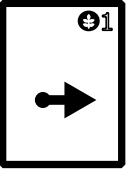


TAKE ROOT

RULES


CARDS

(on root tile of your color)
Place Connector in Direction




Swap Root Color


(Use on contested roots to make them your color!)



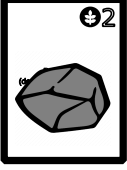
Place Seed Top of Board



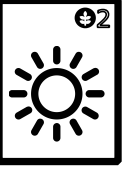
Bug (Destroys Root/Rock)



Place Rock Anywhere




Sun Stays Up End of Turn




TILES


Root




Rock




Connector (goes between board tiles)





Seed



Nutrient



Sun/Moon Token



Front/Back

Use a d20 or small tokens for player nutrient banks!

SETUP

1. Setup board with tiles as below
2. Each Player Draws 7 cards into hand
3. Each player starts with 2 nutrients in nutrient bank
4. Player may mulligan initial hand at cost of 1 nutrient
5. Sun token starts sun side up.

PLAYER TURN

1. Gain Nutrients in Nutrient Bank equal to 2 + number of nutrient tiles occupied
2. Play as many cards as desired, paying relevant nutrient costs from your bank
3. Do any of the following actions UP TO once per turn:
pay 2 ☹️ - search opponent's discard for a card and put in hand
pay 2 ☹️ - draw a card
discard a card - gain 1 ☹️
4. Flip Sun/Moon token. If sun side up, place root tiles at all open ends of connections. If multiple connections of different colors lead to the same open tile, use "contested root tile"



GAME END

1. Game ends when all nutrient tiles are occupied
- 2.. Player with most root tiles on the board connected to their seeds uninterrupted wins