

THE RULES

About:

Name:

Root by the Foot

Estimated Play Time:

30 minutes

Number of Players:

2 players

Game Components:

Game Board (x1)
Blue Player Roots (x100)
Orange Player Roots (x100)
Weather Cards (x20)
Player Cards (x35)
Resource Tokens (x100)
Season Tracker Tokens (x2)

Aim of the Game:

Collect more resources than your opponent by the time they are all revealed.
Grow your roots and expand your influence to stop your opponent while the weather impacts you both.

Setup:

1. Place the board between both players, such that each player has a tree in front of them.
2. Place the *Weather Deck* face down on one side of the board, leaving room for a discard pile.
3. Place the *Player Deck* face down on the other side of the board, opposite of the Weather deck, leaving room for a discard pile.
4. Shuffle the resource tokens and place them all face down on the board, placing one token on each tile.
5. Give one player all of the blue root pieces and give the other player all of the orange root pieces.
6. Place a season tracker token on the spring quadrant of the tracker on each side of the board.

Progression of Play:

Beginning of Play:

The player who physically touched grass most recently will go first; this player will be referenced as *Player 1* for the rest of this document, and the player who goes second will be referenced as *Player 2*.

To start the game, both players take turns placing one root piece on a line bordering their tree, starting with *Player 1*, until both players have placed 3

root pieces. These roots are called *Main Roots*, and they cannot be attacked or destroyed by any effects.

Game Flow:

After both players have placed their *Main Roots*, the game begins. *Player 1* takes their turn, followed by *Player 2*, referencing the *Turn Progression* section below. After both players have taken their turns, both players draw one card from the *Player Deck*, starting with *Player 1*. Once both players have drawn a card, the top card of the *Weather Deck* is played, resolved, and discarded into the *Weather Deck Discard Pile*.

The above sequence is one round. Players continue to play rounds until the end condition is met.

If either the *Weather Deck* or the *Player Deck* run out of cards, the respective discard pile is shuffled and placed face down to form a new deck.

Turn Progression:

On their turn, players have 4 *Action Points* (referred to as AP for the rest of this document) that they can spend on actions, which are listed below:

- Grow: 1 AP
 - When taking this action a player can *grow* any one of their roots into an adjacent unoccupied space.
 - Roots are placed on the lines that define tiles, and new roots must share an endpoint with an existing friendly root.
 - A root can split off from a friendly root, creating a new endpoint, as long as it is adjacent to a friendly root.
 - When this action is taken, any one root is able to *grow* twice.
 - During the Summer season, roots are able to *grow* three times per action instead of twice, and during the Winter Season roots are only able to grow once per action.
- Gather: 2 AP
 - When taking this action a player can collect a resource token that borders one of their roots.
 - A resource token is considered to be bordering a root if it shares a border with the line the root is placed on.
 - When collected, a resource is added to the player's pool of resources to be counted at the end of the game.
 - If a resource says "+ Card" on it, the collecting player draws one card from the player deck immediately when collecting the resource.
- Attack: 3 AP
 - When taking this action a player can destroy one of their opponents roots that is adjacent to one of theirs.
 - When a root is destroyed from this action it is returned to that player's pool of roots, and may be used again later.

- After the opposing player's root is destroyed, the player who took the action then places a root in the space that was previously occupied by the opposing player's root.
- If this action results in a section of root being separated from a player's *Main Root*, the section that is no longer connected is considered dead and is removed in its entirety from the board.
- Play: * AP
 - When taking this action a player may play one card from their hand, spending the amount of AP listed in the top right corner of the card to do so.
 - When played, a card's effect is resolved and is then placed in the *Player Deck Discard Pile*.

Players do not need to perform all of these actions, and may perform any one of them any number of times, provided they have enough AP to do so. Players do not have to spend all of their AP in a turn, but AP are not saved for the next turn.

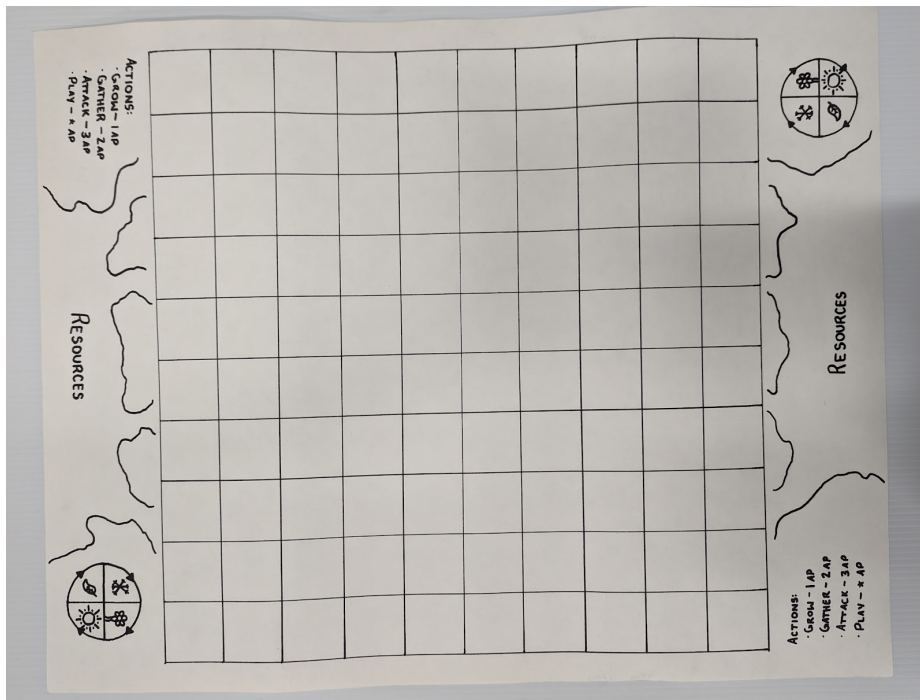
Resolution:

Once all of the resource cards have been collected or removed from the board, both players total the point values of their collected resources; the player with the higher point total wins!

THE COMPONENTS

Game Board:

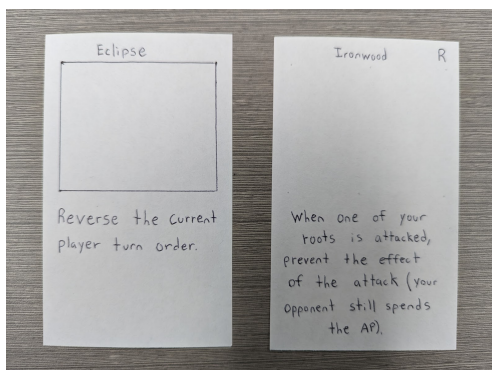
On a 22 x 28 inch poster board, make a 20 x 20 inch grid with squares with a length of 2 inches centered on the board using a permanent marker. On each side of the board, oriented such that they face the player that would sit at its edge, draw 3 components using a permanent marker: an actions list, containing the actions players make take on their turns; a tree, where players can store their collected resource tokens; and a season tracker, which shows the order of season cycling. Reference the picture below for a guide as to how the board should look.



Cards:

Using 3 x 5 inch unruled index cards, make 2 sets of cards: the Weather Cards, and the Player Cards. Referencing the below pictures for the lists of cards, write each card in pen using the example picture below as a design guide. For the writing of the cards, use the following syntax to translate the deck lists:

[Cost (for Player cards only)] [Name] (Quantity in Deck): [Description]



Player Deck

in list [FEATURES](#)

Description Edit

- [0] Maple (4): Gain 1 AP for this turn only.
- [R] Ironwood (3): When one of your roots is attacked, prevent the effect of the attack (your opponent still spends the AP).
- [1] Willow (4): Grow 1 root up to 3 tiles (growth amount is affected by seasonal effects).
- [1] Pitch Pine (4): Gather a bordering resource (cost is affected by seasonal effects).
- [3] Red Pine (3): Gather 2 bordering resources (cost is affected by seasonal effects).
- [1] Evergreen (3): For the rest of your turn, ignore the negative seasonal effects of Winter and Autumn.
- [2] Invasive Species (4): Attack an adjacent opponent root piece.
- [1] Recycling (4): Discard any number of cards from your hand and draw that many cards from the player deck.
- [1] Composting (3): Draw 2 cards from the player deck.
- [1] Plant a Seed (3): Gain 2 AP at the start of your next turn for that turn only.

Weather Deck

in list [FEATURES](#)

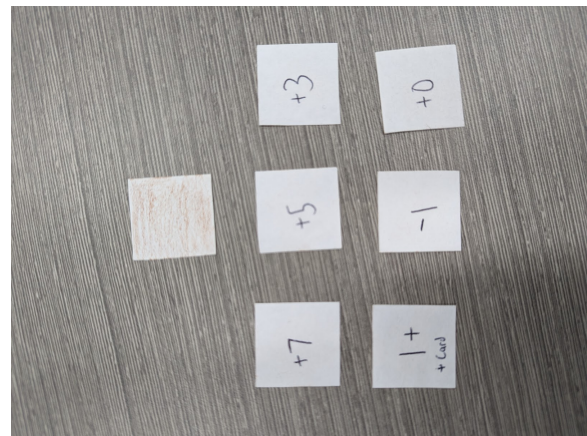
Description Edit

- Season Change (5): Cycle to the next season.
- Wild Fire (1): Both players must destroy the two end pieces of all of their roots.
- Flood (1): Both players discard all cards from their hand.
- Forager (3): Both players reveal and remove 1 resource token of their choice from the board.
- Fertilizer (2): Both players can add one piece to the end of all of their roots.
- Lightning (2): No player cards can be played until after the next weather card is played.
- Rainfall (2): Both players draw 2 cards from the player deck.
- Pruning (1): Both players discard any number of cards from their hand and draw that many cards from the player deck.
- Eclipse (3): Reverse the current player turn order.

Tokens:

Using 3 x 5 inch unruled index cards, cut 7 cards into 15 1 x 1 inch squares, such that there are 105 small tokens (only 100 will be used). Color the backs of them brown using a colored pencil. On the front, write the following values on the following amount of tokens, referencing the picture below:

- 1 token: +7
- 20 tokens: +5
- 30 tokens: +3
- 15 tokens: +1, +Card
- 15 tokens: -1
- 19 tokens: +0



After creating the resource tokens, using another 3 x 5 inch unruled index card, cut out 2 1 x 1 inch squares to be used for marking the current season on the game board. Use a pink highlighter to color the front side of the token.

Root Pieces:

Using 3 x 5 inch unruled index cards, cut out 10 cards into 20 0.5 x 1.5 inch strips, such that there are in total 200 strips. Using colored highlighters, color 100 of the strips blue on one side and color the other 100 orange on one side. Fold each of them in half lengthwise, such that the colored side is visible, referencing the picture below.

