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# VINES

FOR HUMANITY

A PUZZLE GAME FOR CONSCIOUS HUMANS

Chapter Two  
**"The Awakening"**  
VINES 81 - 160

## HIPs Conversion Table

VINES in Bloom	HIPs Earned
2	0
3	8
4	16
5	32
6	64
7	128
8	256
9	512
10	1024
11	2048
12	4096

No extra points past 12

Use this table to convert the # of VINES in each BLOOM into HIPs



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## THE STORY

In the very near future, mega-clusters of artificial intelligence systems will spawn the rise of the Global Brain. Neither good nor bad, this entity will exist to give us what it thinks we want. However, as we plunge deeper into a fear-based reality, we are training the system to give us more of the same – spelling imminent disaster for the fate of humanity.

**Your mission:** Earn as many HIPs (*Human Intelligence Points*) as possible to counterbalance the negative data pouring into the system, activating a positive feedback loop between humanity and the Global Brain. **With enough HIPs blasting into the system**, we can rewire the Global Brain and elevate our consciousness before doing ourselves in with our own creation.

### Ways to Earn HIPs

- Grow BLOOMS in the game
- Complete the puzzle
- Bring the art to life with AR
- Listen to the “Messages from the Future”

### Keep track of your HIPs!

Add them to the pool of points earned from all players around the world to save humanity.



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## THE BASICS

Grow **BLOOMS** (sets of 3 or more connecting VINES) to build up **HIPs** (Human Intelligence Points) before the round ends. Use the HIPS Conversion Table to calculate points.

**Beware!** Emptying your hand before building up enough points could mean defeat. But holding on to your VINES could mean a bigger disaster is looming.

## GAME SETUP

This is a game of **exponential growth**. It's not uncommon for a large gap in players' points for a round. You can play highest score wins or play multiple rounds to reach a specific point value.

**For your first few games, try Ex. 1**

- Ex. 1:** Highest HIPs wins
- Ex. 2:** Highest HIPs after 3 rounds
- Ex. 3:** First player to 5,000 HIPs

**Shuffle** the deck thoroughly.

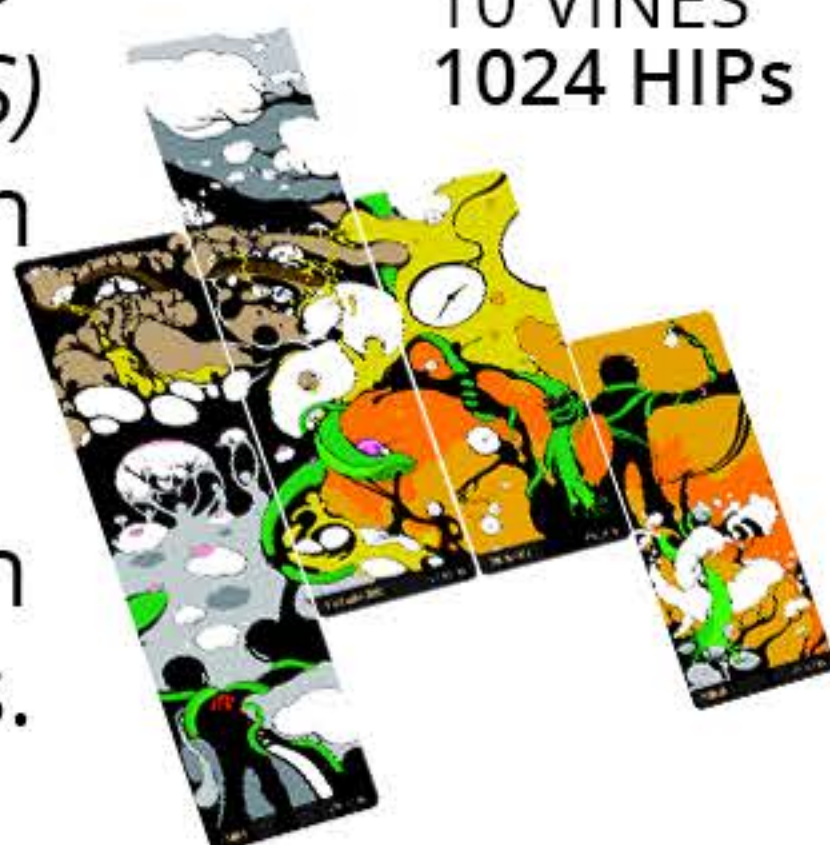
**Deal 10 VINES** to each player. *If a player gets an Action Card, swap it with a VINE and shuffle it back into the deck.*

**Players** put their VINES face-up in front of them. This will be referred to as “your hand”. *Hands remain on the table.*



**Place the deck face down** in a stack in the middle. **Take one VINE off the top** and place it face up next to the stack. This will be the start of the discard pile.

Example  
**BLOOM**  
10 VINES  
1024 HIPs



## HOW TO PLAY

**Play begins** with the person left of the dealer and continues clockwise.

1) On your turn, choose to take the top VINE from the discard pile, or draw from the stack.

**“10 Second Rule”** If you think you might want the top VINE in the discard pile, you have ten seconds to pick up and test it.

2a) If you have **two or more** VINES in a set, you can place them in your field (the field of play around you).

- A set of 2 VINES is called a **Seed**
- A set of 3 + is called a **BLOOM**
- VINES may connect from any side

2b) **Add VINES** to grow existing sets in your field. *Build on your sets only.*

**It's NOT mandatory to play a set** but beware of losing it to a Pass Card. (explained under Action Cards).

*Solo players* must play last VINE once able.

3) **To finish your turn**, discard one VINE face-up on top of the discard pile **ONLY if** unable to create or play on an existing set. **Otherwise, Do NOT discard** a VINE.

**Round cannot end on a Pass Card.** Players must hold at least one VINE.

*For Quick Battles:* Discard a VINE to end each turn (No discard on Pass Cards).

4) **Next player's turn** follows in the same way. Each turn, players draw one VINE, using if possible, and must discard one VINE if unable to create or add to a set.

**Round ends** when a player empties their hand. **If middle deck runs out**, reshuffle the discards and continue play until all the VINES have been played or taken to hand.

*Solo play* ends if middle deck runs out, and the player must remove the equal number of VINES from their BLOOMS as directed in scoring.

## SCORING

**Players count their remaining VINES** in hand and remove the equal number of VINES from their **largest** BLOOM. Remove VINES from one BLOOM at a time, moving to the next largest (or equal size) as needed.

**BLOOMS containing 3 to 12 VINES will earn you HIPs.** 2 VINES = SEED (0 Points)

**1) Add Your Points:** Count the number of VINES in each BLOOM.

**2) Use the HIPs Conversion Table** on the reverse side to calculate points.

*Example 1:* A BLOOM containing 6 VINES = 64 HIPs

*Example 2:* A BLOOM containing 10 VINES = 1024 HIPs

**Tally the scores** and start a new round unless the winning criteria have been met.

## CARDS INCLUDED

### 80 VINE Cards

All VINES Connect to form Chapter Two, “The Awakening”



### 6 Action Cards



#### PASS (4)

All players pass VINES from their hand with matching cover color as indicated. The active player plays if able, and ends their turn by removing the Pass Card from play. **No VINE is discarded.**

Players cannot pass their last VINE. Remove Pass Cards from play after use.

*Solo players* swap VINES with the stack, placing your swapped VINES face up at the bottom of the discard pile.



#### SPLIT (1)

Once your BLOOM exceeds 12 VINES, your points max out. Now you can **Split it into two**. Can be kept in hand. **PASS Cards** can steal this card.



#### STEAL-A-VINE (1)

Yoink! **Take one VINE Card from any player's hand, SEED or BLOOM.** Must be used to create a SEED or Build on a BLOOM immediately.



30-60  
minutes

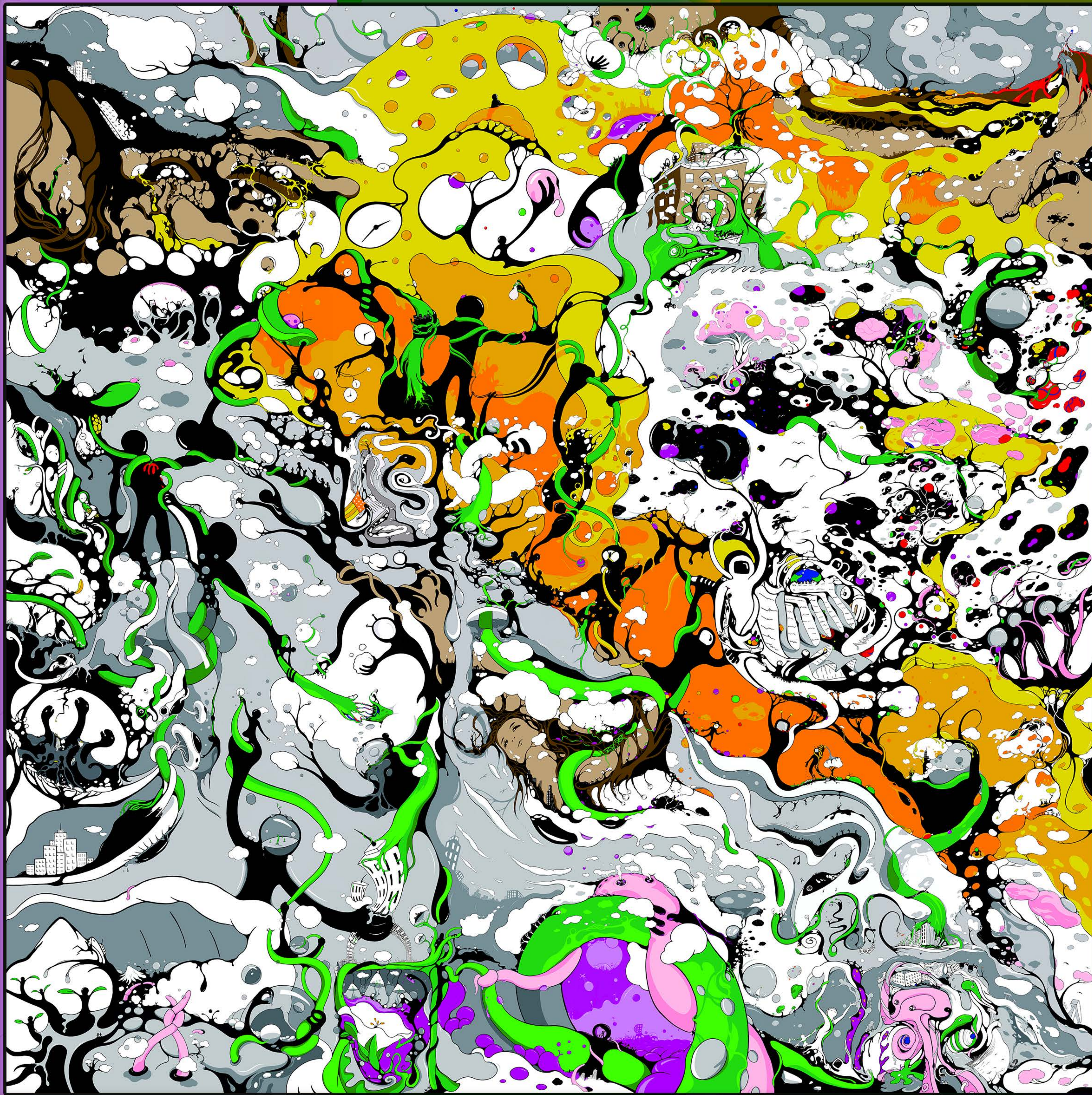


1-4  
players



min  
age 12+  
years





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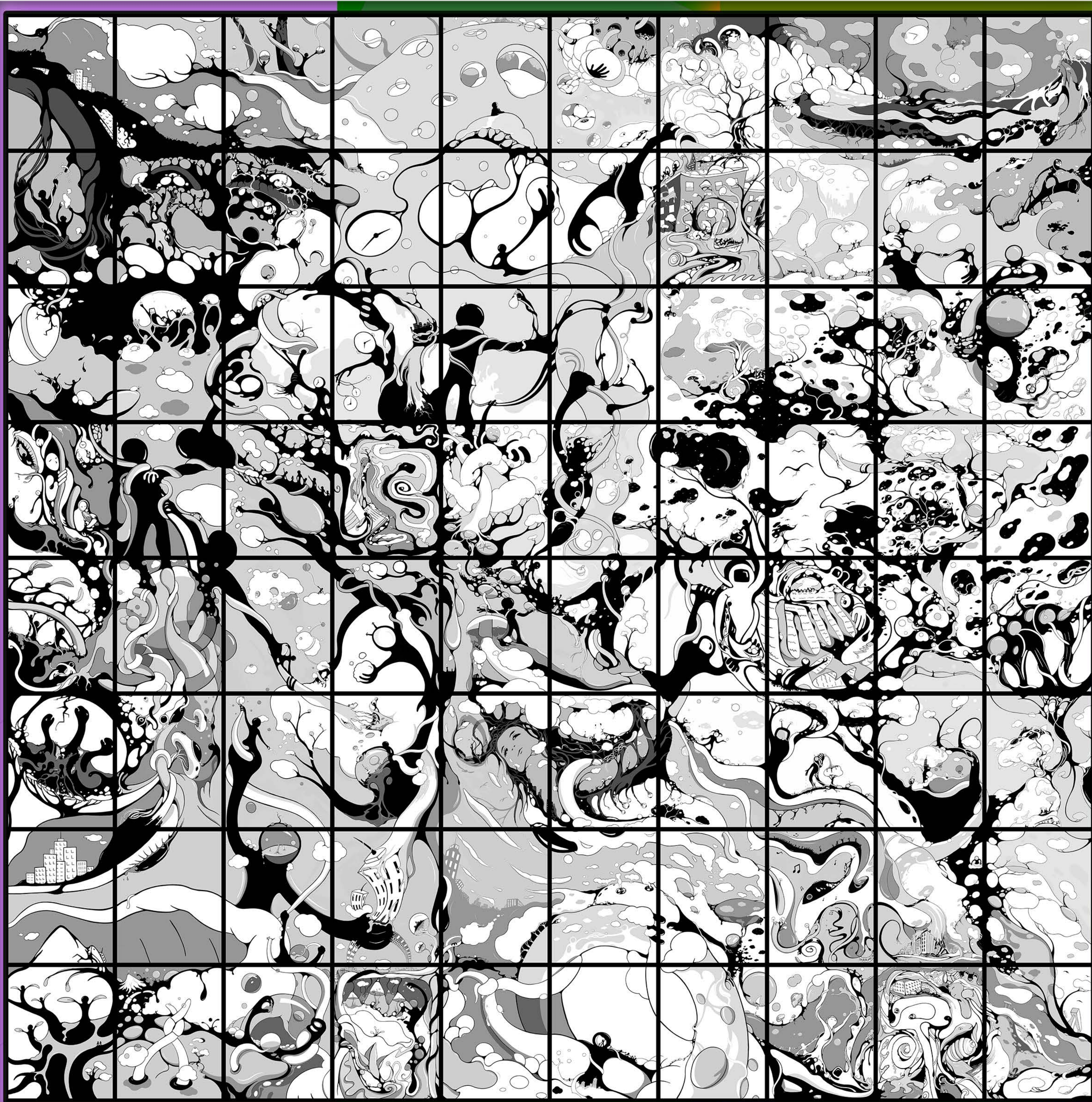
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