

Verdant™

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RULEBOOK DRAFT



Verdant

A puzzly spatial card and token drafting game about houseplant collection and care.

Designed by Molly Johnson, Robert Melvin, Aaron Mesburne, Kevin Russ, and Shawn Stankewich, for 1-5 players, ages 10+.

COMPONENTS

50 Unique Plant Cards
(10 each of 5 types)



Succulent

Flowering



Foliage

Vining

Unusual

50 Unique Room Cards
(10 each of 5 patterned colors which match each of the plant types)



Succulent

Flowering



Foliage

Vining

Unusual

5 Player Aid Cards



5 Storage Cards



COMPONENTS (CONTINUED)

8 Unique Plant Goal Cards
(advanced game scoring conditions)



8 Unique Item Goal Cards
(advanced game scoring conditions)



8 Unique Room Goal Cards
(advanced game scoring conditions)



1 Deluxe Cloth Bag
(for Item and Nurture Tokens)



45 Unique Item Tokens
(5 of each of 9 Furniture and Pet types to place in your rooms)



Table

Chair

Sofa

Lamp

Shelf



Fish

Bird

Cat

Dog

36 Plant Pot Tokens
(6 each of 3 bonus types, and 18 terra cotta pots)



Concrete - 3 pts

Wood - 2 pts



Ceramic - 1 pt

Terra Cotta

45 Nurture Item Tokens
(15 of each. Used to add verdancy to your plants)



Fertilizer

Hand Trowel

Watering Can

36 Green Thumb Tokens
(used to perform special actions)



1 Full Color Scorepad



60 Deluxe Custom Wooden Verdancy Tokens
(for tracking the verdancy of your plants)



SETUP

- Place all 45 Item Tokens and 45 Nurture Tokens in the Cloth Bag and shuffle/shake them well. Place the bag in the center of the play area within easy reach of all players. Reveal 4 tokens from the bag and place them in a row adjacent to the bag to form the Market.
- Shuffle all Plant Cards into a single deck and place the deck facedown in the center of the play area, just above the Cloth Bag, within easy reach of all players. Reveal 4 cards from the facedown deck and place them faceup in a row adjacent to the deck, above the item tokens.
- Shuffle all Room Cards into a single deck and place the deck facedown in the center of the play area, just below the Cloth Bag, within easy reach of all players. Reveal 4 cards from the facedown deck and place them faceup in a row adjacent to the deck, below the item tokens. This completes the setup of the Market.
- Place all Verdancy and Green Thumb Tokens in piles adjacent to the Market within easy reach of all players.
- Using the chart below, determine how many Plant Pot Tokens you need, based on the number of players:

- 1P: 4 of each bonus type + all terra cotta pots
 2P: 3 of each bonus type + all terra cotta pots
 3P: 4 of each bonus type + all terra cotta pots
 4P: 5 of each bonus type + all terra cotta pots
 5P: 6 of each bonus type + all terra cotta pots

Place these tokens in stacks or rows adjacent to the Market within easy reach of all players. Place any excluded Plant Pot Tokens back into the box - they will not be used this game.

- Place 1 Player Aid Card and 1 Storage Card faceup in front of each player. Return unused Player Aid and Storage cards to the box - they will not be used this game.
- Draw 1 Plant Card and 1 Room Card from the decks for each player, and place them in front of them.
- The player with the highest verdancy requirement on their plant card is the starting player. (If two players are tied for the highest, then the player with the plant name that is first, alphabetically, is the starting player).
- Deal Green Thumb Tokens to players based on the player turn order:

The **starting player** does not receive any Green Thumb Tokens.

The **player to the right of the starting player** (last player) receives 2 Green Thumb Tokens.

All **other players** receive 1 Green Thumb Token.

ADVANCED SETUP

Once you have played Verdant with the standard setup, you can add more scoring variety to the game by adding end game scoring goal cards!

- Shuffle each of the 3 Goal Card decks (Plants, Items, and Rooms) and draw 1 card from each deck. Return all other Goal Cards to the box - they will not be used this game.
- Place the three drawn cards adjacent to the Market where all players can see them. These cards represent public scoring conditions that all players may achieve. Points for achieving these conditions will be awarded at the end of the game.

2-PLAYER SETUP EXAMPLE



GAMEPLAY OVERVIEW

Beginning with the starting player and proceeding clockwise around the table, players will take turns drafting Plant Cards, Room Cards, and Item Tokens and adding them into their expanding home, making spatial matches and using Nurture Tokens to care for their plant collection as the game progresses.

On each turn, a player will select an adjacent combination of a card and a token and play them into their home - the personal play area in front of them. Players will be constructing a 5 X 3 checkerboard home (must be 5 cards wide, by 3 cards tall) and cards must be placed adjacent to cards already played. Players will make matches and use actions to add verdancy to their plants in order to

'complete' them, allowing them to add Plant Pot Tokens to pot their prized plants. At the end of each player's turn, both the card and token selected will be replaced with new ones from the card decks and Cloth Bag, respectively. In addition, a Green Thumb Token will be placed on the card in the same column as the card that was chosen.

The game ends when all players have completed a 5 X 3 home consisting of 15 cards (each player will play exactly 13 turns).

The game then proceeds to final scoring and the player with the most points wins!

GAME START

Before the first player takes their first turn, players will simultaneously choose the starting orientation of their starting Plant Card and Room Card. These two cards must be placed orthogonally adjacent to one another. Any players that make a

light condition match between their cards will immediately add 1 verdancy to their Plant Card (see step 3 of Turn Summary).

Play then proceeds with the starting player taking their first turn.

TURN SUMMARY

1. Select a card and a token.

At the beginning of each turn there will be 4 Plant Cards, 4 Item Tokens, and 4 Room Cards in the center of the play area. This is referred to as the Market. The cards and tokens will be arranged in 4 columns, each with 1 Plant Card, 1 Item Token, and 1 Room Card.

Players must select 1 Item Token and 1 card (Plant or Room) from the same column.

Players will also obtain any Green Thumb Tokens that are on any card that they select.

Note: before making a selection, players may use Green Thumb Tokens in order to carry out actions to manipulate the market or alter the selection criteria. These actions are described on page 9.



2. Place the card into your home.

You will be creating a 5 X 3 grid of cards in your personal play area. This growing tableau of cards is referred to as your home. You must place cards according to the following placement rules:

- Cards must be placed orthogonally adjacent to previously placed cards.
- Cards may not be placed next to cards of the same type (Plant Cards must be placed next to Room Cards, and vice versa, in a checkerboard pattern).
- Cards may not be placed outside of the 5 X 3 grid (the grid must be 5 cards wide, by 3 cards tall).
- Cards may not be rotated from their upright orientation.

3. Check lighting conditions and collect verdancy.

As you place Plant Cards and Room Cards, you will be trying to place plants in locations that have favorable lighting conditions to add verdancy to them in order to complete them (see step 5 for Completing Plants).

Each plant has one to three different lighting conditions that it prefers. Each edge of each room card has one lighting condition. If a match between the lighting condition on the room and *any* of the preferred lighting conditions on the Plant Card are made, then 1 verdancy is added to the Plant Card.

Verdancy is tracked with Verdancy Tokens. The small (lighter green) tokens represent 1 verdancy, while the larger (darker green) tokens represent 3 verdancy. At any time, you may swap 3 1-Verdancy Tokens for 1 3-Verdancy Token, as you wish. In higher player count games, players should be mindful to exchange tokens so that the supply does not run out of 1-Verdancy Tokens.

If multiple card edge connections are created by the placement of a card, then all edges are checked for matches. You may collect multiple verdancy per turn in this manner.

Note: It does not matter which order you place Plant Cards and Room cards, any time a match is made, you collect verdancy.

Finished Home Example



Lighting Conditions



4. Place/Use Items.

You may choose to place Furniture and Pet Item Tokens into your home, or spend Nurture Item Tokens to carry out nurture actions.

Placing a Furniture or Pet Item Token

You may place a Furniture or Pet Item Token onto any Room Card that has an open space. Only 1 token may be placed on each room card. The token color/type does not need to match the room type (but if it does, it will increase the Room Card's scoring potential, see page 11 for room scoring.)

5. Completing Plants and adding Plant Pots.

Whenever you complete a plant by adding the total number of verdancy that it requires, you will immediately remove all Verdancy Tokens from the card, and pot the plant by adding the highest value Bonus Plant Pot Token remaining from the supply. If no Bonus Plant Pot Tokens remain in the supply, you will take a terra cotta Plant Pot Token. Plant Pot Tokens are placed over the plant pot depicted on the card to signify plant completion.

Note: Completed plants no longer receive any verdancy from either light condition matching or Nurture Item Token actions.

Using a Nurture Item Token

In addition to making Plant and Room Card lighting condition matches, you may use Nurture Item Tokens to add verdancy to plants in your home. Nurture Item Tokens are one-time-use items that are discarded to the side of your player area once used.

There are three types of Nurture Item Tokens. Each adds verdancy to your plants in a unique way:

- **Fertilizer:** Add 3 verdancy to any 1 plant. All 3 verdancy must be added to a single plant. If the plant would be completed with fewer than 3 verdancy, then the remaining verdancy is not added and is lost.
- **Hand Trowel:** Add 1 verdancy to up to 3 plants. You may add verdancy to any 3 plants, but you may not add more than 1 verdancy to any single plant.
- **Watering Can:** Add 1 verdancy to all plants surrounding a single room. You must choose which room you wish to use the watering can from, and add 1 verdancy to any plants surrounding that room.

In the rare event that you do not wish to add verdancy to a plant, or wish to add fewer verdancy than you are permitted to add, you may always add less. If you have an Item Token in storage from a previous turn, you may always place/use multiple items on your turn.



6. Place any unused Item Tokens in Storage and check Green Thumb Token limit.

Players may choose to store a **single Item Token** on their Storage Card for use on a later turn. The Storage Card only has space for 1 Item Token, so any additional Item Tokens from this turn, or stored from previous turns, that you cannot play or choose not to play is discarded back to the box.

Players may only hold a **maximum of 5 Green Thumb Tokens** from one turn to the next. Players store unused Green Thumb Tokens on their Storage Card. If you have more than 5 Green Thumb Tokens remaining at the end of your turn, you must discard any excess back to the supply.

7. Refill the Market.

Once you have completed all of the previous steps, you will refill the market by adding a card and token from the appropriate deck and bag, respectively. In addition, you will add a Green Thumb Token to the remaining card in the column from which you selected your card.

Note: in the event that you choose a card and token from different columns (see Green Thumb Token Actions below) be sure to place the Green Thumb Token on the card in the same column as the *card* that you selected, not the item.

Your turn is now complete.
Play passes clockwise to the next player.

Green Thumb Token Actions

Green Thumb Tokens can be spent to carry out the following actions. **Each action costs 2 Green Thumb Tokens to carry out:**

- Before selecting your card and token from the Market, wipe any number of tokens from the Market. Choose 1-4 of the tokens from the Market and set them aside. Then, one-at-a-time, draw new tiles from the bag and place them in the vacant locations in the market, starting from the closest to the bag and moving further away from it. Then, return the tokens you placed aside back to the bag and shake the bag to shuffle them.
- Select any card and any token when you choose your card and token from the Market. You may ignore the restriction of selecting from a single column and select any combination of a card and a token from the Market. (Note: since this replaces your main selection action, it may only be carried out once per turn)
- Add 1 verdancy to any one of your plants.

Any Green Thumb Tokens that are spent are immediately returned to the supply. You may carry out as many Green Thumb actions as you wish on your turn, provided you have enough Green Thumb Tokens.



END GAME & SCORING

The game ends when all players' homes have 15 cards (completed 5 X 3 grid of cards). **Note:** each player will play exactly 13 turns.

Record scores on the Scorepad for the following:

1 Completed Plants

Each player scores each completed Plant Card in their home. For each completed plant, players score the number of points indicated on the Plant Card. Completed plants are those that have their verdancy requirements met and have received a Plant Pot Token.



2 Extra Verdancy on Incomplete Plants

Each player scores points equal to the total number of verdancy on all of their incomplete plants, divided by 2, rounded down to the nearest whole number.

3 Bonus Plant Pot Tokens

Each player scores the total number of points printed on all of their Bonus Plant Pot Tokens. Concrete pots score 3 points, wood pots score 2 points, and ceramic pots score 1 point.



Note: terra cotta pots do not score any points.

4 Room Bonuses

Each player scores each Room Card in their home. For each room, players score 1 point per adjacent matching plant of the type depicted on the card. However, if a Room Card also contains a Furniture or Pet Item Token of the same color/pattern as the Room Card, then the number of points per adjacent plant is doubled to 2 points.



Note: since it can be easy to lose track while counting, it is recommended that players start in the top left corner of their home and count rooms in each row from left to right, counting up to a total number of points as they go.

5 Furniture and Pets

Each player scores an increasing number of points based on how many unique furniture and pet Item Tokens they have in their home. Duplicate tokens of the same type do not score.

	ITEMS: ? for # of unique items
	1 2 3 4 5 6 7 8 1 3 6 9 12 16 20 25

6 Plant Collector Bonus

Players score 3 points if their home contains at least 1 of each of the 5 different plant types.

7 Decorator Bonus

Players score 3 points if their home contains at least 1 of each of the 5 different room types.

Finally, tally up all points, and the player with the most points wins! In the case of a tie, the tied player with the most Green Thumb Tokens wins. If there is still a tie, the tied players share the victory!



NAME	MJ	AM	RM	KR	SS
	27	30	26	25	32
	2	1	1	3	0
	7	6	6	9	8
	16	14	15	21	13
	12	20	16	12	9
	0	3	3	3	0
	3	0	3	0	3
	-	-	-	-	-
	-	-	-	-	-
	-	-	-	-	-
TOTAL	67	74	67	73	65

SCORING EXAMPLE - MJ

- Completed Plants $2 + 2 + 0 + 5 + 7 + 0 + 8 + 3 = 27$ pts
 - Extra Verdancy on Incomplete Plants $5 / 2 = 2$ pts
 - Bonus Plant Pot Tokens $3 + 2 + 1 + 1 = 7$ pts
 - Room Bonuses $2 + 2 + 2 + 4 + 2 + 4 + 0 = 16$ pts
 - Furniture and Pets 12 pts
 - Plant Collector Bonus 0 pts
 - Decorator Bonus 3 pts
- TOTAL SCORE 67 pts**

SOLO MODE

Setup

Follow the standard game setup, except deal yourself 2 Green Thumb Tokens. (Note: you may choose whether or not to use the Advanced Setup in the Solo Mode)

Place 1 of the 4 Concrete (3-point) Bonus Plant Pot Tokens in each of the columns of the market, above the Plant cards. Place the remaining Bonus Plant Pot Tokens in a stack of descending value, with the highest value pots at the top of the stack and the Terra Cotta Plant Pots at the bottom of the stack. Place this stack of tokens above the Plant Deck. In the solo mode, the Plant Pot Tokens become part of the market.

Turn Summary

In order to play Verdant Solo, simply follow a turn as usual, however, the following exceptions to the standard rules apply:

- If you complete a plant, take the Plant Pot Token from the 4th column of the Market. If you complete a plant, take the Plant Pot Token from the 4th column of the market. If you complete multiple plants on a single turn, take the **lowest** value Plant Pot Tokens **available in the discard pile**. (Note: do not take them from other slots on the market or from the draw pile, take them from the pots discarded on previous turns).
- Before you refill the market, place a Green Thumb Token as usual, then discard the 4th column cards and tokens (column furthest from the decks). Be sure to include the Plant Pot Token that is in the 4th column as well, but only if you did not complete any plants this turn. If any of the cards that are to be discarded contain Green Thumb Tokens, move those Green Thumb Tokens to the left to the next available card. If any card now contains 3 Green Thumb Tokens, remove all 3 tokens and return them to the supply. Shift all remaining items in columns 1 space to the right (away from the decks). This will result in the 1st column (the one closest to the deck) being completely empty. Refill any open spaces in the Market with their corresponding component.

End Game and Scoring

The game ends the same way as a multi-player game. For single games, use this chart and compare your score:

60+	A good start!
70+	You're getting it!
80+	Very Good!
90+	Excellent!
100+	Elite!

VARIANTS

Family Variant

The Family Variant of Verdant introduces streamlined rules that reduce the complexity so that younger and less experienced gamers can enjoy the game!

Setup

Follow the standard setup, except do not use Verdancy Tokens or Green Thumb Tokens.

The game is played as normal, with the following exceptions: Ignore lighting conditions on plants and verdancy requirements - plants get completed in a simpler way in this mode.

When you draft a Nurture Action Tile you may use it to 'complete' one of your plants (doesn't matter which type of Nurture Action is depicted, they all work the same).

When you complete a plant, choose ANY of the plant pots to show that the plant is completed (plant pots do not score in this version, so it doesn't matter which one you take or in which order)

Each completed plant is worth 5 POINTS at the end of the game, disregard the points printed on the card.

You may still keep a single item in storage as in the standard game. Score the items, rooms, collector, and decorator bonuses the same as the standard game.



CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Verdant is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Verdant is:

Joseph Z. Chen - development, marketing
Molly Johnson - design, development, art direction, administration, marketing
Dylan Mangini - graphic design
Robert Melvin - design, development, logistics
Aaron Mesburne - design, development, marketing
Kevin Russ - design
Shawn Stankewich - design, development, project management, art direction, graphic design, production, marketing, crowdfunding

Illustration - Beth Sobel
Solo Mode Design - Shawn Stankewich



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