Mike
UWE ROSENBERG
ODE.

pLanta
NUBO

LUKAS
SIEGMON

1-4   12+   30 min

The Story

It was our darkest hour. All the warnings, all the screams of the desperates. Nobody wanted to hear them. Until it was almost too late. Until only burned soil was left. We couldn't save ourselves, but the trees could. As if they knew that their time for action had come. They showed us what mattered. We understood them and connected with them. Now we know what to do and we suppor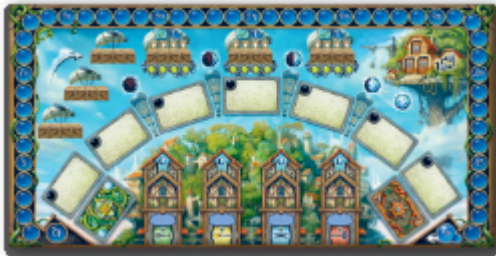t them as good as possible with the little technology that was left. But also with a new, more natural technology, the Arbors showed us. We need green energy and oxygen, to turn burned soil into live-giving green. You can find it everywhere in our new and promising world of Overgrown...«
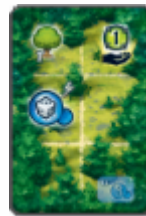
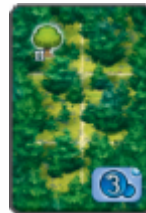(Dr. Ayleen Espero, Oxygen Expert)

Game Components

1 Game Board

30 Forest Tiles »Forests«

Front I

Back II

12 Crafting Tiles »Crafts«

Front

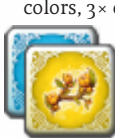Back

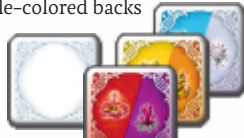## 24 Action Tiles

12 Blueprints

Front   Back

12 Flowerbed Action Tiles, 2 sets of 6 colors, 3× double-colored backs

Front   Backs

36 Flowerbed Tiles »Flowerbeds«

6 tiles per color in different shapes

3 squares each

4 squares each

5 squares each

68 Soil Tiles »Soil«

48 Plugin Markers

Front   Back

56 Standby and Battery Markers

Front Standby   Back Battery

24 Requirement Tiles »Arbor Level«, 8 per each level

Fronts   Backs

150 Flower Cubes »Flowers«

23 Blue & Purple each   25 White & Red each   27 Yellow & Orange each

26 Freight Containers

Front   Back

In Planta Nubo you will grow energetic flowers in the cloudy gardens in the top of the giant trees, called the Arbors. Use your bee–like airships and the freight containers they carry to deliver the flowers to biomass converters so they can turn them into green energy and plant new forests on the fresh soil that is left behind. With the green energy gained, you can power up useful modules, while you gain the oxygen that is urgently needed in the atmosphe–re through your forests, your bots and your Arbor. Use your actions wisely and utilize your gardenbot to support your work on the flower fields. Supply your workshop with green energy to power up the modules and oxy farms. Turn your Arbor into a rich oxygen production facility.

Whoever produces the most oxygen will win the game!

90 Extension Cards, including

10 Starting Modules

Front

Back

40 Modules

Front

Back

40 Oxy Farms

Front

Back

6 Solobot Tiles

Front

Back

2 Play Aids

Front »Sequence of a Round«

Back »Overview Final Scoring«

4 Personal Boards »Platform«, back »Solo Board«

Front
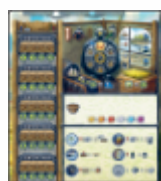
Back

4 Personal Boards »Tool Shack«

Front

Back

Personal Components, per person, partly in 4 different playing colors

1 »Energy Die«

1 »Arbor Level« Marker

4 Action Tiles »Tools«

1 Garden Bot »Charge Marker«

1 Oxygen Point Disc »Point Marker«

4 »Barricade« Tiles, 2 different shapes each 2×

1 »Overtime« Marker

Front

Back

1 Starting Tree, 1 Round Telescope

+ 1 Telescope in reserve

4 Bonus Markers »Bot Charge«

Front

Back

1 Rule Book

General Setup

Changes for 2–3 players in light blue boxes

1 Place the **Game Board** in the middle of the table.

2a Prepare the action area by taking the nine **Blueprints** and lay them randomly in a 3×3 grid. Leave some space between them.

💡 Important: Lay out the »airship blueprints« in a way, that they don't share an edge with another airship blueprint.
E.g. They must **not** be placed like this:

2b After that, lay out the **Flowerbed Action Tiles**.
Use the front sides to compose 2 identical sets of 6 tiles with different colors. Place 3 randomly chosen tiles of the first set on one side of the blueprints. Place the other 3 tiles from the first set on a different side of the blueprint that shares a connection to the first 3 tiles. This way the 6 tiles are placed like in a right angle. Repeat the procedure with the second set and the other two sides of the blueprint grid. *Use only the side of the flowerbed action tiles that show one color.*

Use only the blueprint tiles that matches the playercount. Put the other tiles back in the box.

💡 On this page you can see the setup for 4 players. You can find the changes in setup for 2 or 3 players in the light blue box on the right.

There are 2 versions of blueprint G. In your first play use the blueprint G showing one dot. Use any version of the tile in subsequent plays.

3 Sort the **Flowerbeds** according to their colors. Stack randomly three of each color on top of the matching colored flowerbed action tiles.

4 Place the **Telescope** on the spot for the first round. It points towards the young moon.

5 Shuffle the **Crafts** and place them as a facedown stack besides the gameboard. Draw four tiles and place them onto the four crafting spots on the gameboard. Place the four **bonus markers for bot charging** besides them.

6 Sort the **Forests** according to their shapes and stack them.

💡 Put the small Forests (2×2) to the side for now.

Stack of Forests in a game with less than 4 players:
For each player less than four, put one tile of each shape of the green and lilac Forests as well as two of the brown Forests back in the box.

7 Sort the **modules** and **oxy farm cards** according to their backs, shuffle them and put them as facedown stacks on the matching slots on the gameboard.

💡 Note: Put the 10 starting modules aside first. You will need them later.

Put 1 oxy farm card faceup on each spot left of the telescope. Put 1 module card faceup on each spot right of the telescope.

8a Shuffle the **Freight Containers** and place them facedown in a stack next to the gameboard. Draw 3 tiles and place them randomly faceup on the docking slots of the gameboard.

8b After that, draw three more containers and place them faceup on the queue slots of the gameboard.

2 Players and Solo Game:

Only now in the setup place one matching flower on top of each freight container on the docking slots to the rightmost spot.
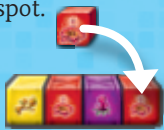
9 Build a general supply of the remaining **Flowers**, **Soil**, **Standby** and **Plugin** markers besides the gameboard.

💡 Note: General supply: Everything in the general supply is supposed to be infinite. If you run out of components, find yourself a replacement of your choice.

10 Place one **yellow**, one **orange** and one **red** flower into the warehouse of the gameboard.

11 Spread the **Playing Aids** between players. They show the sequence of a game round and an overview of the Final Scoring.

💡 Put the six solo game cards back in the box. The changes for solo game setup are described on page 24.

12 Randomly choose a starting player and give that person the **Starting Tree!**

Action display for 2 players

If you play with two players, place the blueprints and the flowerbed action tiles as shown. Use only 1 set of Flowerbed Action tiles - place the second one back in the game box. Place all 6 of the Flowerbeds on top of the Action tiles.

In a 2 player game as well as in a 3 player game use two random »Airship« action tiles (marked A). Also use the blueprints that are marked for a 2 and/or 3 player game. Remember that the »Airship« blueprints **must not** share an edge.

💡 For the solo game set up the grid like in a game with 2 players. See the solo rules on page 24 for details.

Action display for 3 players

Only in a three player game, you additionaly use the double colored flowerbed action tiles. You don't stack flowerbeds on top of them! Place these and one set of the Flowerbed Action Tiles randomly like shown below (all three double colored tiles on the bottom of the action area). Place all 6 Flowerbeds of a given color on their corresponding Action Tile showing only one color.

13 Take both your **Personal Boards Platform and Tool Shack** and place them in your personal playing area.

💡 The icons in the growing area of your platforms vary from board to board.

Choose a player color, take all material of that color and any further personal material and place it in your player area as followed:

13a Place **1 Barricade** each in all 4 restricted areas with light brown coloring in your growing area.

13b Place your **Energy Die** with the number 1 on the starting space of the energy track showing a small arrow.

13c Place your **Tools** next to your Tool Shack.

13d Place your **Bot Charge Marker** next to the **Gardenbot Track**.

13e Place your **Overtime Marker** on the corresponding spot on your Tool Shack.

13f Give all players 1 random **Arbor Level Tile** per level. Place the tiles on their corresponding spots on the window of your Tool Shack.

13g Place your **Arbor Level Marker** on the starting spot of the Arbor Track.

14 Take one **small Forest** (2×2) of each color and put it into your personal stock.

In a game with less than four players, put all the remaining small Forests back in the box.

15 Take 6 **Soil Tiles**. Place 3 of them on the starting spots in your growing area. Put the rest in your personal stock beside your Tool Shack.

16 **Deal your Starting Module Cards:**

Divide the 10 **Starting Module Cards** in the 5 cards with standby symbols and the 5 cards with battery symbols. Shuffle both decks separately and randomly deal 1 card of each deck to each player. Put the standby card together with **1 Standby Marker** in the slot on the upper right of your platform. Put the battery card together with **1 Battery Marker** in the slot on the lower left of your platform. Put the unused starting module cards back in the box.

16a Take **2 Plugin Markers** and place them front side up (without oxygen symbols) on the fields of the energy track, which are connected with the placed starting module cards by a root wire.

💡 Variant: Choose yourself which card you want to place on which slot next to your platform.

17 Take your starting resources. You receive oxygen points and bot charges depending on your player order. Put your oxygen marker on the oxygen track of the gameboard and use your charge marker to show your charging level. Take your starting resources depending on player order:

1. 2 oxygen points + 1 bot charge
2. 2 oxygen points + 2 bot charges
3. 3 oxygen points + 2 bot charges
4. 3 oxygen points + 3 bot charges

The first player puts the oxygen marker on space 2 of the oxygen track …

… and the charge marker on space 1 of the gardenbot rondel.

💡 **Note: Oxygen track:** Everytime you get oxygen points during the game, move your point disc along the oxygen track the matching number of spaces. If you reach more than 50 points, take a +50-marker. If you reach more then 100 points, turn the +50-marker to the +100 side.

Finally, take any 3 flower cubes and place 1 of them on each of your soil tiles in your growing area.

💡 Note: Choose the flower cubes simultaneously. In the case that any one player insists - choose in playing order.

Setup is finished and you can start your game of PLANTA NUBO!

Before the gameplay is going to be explained, two important elements of the game need to be introduced. Check the next two pages to learn everything about extension cards and the energy track.

The Extension Cards

One of the main elements of the game are the Extension Cards which are used to extend your platform. There are modules and oxy farms. They will be explained generally in the following. You will gain them by performing the actions of your module workshops on your platform (page 16).

Module Cards

Module cards offer additional actions and permanent effects. There are two different kinds of module cards:

Action Modules allow you to perform actions. When performing the action »Perform Module Action« discard one standby marker from the card you want to activate. Standby markers can be gained as follows:

When gaining 1 Action Module Card, place 1 standby marker on the card right away.

As soon as your energy die reaches or moves beyond a plugin marker that is connected to an action module card place 1 standby marker on the card.

Battery Modules may be activated as soon as their effect triggers. You may use their effect as many times as battery markers are on the card. Battery markers can be gained as follows:

When gaining 1 Battery Module Card, place 1 battery marker on the card right away.

As soon as your energy die reaches or moves beyond a plugin marker that is connected to a battery module card, place 1 battery maker on the card.

Additional Rules:

▶ There is no limit of standby markers on action module cards or battery markers on battery cards.

▶ Battery markers are never returned to the general supply when the card's effect is used. Battery markers accumulate on battery cards and increase their effects.
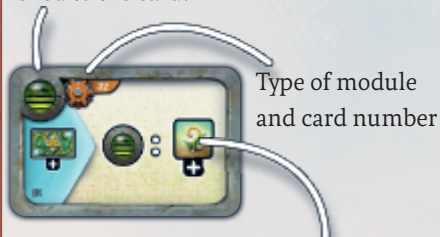
Oxy Farms

Oxy Farms will award oxygen points in the final scoring depending on the requirements of the given card. You will not place standby or battery markers on Oxy Farms. Still they need to be plugged in to the energy track by using plugin markers.

Action Module: Place 1 standby marker on the card as soon as the energy die reaches or passes the plugin marker attached to the card.

Type of card and card number
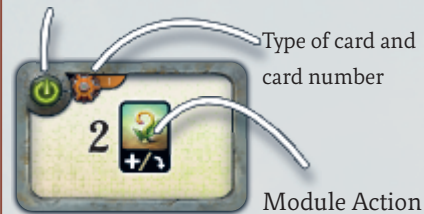
Module Action

💡 Find detailed explanations on how to perform module actions on page 14.

Battery Module: Place 1 battery marker on the card as soon as the energy die reaches or passes the plugin marker attached to the card.

Type of module and card number

Effect: Triggers when required action is performed (left). The effect depends on the number of batteries on the card.

💡 Find detailed explanations on battery effects on page 22.

Oxy Farm

Type of card and card number

Effect: Activates in the final scoring. You score oxygen points depending on the requirement of the card.

Flowerpots

You can find flowerpots on your platform board and many extension cards. At any time during your turn you may take flowers from your growing area and place them in your flowerpots to make room for forests. At the same time some flowerpots score oxygen points in the final scoring when equiped with flowers.

Find the details about flowerpots in the respective chapter on page 19.
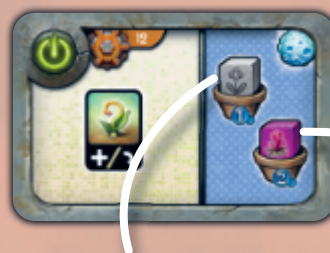
A grey flower cube indicates *any* flower.

Those flowerpots show spaces for any one flower and one purple flower. When equiped with a purple flower the flowerpot will score two oxygen points at the end of the game.

The Energy Track

During the game you will gain **green energy** from time to time. Powered by that green energy, your **energy die** moves clockwise around your growing area. It will provide the module cards with energy and generates oxygen itself. This is the energy track.

How the Energy Track works

When gaining green energy by performing actions you will perform **1 Energy Track Action** right after gaining the energy. Move your energy die a number of steps according to the energy gained during the complete action. For each energy gained move your energy die to the next space showing the energy icon. Skip the spaces without an energy icon.
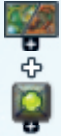
Every time you place a new extension card to your platform, you also have to place one plugin marker. Place the marker on the space that connects the used card slot with the energy track by a root wire.

When reaching a space with a plugin marker that is connected with a **module card** by a **root wire**, place one standby marker (for an action module) or one battery marker (for a battery module) on the respective card.

When the energy die passes a **cupreous pipe** that connects a planted space in your planting area with the energy track you may do the following:

▶ Either move any flower from this space to your compost pile. You will gain one Oxygen Point immediately. Note: This might trigger a Compost Action (see page 15.)

▶ Or place a fitting flower on the space in case there is an empty spot. Note: In case the spot is cultivated with a soil tile, place any flower.
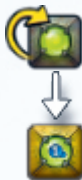
During the game you can perform actions to upgrade the plugin markers. If you upgrade them, flip the marker to its backside that shows one oxygen point. When reaching or passing this plugin marker with your energy die, you will gain one oxygen point immediately.

The Extension Workshops

The energy track shows two **extension workshops**, that are connected to the track by root wires in the lower left and upper right corner. These are special action modules and can be used differently. Every time, when your die reaches or passes the plugin marker, that connects the energy track with an extension workshop, you place a standby marker on it.

💡 Find details about the extension workshops on page 16.

Tips for a smoother gameplay

Make sure you don't forget the effects of each step of the die on the energy track. Most of the time it is just something small to handle, e.g. place a standby marker on a card or gain 1 oxygen point. In order to make sure that you don't forget anything we recommend to perform each and every single step after each other.

You gain two green energy. Move your energy die two spaces. Skip spaces without energy icon!

You place a new card to the middle slot on the uppermost edge of your platform, equipped with a standby marker. Place a plugin marker to the connected space on the energy track right away.

Your energy die reaches the space, which is now connecting the energy track with the module card. Place one standby marker on the card.

The energy die passes a cupreous pipe. The connected cultivated space has an empty spot. You may take a blue flower from the general supply and place it on the empty spot.
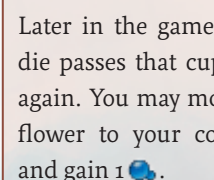
Later in the game the energy die passes that cupreous pipe again. You may move the blue flower to your compost pile and gain 1 🟦.

With your first step you gain 1 ⚙ onto your module card. As well as 1 🟦, since the plugin tile has already been upgraded.

By moving past the extension workshop, the energy die supplies it with a standby marker. The movement ends next to a battery module and supplies it with a battery marker.
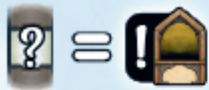
Extension workshop

Playing the Game

A game of pLanta NuBo is played over **four rounds**. One round is divided in these **four phases**:

▶ **Tool Phase:** Place **three of your four tools**, in order to perform actions.

▶ **Crafting Phase:** Use the **remaining tool**, in order to use the effect of the respective **crafting tile.**

▶ **Forest Phase:** Plant **forests** on cultivated spaces in your growing area or let them grow further.

▶ **Income Phase:** Gain **income** from your energy die, the planted forests and your Arbor level.

The Play Aid clearly shows the sequence of a round.

Then prepare the next game round. Skip this step in game round 4 and proceed to the final scoring.

The Tool Phase

The player with the starting tree takes the first turn in the Tool Phase. Proceed in clockwise order with each player's turn (play in counter-clockwise order when playing in Switzerland). After each player performed 3 player turns the Tool Phase ends and all players proceed to the Crafting Phase.

Description of a player turn in the Tool Phase

Each player turn consists of 3 steps that are performed in this order:

Step 1: Place a tool

You place one tool per player turn between two action tiles. Peform the actions of **one** of the two action tiles. These can be blueprint or flowerbed actions.

In one of your three player turns in the tool phase, you have the opportunity to do »Overtime« and to perform the actions of **both** action tiles, where you have placed your tool between.

Step 2: Deliver to your Personal Freight Containers

On your tool shack, there are two docking slots for your personal freight containers. You can now deliver to those freight containers, **both exactly one time**, if available, to produce green energy. Freight containers that are docked in your workshop, you always have to deliver from left to right.

Step 3: Free Module Action

In the last step of your turn, you can do one module action. This step is the only way to use the special module actions from your extension workshops to peform the »**Extension Workshop**« action and gather new extension cards.

You always do Step 1 of your player turn. Steps 2 and 3 you can do, if possible.

The left side of your Tool Shack shows the sequence of a player turn in the Tool Phase – from top to bottom.

Step 1 ~ Place a Tool

On your player turn, you place one tool **between two action tiles**. Then you choose one of the actions tiles and perform the actions on it. You can use the tools in **any given order**, but only one per turn.

Additional placement rules for tools:

▶ There can only be **different tools** next to blueprints.

▶ Tools have to be placed **next to at least one blueprint**.

💡 Note: It does not matter if you use the blueprint or the flowerbed action tile.

You want to place your tool »Wrench«. The blueprints **E, C** and **D** already have wrenches from players **Grey** and **Black** next to them**.** So **you** cannot place your wrench in a spot marked with an **X**.

Since **you** have to place a tool next to at least one blueprint, **you** are not allowed to place them to spots marked with **X**, because they are not next to a blueprint. In this example, the ony spots left for your wrench, are marked with an ✔

💡 You are not allowed to place tools on spots next to only flowerbeds.

Only »Shovels« and »Hammers« may be placed here.

Working overtime ~ Perform actions of both action tiles

Once per round, you can use the actions of both action tiles, where you have placed your tool next to. To do so, you need to **spend 2 charges** from your gardenbot, after you performed the actions of the first action tile. Immediately flip the overtime marker in the middle of the rondel to its backside as a reminder that you already used overtime in this round. **After that** you can perform the actions of **the other** action tile, where you have placed your tool. You have to finish all the actions of the first tile, before you begin the actions of the second tile.

You place your wrench between blueprint **B** and the flowerbed action tile. **You** decide to perform blueprint **B** first.

You get a personal freight container and 1 charge for your gardenbot. Now you have 2 charges and you spend them, to work overtime and perform the action(s) of the other action tile.

You pay the costs for the overtime, move your charge marker from Space »2« to »0« and flip the overtime marker to its backside.

The Gardenbot

Your gardenbot helps you in multiple ways. We will explain the different uses of your gardenbot and how you perform those in the matching chapters in the rulebook:

▶ Work overtime and perform the actions of both action tiles in your turn (see above on this page).

▶ Ignore the color requirement of your freight container, when you deliver to it in Step 2 of your turn (see page 16).

▶ Use various module actions (see module actions on page 22).
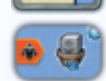
▶ Activate the flowerpot on your platform (see »Flowerpot« on page 19).

If you get charges, move your charge marker on the charge track fowards. If you spend charges to let the gardenbot work for you, move the charge marker backwards on the charge track.

»Overcharged«

If you get too many charges, so you would need to move your charge marker beyond the space »5«, you can choose: Stay on space »5« and loose the remaining charges or move your disc to space »0« (or even beyond that) and get four oxygen points immediately.

Your charging level is already »5« and you get 2 charges. The step to »0« counts as 1 charge and you get 4 oxygen points. But since you received 2 charges, your charge marker will move to space »1«. You can think of it as exchanging 6 bot charges for 4 oxygen points.

On the next pages, we explain the different actions in the game. You'll find them on the action tiles and also on the module cards or even as a bonus. Every action will be explained seperately. On many occasions, you can perform the action multiple times.

3 3 delivery actions to a freight container in the docks of the game board.

The Actions – Getting Flowers

Activating a flowerbed action tile allows you to perform one **»Flowerbed-Action«,** with which you can plant new flower-beds into your growing area. You can also get flowerbed actions through your arbor level or module actions.

Action »Place Flowerbed and get flowers«

Take the **topmost** flowerbed of the stack on the flowerbed action tile next to you have placed your tool. In case there is no flowerbed left on this tile take a flowerbed from a stack of the same color on another flowerbed action tile.

💡 **Note:** Mind the special case in a 3 player game (see box to the right).

You also can get flowerbed actions when reaching your first arbor level or through module actions (in this cases take the top-most flowerbed from any of the flowerbed stacks).

After that, place the new tile on a **free** space in your growing area. Free means:

▶ There are no other tiles.
▶ The part of the growing area isn't blocked by a barricade and therefore accessible. You are only allowed to place in a light-brown area after removing the barricade there.
 💡 **Note:** A barricade blocks the complete light-brown area.

Additional placement rules:

▶ You cannot place the tiles **overlapping** each other.
▶ The tiles cannot be placed outside of the **growing area borders**.

If you can't place the tile or all flowerbed tiles of the matching color have been already picked, you cannot perform the action.

If you cover one or more **placement bonuses** with your tile, you may perform the bonus actions in any given order.

After you have placed the flowerbed tile, you also have to plant flowers in the matching color on the flowerbed. Place 1 flower cube per flowerbed space.
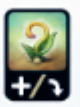
Action »Take or place Soil«

Take 1 soil tile from the general supply and place it to your personal supply. Or place one soil tile from your personal stock on a free space in your growing area. After that, you have to plant **one flower of the color of your choice** on the soil tile.

💡 **Important rule about flowers!** You can only remove flo-wers from flowerbeds and soil tiles if actions allow you to or if you can place them into a flowerpot. You may never discard them!

1 orange flower-bed **only**.

Choose from **any** colored stack.

Choose 1 red **or** purple bed .

The flowerbed actions, where you can choose from 2 different stacks, are only available in a 3 player game!

The flowerbed action tiles with two colors are only available in a 3 player game! If you carry out such a tile, you take the topmost flowerbed from a stack on another flowerbed action tile, which shows one of the two colors.

Your platform with the growing area in the middle.

Free: The barricades were already removed, therefore the light-brown area is accessible.

Light-brown: Restricted area at the start of the game.

Free: The dark-brown area is always accessible for you.

Placement bonus

⬇ Placed correctly! ⬇ Do not place on flowerbeds and soil tiles! Also not outside the growing area!

On top of the newly placed flowerbed you immediately place 4 red flowers from the general supply. On top of newly placed soil tiles you place any 1 flower of your choice (indicated by the grey cube) – also from the general supply.

If you place your soil tile as displayed here, you immediately get one oxygen point as a placement bonus.

If you instead place your soil on this symbol here, you get 2 actions »Charge Gardenbot«.

Airship blueprints (A) allow you to deliver your energy charged flowers to public freight containers, which are going to be collected by airships from the airport on the gameboard. They are transformed by biomass converters into green energy. The blueprints let you perform up to three delivery actions in different combinations:

 You have **up to** three delivery actions to **different** freight containers.

 You have **up to** three delivery actions to **the same** freight container.

 You have **up to 3** delivery actions, distributed on **up to 2** deliveries **to 1** freight container and **1** delivery **to 1 other** freight container.

Action »Delivery to Freight Containers at the Airport«

Deliver 1 flower to 1 freight container at the airport on the gameboard.

▶ Take **1 flower** from your platform and put it on one **free** spot of a freight container **at the airport** on the gameboard. The color of the spot and the color of the flower have to match.

▶ You get **green energy** as indicated below the spot you deliverd to. At first, do all the delivery actions as printed on the action tile. Then perform **one energy track action** with all gained energy. For details see chapter **The Energy Track** on page 9.

▶ Immediately gain 1 oxygen point when delivering to the last spot on a given freight container.

💡 **Note:** Please pay attention to the different freight container icons!

Freight container in the airport:

Personal freight container in your tool shack (with metal frame):

Extra option: The Warehouse

If you perform an airship blueprint (A), you can use the warehouse for one of the deliveries. Place one flower from your growing area in the warehouse. The flower needs to have a color that currently **is not** present in the warehouse. Then pick one of the flowers, that was already in the warehouse and put it on a free spot in a freight container at the airport.

💡 **Note:** This »trade« is part of the up to 3 deliveries you gain from the blueprint! You do not loose or gain a delivery!

You perform the blueprint shown here. Take 1 white and 1 blue flower ① and deliver them to the freight container in the middle. You can deliver one other flower to one other freight container. Since you want to complete the freight container on the right, you take one purple flower from your flowerpot ② and trade it in the warehouse to a red flower. You deliver the red flower to the remaining free spot on the rightmost freight container. You get ① oxygen point and also $3+2+3=8$ green energy, that you immediately use to perform one action Energy Track.
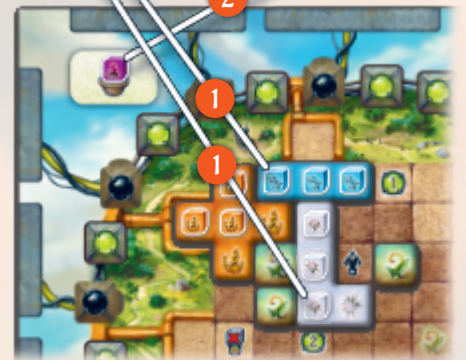
Tips for a smoother gameplay

When performing your deliveries to the freight containers, place the flowers, that you want to deliver, above the placement spots. If you are completely sure, where you want to deliver them, place the flowers on the freight containers and calculate the collected energy.

After you performed the three delivery actions, you replace the completely filled freight containers. Remove them from the airport on the game board and put them on the discard pile. The flowers go back to the general supply. Take the freight container from the uppermost queue slot and place it to the free slot. After that, move the remaining freight containers in the queue slots upwards to fill the empty slots. Then draw a new container from the stack and place it on the empty slot.

More Actions

In this chapter, the different actions that you can find on the blueprints will be explained in detail.

You also can find those actions in other places, like on module cards or on your personal boards. You perform them the same way, as if you get the action through placing one of your tools (for example by covering a bonus on your growing area).

Action »Personal Freight Container«

Take one freight container from one of **the queue slots or from the draw pile** and place it on a **free** dock on your tool shack. If you place the freight container on the lower dock, you have to pay one oxygen point as a placement cost. If you have taken the container from the queue slots, refill them by drawing a new container and place it according to the rules (see page 13 on the bottom).

💡 Note: If you currently have no free slot available you may place the new container next to your Tool Shack. You may place it as soon as one of your slots get available.

Take your freight container from one of the three queue spots or draw one from the stack.

Placement costs
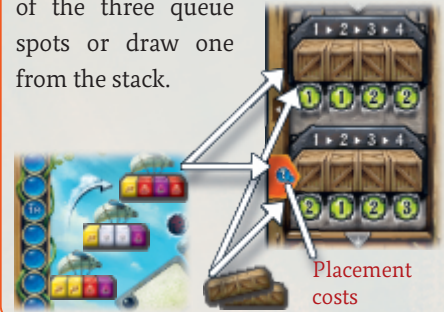
Action »Gain Soil«

Take 1 soil tile from the general supply and put it in your personal stock.

Action »Charge Gardenbot«

To charge your gardenbot, move your charge marker as many steps clockwise on the gardenbot rondel, as the action symbol indicates.

You gain 1 bot charge and you move your charge marker 1 step on the charge track. See further details about the gardenbot on page 11.

Action »Module Action«

Activate the action on one of your modules by discarding the standby marker from the module. After that, perfom the action of that module. The icon indicated here only allows to perform module actions on module cards.

💡 Note: The modules show various actions. Most of them are variants of those explained on this double page. Further explanations can be found on page 22 or page 32.

Using the action explained to the left you **cannot** use the special actions of your Extension Workshops with overgrown frame. Details on those special actions can be found on page 16.

Action »Delivery to personal Freight Containers«

Perform 1 delivery to any of your personal freight containers that is in a dock slot on your Tool Shack. You have to deliver to the leftmost empty spot in that container. After that, perform 1 action »Energy Track« with the energy you've collected. Details to the deliveries you'll find in Step 2 of your player turn on page 16.

With this action tile you can decide for every one of the up to three actions, if you want to deliver to a personal freigth container or perform one module action.

Action »Upgrade Plugin Marker«

Flip any 1 of your plugin markers to its backside. This backside shows you 1 oxygen point next to the energy symbol, which you still need to consider while moving your energy die.

Upgraded plugin markers produce oxygen when your energy die reaches them.

Action »Remove Barricade and Perform Bonus Action«
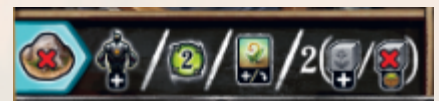
Remove any one of your barricades from your growing area. After that, perform **1** of the four following options:

▶ Perform 1 action »Charge Gardenbot« with 1 charge.
▶ Perform 1 action »Energy Track« with 2 energy.
▶ Perform 1 action »Gain or place soil«.
▶ Perform 2 actions »Gain or compost flower« (see next page for details).

Your Tool Shack reminds you of all 4 choices:

More than one action at once:

During the game, there will be actions, that trigger further actions. For example, if you place your flowerbeds in your growing area, you might trigger some bonus actions there. With these bonus actions you might trigger **chain reactions**. The rule here is: **Always perform the whole action before you start with the next action.** If you have multiple actions available, you can choose the order yourself. But if one action triggers another action, always finish the first action, before you start with the next one.

With this blueprint, you may first perform 1 action »Deliver to a Personal Freigth Container« and after that 1 »Module Action« and then again »Deliver to a Personal Freigth Container«. If the »Module Action« triggers further actions (for example by placing a soil tile over a placement bonus), you have to perform that bonus action first, before returning to the delivery action from the blueprint.

Action »Upgrade Arbor and Perform Bonusaction«

Check if you meet the requirements of the next Arbor level:
- ▶ If you do not meet the requirements, you cannot perform the action.
- ▶ If you meet the requirements, move your Arbor level marker one step up. Then you may perform the covered bonus action. There are different bonus actions:
  - ▶ Level 1: Perform 1 action »Place Flowerbeds and Get Flowers« and take a flowerbed tile from any stack of your choice.
  - ▶ Level 2: Perform 1 action »Gain Module Card« (see page 16 on how to gain extension cards).
  - ▶ Level 3: Perform 1 action »Plant a Forest« or 1 action »Grow a Forest«.

💡 Note: When reaching a new arbor level also your oxygen income at the end of the round increases (see chapter »Income Phase« on page 21).

Requirement met!

You want to upgrade your Arbor from the starting space to level 1. Your requirement is to have at least 5 orange flowerbed spaces visible in your growing area. Place your arbor level marker 1 step ahead. Then, immediately perform the bonus action you are covering now. Your arbor level will show you the amount of oxygen income in the income phase.
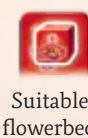

Action »Gain Flower«

Take 1 flower in the displayed color from the genereal supply and place it on a free spot on your platform.

How to place flowers correctly:

Suitable flowerbed   Soil Tile   Suitable flowerpot

Action »Compost Flower«

Discard 1 flower from the displayed color from your platform and put it on your compost pile. This might trigger the immediate action **»Take a Soil Tile«**: As soon as you have three flowers of any color on your compost pile, discard them and put them back in the general supply. Then take a soil tile from the general supply and put it in your personal stock.

Your compost pile will produce…
…soil.

Action »Energy Track«

If you gain energy, move your energy die the displayed number of steps on your energy track. See page 9 for more details to the energy track.

💡 Note: Normally you would gain energy from delivering flowers. But there are occasional possibilities to gain energy as a bonus, e.g. as a placement bonus in your growing area. Or as an action, e.g. from blueprint (G).

Action »Gain Oxygen«

If you get oxygen points, you move your point disc on the oxygen track the displayed number of steps forward. 💡 Note: Oxygen can be gained from bonus actions triggered by other actions. E.g. as a placement bonus in your growing area.

Action »Plant Forest«

Place one forest tile with the **I-Side facing up** in your growing area. It has to be planted on empty flowerbed tiles and/or soil tiles and cover those.

💡 Note: We will explain the forest tiles in detail in the chapter »The Forests« on page 19 and the following chapter »The Forest Phase«, on page 20.

Action »Grow Forest«

Flip one of your planted forest tiles from its I-side to its II-side.

Step 2 – Personal Deliveries

In Step 2 of your turn, you can deliver to your personal freight containers, if placed in your Tool Shack before. You are allowed to deliver to both freight containers only once in this step 2 of your turn and gain green energy for it. You always have to deliver to your personal freight containers from left to right.

You have personal freight containers in both of your docking slots. If you deliver to the upper container, you need to deliver a white flower. To the lower container you deliver a blue flower and fill this container to its maximum capacity. As your reward you gain (1+3=4) green energy. Immediately perform 1 action »Energy Track« with that energy. After that, you discard the completed container and the flowers into the general supply.

Help from the Gardenbot:

When delivering to your personal freight containers, you may spend 1 charge of your gardenbot to ignore the requested color of the spot you have to deliver to. Instead of the requested flower, you deliver a flower of any color. Gain the green energy as usual. You may use this action of the gardenbot everytime you deliver to your personal freight containers.

Instead the requested white and blue flower you spend 1 bot charge each to be able to deliver yellow and orange flowers.

Step 3 – Free Module Action

In Step 3 of your player turn, you may perform any 1 »module action« (look on page 14 for a detailed description of the different actions). **Special Module Actions:** Only in this step you are allowed to use the special module actions of your Extension Workshops! The actions from your Extension Workshops are:

Extension Workshop:

Action »Gain New Extension Card« – Choose any 1 of the 7 faceup extension cards from the gameboard. Place it in a free slot next to your platform. Don't forget to connect the card into your energy track by placing a plugin marker.

Reminder: In case you chose a module card, place 1 standby or battery marker on the card right away – depending on which type of card you chose.

Refill the empty card space by placing a card of the type you chose. First move all remaining cards towards the telescope marker, to fill the gaps. Then refill the empty card space by drawing a card of the matching draw pile. If a card pile is empty, shuffle the discard pile into a new draw pile. If no cards are left, none can be taken.

By activating the Expansion Workshop action in the upper right corner of your platform, you may also perform 1 **Action »Upgrade Energy Die«**. Spend 2 gardenbot charges and turn your die to the next higher number. If the die is already on the 6, you can't upgrade the die any longer.

Reminder: When you are allowed multiple actions, you may perform them in the order of your choice.

Don't forget to use your starting battery modules! They get triggered when you upgrade your energy die! If you can't upgrade the die any longer, they don't get triggered any longer.

Example: Everytime you upgrade your energy die you gain 1 energy per battery marker on this card.

Choose 1 of the 7 cards on the gameboard. Take also one plugin marker immediately to connect the card to your energy track.

If you choose this slot to place your card, you place the plugin marker on the matching spot in your energy track. Since the card is an action module, you place a standby marker on it.

Move all remaining cards towards the telescope to fill the gap. Draw a new module card and place it on the empty card slot.

Your turn ends after Step 3 and the next player in turn order can start their turn.

Tips for a smooth gameplay: When you use the actions of your Extension Workshops, the next player in turn order may already start their turn, while you choose and install the card.

Example for a Player Turn in the Tool Phase

We are showing an example of a players turn in the Tool Phase:

1 First you place 1 tool. In order to meet the requirement for your next arbor level, you want to place a yellow flowerbed. Also you want to gain valuable placement bonuses. So you place your tool to use blueprint (D) and remove a barricade.

Next arbor level: 5 bed spaces for yellow flowers.

Your Tool Shack

2 There already is a hammer and a shovel next to the blueprint. Because of that you choose to place your wrench.

3+4 Performing the actions of the blueprint you remove 1 barricade to make room for the flowerbed. As a barricade bonus you choose to gain 1 soil from the general supply and place it into your personal supply ③ You continue with the blueprints actions and upgrade a plugin marker. ④

5 After that you spend 2 bot charges to work overtime. Using the action from the flowerbed action tile you take the uppermost yellow flowerbed.

6 You place the flowerbed, alongside the flower cubes, in the just unlocked part of your growing area. You gain 1 personal freight container as a placement bonus.

7 You choose to take the freight container from the middle queue slot. Since you don't want to spend 1 oyxgen point right now, you place the container in your uppermost dock slot.

Don't forget to refill the queue!

8 Step 1 of your player turn ended. Since you just gained a freight container you continue with step 2 of your turn to deliver to your personal freight containers. Getting the yellow flowerbed comes in handy at this point.

9 You gain 1 energy and move your energy die to the next energy symbol on the energy track. This triggers multiple effects:

1. Moving past the cupreous pipe means you may compost the yellow flower cube for 1 oxygen point.

2. Reaching the previously upgraded plugin marker you gain yet another oxygen point.

3. You supply the action module that is connected to the plugin marker with a standby marker.

10 Performing step 3 of your turn you may activate 1 module action. In this very case it may be one of your extension workshops. Unfortunately your extension workshops currently do not hold a standby marker. So you activate the module card you just supplied earlier on your turn.

11 The module action of the card allows you to gain 1 bot charge …

12 … and take 1 white flower or compost 1 white flower. You take the flower cube and place it in the flowerpot.

The Crafting Phase

After all players have finished their three player turns and used three of their tools, the Tool Phase ends and you move on to the Crafting Phase. In the Crafting Phase, you use your leftover tool and place it on the tool symbol below the crafting tile, which is matching your tool.

Perform the action(s) the crafting tile offers you.

 If there is a bonus marker on the crafting tile, you receive one or two charges for your gardenbot.

💡 Note: Bonus markers will be assiged to crafting tiles if they were not used in a given round. Which means there can only be bonus markers on crafting tiles in the second game round earliest.

It is allowed, that multiple players can use the same crafting tile. If so, then all of the players get all charges for the gardenbot through bonus markers.
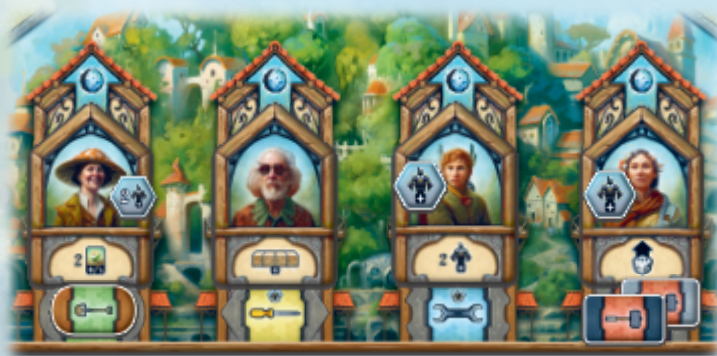

Brown has the shovel left and places it underneath the craft that was assigned to the shovel. Brown performs the offered actions and gaines 2 soil tiles to their personal supply. They also gain 2 bot charges because of the bonus marker. Grey and Black place their hammers below the craft on the right. They perform the offered action and upgrade their energy die. Both gain 1 bot charge from the bonus marker.

After all of you have used one crafting tile:

▶ Discard all crafting tiles including bonus markers, that have a tool below them.
▶ Flip all existing +1 bonus markers on crafting tiles to the +2 side.
  💡 Note: A crafting tile cannot have more than +2 bonus bot charge.
▶ Put a bonus marker +1 on the crafting tiles, that don't have a tool below them or a bonus marker on them.
  💡 Note: The small symbol of a bonus marker above the tool symbol indicates if the bot charge bonus increases or not. Is the symbol visible add a bonus bot charge. If not, do not add a bonus bot charge.
▶ Put all discarded crafting tiles to a discard pile. If the draw pile should be empty, shuffle all discarded tiles and place them as a new drawing pile.
▶ Draw a new crafting tile for ever empty spot and place them on the game board.

The green and red crafting tiles get discarded - including the bonus markers. Another bonus marker is left from a previous round on the blue craft. Flip the bonus marker so it shows +2 bot charges. Place a new bonus marker on the yellow craft that was not used. Finally draw 1 new craft tile for each empty craft space.
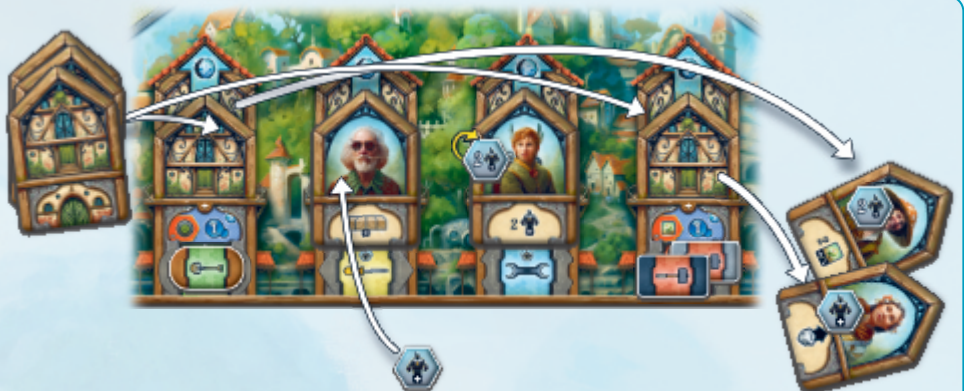
The tools remain on the game board until the end of the round. At the beginning of the fourth and last round, move all crafting tiles slightly upwards, so you can see the scoring categories. When choosing a crafting tile in round 4 you also choose a scoring category for leftovers in the final scoring. You can score either leftover flowers, soil tiles in your personal supply, unused standby markers or bot charges. For details on those scoring categories see the Chapter Endgame Scoring on page 23.

Move the crafting tile upwards so the moon icon reminder gets covered. Bonus markers stay on the crafting tile.

The scoring category for the final scoring is now shown.

The Forests

When delivering flowers to freight containers you will earn green energy. Because you use the flowers, you make space to plant forests. Forests are one of the best ways, to generate oxygen. You plant them on top of your empty flowerbeds and soil tiles. This is mainly done in the Forest Phase. Details on this phase you'll find in the chapter »The Forest Phase« on page 20.

Forest Tiles Structure

There are three different colored forest tiles (brown, green and lilac). The color is important to some of the oxy farm cards. All forest tiles have two sides. You always plant forest tiles with its side I faceup. Later in the game, you can grow your forest and flip the tile to its side II. Both is done by actions. On the forest tiles, you'll find the following informations:

Side of the Forest Tile (I or II)

Income

No income any longer
on the flipside

Immediate effect when placing

Oxygen Points in Final Scoring
(only on side II, indicated on side I to show what is
on side II).

You place forest tiles with the **Action »Plant Forest«.** You place them with their **frontside (I)** facing up. You perform this action mainly in the forest phase. For planting a forest, you often receive **oxygen points immediately** and sometimes you raise your **income at the end of the round**.

If you already have planted forests, you can use the action »Grow Forest« to flip a tile to its **side II**. Your income will decrease in favour of valuable **oxygen points in the final scoring**.

The Flowerpots

At any time in the game, you can move flowers from your growing area to your flowerpots. But only in this direction and not the other way around! The Flowerpots show you which kind of flower can be planted there. If there is a grey cube printed on them, you can plant any color you want. But if there is a certain color printed on the flo-werpot, you can only plant a flower with the matching color there. Flowers that have been planted in pots, may still be used like the flowers in your growing area. You are allowed to move them from one pot to another pot anytime.

Strategic advice: Use your flowerpots to make room in your growing area in order to be able to plant forests.

Many flowerpots show Oxygen Point icons for the final scoring. You will score these points if the indicated flowers are in the flower-pot by the end of the game. Please see the final scoring on page 23 for details.

You can find 2 flowerpots you can you use pre-printed on your platform board. Flowers of any color may be placed there. The flowerpot in the lower right corner has to be activated by spending 1 bot charge when placing a flower in it. Many extension cards have flowerpots on them.

1 oxygen point in the final scoring if any 1 flower is placed here.

The Forest Phase

You play the Forest Phase in turn order. When it is your turn, you can choose **only one** of the following two options:

▶ Take 1 forest tile from any 1 forest stack and perform 1 **action »Plant Forest«**. If you cannot perform the action, you cannot take the tile. **Additionally** or **alternatively** you can perform another **action »Plant Forest«** with one of your personal forests that are next to your tool shack.

▶ Or: Perform 1 **action »Grow Forest«** with a forest tile already in your growing area. Flip the tile to its side II.

Action »Plant Forest«

Place 1 forest tile with its **side I faceup** in your growing area. You have to place the forest **on top** of flowerbed tiles and/or soil tiles and cover those with it. The covered space has to be free of flower cubes and cannot have empty spaces inbetween.

▶ **Reline Forests with soil:** Before placing the forest you may place as many soil tiles **from your personal supply** into your growing area, where you wish to place your forest. **When you reline, you do not place flowers on the soil tiles!** You also **do not** get any bonuses you cover! And the placed soil tiles **have to** be covered by the placed forest tile immediately.

> Just imagine you throw a shovel of nutritious soil under the forest tile – to level the height difference and keep the tile from wobbling.

Immediate Placement Effects from the Forests

For all forests, except for the small 2×2 personal forest tiles, you'll immediately get oxygen points for planting them. You'll get a number of oxygen points depending on the value of your energy die.

On most of the forest tiles, there is also a number printed beside the die. Add this number to the number of the energy die.

Example: With this symbol you'll get oxygen points equal to the number of your die plus 1. If your die shows 2, you'll get 2+1=3 oxygen points.

For all the squared forest tiles, you'll get a free upgrade of your energy die as a placement bonus. Turn the die to the next higher number. An upgrade is not longer possible after reaching number 6. This is the only effect you'll get from your personal forests.

💡 **Note:** Do not forget that all energy die upgrades trigger your starting battery modules.

> Upgrading your energy die is essential to produce oxygen points when planting forests. Also, your energy die gets you oxygen income each round in the income phase (see next page).
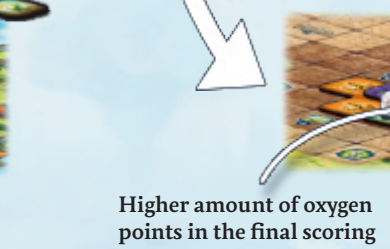
Example for Planting and Growing Forests

1 You want to plant the lilac forest in the area indicated by the arrows. Two of the spaces of your growing area prevent the placing of the tile (as indicated by the red arrows): one orange flower is in the way as well as one empty space.
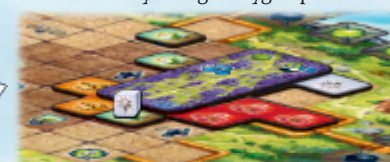
3 Now, you can place the forest tile. Remeber that you'll get oxygen points immediately!

4 Later in the game you can »grow your forest« to gain valuable oxygen points in the final scoring.

2 You take one soil tile from your personal stock and place it without flower on the empty spot (»reline«). The orange flower you move from the flowerbed to a flowerpot.

Higher amount of oxygen points in the final scoring

No income any longer

The Income Phase

In the Income Phase you get **income of oxygen and energy**. Add these 3 values together:

Oxygen points indicated through the **number of your energy die**.

Green energy and oxygen points as visible on the **forest tiles.**

Oxygen points through the **current level of your Arbor.**

Your energy die shows 3 pips, therefore you gain 3 oxygen points.

The income of your forests is 2 energy and 2 oxygen points.

You reached level 2 of your arbor and gain 4 oxygen points.

In total you receive 2 green energy und **3+2+4=9 oxygen points** as income.

You gain the sum of oxygen points and move your disc on the oxygen track accordingly. Use the number of gained green energy to perform 1 Action »Energy Track«.

End of the Round

At the end of round 4, you immediately perform the endgame scoring. At the end of any other round, follow these steps:

▶ Take back your 4 tool tiles and refresh your overtime marker.
▶ Discard the two extension cards left and right next to the telescope and put them on a seperate discard pile for every different type.
▶ Move the telescope to the next space, pointing to the moon symbol of the next round.
▶ Move the extension cards towards the telescope to fill the empty card slots besides the telescope. Draw new extension cards to refill the empty card slots.
▶ Give the starting tree to the player to your left.

💡 Note: In the unlikely case the draw stacks are empty, shuffle the discarded cards and create new draw piles.

1 Remove 1 oxyfarm card to the left and 1 module card to the right of the telescope.

2 After that, move the telescope 1 step to the right.

3 Now slide the remaining extension cards towards the telescope.

4 Finally you draw 2 oxy farm cards and place them on the empty slots.

Variant

If you want more extension cards in play, remove two cards on each side of the telescope instead of only one. Move the rest of the cards as usual and refill the empty slots. This way a new module card will come into play as well. This variant is recommended in plays with 2 players or solo when due to the player count less cards will be taken.

Specific Actions and General Notes about Iconography

In this chapter, we explain some unique actions you will find on extension cards or crafting tiles. In **pLanta NuBo,** there is a huge variety of possible actions.

Symbols with actions

A wider »or« line separates 2 possibilities to perform a certain action.

A filled blocky red arrow shows costs you have to pay in order to perform a given action. In addition, it is specified how often you are allowed to carry out the conversion.

Actions

Action »Compost potting soil«

You can compost up to three flowers from 1 of your personal freight containers. Do not discard the freight container!

Action »Craft Services«

You can use any one of the currently displayed crafting tiles. Perform the crafting as described in the Crafting Phase. If there are bonus markers on the crafting tile, you do not use them!

Action »Power-up«

Place 1 standby marker on any of your action modules and 1 battery marker on any of your battery modules (not on your extension workshops).

Examples for iconography on cards

Perform the uppermost **or** lowermost action. If you perform the lowermost action you need to spend 1 bot charge first.

Perform both actions. Gain 1 bot charge **and** either gain **or** compost 1 yellow flower.

Deliver 1 flower to 1 airship at the airport **or** spend 1 bot charge to deliver 2 flowers to the airship. You may use the warehouse but you are limited to one use when delivering two times.

Iconography on Battery Modules and Oxy farms

The action or requirement in the light blue arrow must be performed or fullfiled, so you can use the effect on the right side. A **1×** means, you can do this once in a players turn.

For each element on the left of the colon, you'll get the effect on the right of the colon once.

Starting Battery Modules: On the left of the open arrow you see the action »Ugrade Energy Die«. Once you upgrade your energy die, you can use the effect on the right side of the open arrow. In this example you may upgrade a plugin marker for each battery marker on this module.

Oxyfarm: For each visible (not covered by a forest) purple flowerbed space you'll receive 1 oxygen point in the final scoring.

Oxy farms

The scoring options of the oxy farms are as versatile as the whole game itself. But the repeating iconography helps you to understand, for what you receive oxygen points in the final scoring. Here are some specific examples:

Per 2 lilac forest spaces in your growing area you gain 1 oxygen point. You may score a maximum of 16 forest spaces for a total of 8 oxygen points.

For your longest straight column of adjacent forest spaces you score 1 oxygen point for each forest space. The forest spaces do not need to be on the same forest tile.

For each loading space **not** delivered to on your personal freight containers you score 1 oxygen point.

For every covered space in your growing area framed by a cupreous pipe you gain 1 oxygen point.

For each full moon icon on your extension cards you gain 1 oxygen point. This includes all oxy farms as well as module cards with flowerpots that have an oxygen point icon.

For each visible unique type of flowerbed space p your growing area you gain 1 oxygen point. Since there are 6 unique types you can score a maximum of 6 oxygen points.

Final Scoring

After the Income Phase in round 4, the game ends and you perform the Final Scoring. In the Final Scoring, you'll get oxygen points from different sources, which are indicated by this symbol 🌐 and a light blue background. Add those oxygen points to the ones, you collected during the game on your oxygen track. The player who collected **the most oxygen points wins.** If there is a tie, the player who played the most extension cards wins. If there still is a tie, you share the victory!

Score the following categories in this order and collect the oxygen points on the oxygen track:

1 **Grown Forests:** Forest tiles on side II.

2 **Flowerpots and Extension Workshops:** Score flowerpots with the matching colored flowers on them. If you have remaining standby markers on your extension workshops cards, you receive 3 oxygen points for each marker remaining. Return the standby markers to the supply.

3 **Oxy farms:** Score each card individually. If they require to convert certain components into oxygen points return those to the general supply. You may score the cards in the order of your choice.

4 **Leftover Scoring:** In the Crafting Phase of the last round, while performing your crafting action, you also choose a scoring option for spare materials. Count the elements of your marked category and change them into oxygen points (if necessary, round down).

Spend leftover standby markers from your action modules.	Spend 2 leftover flowers each from your platform.
Spend leftover bot charges from your gardenbot track.	Spend leftover soil tiles from your personal supply.

You have 2 of your forests on their side II **1** and therefore score **4+6=10 oxygen points.** Then score the red flower in the flowerpot **2**, place it back in the general supply and gain **2 oxygen points.** You realize that you can score another point if you store 1 flower in the lower right flowerpot **3**. You spend 1 bot charge **4** and move 1 orange flower from your bed to the flower pot, then discard the flower to gain **1 additional point.** Also you have 2 oxy farm cards. Card 24 **5** gets you 1 oxygen point for every purple flowerbed space in your growing area, regardless of there being a flower on it or not. You score **2 oxygen points.** Card 3 **6** gets you **3 oxygen points,** after you discarded 1 standby marker and 1 soil tile (from your personal supply) to the general supply along with 1 gardenbot charge. Finally **you** count your leftover flowers **7**, since you chose this leftover scoring in the Crafting Phase. You have 5 flowers left and gain **2 oxygen points,** rounded down.

In the final scoring **you** will gain a total of **10+2+1+2+3+2=20 oxygen points.** Add those points to the **45 oxygen points** you already gained during the play for a total score of **65 oxygen points.**

Sologame ~ Setup

In the solo game, you are playing against **Botbot** and try to get more oxygen point as your bot opponent. Botbot has **four different difficulty levels.** Choose the level before the beginning of the game: Normal, Challenging, Hard or Very Hard. Check out the backside of the platform tableaus, choose the tableau matching the chosen difficulty level and use it for Botbot.

Setup a solo game in the same way as a two player game. Use the airship blueprints (A) with 1 dot and 2 dots. You see them on the blueprints next to the letter A. The third airship blueprint will remain in the game box. Then choose a player color for Botbot and setup his personal area as follows:

1 Place the solo board. Level 1 in this case.

2 Place the bot charge marker on space 0.

3 Draw 1 freight container from the draw pile and place it on the uppermost docking slot on the solo board.

4 Cover the other 4 free docking slots for containers with 4 barricade markers.

5 Place 1 flower of each color into the flower supply on the solo board.

6 Place Botbots Arbor Level marker on the starting space of the Arbor track.

7 Use Botbots point marker to mark the rightmost freight container in the docking spaces on the game board.

8 Shuffle the 6 Solobot tiles and place them as a face down draw pile next to the solo board.

9 Randomly determine a starting player and assign the starting tree respectively. Choose your starting cards and hand out starting resources depending on playing order. For Botbot use the die instead of the disc on the oxygen point track (with 1 pip facing up). Botbot will not get starting cards.

10 Prepare three small 2×2 forests for Botbot.

The solo game can start now!

💡 Remember to place flowers on the rightmost spaces on all freight containers in the docking slots on the game board.

Sologame ~ Gameplay

During your turn, you play as in a multiplayer game. In Botbots turn, you draw a solobot tile and perform the actions that are indicated on this tile.

▶ **Tool Phase:** You play your turns alternating from each other.
▶ **Crafting Phase:** Botbot gets one oxygen point and the gardenbot charges, that are on the crafting tile.
▶ **Forest Phase:** Botbot does nothing.
▶ **Income Phase:** Botbot gets oxygen points according to the number on its energy die, Arbor level and forests with the side II facing up (only higher difficulty levels – see page 29).

Special Bot Charge Track for Botbot

Botbot has a different charge track than your garden bot. Move the charge marker up and down the track, depending on if Botbot receives or spends bot charges. If Botbots charges move above space 5, the charge marker remains on space 5 and Botbot receives 1 oxygen point for each charge over 5.

If its Botbots turn perform their turn as follows:

Draw Solobot Tile

Draw the next solo tile at the beginning of the turn and place it on an open stack.

Define the action »Place Tool« for Botbot

1. Check the column with the blueprint symbols on the solobot tile: Start with the **upmost blueprint symbol in the column**. On the solo board, there is a **requirement** ❗ and an **action** ✔ assigned to each blueprint symbol. For now, check **only** the requirement. If the requirement is met, you then move on to step 2. Is the requirement not met, check the next blueprint symbol in the column and so on.

2. Check the column with the tools. Start with the **upermost tool in the column**. Check if Botbot has used this tool already. If so, check the next tool in the column and so on. If they haven't used the tool, you need to check if Botbot can use this tool next to the matching blueprint from step 1. If so, move on to step 3. If not, move on to the next tool in the column and check again.

Important: When checking the airship blueprints consider how many dots are indicated next to the symbol and choose the blueprint respectively.

3. Now check the colum with the position arrows. Start with the **upmost position arrow in the column**. Check, if Botbot can use the tool from step 2 in the displayed position next to the blueprint. If so, move on to step 4. If not, check the next position arrow in the column and so on.

4. Place the tool on the position, that you've determined in step 3. Perform the **action** ✔ that is assigned to the blueprint on the solo board. After that, check the other blueprint, where you had placed Botbots action marker next to (the tile, that hasn't the symbol from step 1 printed on). Perform **also** the **action** ✔ of that blueprint or the action of that flowerbed, if it is a flowerbed tile. Check the solo board for more informations. Also, Botbot always works overtime.

Important: In the rare case, that Botbot can't place a tool next to a blueprint: Take the unused tool, which symbol is upmost in the column. Place it **on** the blueprint from step 1 (you can ignore the placement rules here). This blueprint can't be used for the remainder of the round and Botbot doesn't work overtime, but only performs the action that is assigned to that blueprint.

5. After performing actions as described in step 4, Botbot also performs the **action printed on the active solobot tile.** (see the bottom of page 27 for more details).
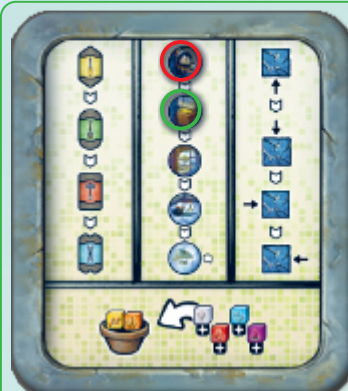
Step 1: Check the symbol »Remove Barricade« by looking in the blueprint column from top to bottom: Botbot has to be able to remove a barricade. For this example, we assume all barricades have already been removed. Botbot does not meet the requirement. Go on to check the next blueprint symbol and the requirement »Compost«: Botbot must have 3 or less flowers in their supply. This is the case.

Move on to step 2.

Step 2: Check the current solobot tile for the tool to place, in this case the »screwdriver«. Now you check if Botbot is allowed to place the screwdriver next to the blueprint »Compost«. They are not since your tool »screwdriver« is already next to the blueprint. You check again on the solobot tile and find the tool »shovel« next in line. Botbot is allowed to place the shovel.

Now, in **step 3,** determine the position for the placement of the shovel by checking the column with the position arrows. Both the upper positions in the column are already taken. So the tool will be placed in the third position indicated. Now perform **step 4,** the actions assigned to the blueprints »Compost« (first) and »Deliver Airships« (second) on Botbots board.

Sologame – Botbot's Actions

If Botbot used a tool, they always perform the special actions matching to the selected action tile. Remember that Botbot always works overtime! The different actions of Botbot are:

Substitute Action

If Botbot can't do any action, maybe because it cannot meet the requirements, then it will always take the action »Gain 2 Flowers«. Check the actual flower supply and the personal freight containers on the solo board:

▶ Check the lowest freight container with empty slots available and give Botbot one flower that matches the color of the leftmost empty spot in this container to its flower supply.

▶ Repeat that procedure for the second flower with the second lowest freight container (if there is any) or otherwise the second leftmost empty spot on the lowest freight container.

▶ If there is no empty slot in its containers on the solo board, Botbot will gain one bot charge for every flower it can't take.

Botbot performs the action »Gain 2 flowers«. You check the lowest personal freight container on its board. There is only one container. Indicated by the leftmost slot Botbot gains 1 purple flower for their flower supply. Since no other free slot is available on a freight container Botbot will not gain a second flower but 1 bot charge.

Flowerbed

Action ✓: Botbot takes the upmost flowerbed (if available) of the matching flowerbed stack and places it next to the solo board. Then put 3 flowers of the matching color in its flower supply.
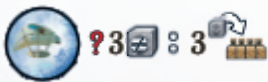
Deliver to Airships

Requirement ❓: Botbot has to have at least three different flowers in their flower supply.

Action ✓: Botbot delivers **up to three** flowers to the freight containers on the game board:

▶ Botbot delivers from right to left **up to two** matching flowers to that freight container, that is marked with the point marker of its color.

▶ Move the point marker one space left to the next container. If it already was the leftmost container, circle back to the rightmost container.

▶ Botbot delivers from right to left **up to two** matching flowers to the new container, marked with their point marker until all three flowers are delivered or a delivery is not possible anymore. Finally go with the marker to the only container left, if you still haven't delivered three flowers.

▶ For each 2 green energy they get from these deliveries, Botbot gets 1 oxygen point immediately. If there is 1 green energy left, indicate that by puting a soil marker to the battery symbol on their solo board.

▶ For each completed freight container, Botbot receives 1 oxygen point as a reward.

Since the requirement of having at least 3 flowers in their supply is met Botbot delivers: First to the freight container marked with the point marker, which is completed by delivering a red flower. Move the point marker to the next container 1 position to the left. Botbot delivers, from right to left, 2 yellow flowers (Note: Botbot never uses the warehouse). Botbot receives as its reward 3+3+1=7 green energy, which means 3 oxygen points and has 1 energy left. From a previous turn its has 1 energy left, which is indicated by a soil tile on its solo board. It removes the marker to add 1 energy to the 7 energy just earned. Botbot therefore gets 4 oxygen points plus 1 additional point for completing a freight container.

New Freight Container

Requirement ❓: Botbot has to have available empty docks to place one new freight container on the solo board.

Action ✔: Botbot takes the container from the **top** queue slot and places it to the **lowest** empty dock on its solo board. It also receives one bot charge. Refill the queue after the action.
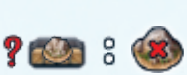
Remove Barricade

Requirement ❓: There is at least 1 barricade left on the docking slots for freight containers on the solo board.

Action ✔: Botbot removes the upmost barricade. They doesn't perform a bonus action by removing the barricade.
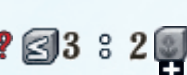
Fresh Flowers

Requirement ❓: Botbot has 3 or less flowers in their flower supply.

Action ✔: Botbot performs the action »Gain 2 Flowers« (see »Substitute Action« on the previous page).

Growing Arbor

Requirement ❓: Botbot meets the requirements to upgrade their Arbor to the next level.

Action ✔: Botbot upgrades their Arbor to the next level.

Requirements Upgrading Arbor

The following requirements have to be met to upgrade Botbots Arbor (depending on the chosen solo board). There are different variants of them:

Number of freight containers on the solo board.

Number of removed barricades.

Number of bot charges.

Number of flowers in the flower supply on the solo board.

Number of forests next to the solo board.

Number of flowerbeds next to the solo board.

Additional effect on the current Solobot Tile

If Botbot has used a tool and perfomed the corresponding actions, they use the additional effect of the tile (printed in the lower half of the tile):

Botbot gains 1 flower of each color that is currently not in their supply on the solo board.

Remove all flowers from the lowest freight container on the solo board and put them back to the general supply.

Remove both cards to the right and left of the telescope and refill the slots like usual.

Botbot gains 1 flower of each color.

Remove the freight containers in the queue and refill the empfty slots like usual.

Roll 1 of the dice not being used for the solo game. According to the rolled value:

Take the indicated forest tile from the general supply or Botbots personal supply of the three 2x2 forests, and place it with side II up at the right side of its solo board. If the indicated forest is not available take the next smaller one still available. Perform the immediate effect: Botbot gains oxygen points and/or upgrade Botbot's die.

Is this symbol next to an additional effect on a bot card, Botbot **has to** spend 1 bot charge, to receive the additional effect. If it cannot spend 1 charge, the additional effect will be ignored.

Deliver to Botbots own freight containers

Botbot delivers one time to **each** of its personal freight containers from bottom to top and from left to right. It gets green energy in the same way as in a delivery to freight containers on the game board.

Trade order on the solo board

If Botbot doesn't have the matching flower for a delivery, follow these instructions in the given order and perform the first one possible:

1. Trade three of the same color from Botbots flower supply for one flower of the needed color. If there are multiple possible colors for the trade available, choose the color as shown in the trade order on the solor board from left to right.

2. Spend one bot charge and take the needed flower from the general supply.

3. Cancel the delivery to this freight container and continue with the next container.

Completed freight containers will be discarded and the flowers on them go back to the general supply.

The die on the oxygen track

If the die on the oxygen track reaches one of the 10s spots (10, 20, 30 etc.), Botbot spends two charges of the gardenbot and upgrades the die by one number. If it doesn't have two charges left, it gets one charge instead.

Botbot receives 3 oxygen points and moves its die from 18 to 21. **Botbot** spends 2 bot charges, to upgrade the die from 3 to 4.

Gameplay – The next phases of the turn

The Crafting Phase

Botbot places the remaining tool on the matching crafting tile. Botbot **never** performs the action, that is indicated on the crafting tile. Instead it **always** receives one oxygen point.

Additionally Botbot gets the bot charges in form of bonus markers, that are on the crafting tile.

Botbot has the wrench left (4) and places it on the matching crafting tile.

- Botbot does not take a freight container.
- Instead it receives 1 bot charge from the bonus marker and 1 oxygen point.

The Forest Phase

Botbot does nothing and skips this phase.

The Income Phase

In the Income Phase, Botbot receives the following income:

▶ Oxygen points matching the faceup number of the die on the oxygen track.
▶ Oxygen points for the Arbor level.
▶ Oxygen points for the forests with the I-side facing up (only in higher difficulty levels, see page 29).

Note: At the end of round two, Botbot has used all six bot cards one time. Shuffle all cards and build a new draw pile.

Final Scoring

In final scoring, Botbot gets oxygen points for all grown forests at the right side of its solo board (forest tiles on their II-side).
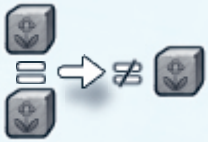
Difficulty Levels of Botbot

You can play the solo game in four different diffculty levels: Normal, Challenging, Hard or Extreme. Choose the matching solo board for Botbot in game setup. The following rule changes you have to consider for the higher difficult level in comparison to »Normal« level:

Difficulty Level Challenging

Botbot **doesn't need to spend a bot charge**, to perform the additional effect of the bot cards.

Difficulty Level Hard

Additional to *Challenging*: Botbot **trades two flowers** of the same color (instead of three) from its flower supply to one needed flower when it delivers to is personal freight containers.

Difficulty Level Very Hard

Additional to *Challenging* and *Hard:* If Botbot receives **forests**, they stay on their I-side at the right side of its solo board at first. They will be flipped to their **II-side at the end of the game** before the final scoring. Now, Botbot receives in the income phase the income from the I-side of the forest tiles.

Credits

pLanta Nubo started its journey as »Loyang Dice Game« designed by Mike Keller. Mike as ode. too, are huge fans of the game »At the Gates of Loyang« by Uwe Rosenberg, published in 2009 by H@ll Games. Mike did show his game to Uwe, who entered the project excitedly. Short after that ode. was playing the prototype and was asked by Mike, to also enter the project. From this moment on, the author fellowship developed the game together. After Thorsten Hanson and ode. founded The Game Builders in 2022, they quickly decided to publish the game through the new publishing company.

Many changes were implemented by the many wonderful game testers. The wise words of Julian Steindorfer and Roman Rybiczka were essential for the development of the game. Dirk Schröder and Karina Weening also made themself irreplaceable. And more game testers made it possible to develop the game with their very important feedback:

Notes

Planta Nubo is a passionate work. Before we published the game, many things were needed to get it ready: A long time of developing the game, the coordination between three designers Mike Keller at the head, many prototypes, many more prototype playtests, countless talks and long and lonely hours before the screen.

As a new publisher we learn more every day in making games: Writing the rules, manufacturing the components or the many questions around distribution – when you are playing our games, you can learn how learning all these things works for us. Inevitably there will be mistakes. In particular when time is short. So, we apologize for all these typing errors or some rules that are not as clear as they could be. But we will be available for all your questions around Planta Nubo. Please write to the e-mail address you see below or visit the Planta Nubo Boardgamegeek forum.

In addition we will update the living rules of Planta Nubo continuously and publish FAQs if necessary. You will find both on our Planta Nubo website. Follow the QR-Code below to reach it.

There have to be acknowledgements of these special people: Julian Steindorfer helped us in hard times with his wise words. And here it is anounced officially: He came up with the term »Overgrown« which now is the name of the solarpunk world Planta Nubo is located in. Lukas Siegmon did a great job to bring this world to life. Uli Blennemann, Matthias Nagy and Uwe Rosenberg had invaluable advice for us, when we assailed them with our questions. Last but not least there is Björn Pollmeyer, our graphic designer. Björn finished the layout and all the print data under immense time pressure. He saved the day for all of us!

We wish all of you much fun with Planta Nubo and its solarpunk world!

The Game Builders, August 2023.

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About Planta Nubo and the World of Overgrown

PLANTA NUBO is inspired by Esperanto. It roughly means »Plants in the clouds« or »Garden in the clouds«. It also is the name of the landscape, which you can see at the cover of the box. The site of Planta Nubo is a part of Overgrown and Overgrown itself that's our Earth 100 years in the future. After a big environmental disaster mankind has dared a new beginning. Salvation came from a unexpected side: the plants. Just before the final collapse of the ecosystem, the »arbors« grow out of the soil. They are gigantic trees, a safe haven for a great variety of species and mankind itself. The survinig members of mankind left the ground and built a new civilisation in the top of the arbors – now in harmony with nature.

Here mankind uses the relics of old technology in a better and sustainable way: They created the giant garden robots for example and fly around in beelike airships. All this for a common goal: To let florish a new and lush world, whom all call Overgrown nowadays!

It was a deliberate decision of us to locate Planta Nubo and Overgrown in the solarpunk genre. Solarpunk is a movement, which aims at a better and sustainable future. Regenerative energies, social participation, democratic commitment and environmental responsbility are some of its core values. Solarpunk is also characterized by urban gardening, green energy, recycled materials, sustainable transport and renewable energies like wind farms and solar plants. In contrast to dystopian narratives solarpunk features a positive vision of our future. It seeks for better and clever solutions to handle climate change and environmental pollution – just like you do when playing Planta Nubo!

Glossary – Arbor Level Requirements

To upgrade your Arbor to Level 1, 2 and 3, you need to meet different requirements. The tiles with the different upgrade requirements, you choose randomly at the beginning of the game. So they will be different every time you play the game:

Have removed the indicated number of barricades from your growing area (in this example 3).

Have planted the indicated number of forests in your growing area (in this example 3 forest tiles).

Have planted the indicated number of matching colored forest spaces in your growing area (in this example 9 brown forest spaces).

Have placed the indicated number of soil tiles (not covered by forest) in your growing area (in this example 5 soil tiles).

Have a grid of 3×5 or 5×3 of your growing area covered by flowerbeds, soil or forests.

Have covered the indicated amount of spaces of your growing area, who are connected with a cupreous pipe to your energy cycle (in this example 4).

Have the indicated amount of flowerbed spaces of the matching kind faceup (not covered by forests) in your growing area (here 5 orange flowerbed spaces).

Have the indicated amount of flower cubes on your platform (in this example 7 flowers). All flowers in your growing area and in flowerpots count.

Have placed the indicated amount of grown forests (II-Side faceup) in your growing area (in this example 1).

Your energy die has to have at least the indicated number faceup (in this example 5).

Have the indicated amount of matching extension cards added to your platform (in this example 6 extension cards of any kind).

Have upgraded the indicated amount of plugin markers in your energy track (in this example 4).

Have reached the indicated amount of oxygen points (in this example 10).

Glossary – Summary of Symbols

Moon phases. They represent the game rounds. The fuller the moon the later in the game. The full moon is the symbol for the final scoring.

Craft

Barricade

Warehouse, usable once per blue-print or module

Flower types

Any flower bed/any flower

Flowers

Freight container … at the airport (public) … at the tool shack (personal)

Any flower bed tile

Soil tile

Standby /Battery marker

Plugin marker … up-graded

Energy die

Extension card

Module card

Oxy farm card
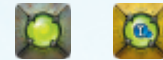
Forest tiles … of a specific type

Brown

Lilac

Green

Side I

Side II
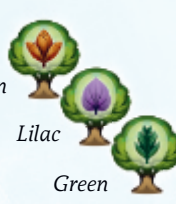
Forest spaces of a specific type

Brown   Lilac   Green

Connection between extension card and energy track (root wire)

Connection between growing area and energy track (cupreous pipe)

Green energy

Oxygen point

Oxygen point in final scoring
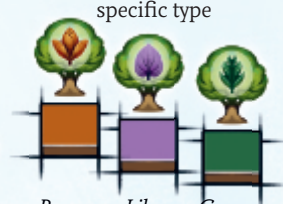
Gardenbot charge

Income

Glossary – Action Overview

Cost arrow

»If, then …« arrow

Receive from the general supply

Remove

Perform 1 adjacent action tile.

Perform both adjacent action tiles.

Receive:

1 Gardenbot charge

1 flower (type of your choice)

1 Extension card

1 Freight contai-ner (personal)

1 Soil

1 flower bed (type of your choice)

Remove 1 flower and compost it

Remove 1 barricade

Upgrade 1 plugin marker by flipping it to its backside.

Grow 1 forest tile by flipping it to its back-side.

Receive 1 soil from the general supply in your personal stock **or** place 1 soil from your personal stock in your growing area.

Upgrade your arbor to its next level (if you meet the requirement) and per-form the bonus action.

Upgrade your energy die.

Receive 1 standby and 1 battery marker. Place them on appropriate module cards.

Perform 1 module action (but not the extension workshop).

Perform the module actions of one of your extension workshops.

Perform the action(s) of one of the crafts on the game board.

Ignore the demanded color when delivering to personal freight containers.

For each battery mar-ker on the left side, get what's indicated on the right side.

Fully completed personal freight container.

Compost 1 flower from a space enclosed by cupreous pipes. Put it on your compost pile (not in the general supply). Then you receive 1 oxygen point for doing so.

1