

Multiplayer rules added are in red

Setup:

Make the board by placing a tile in the center. Then, place a ring of tiles around that and a further ring of tiles around that, 19 tiles in all. If you'd like to switch some around so that certain soil types are generally near each other you may, though it's not a requirement. The end arrangement should look like a Catan board in shape.

For a description of what the pieces are: See [Appendix] (right below this).

When placing trees and growth tokens: See [Growth Rules]. There are two different charts in growth rules, they're two different ways of looking at it. They have the same information.

Start by placing Trees and Growth Tokens on the board.

For trees A, C, and D:

- Place one tree and one growth token of that type on one tile whose soil it has first growth on.
- Place one tree on another tile whose soil it has first growth on.
- Place one growth on another soil it has first growth on.
- Place one tree on another tile whose soil type it has second or third growth on.

Overall, three trees and two growth tokens should be placed on the board for each of these trees, and will be the case for tree B as well.

For tree B:

- Place one tree and one growth token on either soil that it has second growth on.
- Place one tree on the other soil that it has second growth on.
- Place one growth token on another tile of the same type of soil as the step before this
- Place one tree on the soil that it has third growth on.

For invasive species:

- Place four invasive species randomly throughout the board
- Place eight growth tokens for invasive species randomly on the prep board

Move all the growth tokens onto the prep board.

Each player gets a color. They get six borders and one action token of that color.

Choose a player to go first. They place one of their colored borders around a tile, claiming it as theirs. In clockwise order, everyone else does the same. Then, repeat this process in the opposite order. Keep repeating switching the order until everyone has claimed four tiles.

Prep a disaster by following the disaster instructions. (see [Placing Disasters])

Set up the action board by placing an action token on “6” on the action board. For multiple players, **set up the action board by randomly shuffling one action token from everyone and placing them on the “6” on the action board.**

Start the game in the projects phase. (see [Game Order])

Setup options (you can do as many of these as you want, they change how the game is played):

- Have much more of one soil type in the game
- Place like trees next to each other during setup
- After the disaster, don't do projects, move on immediately to the update the board phase. From there, play as normal.

Appendix:

This is a description of the pieces and what they are.

- Growth token: A cup (pink) with a letter token of that type.
 - If something tells you to add a growth token to a tile, take one of the cups and put it on that tile. Then, place a letter circle in it of the corresponding tree type.
 - This will be moved onto the prep board of the same type later.
- Letter token: The little round token with a letter on it.
- Disaster token: A disaster cup (brown).
 - I don't have printed out X, Y, Z letters, so just use A,B,C instead. For disasters in a group, just use one to represent the group.
- Prep Board: the board on the side that cups fit onto. Set the prep board so that its orientation is the same as the board.
 - Each hexagonal part of the prep board corresponds to a tile on the board.
- Tile: One of the hexagons that makes up the board.
- Board: made up of 21 tiles set out in a catan-like shape.
- Tree (or tree token): one of the trees models.
 - There are four types:
 - Tree A, which is the one that is the waviest
 - Tree B, which is tilted over and has two holes at the top
 - Tree C, which is made up of two interlocking flat pieces
 - Tree D, which had a diamond at the top.
- Randomly chosen tile: If something causes you to randomly choose a tile next to another tile, roll a die to determine which tile it is.
- Action board: The circular board with six trapezoidal indents.
- Action token: The trapezoidal tokens that go on the prep board.

Game Order:

- Roll and place disaster tokens.
 - See rules for placing disasters.
- Do six projects.

- This is where the player gets to make choices. They choose the projects and the tiles that they're in. See [Possible Projects] for what the projects are.
- If something counts as two or three projects, it costs two or three of your projects to do that action.
- When you do a project, move your action token a number of spaces along the action board based on how many projects it cost.
- **The player whose action token is on top goes first. They choose a project and move their token a number of steps along based on how many projects it cost. Then the next player on top, and so on.**
- **Once the "6" space is empty, move around the circle in order for whose turn it is. The action token that is on top of the lowest number (discounting the "6") gets to go, then move their token. When anyone reaches the "6", they are done for the round.**
- Update the board based on the prep board.
 - Go through each tile. For each tile, look at what it has on the prep board.
 - If it has a disaster, follow the [Disaster Rules] for each tree/growth token.
 - If it has growth tokens, go through the [Growth Rules] section.
- Move growth tokens from the board to their corresponding spots on the prep board.
 - For each tile, move all growth tokens from that tile to their corresponding spot on the prep board.

Possible Projects:

- Plant:
 - Place one growth token of any type anywhere on the prep board
 - *If within one tile of a tree of the same type, counts as one project. If not, counts as two projects.*
- Cut down:
 - Remove one tree token from the board
 - **If you removed an invasive species, place one growth token for invasive species on that square.**
 - *Counts as two projects*
- Uproot:
 - Remove one growth token of any type from anywhere on the prep board
- Start disaster:
 - Choose a type of disaster and a location tile. Roll a die.
 - 1-2. Nothing happens. (still costs a project, even if this happens)
 - 3-4. Put a disaster token of that type on the prep board at that tile.
 - 5-6. Put a disaster token of that type on the prep board at that tile. Randomly choose a tile next to that tile. Repeat this process on that tile.
- Pass:
 - Does nothing, just move your action token like normal.
- **Buy land:**

- Place a border of your color around a piece of land without a border. You now own this land.
- *This can only be done during the first round of the game*
- *Counts as three projects*
- Sell land:
 - Remove your border from a piece of land. Gain points based on what was on the land. (Keep track of points with paper and pencil). See [Points].
 - *Cannot be done during the first round*
 - *Counts as two projects*

Growth Rules:

Soil Type	Soil 1	Soil 2	Soil 3
Tree A	1	3	4
Tree B	2	2	3
Tree C	4	1	2
Tree D	3	4	1

Invasive Species	1	1	1
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A different design for the chart of soil type(same information)

Soil Type	Soil 1	Soil 2	Soil 3
First Growth	A (+Invasive)	C (+Invasive)	D (+Invasive)
Second Growth	B	B	C
Third Growth	D	A	B
Fourth Growth	C	D	A

If two different growth tokens of the same type are on a tile, treat it as only one growth token of that type.

If a disaster is on the tile, follow the [Disaster Rules] instead of the [Growth Rules].

If a tree is first growth on its soil:

- If one or zero other trees there
 - Place one tree token and one growth token on the tile.
- If two trees there of other types
 - Remove the tree that is the lowest growth on that soil and replace it with one tree token of this type. Also put a ,growth token down.
- If two trees there, at least one of same type
 - Place growth token on two tiles adjacent randomly, and one on the same tile

If a tree is second growth on its soil:

- If zero tree there
 - Place one tree token and one growth token on the tile.
- If at least one tree of the same type there
 - Place one growth token on a random adjacent tile and the same tile
- If one or two trees of other types there, none same type
 - Place two growth tokens on two other adjacent tiles randomly

If a tree is third growth on its soil:

- If zero trees there
 - Place one tree token there
- If at least one tree of same type there
 - Place one growth token on a one adjacent tile randomly
- If one or two trees of other types there
 - Do nothing

If a tree is fourth growth on its soil:

- Will not grow unless helped by a disaster.

Disaster Rules:

Disaster Type	Disaster X	Disaster Y	Disaster Z
Tree Att	Hurts 1	Hurts 2	Hurts 1
Tree B	Hurts 2	Helps	Hurts 2
Tree C	Hurts 2	Hurts 2	Helps
Tree D	Helps	Hurts 1	Hurts 2

Invasive Species	Hurts 1	Hurts 1	Hurts 1
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A different version of the chart of disaster types(same information)

Disaster Type	Disaster X	Disaster Y	Disaster Z
Hurts 2	C, B	A, C	B, D
Hurts 1	A (+Invasive)	D (+Invasive)	A (+Invasive)
Helps	D	B	C

If a tree or growth is hurt 2 by a disaster:

- Remove that tree or growth.

If a tree is hurt 1 by disaster

- Remove the tree and place a growth token on the same tile.

If a growth is hurt 1 by disaster

- Remove the growth

If a tree is helped by a disaster

- Place one growth on the same tile and one on an adjacent tile.

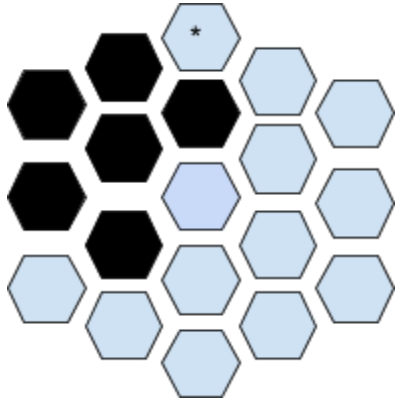
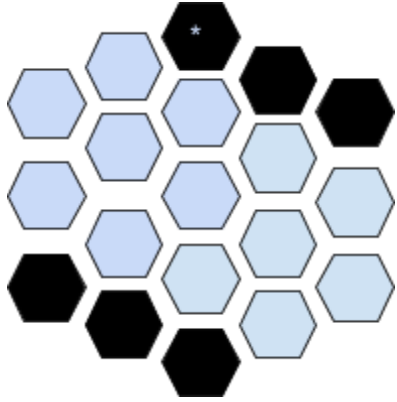
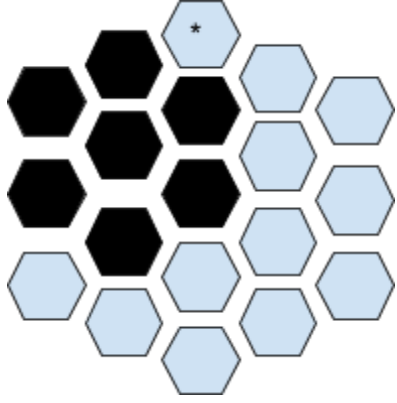
If a growth is helped by disaster

- Place one tree and one growth on the same tile

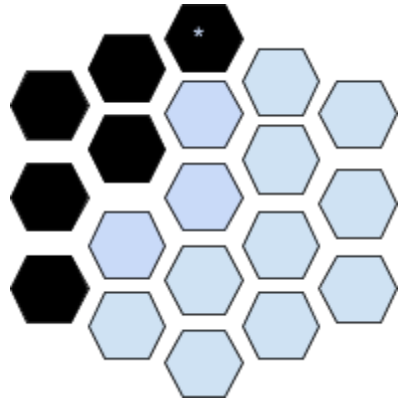
Placing Disasters:

To set a disaster:

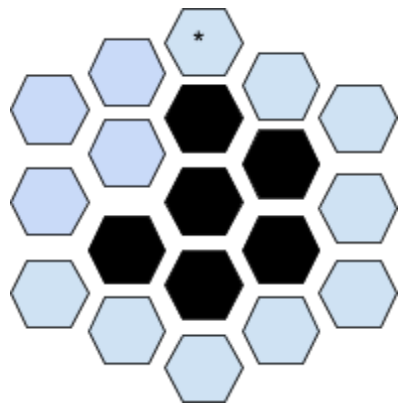
- Roll a die to determine the type of disaster.
 - 1-2=disaster X
 - 3-4=disaster Y
 - 5-6=disaster Z
- Roll a die to determine the shape of the disaster.
 - Look at the table below. Whatever you roll, that's the shape.
- Roll a die to determine the orientation of the disaster.
 - Compare the disaster image rolled for the shape of the disaster with the graph at the bottom with numbers on it. Rotate the orientation of the disaster shape you rolled so that the star is on the number rolled in this phase.
 - Then, place one disaster token on each area shown in black in the new orientation of the disaster shape.
 - Mark the disaster tokens placed with the type of disaster shown by the original die roll.

Number	Disaster
1	
2	
3	

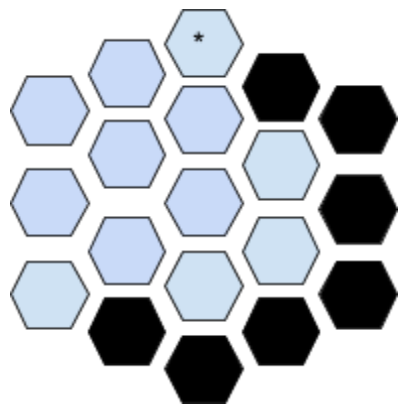
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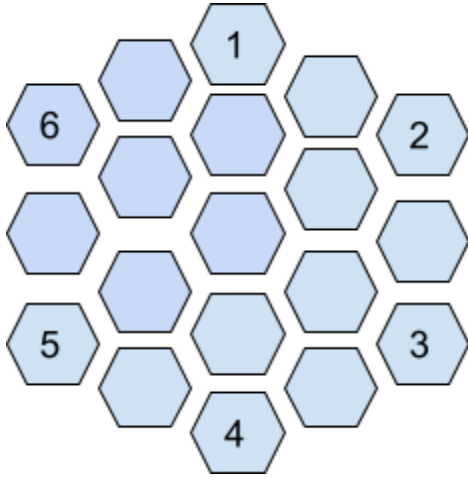


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6





Ending the Game:

When one person has sold all their plots of land, the game ends at the end of the round. Continue playing until all players' action tokens are on "6". After that, count up points. Each player gets points for each tile they still own. See [Points]

Points:

A player can get points two ways, by selling land during the game or by conservation at the end of the game.

- Selling land:
 - When players sell land, they get points based on the trees on the land.
 - For each invasive species, -2 points
 - For each tree A, +4 points
 - For each tree B, +3 points
 - For each tree C, +2 points
 - For each tree D, +2 points
- Conservation at the end of the game:
 - For each tile that someone owns:
 - For each invasive species on the tile, or invasive species token on the tile or prep board, -3 points.
 - For each tree that has first growth, +4 points
 - For each tree that has second growth, +3 points
 - For each other tree, +2 points.