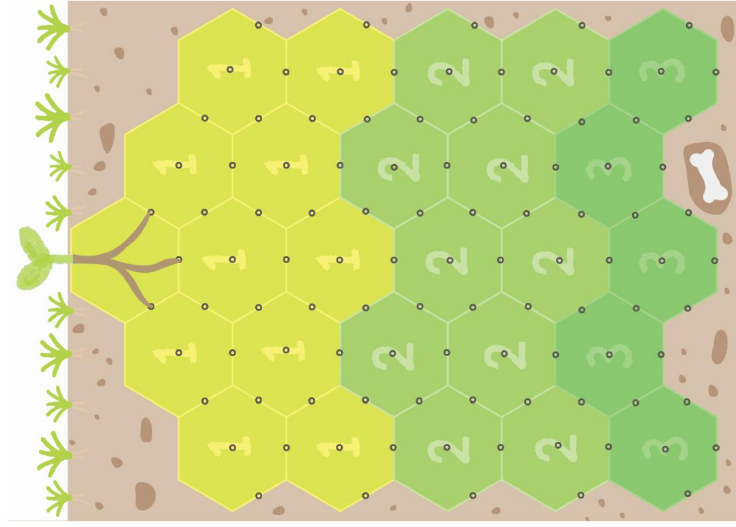


Sprout

Sprout is an indirect competition game for 2 to 6 players where the objective is, starting from a seed on the surface, grow its roots strong and deep until it reaches the deepest and most nutritious layer of the earth.

Setup

Each player receives a Seeding Sheet and a pencil. Place 3 Root Cards from the deck in the center of the table face up. The person who most recently sowed a plant is the starting player.

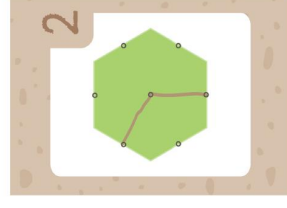
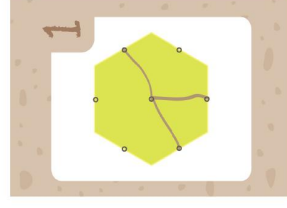
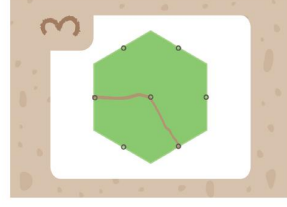
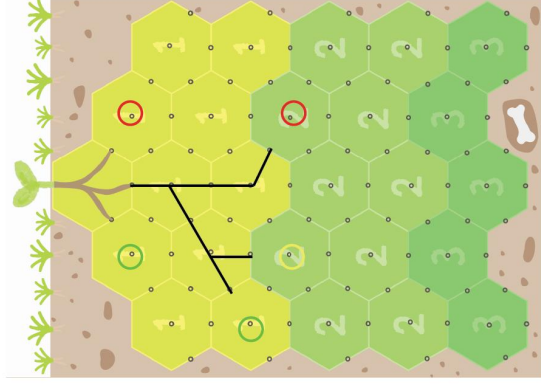


Playing

In its turn, each player must choose a Root Card from the center of the table, then if possible draws the same branch pattern into its Seeding Sheet, then reveal a card from the top of the deck into the middle of the table. Then then passes the turn to the player to its left.

Ending

The game ends after a root is drawn in a 3 point hexagon, then the game proceed until each player get the chance to play same amount of turns, (always ending at player to the left of the starting player).



In the situation above, the first card is viable in the hexagon marked in yellow, the second in green and the third in red. The player in turn chooses a card, draws the branch pattern in a compatible hexagon, and adds The card to their scoring pile (Ex: if the player chooses the second card for the green hexagon, he will score 4 points total for this play). The Dealer replaces it with the top card of the deck.