

SEEDS

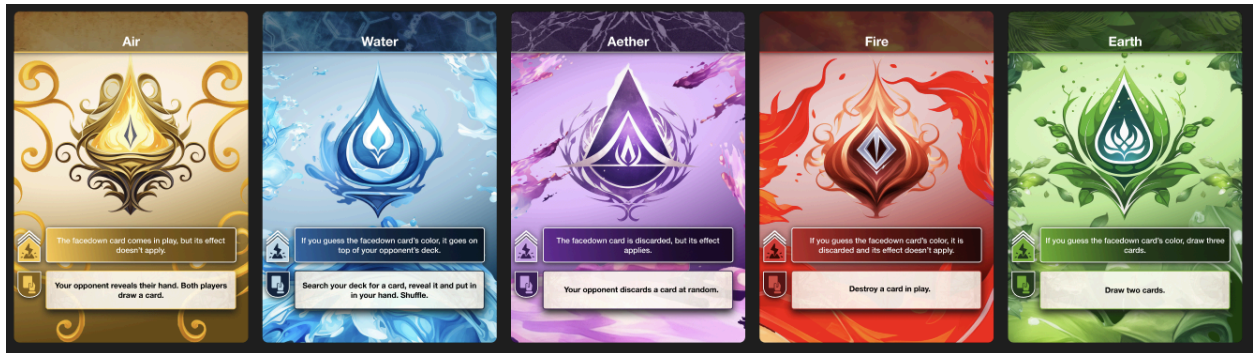
gather the elements

Seeds is a duelling guessing game of bluff and deduction.

Box contents -
70 cards (two decks)

HOW TO PLAY

Both players start the game with a 35-cards deck.





Cards can be from five different colors. Decks contain 7 identical copies of each color.

Players shuffle their deck and draw five cards. The starting player is randomly determined (or, if it is not the first game, the player who lost the previous game decides who starts).

During a turn, a player:

- Must draw a card (except the starting player during their first turn, who doesn't draw), then
- May play a card, face down.

Their opponent can then either accept the card, or answer by discarding a card from their hand and applying its  effect.

The first player then turns the card face-up, put it in play on their side, and applies its  effect.

The turn then ends, and the other player start theirs.

The game continue until a player has in play either one card of each of the five colors, or five cards of any one color. If they do, they win the game.

Only one card can be played per turn, and there is only one opportunity to fight.

If at any point a player's deck is empty, they shuffle their discard pile, and it becomes their deck.