

living forest

A game by Aske Christiansen

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Four Spirits of Nature - Winter, Spring, Summer and Autumn - have been called to rescue the Sacred Tree of the Forest facing the devastating flames of Onibi. All of them want to become a legend by saving their home and, this way, receiving the honorable title of Grand Protector... If they want to win this battle against the terrible Onibi, they will have to act! Plant protective trees, fend off the relentless flames, or awaken Sanki, the Guardian of the Forest... What will be the best tactic?



Ludonaute

Play as one of these four Spirits of Nature and try to become the new Grand Protector of the Forest.

Contents

14 starting Guardian Animal cards for each of the four Spirits of Nature



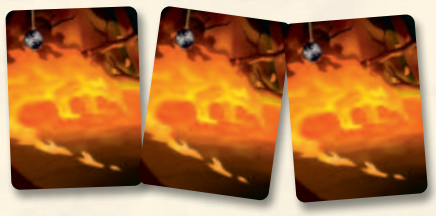
23 Level 1 Guardian Animal cards



16 Level 2 Guardian Animal cards



23 Fire Varan cards



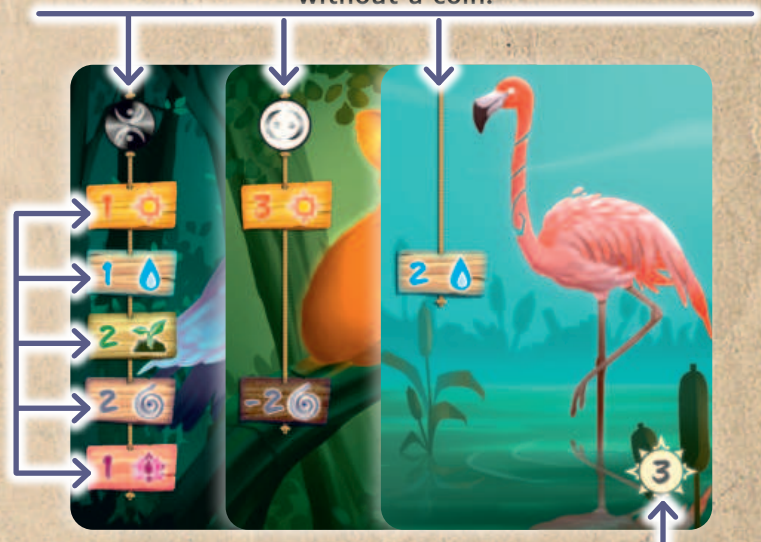
12 Level 3 Guardian Animal cards



The Guardian Animal cards

The Guardian Animals will provide you with elements that will help you to attract other Guardian Animals, plant Protective Trees, extinguish Fires, move forward on the Circle of Spirits, and/or collect Sacred Flowers.

There are three types of Guardian Animals: the solitary ones represented by a black coin, the gregarious ones represented by a white coin, and the neutral ones without a coin.



Elements provided by the Guardian Animal, useful for carrying out Actions

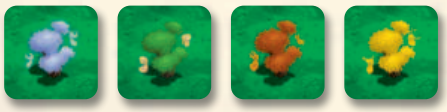
Cost of the Guardian Animal



4 Spirit of Nature standees



4 starting Protective Tree tiles



12 Victory tiles (3 per Spirit of Nature)



4 Forest individual boards



Your Forest is represented on your individual board, beginning with your starting Protective Tree in the center. During the game, you will be able to expand it by planting new Protective Trees.

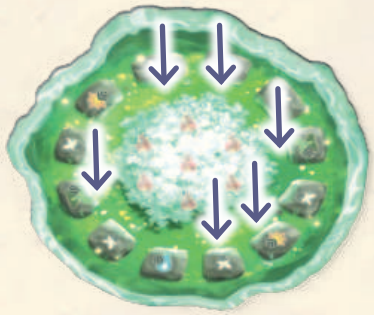
39 Protective Tree tiles



Cost of the Protective Tree

Elements provided by the Protective Tree

1 Circle of Spirits central board





Starting position of the Spirits of Nature standees depending on the number of players.

The Circle of Spirits is composed of 12 rocks, each offering a Bonus.

58 Fire tiles divided into 3 levels



1 Guardian Animal board



1 Fire Varan board



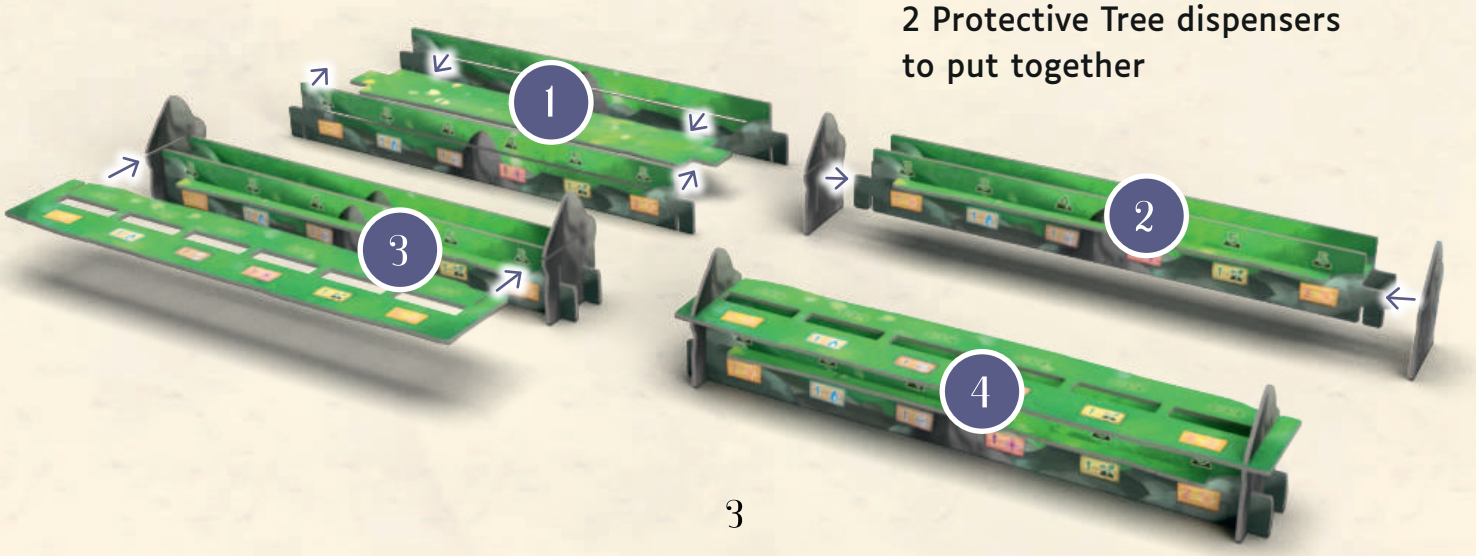
1 Sacred Tree standee



20 Fragment tiles



2 Protective Tree dispensers to put together



Setup



1 Place the Circle of Spirits on the table.

2 Take all components related to the Spirit of Nature you play with:

- 1 Forest individual board
- 1 starting Protective Tree tile
- 3 Victory tiles representing a Fire, a Sacred Flower and a Protective Tree respectively.
- 1 Spirit of Nature standee
- 14 starting Guardian Animal cards





Place your Forest board in front of you, then place your starting Protective Tree in the center. Place the three Victory tiles to the left of your Forest.

Randomly choose the first Spirit of Nature to play and give them the Sacred Tree standee. Then, place their standee on the Circle of Spirits on the rock with the white pawn in first position, the second Spirit on the rock with the white pawn in second position and so on, depending on whether you are 2, 3 or 4 players.

Shuffle and form a stack with your 14 starting Guardian Animal cards and place it, face down, to the right of your Forest. It is your personal draw.

3 Place the Guardian Animal board next to the Circle of Spirits.
Take all the remaining Guardian Animal cards and form 3 stacks, sorted by level. Level 1 is represented by a white sun, level 2 by a yellow sun and level 3 by a red sun.

Shuffle each stack then place them, face down, on the corresponding space of the Guardian Animal board. Reveal the first 4 cards of each stack and form an adjacent row with them, they form the reserve of Guardian Animals.

4 Sort and stack the Fire tiles by value (2, 3 and 4) and place them on the corresponding spaces of this board, next to the stacks of Guardian Animal cards.

Place a Fire of value 2 in the center of the Circle of Spirits.

The Setup must be done like on the following image.



5 Place the Protective Tree dispensers next to the Circle of Spirits.

Arrange the Protective Tree tiles in ascending order of value in the dispensers, from left to right.

With 3 players, remove 1 Protective Tree for values 3/4/5

With 2 players, remove 2 Protective Trees for the values 3/4/5 and 1 Protective Tree for the values 6/7/8

6 Place the Fire Varan board next to the Circle of Spirits.

Separately stack the Fragment tiles and the Fire Varan cards and place them on the corresponding spaces of this board.

Goal of the game

In Living Forest you play a Spirit of Nature trying to save the Forest and its sacred Tree from Onibi's relentless attacks. You have one of three ways to do this:

- by planting 12 different Protective Trees,
- by collecting 12 Sacred Flowers to awaken Sanki the great Guardian of the Forest,
- by extinguishing 12 Fires to permanently repel Onibi.

Each turn, you call Guardian Animals which bring some Elements ☀, 💧, 🌿, 🌀 and 🪷 to support you in your actions.



Game turn

Each Game turn includes 3 phases:

- Guardian Animals
- Action
- End of Game turn

The Guardian Animals' phase

You have already made up a team of 14 Guardian Animals, they are here with you and they are ready to help at any time.

During this phase, all the Spirits of Nature play at the same time.

You draw and turn face up, one after the other, the Guardian Animal cards from your personal draw stack. You thus form the Guardian Animal Help Line.

If you want to draw a new Guardian Animal card to place in your Help Line, but your draw stack runs empty, then shuffle your discard stack to make a new draw stack.

It is when you want to draw a card, and not when your draw stack turns empty, that you make a new one.

Note: during this phase, you can consult your discard stack at any time.

You **can** stop drawing cards whenever you want.

However, if you reveal a card showing a third solitary symbol, then you **must** stop drawing cards. This card closes your Help Line.

Important: A gregarious symbol cancels a solitary symbol. It will therefore be possible to play more than 3 solitary Guardian Animals in the same turn, provided that you have already revealed one or more gregarious Guardian Animals. Note that only the symbol of the solitary Guardian Animal is canceled, you will take into account the Elements it brings in the next Action phase.

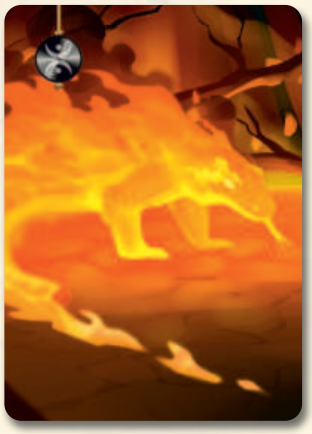




Guardian Animal Help Line



The animals come from the four corners of the Forest, some of the far icy plains of the North, others from the deep rivers of the East, others from the warm tropical coasts of the South... All have precious powers but beware, some of them, proud and strong, do not like to meet other fellows...



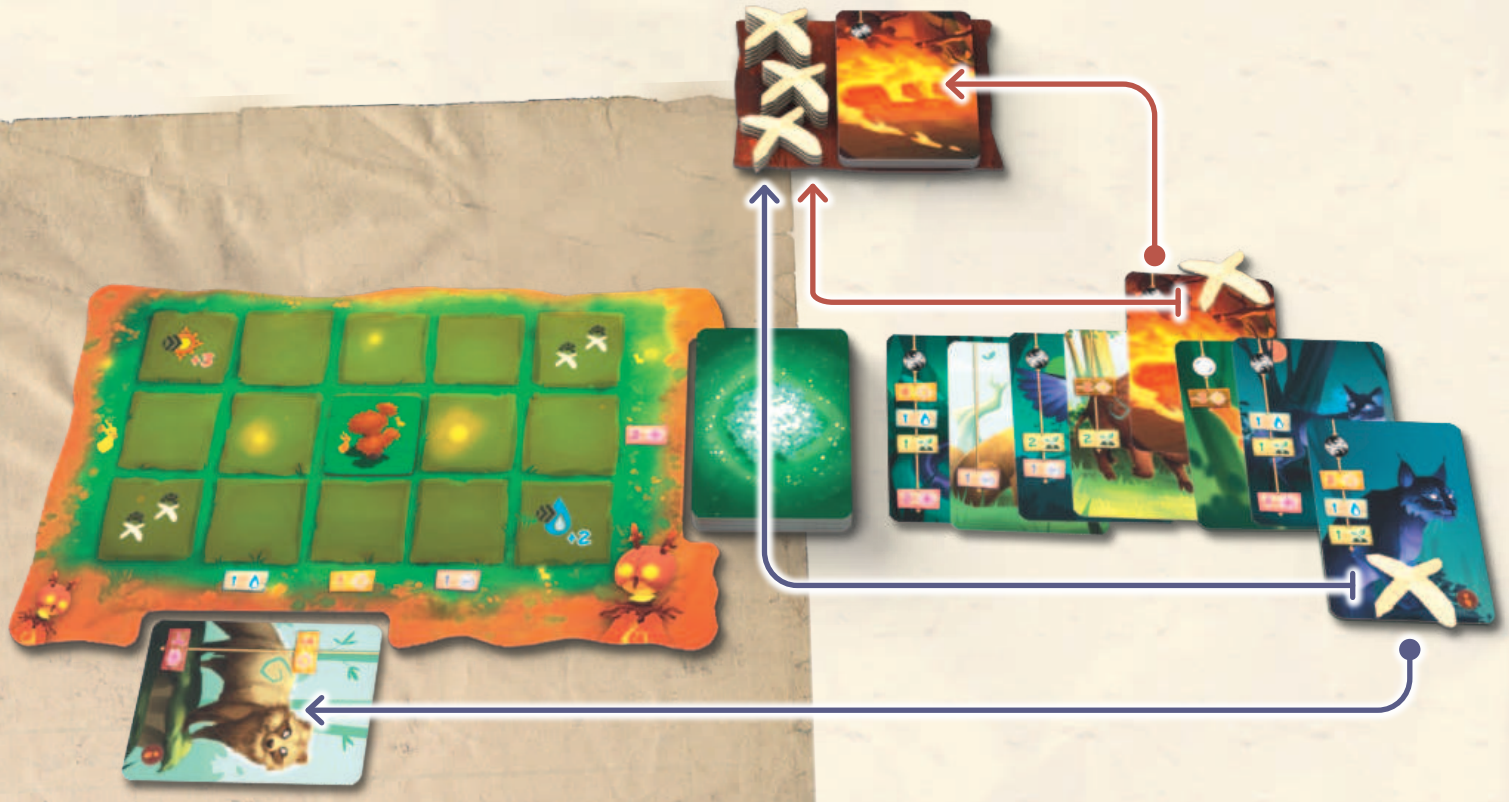
Note: it might be possible that you collect Fire Varan cards during the game, Onibi's servants; they work as solitary Guardian Animals but do not provide any Elements, only a solitary symbol.

The Fragment tiles

Whenever you want during this phase, you can discard a Fragment tile in order to, at choice:

- Destroy a Fire Varan card that you have just drawn. You immediately put it back in its stack next to the Circle of Spirits.
- Place a Guardian Animal card that you have just drawn back to your personal discard stack, regardless of its type.

After playing a Fragment, you can either stop or continue to draw.



Example

Jon draws 5 Guardian Animal cards, the 5th is a Fire Varan which shows the third of his Help Line. During a previous turn, Jon acquired 2 Fragment tiles, he decides to discard one to destroy this card, instantly canceling the Fire Varan's . He can then reveal more cards. The next one is a Guardian Animal card, the one right after is another Guardian Animal card. In this case, nothing happens because the two symbols cancel each other out. Jon decides to continue drawing cards and reveals a Guardian Animal card again. He discards his last Fragment tile which allows him to discard this last card into his personal discard stack. He decides to stop drawing cards.

Sanki, after having participated in the creation of this magnificent Forest, plunged into an eternal sleep in order to acquire Great Wisdom. He still wanted to leave behind fragments of his Magic that will help you, if you manage to get them back.

Once all the Spirits of Nature have finished drawing their cards, the Guardian Animals phase ends and you can move on to the Action phase.

The Action phase

During this phase, the Spirits of Nature play **in turn**, starting with the Spirit of Nature possessing the Sacred Tree.

If your Help Line shows **strictly less** than three solitary symbols (not canceled by gregarious symbols), you can then perform **2 different Actions**.



– < 3
2 Actions

If your Help Line shows **three** solitary symbols (not canceled by gregarious symbols), you can then perform **only 1 Action**.

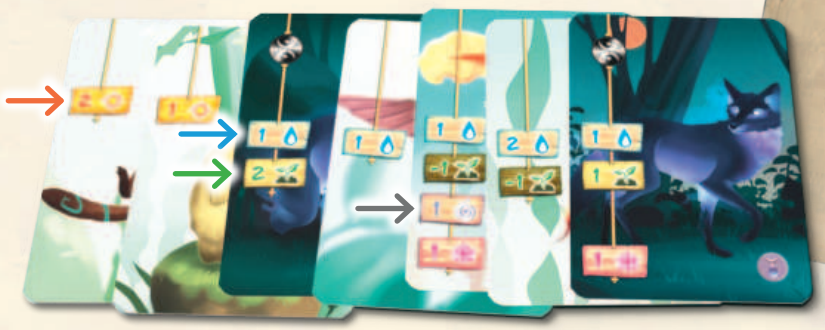


– = 3
1 Action

The strength of an Action is determined by the number of corresponding Elements visible on the Guardian Animal cards in your Help Line **and** on your Forest individual board.

The Element is not used to perform an action, it is a victory condition.





Example

In his Help Line and on his Forest, Jon has a total of

7
9
1
4

to perform his two Actions.

Once you have performed the Action(s) of your choice, it is up to the next Spirit clockwise to take their Action(s), until all Spirits have played.

The different Actions:

Take a Fragment tile

Take a Fragment tile and place it next to your Forest. It can be played in a following Guardian Animal Phase.

Attract one or more Guardian Animals

Add up the amount of ☀ you have and take one or more Guardian Animal cards visible in the reserve of Guardian Animals, for a total cost equal to or lower than your number of ☀.

Place the card(s) on top of your personal draw stack, face down.

Example

Jon counts a total of 7 ☀, he can thus take a card with a value of 7 (the groundhog) or two cards with a value of 4 (the cockatoo) and 3 (the hedgehog).



Extinguish the Fire

Add up the amount of 💧 you have and pick one or more Fire tiles from the Circle of Spirits for a total cost equal to or lower than your number of 💧.

You can choose the Fire tiles you want to extinguish as long as their combined value does not exceed your number of 💧

Place the Fire tiles(s) next to your Forest, on their face without numbers.

Reminder: Having 12 Fires tiles is a way to win the game.

Example

Jon has a total of 9 💧 and can then decide to extinguish two Fires of 4 in order to pick two tiles or one Fire of 4, one Fire of 3 and one Fire of 2 to pick three tiles.





Move forward on the Circle of Spirits

Add up the number of and move your Spirit of Nature standee clockwise on the Circle of Spirits by a number of rocks equal to or lower than your number of .

If one or more Spirits of Nature are on a rock ahead of you, jump over them without counting their rocks and take one of their Victory tiles of your choice, whether it originally belongs to them or was taken from another Spirit of Nature.

Trigger the bonus of the **arrival** rock.

This is an additional Action, it is added and may be different from or identical to the other Actions you take in your turn. Note that you have to move forward at least one rock to trigger a bonus.



Example

Jon has a total of 4 , moves forward 4 unoccupied spaces on the Circle of Spirits and triggers the bonus Take a Fragment tile Action. During that move, he jumps over Philip and Donna, taking one Victory tile of his choice from each of them.



The Circle of Spirits requires courage and wisdom to move forward.

Plant one and only one Protective Tree

Add up the amount of and take one, and only one, Protective Tree for a total cost equal to or lower than your number of .
Place it on your Forest, on a space adjacent to a Protective Tree already planted. Diagonal spaces do not count.



A planted Protective Tree instantly and permanently gives you its effect. You can therefore take it into account for your second Action and during following Game turns.

These Protective Trees, once planted in your Forest, permanently provide a certain number of **Elements**.



Together, Protective Trees form an impenetrable barrier, even from Onibi's most powerful flames.



If your Help Line allows you to perform 2 Actions, this Protective Tree allows you to perform the **same** Action twice, rather than 2 different Actions.

Note: Having 12 **different** Protective Tree is a way to win the game.

Planting a Protective Tree in a strategic space of your Forest will give you bonuses.

Bonus: Complete a row or a column

Completing particular rows or columns in your Forest instantly triggers a **permanent** bonus of Element: 1, 1, 1 or 2 depending on the row or column. You can take it into account for your second Action and in following Game turns.

A strong row of Protective Trees will strengthen your Forest.



Bonus: Plant a Protective Tree in a corner

Planting a Protective Tree in one of the corners of your Forest triggers an **immediate** bonus Action.

Reaching the four furthest points of your Forest shows your determination and ability to protect the Sacred Tree. A precious help is given to you.

These are additional Actions, they are added and may be different from or identical to the other Actions you take in your turn.

- Triggers an additional Attract one or more Guardian Animals Action with a bonus of +3.

- Allows you to pick up 2 Fragment tiles.



- Allows you to pick up 2 Fragment tiles.

- Triggers an additional Extinguish fire Action with a bonus of +2.

End of the Game turn

1. Onibi is attacking you!

If some Fire tiles remain at the center of the Circle of Spirits, add up their values. Then, each Spirit of Nature adds up their value in 💧.

If this value in 💧 is strictly lower than the strength of the Fire, add as many Fire Varan cards to your **discard stack** as there are Fire tiles at the center of the Circle of Spirits.

Note: If there are not enough Fire Varans available compared to the number of Fires remaining on the Circle of Spirits, evenly distribute them among the Spirits of Nature concerned, in turn order. If there are no more Fire Varan available, nothing happens.



Example

At the end of the turn there are 3 Fire tiles of values 2, 3 and 4: Onibi's Firepower is therefore 9. Jon counts his 💧 and he has a total of 8 which means he cannot resist the flames, he has to add 3 Fire Varan cards on top of his discard stack.



2. Onibi is attacking the Sacred Tree!

Add as many Fires of value 2 to the center of the Circle of Spirits as there are Level 1 Guardian Animal cards taken this turn.

Add as many Fires of value 3 to the center of the Circle of Spirits as there are Level 2 Guardian Animal cards taken this turn.

Add as many Fires of value 4 to the center of the Circle of Spirits as there are Level 3 Guardian Animal cards taken this turn.

There can never be more than 7 Fires in the center of the Circle of Spirits.

Example

During this turn four cards have been taken (one of level 1, one of level 2 and 2 of level 3). You therefore have to add to the center of the Circle of Spirits the four corresponding Fires, one of value 2, one of value 3 and two of value 4.



If there are no more Fire tiles in the Circle of Spirits after Onibi's attack, add a Fire tile of value 2, even if no Guardian Animals has been taken.

3. The arrival of new Guardian Animals

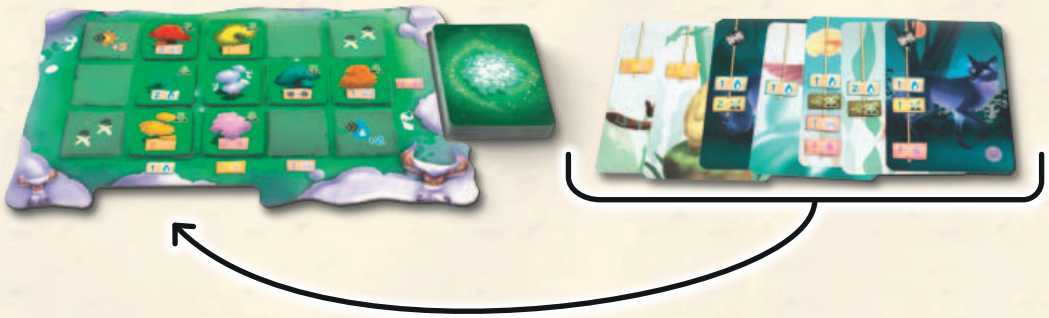
Refill the Guardian Animal reserve by revealing as many new cards per level as there were cards taken this turn.



The Guardian Animals of the Forest have heard your call, they are gathering close to the Circle of Spirits founded millennia ago by Sanki. They are standing by to help if you ask.

4. The Return of Guardian Animals

Move all the Guardian Animal cards from your Help Line to your personal discard stack.



5. Giving the Sacred Tree



Give the Sacred Tree to the next Spirit of Nature clockwise.

"The power of the Sacred Tree represents balance. It will always be shared equitably." - Sanki

The next game turn can begin.

End of the Game

The game stops **at the end of a complete Action phase** when one of the Spirit of Nature has managed to collect at least either:



- 12 **different** Protective Trees. Count all the different Trees placed on your individual Forest board, including the starting Tree, as well as all the Victory Tree tiles if you have any.



- 12 Fires. Count the number of tiles you have won, not their value, as well as all the Fire Victory tiles if you have any.



- 12 Sacred Flowers. Count the number of Flowers visible on your Help Line, on your Forest individual board and on the Flower Victory tiles if you have any.

The Spirit ending the game wins. If several Spirits of Nature complete one of the three victory conditions at the end of a turn, then they add up the values of all **three** victory conditions. The Spirit of Nature with the highest total wins.

Example

Philip ends the game with 12 Protective Trees, Donna with 13 Fires and Alice with 13 Sacred Flowers. To determine the winner you have to add up the value of the three victory conditions for each one of them. Alice wins with 23 points against 20 points for Donna and 16 points for Philip.



Alice





Philip





Donna





Credits

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Watch the Rules in video

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