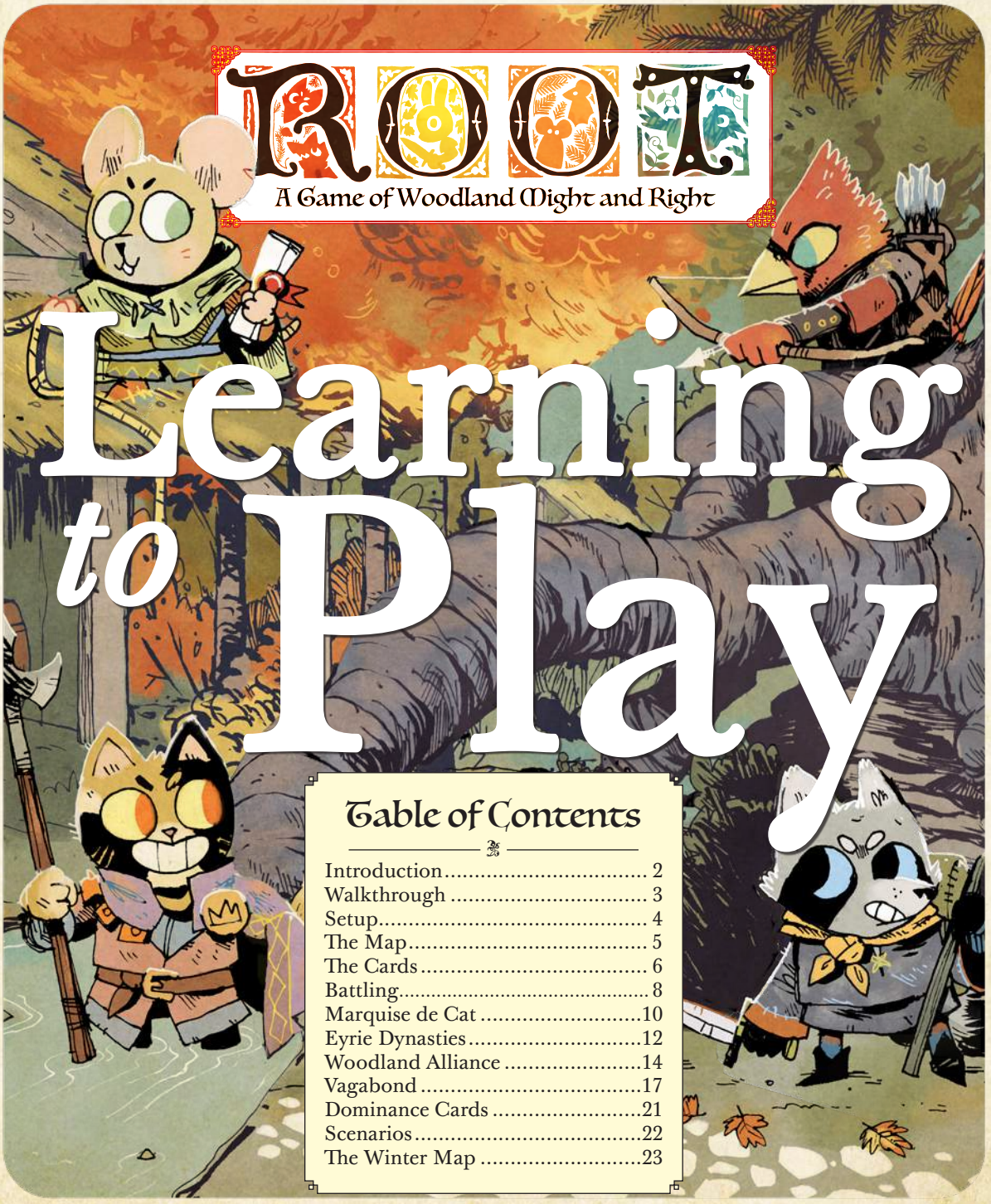


Learning to Play

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Introduction

Root is a fast-paced game of adventure and war. You will play as one of four factions vying to show that you are the most legitimate ruler of the vast Woodland.

Flow of Play



Each turn is split into three phases: **Birdsong**, **Daylight**, and **Evening**. Once you play through these phases in order, your turn ends, and the player to your left begins their turn. The three phases are described in detail on each player's faction board.

Victory and Gaining Victory Points

You can win in one of two ways: **score 30 victory points** or **play and complete a dominance card**. Dominance cards cannot be played early in the game, so we recommend learning about them later—they are described more on page 21.

In Root, you will play one of four factions. Each scores victory points in its own way.



The invading **Marquise de Cat** wishes to exploit the Woodland, using its vast resources to fuel her economic and military machine. She scores by **constructing buildings** in the Woodland.



The proud **Eyrie Dynasties** wish to reclaim the glory of their once-great aristocracy and retake the Woodland from the Marquise. They score each turn by **building and protecting roosts** in the Woodland.



The upstart **Woodland Alliance** wish to unite the creatures of the forest and rise up against their oppressors. They score by **spreading sympathy** for their cause across the Woodland.



The wily **Vagabond** wishes to gain fame—or infamy—in the midst of this brewing conflict. He scores by **completing quests** for the creatures of the Woodland and by **aiding and harming the other factions**.

As you read on, you'll learn more about the factions and how they score points, along with a couple ways that any faction can score points.

Walkthrough

If your group learns by playing and wants to jump into Root without needing a long rules explanation, you can use our robust walkthrough, as described below.
Skip this page if your group prefers to learn most of the rules before starting play.

Even if you use this walkthrough, someone should carefully read this learning-to-play guide before your group meets to play. We'll assume this person is you.

Preparing

Set up the game as described on the next page, but make these changes:

1st Seat the factions in this clockwise order: Marquise, Eyrie, Alliance, Vagabond. Along with their faction board, hand each player their faction's **walkthrough card**.

3rd Do **not** draw 3 cards for each player. Instead, the walkthrough cards will tell the players to take specific cards from the deck.

7th Follow the setup on the walkthrough cards, **not** on the faction board backs. Everyone sets up at the same time, not in order.



Walkthrough Card

Playing

When you start playing, give the **walkthrough sheet** to the Marquise player, and ask them to read the text in the Marquise's box aloud as they're taking the actions described. When their turn is over, pass the sheet to the Eyrie player, and have them read their actions aloud as well. After everyone has taken their first turn, flip the sheet over and go through the second turn, as before.



Walkthrough Sheet

Throughout this process, encourage everyone to ask questions. You will likely be able to answer questions about shared concepts such as moving and battling with little reference to this guide. If someone asks about their faction, encourage them to look over their faction board—it is designed to answer most of those questions. Don't be dismayed if play is interrupted to explain the finer points of battling or crafting. For most players, Root is best learned organically. After a few rounds, the game should flow seamlessly.

Setup

If playing with three players, remove the Vagabond. If playing with two, also remove the Alliance. For more faction mixes, see page 22.

1st **Choose Factions.** Each player chooses a faction board and takes all of their faction's pieces.



> The back of each faction board lists all of its **pieces** and gives its **basics of play**.

2nd **Set Scores.** Place the score marker for each faction in play on "0" on the score track.



3rd **Deal Cards.** Shuffle the shared deck of 54 cards, and deal three cards to each player.



> Do not confuse this shared deck with the types of cards used by specific factions, as listed on the backs of their faction boards.

4th **Place Ruins.** Place the four ruin chits on the four slots on the map marked with "R."



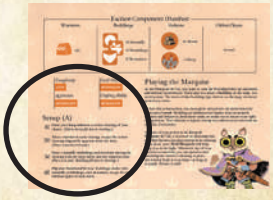
5th **Make Item Supply.** Gather the 12 item chits shown to the right and place them on their matching spaces near the top of the map.



6th **Gather Other Pieces.** Hand out the 16 faction overview cards as desired, and place the two custom dice near the map.



7th **Set Up Factions.** The players set up their factions, as described in Setup on the back of each faction board, in this order: Marquise, Eyrie, Alliance, Vagabond.



The Map

Most action in Root unfolds on the map of the Woodland, consisting of 12 **CLEARINGS** connected by **PATHS**.

A river runs through some clearings. Only use the river if the Riverfolk Company, an expansion faction, is in play.

Moving Around the Map

You can **MOVE** from clearing to clearing. When you move, take any number of your warriors from one clearing and move them to a clearing connected by a path.

The spaces on the Map enclosed by paths are **FORESTS**, which only the Vagabond can move into.

To move, you must **RULE** the clearing you are moving from **or** moving to.

You rule a clearing if you have the most combined **warriors and buildings** there. On a tie, no one is ruler.

Various other actions in Root will require you to rule clearings.





Warriors

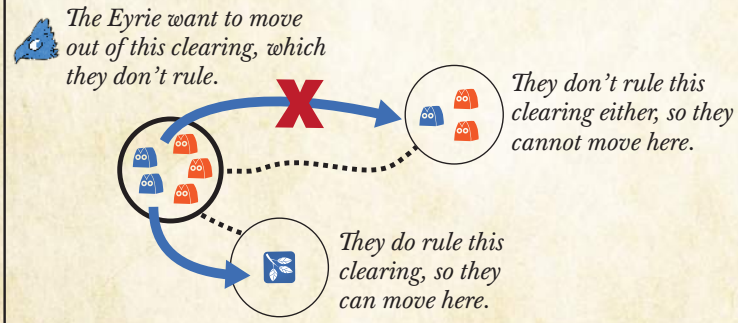


Buildings



Tokens

Move Example



Clearings

Each clearing on the map has one to three **SLOTS**, which hold **BUILDINGS** that players will place. A clearing with no open slots cannot hold more buildings.



Slots filled with ruins cannot hold buildings until the Vagabond explores them. Without a Vagabond, these slots will be blocked for the entire game.



Though both slots in this clearing are full, tokens can still be placed here.

Each clearing also has a **SUIT**: fox, rabbit, or mouse. *A clearing's suit represents the community living there.*

A clearing's suit is shown both by its symbol and by the color of the clearing's trees.

The Cards



Throughout play, you will draw cards from Root's shared deck into your hand, and many actions will require you to spend cards from your hand. *Spending a card represents calling upon animals to lend you their labor, to do you a favor, or to broker a deal.*

Just like clearings, each card has a **SUIT**. Besides the fox, rabbit, and mouse suits, cards have a fourth suit: **BIRD**.



Birds Are Wild: The birds live in the treetops across the whole Woodland, so you can always treat a bird card as a mouse, fox, or rabbit card. However, if you must spend a bird card, you can't substitute a card of another suit.

Matching Example

Let's say you want to act in a fox clearing.



If the action said you must spend a **matching** *card, you could spend a fox or a bird card, since birds are wild.*



Crafting Cards

Most cards have a second use—you can **CRAFT** the card to gain its effect, shown at the bottom.

To craft a card, you must activate **CRAFTING PIECES** in the clearings shown in the card's bottom-left corner.

You can activate each crafting piece only once per turn. Each faction has a different crafting piece, as follows.

Crafting Pieces

Marquise crafts with workshops.

Alliance crafts with sympathy.

Eyrie crafts with roosts.

Vagabond crafts with hammers.



Immediate Effect

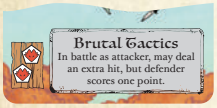
If the card gives you an **IMMEDIATE EFFECT**, resolve it and then discard the card.

A common immediate effect is to take an **ITEM** from the map's supply and place it in the Crafted Items box in the top-right corner of your faction board.

VP Whenever you craft an item, you score the victory points listed on the card!

If the supply does not have the matching item to take, you **cannot** craft the card.

If the card gives a **PERSISTENT EFFECT**, tuck the card under your faction board to show only its effect, which you may use as written.



Persistent Effect

You may not craft a card with a persistent effect if you already have one of the same name.

Crafting Example

The Marquise wants to craft a Gently Used Knapsack, which costs one mouse.



The Marquise crafts by activating workshops.

Daylight

1st Craft using workshops.

Across the map, the Marquise has two fox workshops and two mouse workshops.



So, the Marquise can activate one of these mouse workshops to craft this card!



She takes the matching item from the supply, scores one victory point, and discards the card.

Battling

You can **BATTLE** other players to remove their pieces from the map.

When you battle, choose any clearing where you have any warriors. You are the attacker, and you choose another faction with any pieces there as the defender.

BROADLY, A BATTLE HAS TWO STEPS:

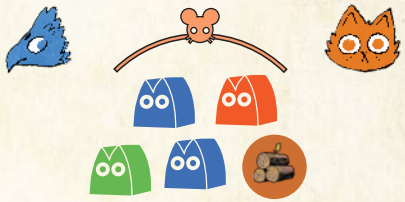
» **First, roll two dice.** The attacker deals hits equal to the **higher** roll, and the defender deals hits equal to the **lower** roll. However, each player can roll no more hits than their number of warriors in the clearing of battle.

» **Then, remove pieces.** Both players remove pieces at the same time. The player taking hits chooses which pieces to remove, but must remove all their own warriors in the clearing of battle before removing any of their own buildings or tokens there.

VP Whenever you remove an enemy building or token—even outside battle—you score a victory point!

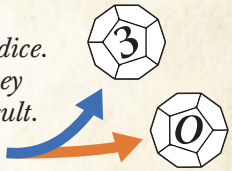
Battle Example

The Eyrie attack the Marquise.



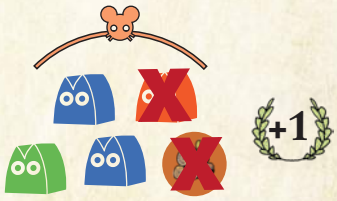
First…

The Eyrie roll the dice. As the attacker, they take the higher result.



Then…

Both sides deal hits. Because the Eyrie only have two warriors, they can only deal two hits. The Marquise deals zero hits.



The Marquise returns two pieces to her supply, and the Eyrie score a victory point for removing a token.

Extra Hits

Some effects allow you to deal **EXTRA HITS**.

Extra hits represent superior positioning, tactics, or leadership. They are not limited by the number of warriors in the clearing of battle, so a single warrior could deal multiple hits.

The attacker deals an extra hit if the defender has no warriors in the clearing of battle, leaving themselves **DEFENSELESS**.

Ambush Cards

Before the roll in battle, the defender may play an **AMBUSH CARD** whose suit matches the clearing of battle to deal two hits **immediately**.

> Since ambushes deal hits immediately, they can reduce the maximum number of hits the attacker can roll.

However, if the defender plays an ambush card, the attacker can foil the ambush, canceling its effect, by also playing a matching ambush card.

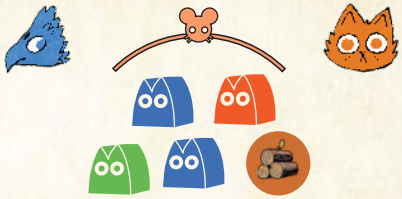
Like extra hits, ambush hits are not limited by your number of warriors in the clearing of battle.

> You can even play an ambush card if you're **DEFENSELESS**! If you've got an ambush card in hand, don't be afraid to bait your enemies into attacking you where you seem weak.

If an ambush card removes all of the attacker's warriors, the battle immediately ends.

Ambush Example

The Eyrie attack the Marquise.

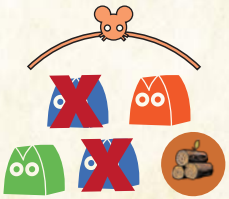


But...

The Marquise plays a bird ambush card! Birds are wild, so this card matches the mouse clearing.



The Eyrie cannot foil the ambush, so they must remove two warriors, returning them to their supply. The battle ends.





Marquise de Cat



The Marquise de Cat occupies the Woodland and wants to turn it into an industrial and military powerhouse. Each time the Marquise builds one of her **buildings**—*a workshop, sawmill, or recruiter—she scores victory points. The more of the same building she has on the map, the more points she scores. However, to fuel ongoing construction, the Marquise must maintain and protect a strong, interconnected economy of* **wood**.

The **Keep of Marquise de Cat** grants two special abilities while it is on the map. First, no one but the Marquise can place pieces in the clearing with the keep token. Also, whenever Marquise warriors would be removed, the Marquise may call on her **Field Hospitals**, spending a card matching the warriors' clearing to place them back in the clearing with the keep token.

Birdsong

Place one wood token at each sawmill.

Daylight

First, you can craft any cards in your hand using workshops. Then, you can take up to three of the following actions.

Hawks for Hire: After taking three actions, you may take any number of extra actions by spending one bird card per extra action.

- **Battle:** Initiate a battle.
- **March:** Take two moves.
- **Recruit:** Place one warrior at each recruiter. You may take this action only once per turn.
- **Build:** Place one building in a clearing you rule with an open slot by spending wood tokens equal to its cost. You may spend any wood on the map connected to this clearing by any number of clearings you rule. When you place the building, score the victory points revealed on your faction board.
- **Overwork:** Spend a card to place one wood token at one sawmill in a clearing whose suit matches the card spent.

Unless otherwise noted, a faction may take actions listed in the same phase in any order, and may take a given action multiple times.

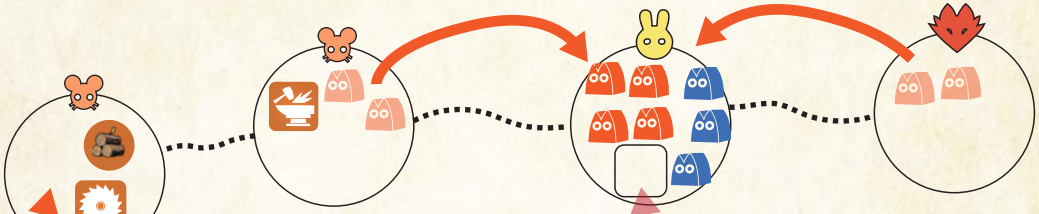
Daylight Example

First, the Marquise decides to craft the Gently Used Knapsack, so she activates one mouse workshop. She scores a victory point and puts the item in her Crafted Items box.



Then, she begins to take her actions:
She starts by taking the March action, which lets her move twice.

She moves two warriors from a mouse clearing, which she rules, to a rabbit clearing, which she doesn't.

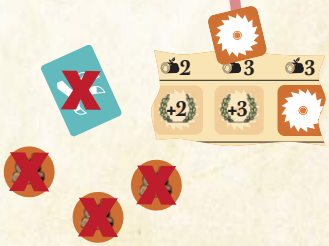


For her second move, she moves another two warriors into the clearing. She now rules the rabbit clearing.



For her second and third actions, she takes the Overwork action twice, spending a mouse and a bird card to put two extra wood in a mouse clearing with a sawmill.

Though she has taken three actions, she would like to go again, so she spends a bird card to get an extra action (Hawks for Hire). With this action she decides to build. Because she rules the rabbit clearing, she can now build in its empty slot. The next sawmill to be built costs three wood, so she spends wood from the nearby mouse clearing. Then, she scores three victory points.



Evening

Draw one card plus one card per uncovered draw bonus. Then, if you have more than five cards in your hand, discard down to five.

Most of the other factions draw and discard during Evening in exactly the same way.

Eyrie Dynasties



The Eyrie Dynasties wish to restore their once-dignified kind to their former glory in the Woodland by resettling the forest clearings. During their Evening, the Eyrie score victory points from their number of **roosts** *on the map. The greater their presence, the greater their gains. However, the Eyrie are bound by their* **Decree***, an ever-increasing set of mandated actions promised by their* **leader***. Each turn, they must take all of the actions on their Decree, or else fall into* **turmoil***.*

The Eyrie are the **Lords of the Forest.** They rule a clearing even when tied for presence. However, their **Disdain for Trade** means they score less when crafting items.

Birdsong

You **must** add one or two cards onto any columns in the Decree. Only one card added may be a bird card.

Emergency Orders: If you have no cards at the start of Birdsong, draw one.

A New Roost: If you have no roosts, place one roost and three warriors in the clearing with the fewest warriors.

Daylight

First, you may craft any number of cards, using roosts.

Then, you **must** resolve the Decree, starting with the leftmost column and moving right. In each column, you may resolve cards in any order.

For each card in a column, you must take the action listed by the column in a clearing matching the card. Here are the actions in the four columns of the Decree:

- **Recruit:** Place a warrior in a matching clearing with a roost.
- **Move:** Move at least one warrior from a matching clearing.
- **Battle:** Initiate a battle in a matching clearing.
- **Build:** Place a roost in a matching clearing you rule with an open slot and no roost.

Evening



First, score the victory points shown on the rightmost empty space of your Roosts track.

Then, draw one card plus one per uncovered draw bonus. If you have more than five cards in your hand, discard down to five.

Turmoil

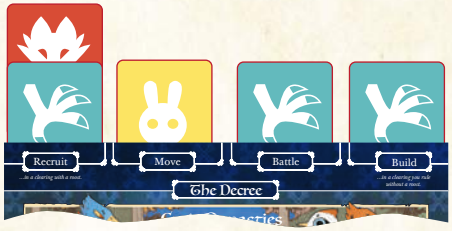
If you cannot take an action for any reason, you fall into **TURMOIL**. Follow these steps:

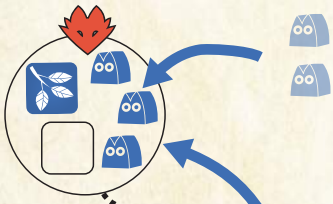
- **First, your regime is humiliated.** Lose one victory point per bird card in the Decree.
- **Then, your court is purged.** Discard all of the cards in the Decree except the two Loyal Vizier bird cards.
- **Next, your leader is deposed.** Flip your current leader face down and set it aside, choose a new leader from those face up, and place it on your faction board. Then, tuck your Loyal Viziers into the Decree spaces listed on your new leader.
- **Finally, you rest.** End Daylight and go to Evening.

There are many ways to fall into turmoil! For example, you might not have any warriors in your supply to recruit, or maybe all the clearings you rule already have a roost, meaning you can't build any more.

Decree Example

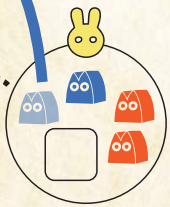
The Eyrie's Decree has a bird and fox card in the Recruit column, and a rabbit card in the Move column, a bird card on the Battle column, and a bird card on the Build column.



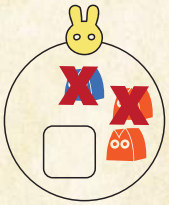


For the recruit, Eyrie choose to treat the bird card as a fox card and so place two warriors in a fox clearing with a roost.

Next, the Eyrie must move at least one warrior from a rabbit clearing.







Then, the Eyrie must battle. They only have a target in the rabbit clearing.

In the battle the Eyrie and Marquise each lose one warrior.

Finally, the Eyrie must place a roost in a clearing they rule that does not have a roost already. They have nowhere to place a roost, so the dynasty enters turmoil!

Woodland Alliance

The Woodland Alliance works to gain the **sympathy** *of the various oppressed creatures of the Woodland. Each time the Alliance places a sympathy token, they score victory points. The more sympathy on the map, the more victory points they score. Gaining the sympathy of the people requires* **supporters**, *cards on the Alliance's faction board. These supporters can also be put toward violent* **revolt**. *A revolt establishes a new* **base**, *allowing the Alliance to train* **officers** *that increase their military flexibility.*

The Alliance are experts in **Guerrilla War**. When defending in battle, the Alliance uses the higher roll and the attacker uses the lower roll.

Supporters, Sympathy, and Outrage

To act as the Alliance, you often spend **SUPPORTERS**—cards in your Supporters stack. Supporters are separate from your hand of cards, and you can only spend supporters for their suit. For example, you couldn't craft a card in the Supporters stack or play an ambush card there to deal hits.

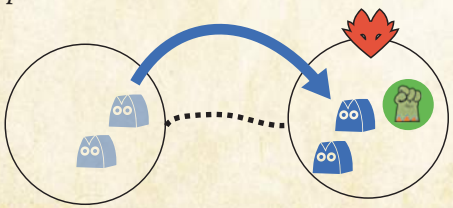
Supporter Limits: If you don't have a base on the map, you may only have up to five supporters. Discard any excess cards.

Supporters are often spent to place sympathy tokens. Placing sympathy is the main way you score victory points, and sympathy can gain you more supporters through **Outrage**.

Whenever another player removes a sympathy token or moves any warriors into a clearing with a sympathy token, they must add a card from their hand matching that clearing to your Supporters stack. If they don't have a matching card, they show you their hand, and then you draw a card from the deck and add it to your Supporters stack.

Outrage Example

The Eyrie would like to move into the fox clearing. Because it has a sympathy token, they must pay one fox card to the Alliance's Supporters stack.



Supporters Stack



Then the Eyrie battle in the fox clearing and remove the sympathy token. They must now pay another fox card to the Supporters stack. The Eyrie pay a bird card. If they couldn't pay, the Alliance would have drawn a card from the deck to add to their Supporters stack.

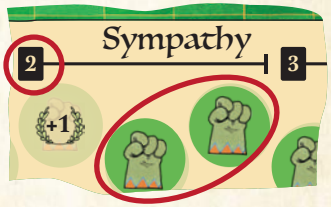
Birdsong

You may revolt any number of times, and then spread sympathy any number of times.

» **Revolt:** Spend two supporters matching a sympathetic clearing. Remove all enemy pieces there and place the matching base. Then, place warriors there equal to the number of sympathetic clearings matching the suit of the revolt clearing, including the revolt clearing itself. Last, place a warrior in the Officers box.

> **Whenever you remove a base**, you'll have to remove half your officers and discard all supporters matching the suit of that base—even your bird supporters!

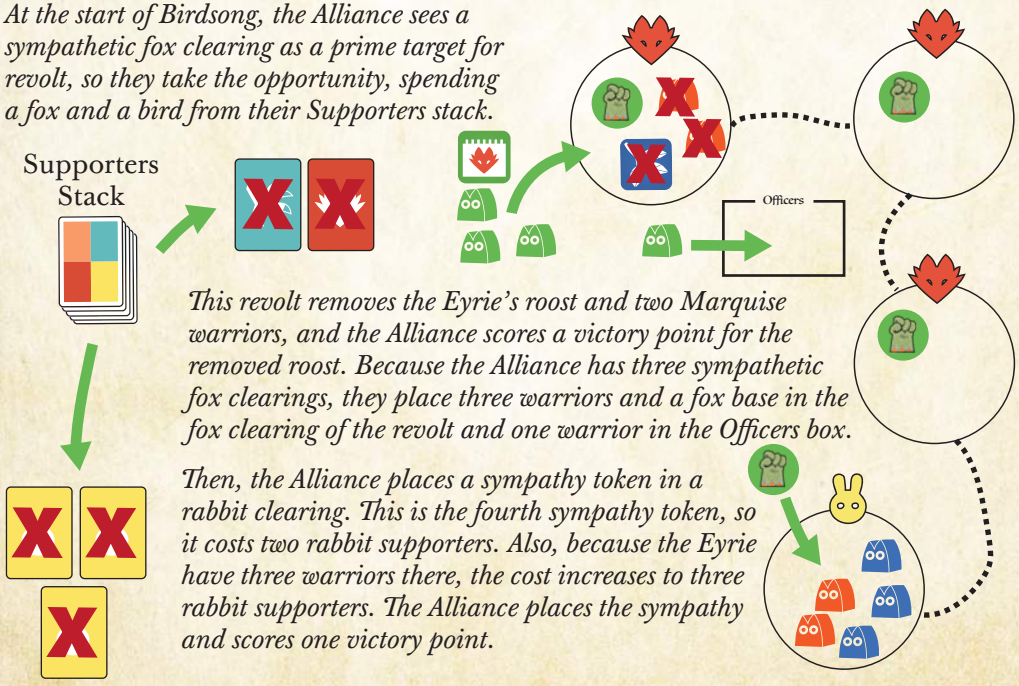
» **Spread Sympathy:** Place a sympathy token in an unsympathetic clearing, adjacent to a sympathetic clearing if possible. You must spend supporters as shown by the cost on your Sympathy track. If the target clearing has three or more warriors of another player, you must spend another matching supporter to place sympathy there.



> If there are no sympathy tokens on the board, you can place your first sympathy in any clearing.

Birdsong Example

At the start of Birdsong, the Alliance sees a sympathetic fox clearing as a prime target for revolt, so they take the opportunity, spending a fox and a bird from their Supporters stack.



This revolt removes the Eyrie's roost and two Marquise warriors, and the Alliance scores a victory point for the removed roost. Because the Alliance has three sympathetic fox clearings, they place three warriors and a fox base in the fox clearing of the revolt and one warrior in the Officers box.

Then, the Alliance places a sympathy token in a rabbit clearing. This is the fourth sympathy token, so it costs two rabbit supporters. Also, because the Eyrie have three warriors there, the cost increases to three rabbit supporters. The Alliance places the sympathy and scores one victory point.

Daylight

You may take the following actions. Unlike in Birdsong, these cards come from your hand, **not** your supporters.

» **Craft:** Craft a card, using sympathy tokens.

» **Mobilize:** Add a card to the Supporters stack.

» **Train:** Spend a card whose suit matches a built base to place a warrior in the Officers box. This warrior is now an **OFFICER**.

> Your **officers** determine the number of military operations you can take during Evening. Without officers, you can't move or battle with your warriors! Training officers will also let you recruit new warriors and place sympathy tokens without spending supporters.

Evening



You may take these military operations, up to your number of officers.

» **Move:** Take one move.

» **Battle:** Initiate a battle.

» **Recruit:** Place a warrior in a clearing with a base.

» **Organize:** Remove one of your warriors from an unsympathetic clearing to place a sympathy token there. Score the revealed victory points.

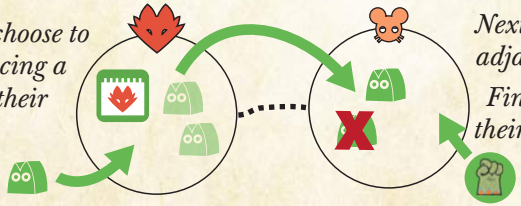
After you finish military operations, draw one card plus one per uncovered draw bonus. Then, if you have more than five cards in your hand, discard down to five.

Military Operations Example

It is now the start of Evening. The Alliance has three officers, so they can perform three operations.



First, they choose to recruit, placing a warrior at their fox base.



Next, they move two warriors to an adjacent mouse clearing.

Finally, they organize, removing one of their warriors to place a sympathy token in the mouse clearing.

Vagabond

The Vagabond plays all sides of the conflict, making friends and enemies as suit his ends, while going on **quests** *to increase his renown throughout the wood. As the Vagabond improves his* **relationships** *with other factions, or removes pieces of factions hostile toward him, he scores victory points.*

Being a **Lone Wanderer**, the Vagabond cannot rule a clearing or stop another player from ruling one, but he is **Nimble**, so he can move regardless of who rules his clearing.

The Vagabond only has one piece: the **Vagabond pawn**. This pawn can move and battle just like a warrior, but it is not a warrior.

Items

To move and act effectively as the Vagabond, you must manage your **items**, expanding your selection by exploring the Woodland's **ruins** and providing aid to other factions.

At any time, an item can be **damaged** or **undamaged**, and an item can be either face up or down. You can **exhaust** an undamaged face-up item to perform an action.



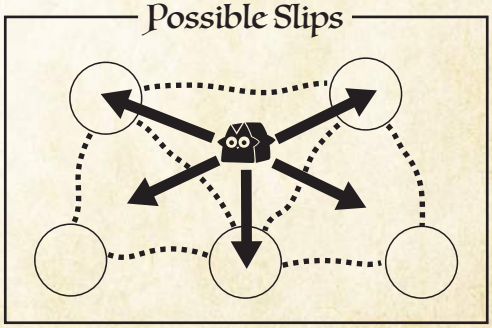
While undamaged, [bag], [boot], and [sword] are stored on their tracks on the left side of your faction board, while all other items are stored in your Satchel. You can only carry so many items in your Satchel, and you will have to discard down to your item capacity during Evening.

Birdsong

Flip two items face up per [bag] on its track at the start of Birdsong, then flip three more face up.

Then, you may slip once, moving into an adjacent clearing or forest without exhausting any [boot].

Slip is the only way you can enter a forest!



Daylight

You can take various actions by exhausting items, flipping them face down.

- **Move:** Exhaust a boot to take a move.
- **Battle:** Exhaust a sword to initiate a battle.
- **Strike:** Exhaust a crossbow to remove a warrior in your clearing. If a player has no warriors there, you can instead remove a building or token of that player.
- **Explore:** Exhaust a torch to take one item from a ruin in your clearing and score one victory point. Remove the ruin from the map.
- **Aid:** Exhaust any one item, and give a card from your hand matching your clearing to any player in your clearing. Then, take one item, if any, from their Crafted Items box.
- **Quest:** Claim a quest whose suit matches your clearing by exhausting the two items listed on the quest. Place the claimed quest into your play area. Then, you may draw two cards from the deck, or you may score one victory point per quest of this suit that you have completed, including this one. Finally, draw and put out a new quest.
- **Craft:** Exhaust crafting pieces equal in number to the suits shown on a card's crafting cost. All of your crafting pieces match the suit of your clearing.
- **Repair:** Exhaust a hammer to repair a damaged item.
- **Special Action:** Exhaust a torch to take the action listed on your character card.

Evening

If you are in a forest, repair all of your damaged items.

Then, draw one card, plus one card per bag on its track. If you have more than five cards in your hand, discard down to five.



Vagabond's Draw Bonus

Finally, if you have more items in your Satchel and Damaged box than your item limit—six plus two per bomb on its track—you must remove items from your Satchel down to your item limit. Return any removed items to the box.

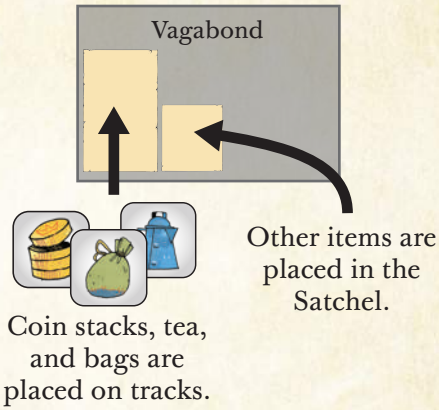
Unlike other factions, the Vagabond does not uncover draw bonuses, but instead gets draw bonuses as items. This item only adds a bonus draw if it is undamaged and face up on its matching track.

Shifting Items

You can freely move face-up, undamaged [bag], [tea], and [coin] between your Satchel and their tracks. If you exhaust a [bag], [tea], or [coin], you must move it to your Satchel.

When an item is damaged, move it to your Damaged box in your Satchel.

When an item is repaired, move it out of the Damaged box and back to the Satchel.



Relationships

Your Relationships chart represents how friendly or hostile other factions are toward you.

You can improve a relationship with a faction by giving them cards with the Aid action. During the same turn, you must take the Aid action the number of times shown between their current relationship space and the next one. When you improve a relationship, you score the victory points listed on the new space. When you reach the **Allied** space, you may move and battle with that faction's warriors. For more, see *Law of Root* (9.2.9).

If you ever remove a warrior, place its faction's relationship marker in the **Hostile** box. From now on, you score a victory point each time you remove one of their pieces in battle during your turn, along with any points you score for removing buildings and tokens. However, you must exhaust another [boot] whenever you move into a clearing with any Hostile warriors.

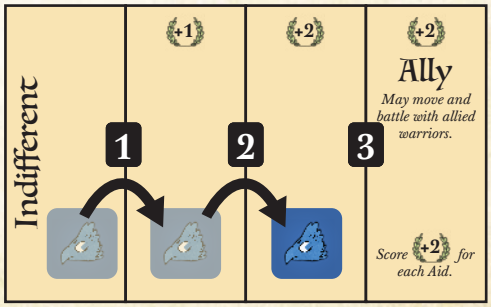
Aid and Improving Relationships Example

The Vagabond would like to improve his relationship with the Eyrie.

He shares a fox clearing with them, so he can target the Eyrie with the Aid action. Each time, he must exhaust an item and give a fox or bird card. He decides to aid three times.

The Vagabond advances the Eyrie marker two spaces and scores three victory points.





Battling as the Vagabond

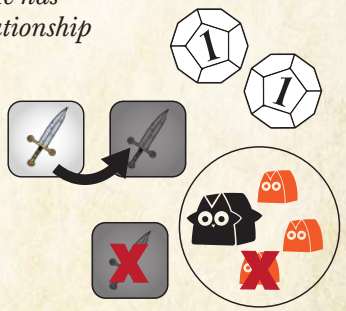
Because you don't have warriors, you follow a few different rules in battle.



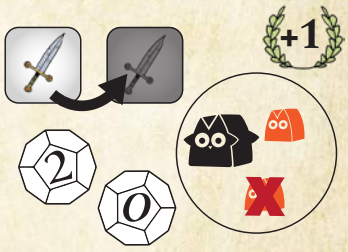
- The Vagabond pawn is not a warrior, so you can't rule and you are not affected by effects that refer to warriors. You can battle where your pawn is.
- The maximum hits you can deal by rolling equals your total undamaged ☑, whether exhausted or not.
- You take hits by damaging items of your choice. If you have no undamaged items, you ignore further hits.
- You are defenseless, taking an extra hit, if you have no undamaged ☑.

Vagabond Battle Example

The Vagabond is in a clearing with three Marquise warriors. He has two face-up swords in his Satchel. After a long and fruitful relationship with the Marquise, the Vagabond is ready to betray his friend.

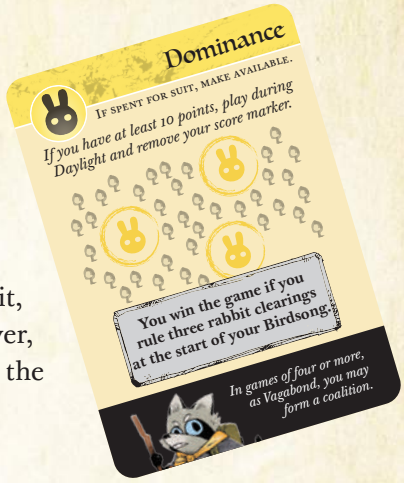


The First Battle
He exhausts a sword to battle the Marquise. The Marquise doesn't play an ambush card. The Vagabond then rolls the dice, rolling a 1 and a 1. The Vagabond deals one hit and moves the Marquise's relationship marker to Hostile. The Marquise also deals one hit, so the Vagabond chooses to damage the exhausted sword.



The Second Battle
Undeterred, he exhausts his second sword to battle again. The Marquise doesn't play an ambush card. The Vagabond then rolls the dice, rolling a 2 and a 0. With only one undamaged sword, the Vagabond can only deal one hit. Because he removed a warrior of a Hostile faction, the Vagabond scores one point.

Dominance Cards



The deck has four dominance cards, one in each suit. Like ambush cards, these cards cannot be crafted, but they can be spent for their suit.

When you discard or spend a dominance card for its suit, **do not discard it!** Instead, place it near the map. Any player, during their Daylight, may pick up a dominance card near the map by spending a card of matching suit.

Changing Your Victory Condition

During your Daylight, if you have at least 10 victory points, you may play a dominance card into your play area to **ACTIVATE** it. Remove your score marker from the score track. For the rest of the game, you can only win by meeting the victory condition listed on your activated dominance card.

Your activated dominance card does not count against your hand size, and it cannot be removed from play or replaced.

Forming a Coalition as the Vagabond

The Vagabond cannot rule clearings, but he can play a dominance card to form a **COALITION** with the player other than himself with the lowest score. If there's a tie for lowest score, the Vagabond chooses which player to form a coalition with.

When forming a coalition, the Vagabond removes his score marker from the score track and places it on the faction board of that player. Now, the Vagabond will share the victory if that player wins.

A Vagabond can even form a coalition with a Hostile faction! If doing so, the Vagabond moves his partner's relationship marker to the Indifferent space.



Scenarios

Root can be played with many combinations of factions. The following list is not exhaustive. Other combinations are possible but may be more fragile and thus require experienced, aggressive players. We offer some recommended mixes (marked with a torch) as ideal ways to introduce the game to new players.

When playing with two players, do not use the dominance cards. The two player game is also best played over the course of two full games (each takes about 30-45 minutes). After the first game, players should record their scores and trade factions. After the second game, each player should add their scores from both games to determine the winner.

Two Players



Eyrie versus Marquise is an ideal two-player learning game. The Eyrie must grow explosively to keep the Marquise in check.



Two-player Alliance games offer Alliance players a chance to hone their skills in difficult situations. They will usually fare better against the Eyrie, but well-timed revolts and rapid mobilization can vex the Marquise as well.



Here the Eyrie must be careful to build a Decree that can withstand the Vagabond's nimble attacks.

Three Players



The struggle between the Marquise and the Eyrie will be the defining characteristic of these games. Vagabond and Alliance alike must be careful to pick their friends and not create a situation that they cannot later control.



Here, the Vagabond will have a natural friend in the Alliance. Both should watch out for dominance victory and not neglect developing their military strength.

Four Players



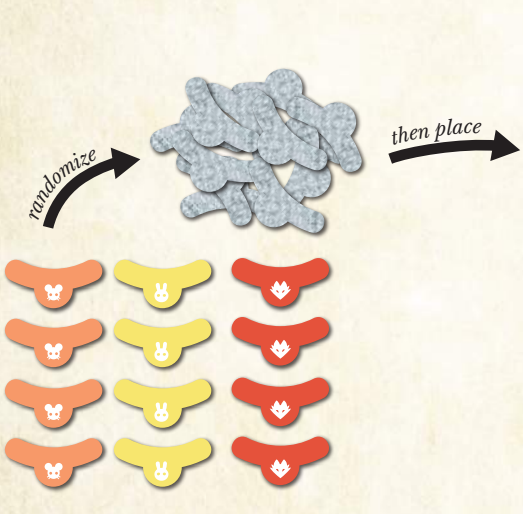
With the map brimming with interlopers, the Marquise must not neglect policing the Woodland in the hopes of scoring a few extra victory points. If she loses control, she will not easily regain it.

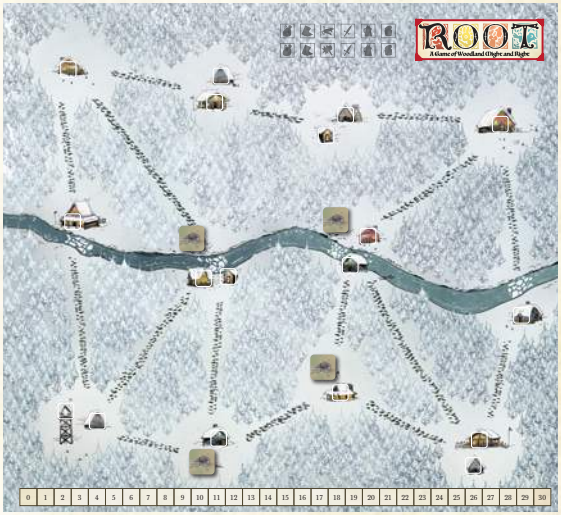
The Winter Map

The reverse side of the autumn map is the winter map. You can play any mix of factions on this map, but it is recommended only for experienced players.

Setup

Before playing on the winter map, take out the 12 suit markers, flip them face down, and shuffle them. Then, place one suit marker near each clearing on the map. After a suit marker has been added to each clearing, flip them all over, and set up the game as normal. Note the different placement of ruins, as shown below.





The Raging River

On the winter map, the river divides forests as if it were a path.

A Warning

On the winter map, the randomness of clearing suits can introduce many new challenges to each faction. Keep the map's geography in mind when picking factions, and understand that certain factions may gain new advantages and disadvantages in each possible layout.

A Note from Leder Games: Sometimes errors happen during manufacturing. If you feel a part of your game is missing or arrived damaged please contact us at our website (www.ledergames.com) or email us at support@ledergames.com and we will be happy to work with you to replace the missing piece.

Piece Glossary



Warriors, which can move around the map and battle pieces of other players. They add to rule.



Tokens, which can be placed in clearings but do not fill slots. They do **not** add to rule.



Buildings, which start on faction boards and can be placed in empty slots in clearings. They add to rule.



Markers, which track things like victory points and the Vagabond's relationships with other factions.



Ruins, which fill slots in clearings. The Vagabond can explore ruins to find items and empty their slots.



Items, which the Vagabond exhausts to take actions. All factions can craft items.



The Vagabond Pawn, which can move around the map and battle pieces of other players. It is **not** a warrior and does **not** add to rule.

Crafting Pieces



Marquise crafts with workshops.



Alliance crafts with sympathy.



Eyrie crafts with roosts.



Vagabond crafts with hammers.



Have more questions?
Read *The Law of Root*!