

SAPLING SCRAMBLE

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OVERVIEW

You and your fellow players are cute little Saplings competing to Brew 3 Potions. Each Potion requires 3 Ingredients, which you will collect from beneath the Tree and by stealing from other player's Stashes.

But watch out! There are Berrybombs hidden away in people's Stashes that will shake up the game!

This game is for 2-4 players, has an average game time of 10-15 minutes, and is for players ages 6+.

CONTENTS

• 52 Ingredient Cards:

- 8 Acorns
- 8 Beetles
- 8 Flowers
- 8 Leaves
- 8 Mushrooms
- 12 Berrybombs



• 20 Potion Cards



• 1 Rulebook

SETUP

Shuffle the Potion cards and deal each player 4 cards face-up.



Shuffle the Ingredient cards and place the Ingredient deck (which will be referred to as the Tree) at the center of the table.

Reveal 8 cards from the top of the Tree deck and lay them around the Tree like you see here.



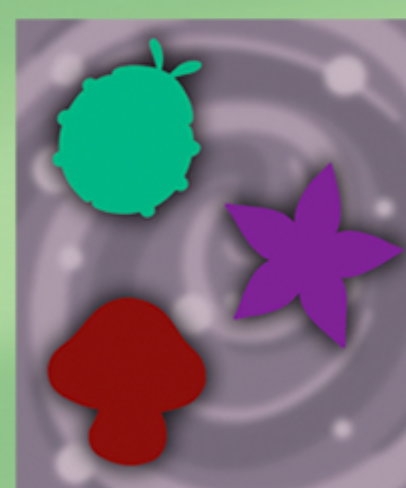
SETUP (CONT.)

Then, deal 2 Ingredient cards to each player.

All players Flash their hands (see Game Mechanics), then the game begins with the youngest player (the Sapling) of the group going first.

HOW TO PLAY

Objective: The goal of the game is to be the first player to Brew 3 of their 4 Potions. As soon as a player has Brewed their 3rd Potion, the game is over, and they have won. To Brew a Potion, you must have all the Ingredients from that Potion card in your hand.



Example: This Potion requires a Flower, a Mushroom, and a Beetle to Brew.

Your Turn:

You take 1 of the following Actions each turn:

1. Take a card from an opponent's Stash (their hand)
2. Play a Berrybomb
3. Brew a Potion

Play then continues clockwise around the table.

GAME MECHANICS

Take a card from an Opponent's Stash: reach into your opponent's Stash (hand) and take 1 of their cards at random. The player that had a card taken from their Stash then takes ANY face-up card that is around the Tree.

- * If the card you took from an opponent's Stash is a Berrybomb, discard the card. The player who had the Berrybomb taken from them takes TWO cards from under the Tree
- * If the last card from under the Tree is taken, immediately "Shake the Tree"

Play a Berrybomb: All OTHER players Flash their hands. Then, take a card from under the Tree.

Brew a Potion: Discard the required Ingredients from your hand to Brew the Potion. Flip over the Potion card

Tip: Table-talk is HIGHLY encouraged! Make deals to give players the card they want, or mislead them by guiding them to particular cards in your hand!

Flash: players reveal their hands to everyone at the table for 4 seconds.

Shaking the Tree: Refill all 8 spaces around the Tree with cards from the Tree deck. Then, ALL players Flash their hands.

Cards in Hand: There is no limit to the number of cards you can have in your hand. If you ever find yourself with 0 cards in hand, take 1 card from under the Tree.

Running Out of Tree: If the Tree deck runs out, shuffle the Ingredient discard pile and place it in the center of the table as the new Tree and continue play.