

Sapling Scramble

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Overview



You and your fellow players are cute little Saplings who are about to compete in a contest to see who can Brew 3 Potions first by gathering Ingredients from a fallen Tree and stealing from each other's secret stashes to collect what is needed to Brew your Potions. But watch out! There are Berrybombs hidden away in people's stashes that will shake up the game!

This game is for 3-6 players, has an average game time of 20-30 minutes, and is for players ages 7+.

Contents

- 52x Ingredient Cards:
 - 8x Acorns
 - 8x Beetles
 - 8x Flowers
 - 8x Mushrooms
 - 12x Berrybombs
- 20x Potion Cards
- 1x Rulebook



Setup

Shuffle the Potion cards and deal each player 3 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 below.



Then, deal 2 cards each player, which will be their starting hands.

All players Flash their hands for 5 seconds (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 all 3 Potions. To brew a potion, you need to have the all Ingredients to match that Potion.



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

Your Turn:

You are only allowed 1 Action each turn, then play continues clockwise. Below are your options for Actions:

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

Game Mechanics:

Flash: players reveal their hands to everyone at the table for 5 seconds.

Stealing from an Opponent's Stash: when you take a card from an opponent's Stash (hand), that player then takes ANY face-up card that is around the Tree. If the last card from under the Tree is taken, immediately "Shake the Tree".

Shaking the Tree: This occurs either as an Action that a player takes on their turn, or immediately after the last card from under the Tree has been taken. Refill any "empty" spaces around the Tree with cards from the Tree deck (remember, there

are a total of 8 “spaces” around the Tree). Then, ALL players Flash their hands for 5 seconds.

Playing a Berrybomb: All OTHER players Flash their hands for 5 seconds. Then, take a card from under the Tree.

Pulling a Berrybomb from someone’s Stash (hand): If you pull a BerryBomb from someone’s hand, discard that card and your turn is over. The player who had the Berrybomb taken from them takes 2 cards from under the Tree (if there is only 1 card under the Tree, take that card, “Shake the Tree”, then take one more card).

Brewing a Potion: Discard the required Ingredients from your hand to Brew the Potion. Flip over the Potion card, then select 1 card from an opponent’s hand and discard that card.

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, draw 1 card from the top of the Tree deck.

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.
