player.



PLAYING THE GAME: SOW is a gardening game in which players redistribute seeds and flowers in the garden in order to pick the bouquet that will reward the most points at the end of the game. Each turn, a player redistributes a row, then takes any applicable actions. Seeds must be flipped over to become Flowers. Flowers reward points when collected from a player's Wheelbarrow.

PLAYER TURN SEQUENCE:

- Take a row of **2 OR MORE** cards (**NEVER** just 1) into your hand. (Careful not to expose the flowers underneath.)
- Redistribute all the Cards (**in the order of your choice**) in the direction shown on the Windmill (Clockwise OR Counter-clockwise), **starting on the immediate left or right of taken row**. A player must place **exactly one** card in **each row** (including empty rows) continuing until the last card is placed. All cards must be placed with the same side up in which they were taken (except for the Last Seeds card, explained later).

1 or 2 actions may result from a card redistribution:

- The **last card placed** is SEEDS or a FLOWER.

and/or

- GARDEN CARDS are placed in the **same row DURING** redistribution.

1) Last Card Placed: Seeds: If Seeds is the last card placed, it is flipped to its flower side. **Additionally, all other Seeds of the same color in that row** must flip to their Flower side. Flowers never flip back to Seeds.

Flower: If a Flower is the **last card** placed **AND** in 1 of the 2 rows under **ANY** player's Wheelbarrow, the **Active Player** chooses 1 of the 2 colors on the Flower. Then, ALL Flowers in that row with that color are removed and placed face up in front of the controller of that Wheelbarrow to create (or add to) their bouquet. If a Flower is placed in a non-player Wheelbarrow, this action **DOES NOT** occur.

2) Garden Cards In The Same Row DURING Redistribution: If a Garden Card is placed in the **SAME ROW** as the other Garden Card (**not necessarily the last card placed**), the Active Player **MAY** choose one of the two **FACE UP** Garden Actions. Then, the chosen Garden Card is flipped. The **Garden Action** occurs **IN ADDITION** to the previously described Seeds or Flower Actions. In all cases, the **order of the cards in a row has no effect in the game**. Players continue taking turns in clockwise direction for the entire game, though Card Redistribution may change direction throughout.

Garden Card Actions:

- Windmill:** Change the direction in which all Cards must be redistributed during each player's turn: **Clockwise** or **Counter-Clockwise**.
- Gopher:** Choose ANY row. Remove from the game, all FLOWERS in that row.
- Watering Can:** Pick 1 Flower (if any) in your (Active Player) Wheelbarrow and add it to your bouquet.

TURN EXAMPLES: Player A (GREEN) picks up ALL (3) Cards from a row and redistributes them in the direction of the windmill (clockwise). The last card she places is Red Seeds. She flips over ALL RED SEEDS in that row.

Player B (ORANGE) picks up ALL (3) Cards from a row and redistributes them in the direction of the windmill (clockwise). The last card he places is Red/Yellow Flower, and it's in a player's Wheelbarrow. He chooses "RED" and the controller of that Wheelbarrow (which does not have to be the Active Player) picks ALL RED Flowers in that row and places them face up in front of himself.

Both Garden Actions ended up in the same row this turn. At the end of his turn he will also perform the "Windmill" Action, then flip the Windmill Card over.

During his turn, he also placed a Garden Card in a row that contained the other Garden Card. He chooses 1 of the 2 face up Garden Actions (WINDMILL) then flips that Garden Card over. Now, all players will redistribute Cards in Counter-clockwise direction (now face up on the Windmill Card.)

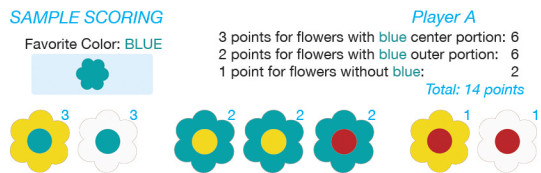
All Seeds of the same color (RED) as the Seeds Card lastly placed on this final row are flipped to the Flower side.

TIP: Play defensively! Sometimes it's worth ending your turn with a Flower in an opponent's Wheelbarrow in order to choose a color that would allow them to take less Flowers into their bouquet.

GAME END: The game ends when each row contains just 0 or 1 card.

SCORING: Each player calculates their score as follows:
3 points for each flower with his Favorite Color in the Center portion.
2 points for each flower with his Favorite Color on the Outer portion.
1 point for each flower WITHOUT his Favorite Color.

The player with the most points is the winner. In the case of a tie, the winner is the player with the most points accumulated with flowers that contain his favorite color (remove all flowers without Favorite Color.)



GAME DESIGN AND GRAPHIC DESIGN: Chris Handy

THANKS TO PLAYTESTERS: Jenn Handy, Ryan Cowler, The Sartains, The Widmans, Matt and Grace Paradis, Andrew Postma, John McCloud, Paul Butler, Christian and Colleen Montague.