

# Plant Wars – Heroes vs Villains Card Game

## Think it's easy being green? Think again!

Using this resource, students dive into some of the challenges native plants face. From invasive species to wild weather, everything has an impact on plant survival.

This resource can be used for a class-wide game, 1v1 player activity, kick-starting a research project about plants in your area, inspiring your students to make their own plant cards, and MORE! This multi-purpose resource is as diverse as the flora found in Alberta's natural places!



## Card Features

Diagram illustrating the features of different card types in the game:

- Sidekick Card:**
  - Defeated ONLY by Sidekick Card
  - Example: **CHOMP CHAMPION** (Beaver)
- Invasive Plant Card:**
  - Defeated ONLY by Sidekick Card
  - Example: **OXEYE DAISY** (Noxious)
- Native Plant Card (front):**
  - Plant Type: Grass
  - Defeated ONLY by Sidekick Card
  - Example: **SPEAR GRASS** (Needle-and-Thread)
- Native Plant Card (back):**
  - Defeated ONLY by Sidekick Card
  - Can defeat... Wild Appetite
  - Example: **SPEAR GRASS** (Needle-and-Thread)
- Sidekick Card:**
  - Example: **WEED PULL POWER**
  - No weakness! Cannot be defeated by any other card.
- Natural Phenomena Card:**
  - Defeated ONLY by Sidekick Card
  - Example: **FLOOD FIEND**

Additional notes: A Native Plant can be defended from an Invasive plant attack.

# Plant Wars – Heroes vs Villains

## Card Game

Cards demonstrate who they are defeated by in 1v1 play (Weaknesses) and who they can defeat using their Secret Weapons (adaptations).

### Printing Instructions

1. [Download pdf here](#). Print **double-sided (flip on short edge)**, in **colour**, on **8.5x11 size paper**.
2. Cut out each card with a conservative border of black around each card to ensure any printing discrepancies do not hinder the final product.

*Note: Not all printers may be calibrated the same, so use discretion when printing the cards double-sided and review that when cut out, each side of the card fits within the final product.*

3. Place as many cards as possible on a lamination sheet and laminate.
4. Cut out each card. *Optional: round the edges of each card so sharp corners are removed.*

### Playing Instructions – Group Game “Plant Wars”

1. Determine the complexity of the game:
  - Level 1 – **Native plants (green)** vs **Invasive plants (red)**
  - Level 2 – **Native plants (green)** + **Sidekick cards (purple and yellow)** + **Invasive plants (red)**
  - Level 3 - **Native plants (green)** + **Sidekick cards (purple and yellow)** + **Invasive plants (red)** + **Villain Sidekick cards (black)** + **Natural Phenomena (blue)**

It is recommended to introduce the game with the simplest version using only Native and Invasive plant cards. As students become more familiar and discover that ecosystems are more complex, you may choose to introduce one or two different cards to either help the Native Plants or make it more difficult for them by introducing more challenges/villains.

2. Sort and select the cards in advance. You may wish to keep it random, or sort cards based on Natural Region, Habitat, Severity of Spread, or Plant Type, based on the features on the back of the card. The teacher can further change the difficulty by handing out more or fewer Invasive Plant cards.
3. Distribute one card per student discreetly as to not reveal their identity. Students should take care to hide their card from other players as best they can.
4. Students navigate through an open space (classroom or outside), and discreetly meet up with a classmate and reveal their cards to each other.

# Plant Wars – Heroes vs Villains

## Card Game

- If a Native Plant encounters an Invasive Plant, they walk away from each other (encourage about 10 paces away), and “die”. (Students pretend to wilt and fall to the ground where they remain). The teacher can choose to replenish the population by giving a different card, thus manipulating how the game will go.
- If a Native Plant encounters another Native Plant, nobody “dies” and the game continues as usual.
- The game continues until all Native Plants have “died”.

### Discussion

- What happened to all the Native Plants? (Invasive Plants took over the habitat)
- How could an ecosystem become affected by Invasive Plants?
- How can humans defeat Invasive Plants? How can we help Native Plants? Introduce the idea of “sidekicks” that can help protect Native Plants (Plant Pal)
- *Optional: How can humans accidentally help Invasive Plants take over? Introduce the idea of “villain sidekicks” that can help Invasive Plants spread (Trail Tromper) or can hurt plants (Tree Vandal).*

### Going Further...

5. Play the game again but include some other plant cards such as sidekicks to help or hurt the plants. **Each sidekick card describes their Weakness(es) (the ONLY way for that card to LOSE in an encounter).** If the player encounters another player who is NOT that player’s weakness, nothing happens to either player and the game continues.

**Exception: Native Plants are ALWAYS defeated by Invasive Plants (having additional sidekicks just makes it even more difficult for native Plants as they now have to worry about additional Villains such as Wild Appetite.)**

### Discussion

- What made it more or less difficult for Native Plants? Explain your reasoning.
- What do you think would happen if all the Invasive Plants were eliminated?

# Plant Wars – Heroes vs Villains

## Card Game

- Which Hero Sidekick is most helpful/valuable for a Native Plant? Explain your reasoning.
- Why do you think some Sidekicks can choose to be a Hero Sidekick or a Villain Sidekick?

### Wait... There's More!

- **1 v. 1 War game:**
  - o Set up a privacy screen between the two players similar to Battleship game.
  - o Separate Invasive Plant cards (red) and Native Plant cards (green) first, set aside all remaining sidekick/action cards.
  - o Split both the red and green decks in half (roughly), ensuring each player gets one stack of red and one stack of green cards. Each player selects 5 red cards and 10 green cards to start the game. Red and green cards NOT selected get shuffled back into the remaining card pile (draw pile).
  - o Youngest player goes first.
  - o Game play:
    - Climate Chaos defeats ALL plant cards including Native Plants and sidekicks/attacks unless the weakness states "None". Invasive Plants are not affected by Climate Chaos. If a player plays Climate Chaos, their opponent must play TWO Invasive plant cards at once. If they do not have two Invasive Plant cards in hand, they go through the deck until they find two red cards to collect.
    - Invasive plants defeat Native plants, unless defended by a sidekick support feature.
    - Invasive plants can only be defeated by their Weakness (sidekick).
    - Native plants can defeat sidekicks/attacks only applicable to their Secret Weapons.
    - An attack (Invasive plant or sidekick card) can be played at any time after the first Native plant is played, and if the card it is attacking shows a weakness that matches the playing card.
      - Example: A Native Plant card with a weakness of Flood Fiend, Trail Tromper, and Flower Picker (listed on card) can only be attacked by one of those weaknesses or an Invasive Plant.
      - Therefore, Flood Fiend can be played on the card, but Drought Demon could not.

# Plant Wars – Heroes vs Villains

## Card Game

- If a player loses an attack, they must draw a card from the draw pile to their hand and miss a turn.
  - Rallying attacks can occur. This happens when Player 1 attacks, Player 2 defends, but Player 1 plays a counterattack. The winner is determined by whoever cannot defend the final attack. They then draw a card from the draw pile and miss a turn.
  - Native Plants can be played on other Native Plants as long as they are DIFFERENT plant types. Example: A flowering plant is played, and the opponent chooses to play a wetland plant. If they do not have a different plant type they can choose to play a sidekick action card or invasive plant card. If they can't they must draw a card until they can play a card.
- **Objective of game: First player to have an empty hand, wins!**
  - Players take turns playing cards in the play zone until they are out of cards from their hand.
- Because these cards contain a variety of information, teachers and students are encouraged to make up their own versions of games. Did you invent a version of a game your class loves? Let us know! Contact us at [sweducation@gov.ab.ca](mailto:sweducation@gov.ab.ca) to tell us about how you use these cards!