**Botanic Brawl**

Number of Players: 2

Objective: To grow a diverse forest and achieve the winning criteria before the opponent.

Gameplay:

Each player starts with one sapling and a board divided into squares representing different stages of a tree's life cycle.

On their turn, a player rolls a six-sided die to determine the number of action points (AP) they have for that turn. The maximum number of AP is 6.

The player can then spend their AP to take any combination of the following actions:

Plant a sapling: costs 1 AP and occupies one square on the board.

Grow a tree: costs 1 AP per stage of the tree's life cycle. For example, a young tree requires 2 AP to grow to the adult stage, while an elder tree requires 5 AP to reach maturity. Each stage of a tree's life cycle occupies one square on the board.

Trade a tree: costs 2 AP to exchange a tree on the player's board with a tree from the opponent's board, as long as the opponent agrees.

Each type of tree has a unique set of attributes, such as the amount of space it occupies, the number of points it awards when matured, and any special abilities it may have. Players can refer to a reference card or booklet to learn about the different trees.

Winning Criteria:

Have 6 matured "elder trees".

Gain one of each type of adult tree.

Fill up their board.

The player with the most points at the end of the game is the winner. Points are awarded based on the number and diversity of trees on the player's board, as well as any bonus points from special abilities.

Possible twists or variations:

Introduce random events that affect the growth or health of trees, such as droughts, pests, or wildfires.

Allow players to sabotage each other's trees, either by direct actions or by introducing negative events.

Introduce different modes or difficulty levels, such as cooperative play against a common threat (e.g., deforestation) or a time limit to achieve the winning criteria.