

# GRASS INVASION

SAVE THE SAGUAROS



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# Situation

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A dangerous, invasive grass species has moved into the desert, brought into the ecosystem to reduce erosion and feed cattle. However, this invasive species poses a threat to the native habitat by acting as fuel for dangerous wildfires.

Four workers, the Activist, Scientist, Rancher, and Ranger, are trying to keep their desert ecosystem safe - as well as advance personal agendas.

But will their help be enough to Save the Saguaros?

## Terminology

### Grass/Credit (👍)

An invasive grass species: Weeds that spread throughout the game.



When removed from a land, Grass becomes Credit by flipping the token, and may be spent to take other actions.

**Worker** – Meeple matching each role's



color

**Intervention** – Community, Research, and Policy cards that have additional actions on them, available to any worker

**Play** - Place a worker on an action or land

**Saguaro** – The cactus stand-up in the middle of the board

**Land** – A single hexagonal tile that gets placed randomly on the board

**Land Type** – The color or biome of each land:



**Valid Land** – A land with the type that a specific worker can play on, listed on their role card

**Influence (★)** – Points earned to win the game



# Setup

1. Place the central saguaro cactus stands:

## **3 players**

Place 1 saguaro on the central hexagonal tile marked with 3p.

## **4 players (Work in Progress)**

Place 2 saguaros on the hexagons on the spaces marked with 4p.

2. If playing with 4 players remove one of the Park lands without a yellow band. Fill in the rest of the board with the rest of the land tiles.
3. Place one or two Grass tokens on all lands with one or two yellow bands respectively.
4. Place the 3 Intervention Cards on the side of the board; Research and Policy should be face down (locked).
5. Assign a role to each player. If there are only 3 players, leave the Analyst Role out.
  - a. Give each player the Role card and 1 Worker and that matches their role color.
  - b. Place all additional workers next to the side, these are unlocked later in the game.
6. Place a colored pawn representing each player at the Start of the Victory track on the side of the board.
7. Give the Supervisor (First Player) token to the Rancher.



# Your Goal

The goal of the Grassvasion is to gain Influence (★) by performing actions that create beneficial situations for your specific Role.

Influence may also be gained in ways available to all players by:

- Rallying via the Community card
- Spending 3 👍 on Self Interests

Influence is tracked via the numbered grid on the side of the board. The first player to 10 ★ wins the game once there are no fires on the board.

## Influence Track

The Weather dice and the Intervention cards are locked behind sections in the Influence track. The effect is immediately unlocked for everybody when one of the players reaches the necessary level of Influence.

Influence to Unlock	Effect
2	+Weather dice, unlock the weather dice for use during the Roll Step.
3	+Worker, give each player their second worker to be used during the Play Worker step.
4	Unlock Research, flip over the Research Intervention Card
8	Monsoon, every time a player reaches 8 points, roll the Spread dice immediately and resolve it's effects.

# Round Summary

## 1. Play workers

- Starting with the player who possesses the Supervisor (First Player) Token, each player will place one of their workers on a valid land or Intervention card to take an Action. (see Basic Actions)
- There may only be one worker on a space (land or Intervention) at a time.

This continues player by player, passing clockwise, with each player placing one worker, until all the players are out of workers.

## 2.1 Roll the Spread dice

- Roll a land type, represented by the color of the dice, and add 1 Grass to each land of that type that already has Grass on it.
- Then add 1 Grass to all adjacent lands with grass.



## 2.2 Roll the Weather dice [Unlocked at 2 Influence]

Rain



Spread again on the land rolled on the Spread dice.

Fire



Add 1 Fire to the land with the most Grass and no other fire

Calm



No additional effect

## 3. Spread Fires to any adjacent Grass (see Fire)

## 4. Reset

- Retrieve all workers from the board
- Remove Scientist Analysis credits and Strike Team if Unlocked (see Intervention Actions - Policy)
- Pass the Supervisor token to the next player and restart the Turn Order

# Fire



## Starting:

If Fire is rolled on the Weather dice, add one fire token onto the land of any type with the most Grass, or one to each land where there is a tie. There can only be one fire on a land at a time.

## Spreading:

Fire spreads via any Grass at the end of the round. Fire will spread to any adjacent land that contains 1 or more Grass. The presence of a worker will not stop the spread of fire onto that land.

## Extinguishing:

To extinguish a fire, a worker must be able to play on the land and spend 2 Credits to remove the fire token.

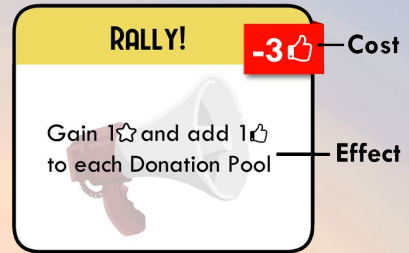
# Basic Actions

<b>Volunteer</b>	Play on a valid land to remove 1 Grass and place into your hand as 1 Credit to use for future actions.
<b>Intervention</b>	Play on either of the actions on Community, Research, and Policy if they are unlocked.
<b>Extinguish Fire</b>	Play on a valid land and spend 2 🍷 to remove a fire token.
<b>Donate Credit</b>	<p>At any time, players may place any number of Credit tokens on an Intervention Action or the Donation Pools on the board.</p> <p>When a worker takes an action with Donations on it, they may retrieve all of the Donated Credit tokens or use them to reduce the cost of that action.</p>
<b>Special Action</b>	Each role has a special action or ability they may use as listed on their role cards.
<b>Self Interests</b>	<p>Gain 1 ★ per 3 🍷 you choose to spend</p> <p>Any number of workers can take this action.</p>

# Intervention Actions

Play on either of the actions on Community, Research, and Policy if they are unlocked. Once unlocked any player may use the actions on an intervention card.

Some of these cost Credit to play or may award Credit / special advantages listed on the card.



## Community - Unlocked at Start

**Recruiting** - Gain credit with the local community, +2 👍

**Rally!** - Gather support for your cause. Gain 1 Influence, add 2 👍 to two different Donation Pools

## Research - Unlocks at 4 Influence

**Grant Funding** - Gain funding for everyone and help towards Publishing! Each player gains 1 👍 add 1 👍 to Publish

**Publish** - Unlock Policy, as knowledge increases each worker played on a land may take 2 actions until the end of the round.

*This includes the Rangers Exploration ability and the Strike Team.*

## Policy - Unlocked by Publishing

**Fire Relief** - Relief teams help reduce strain, extinguishing a fire costs 1 👍 instead of 2 👍 until the end of the round.

**Strike Team** - Place the golden worker on this card when it is revealed. When played on, use this worker to play on any land and remove all grass or a fire from it. The strike team occupies this land but cannot take any donations present.

*Strike Team is moved back to the Policy card during the Reset step.*



# Save the Saguaro(s)

The saguaro, a cactus stand-up, placed in the middle of the board is what every player needs to protect. In the event of a fire this land must be treated like it has Grass on it.



If there is fire adjacent to the Saguaro when it's time to Spread the Fire at the end of a round, the fire will spread there and all players immediately lose.

## Victory!

When one player reaches 10 Influence they're able to raise enough awareness and win the game.

You may read the winning player's section below to see how they take care of the Invasive grass once and for all!



# **The Rancher Changes the World**

You've seen the fires burning through your farm, across the unused lands and even spreading into cities. Enough is enough. You take your hard won profits and open a center dedicated to stopping wildfire spread and removing all Invasive Species.

After years of working, you see the progress you've made. A pristine landscape free of harmful weeds and safe from wildfire.

# **The Scientist Makes a Breakthrough**

You did it! Finally after analyzing all the grass you've found out what to do, how to stop the spread for good!! You publish your reports and share your findings with everyone. You see people actually start to take notice as mitigation techniques get formed around your new methodology.

With new funding the world around you changes and the native ecosystem is restored, all thanks to you.

# **The Activist Builds Support**

Through your strategic efforts and careful planning, you've successfully used your influence to halt the spread of the invasive grass species. Through key actions, like organizing community outreach and implementing targeted removal programs, you rallied local stakeholders and raised awareness. Your influence has shifted the tide, and thanks to your leadership, the invasive species' spread has been controlled, giving native plants a chance to thrive again.

# **The Ranger Raises the Stakes**

Pull grass, gather evidence, raise awareness, repeat.

You've been working tirelessly towards an impossible goal until...you succeed? That's right, your hard work pays off and the evidence is undeniable. The landscape is being invaded! Strike teams swarm the desert and clear out the invaders one by one until, after years of coordinated effort, it's finally done. You hike leisurely through the parks, appreciating each proud cactus and scurrying lizard *you* helped save. Just another job well done.

# Variations - WIP

## 4-Player

Use the Analyst. Add eight land tiles labeled (4P) to the grey outlines on the edge of the board (30 lands total)

## 3-Player

Do not use the Analyst. Do not add the eight 4P land tiles (22 lands total)

## 2-Player: Place & Race

Use all four roles, giving 2 to each player. Place all Intervention Cards face up. Give each player their workers (4 per player total)

Take turns placing each of the 22 land tiles onto a spot on the board.

## 1-Player: Solo Mode

Take one of each worker color, place the other near the Locked Policy Card. Remove all role cards, each worker can only be placed on their color of land and all of your resources will be pooled together.

You may reduce your Influence by 1 ★ to immediately remove a worker and play it again.

When you extinguish a fire move down one on the Influence tracker. Your goal will be to remove all the Grass from the board with as many points as possible.