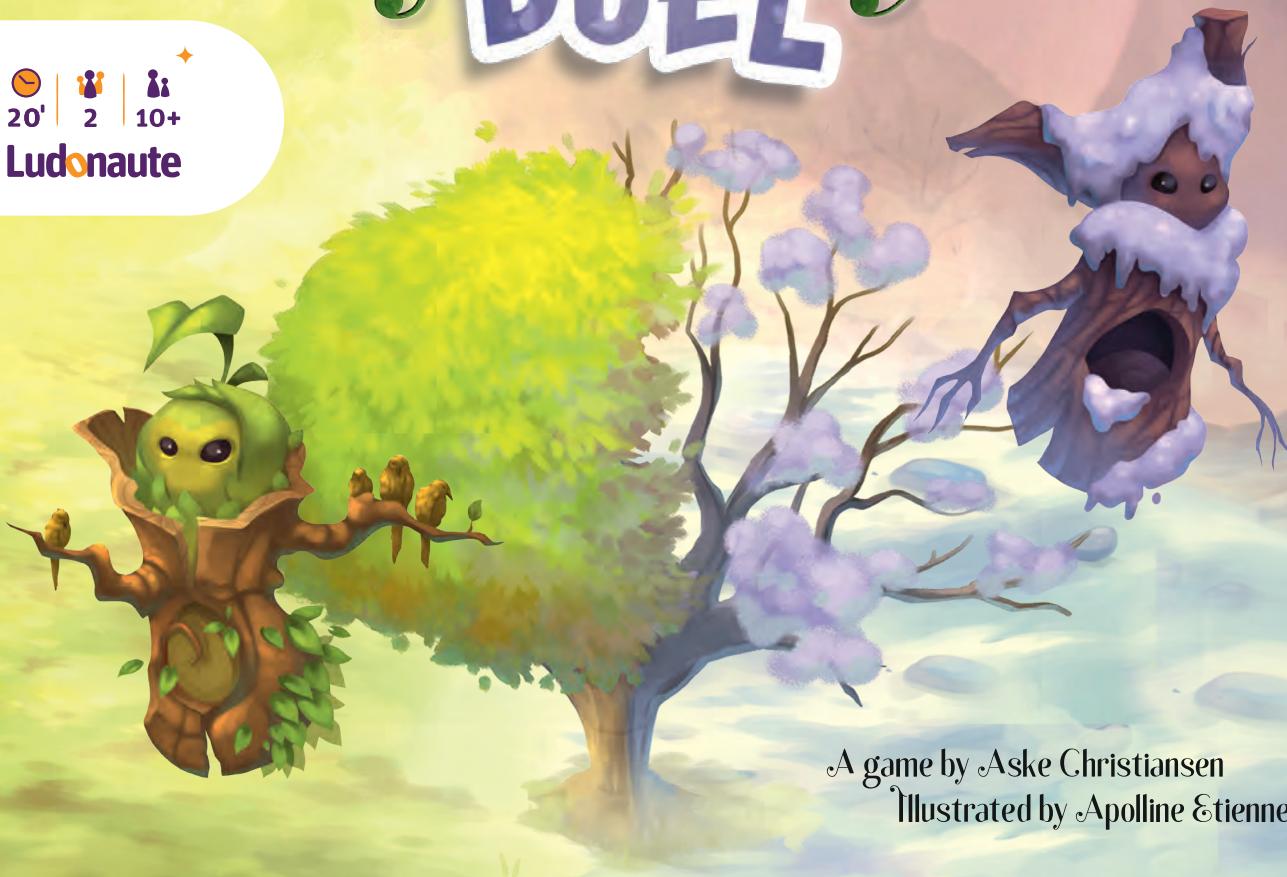


# Living Forest DUEL

20' | 2 | 10+

Ludonaute



A game by Aske Christiansen  
Illustrated by Apolline Etienne

*Who will triumph and reign over the forest: Summer or Winter?*

# Components

**Shared:**



7 clearing cards

Fire value

Bonus action



18 common guardian animal cards (*without a cost*)



1 stag card



3 Sanki 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, and move Onibi through the clearing.

There are three types of guardian animals: neutral ones without a coin symbol, solitary ones represented by a black ☰ coin symbol, and gregarious ones represented by a white ☱ coin symbol.

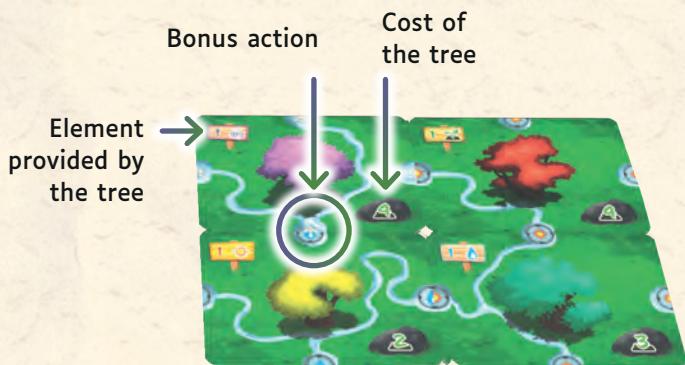
Elements provided by the guardian animal, used for carrying out actions



Cost of the guardian animal

Season symbols

# Goal of the Game



**24 protective tree cards  
(4 sets of 6 protective trees  
of the same type)**



1 Onibi card



1 Onibi standee



19 fire tokens

Play as Summer or Winter and fight for the forest by fulfilling one of these 4 victory conditions first:

- ✿ **Collect 8 fire tokens.**
- ✿ **Have only cards of your season in the recruitment line.**
- ✿ **Plant a forest that contains 9 protective trees in a 3x3 grid.**
- ✿ **Have the Onibi standee reach your opponent while they already have the Onibi card.**

## Per player:



Summer



1 starting  
protective tree card



2 action  
tokens



7 fire  
varan cards



15 guardian  
animal cards



Winter



# Setup



5



2



4a



Clearing



4b



Recruitment line

3

Shared  
discard pile



Shared  
draw pile

Shared help line

4c



4d



Personal forest



1

Place the 7 clearing cards so that they form a complete panorama with descending and ascending point values. Place the Onibi standee on the central card, and place 1 fire token on each of the 2 adjacent cards.

2

Separate the 24 protective tree cards by type, into 4 piles of 6 cards. Shuffle the piles and place them above the clearing.

3

Place the stag card below the central card in the clearing, forming a new line. The stag is part of the recruitment line the players will be forming.

4

Choose which player will play as Winter, and who will play as Summer (*gameplay is the same for both roles*).

- a. Place the 7 fire varan cards corresponding to your season on your end of the clearing.
- b. Shuffle the 15 guardian animal cards corresponding to your season into a face-down pile, and place it next to your fire varan cards. Complete the recruitment line on your end by drawing the top 3 cards from your pile and placing them next to each other below the clearing.

If the sum of the costs of your 3 cards is equal to or lower than 12, place the cheapest card underneath your draw pile and draw a new card. Repeat this step until the sum of the costs is strictly higher than 12.

- c. Place your starting protective tree card in front of you.
- d. Also place your 2 action tokens in front of you.

5

Place the remaining fire tokens, the Onibi card, and the 3 Sanki cards in a shared supply.

6

Shuffle the 18 common guardian animal cards into a face-down pile and place it in the center of the table. This is the shared draw pile.

# Turn overview

Summer starts by taking the first turn. On future turns, the **first player to end the previous turn** starts. Players alternate taking turns. On your turn, choose 1 of the following 2 options:

- **Draw 1 guardian animal card from the shared draw pile and add it to the shared help line.**
- **Use 1 action token on 1 guardian animal card in the shared help line.**

Once you run out of action tokens, you can no longer play and your turn ends. Your opponent may continue playing until they also run out of action tokens.

## Draw 1 guardian animal card

Draw a card from the shared draw pile. There are 3 possible scenarios:

- ✿ If the card is a common animal or a stag, add it to the shared help line.
- ✿ If the card is an animal or a fire varan **corresponding to your season**, place it in a personal line on your end. The symbols and quantity of each element on this animal are **available only to you**, for the rest of the turn.
- ✿ If the card is an animal or a fire varan **corresponding to your opponent's season**, place it in a personal line on your opponent's end. The symbols and quantity of each element on this animal are available only to them, for the rest of the turn.



**Careful,  
because these  
rules might  
change if one  
of you has the  
Onibi card, see  
page 11.**

If you draw a card with a solitary symbol ☯ and this is the third solitary symbol visible **for you** (i.e., in the shared help line and your personal line combined), discard 1 of your action tokens if you still have any. You can no longer use it this turn.

If you draw an animal with a fourth solitary symbol visible **for you**, discard another action token if you still have any.

*Note: in most cases, both you and your opponent will lose an action token when the third solitary symbol is revealed. However, it could happen that you lose an action token but your opponent does not, if you don't have the same number of solitary symbols ☯ (see the example below).*

If the shared draw pile is empty, shuffle the discarded cards and create a new one.

### Important:

A gregarious symbol ☺ cancels out a solitary symbol ☯.

*Example: Winter draws a third solitary symbol ☯, but because they have a gregarious animal ☺ in their personal line, they don't lose an action token. This is not the case for Summer, who loses 1 of their action tokens.*



# Using an action token

Place your action token **so that it points to the last element of the shared help line** corresponding to the action you wish to carry out ☀️, 💧, 🌱, 🐍. This element does not necessarily have to be present on the last card that was revealed. It stays there until the end of the turn.

Count all of the elements of the chosen type that are visible from the start of the shared help line, **or** from the last action token pointing to this element. This means that none of the elements counted towards this action will be available again later.

To this total, add any elements that are visible on your personal line and on the protective trees in your forest. Carry out the chosen action with a strength equal to this value.

If you want to point to the same element a second time in order to carry out the same action again this turn, there must be at least 1 element of that type in between your 2 action tokens.

Important: the elements provided by your personal line and your protective trees can be taken into account again for future actions.



*Example: Summer plays their first action token on the second card, to carry out an "Extinguishing Fire" action. They calculate  $5\text{💧} = 3\text{💧}$  from the crocodile +  $2\text{💧}$  from their frog. The  $1\text{💧}$  from the spider is not available to Summer, because it was already used by Winter.*



*Example (continued): Summer wants to carry out another "Extinguishing Fire" action with their second action token, but they can't do so with the chameleon because there would be no 💧 element between their 2 action tokens. They will have to wait until there's at least a second card with a 💧 element, which the bear provides. They calculate  $5$  to carry out their action =  $1\text{💧}$  from the chameleon +  $2\text{💧}$  from the bear +  $2\text{💧}$  from their frog.*

# The actions:



## Extinguishing fire

Add up the number of available to you and take 1 or more fire tokens from the clearing, for a total value equal to or lower than this number of .

The value of a fire token (2, 3 or 4) depends on its location and is depicted on the clearing card where the token is located.

If you have 8 or more fire tokens, you fulfill one of the 4 victory conditions and win the game immediately.



## Recruiting animals

Add up the number of available to you and take 1 or more face-up animal cards from the recruitment line, for a total cost equal to or lower than this number of .

You may take cards corresponding to your season, but also your opponent's cards, or even the Stag. If the card is an Animal corresponding to your season, place it in a personal line on your end; otherwise, place it in the discard pile.

Replace the recruited cards with cards **from your personal pile**.

If your personal pile no longer contains any animal cards, don't replace the recruited cards.

If the recruitment line **exclusively** contains animals of your season, you fulfill one of the 4 victory conditions and win the game immediately. *Note: the stag is a neutral animal. It doesn't correspond to any season and must therefore also be recruited before the victory condition can be met.*



*Example: Winter has a total of 7 and decides to recruit the hummingbird for 2 and the crane for 5 . They then refill the recruitment line using guardian animals from their personal pile.*



## **Planting a protective tree**

Add up the number of  available to you and take 1 to 4 face-up protective tree cards from the top of their piles, for a total cost equal to or lower than this number of .

If you decide to take multiple cards, **each card must come from a different pile**.

When you take a tree card, you must immediately plant it in your Forest. If you plant a protective tree next to another protective tree with the same bonus action, activate that bonus action.

**Important:** the elements provided by your protective trees are permanently available for carrying out actions.

If your forest contains 9 trees in a 3x3 grid of cards, you fulfill one of the 4 victory conditions and win the game immediately.

## **Rules for planting a protective trees in your forest:**

- ✿ You must **always** be able to trace the river on a protective tree back to the lake containing your starting tree, either directly, or by connecting it to an existing river.
  - ✿ The starting protective tree does not have to be in the center.
  - ✿ You may cover cards that are already present (*following the same rules*) but the card you covered loses its effect.
  - ✿ Protective trees must always be oriented with their crown pointing up.



*Example: Winter has a total of 5  and decides to plant 2 protective trees: one for 3  one for 2 .*



### The bonus actions:



**Take a Sanki card.**



Carry out a **Recruiting animals** action.



Carry out an  
**Extinguishing**  
**fire action.**



## Carry out a **Planting** **a protective** **tree action.**

The bonus actions are carried out by calculating the corresponding elements available in the help line, your personal line, and your forest. Elements in the help line are not used up and remain available for any other actions this turn.



## Advancing Onibi

Add up the number of available to you and advance the Onibi standee **toward your opponent** by a number of cards equal to or lower than this number of .

Immediately carry out the bonus action of the clearing card you landed on.

When Onibi moves off the clearing, 3 situations are possible:

- ✿ **If the Onibi card is in the supply**, give it to your opponent, then continue to advance Onibi starting from the card at the other end of the clearing.
- ✿ **If you have the Onibi card**, place it back in the supply, then continue to advance Onibi starting from the card at the other end of the clearing.
- ✿ **If your opponent already has the Onibi card**, you fulfill one of the 4 victory conditions and win the game immediately.



*Example: Summer has a total of 4. They decide to advance Onibi by only 3 cards. Because Onibi moves off the clearing, Summer gives the Onibi card to Winter. They then carry out the "Take a Sanki card" bonus action of the clearing card Onibi standee landed on.*



The Onibi card

If either player draws a card corresponding to your season while you have the Onibi card, place it in the shared help line if it's a guardian animal, or in front of you if it's a fire varan.



The Sanki cards

If a bonus action allows you to retrieve a Sanki card, take it from the supply, or from your opponent if the supply is empty.

You can use a Sanki card in 1 of 2 ways:

- ✿ To place **1 fire varan card corresponding to your season** back to its pile as soon as it's revealed, or
- ✿ To **immediately** use 1 action token after revealing an animal card.

Return the Sanki card to the supply after you've used it.

*Note: you cannot use Sanki cards to discard guardian animal cards.*

## End of the Turn



The turn ends when both Summer and Winter have used up their 2 action tokens.

- 1 Add up the fire value of the clearing cards **on fire**. A clearing card is on fire if at least Onibi standee or one fire token is on this card.

Next, add up your values in your personal line, your forest, and those remaining in the help line (i.e., those visible after the final action token placed on the line).

Both players check to see whether the total value of the clearing cards on fire is strictly higher than their value. If that's the case for you, add 1 fire varan card corresponding to your season, as long as there are some left, to the shared discard pile for each clearing card on fire. If not, nothing happens.

- 2 Next, **check both cards adjacent to the Onibi standee**. If there's no fire token on the card yet, place one on it. If the card already contains a fire token, nothing happens. If Onibi is on a card at the edge of the clearing, check the card adjacent to his location, and the card at the other end of the clearing.
- 3 Retrieve your 2 action tokens, placing them back in front of you.
- 4 Place all of the cards in the help line, as well as the cards in the players' personal lines on the shared discard pile.



*Example: there are 2 available in the help line and Winter also has 5 (3 in their forest and 2 in their personal line), for a total of 7. Currently, the fire value in the clearing is 8. Winter cannot fight off the fire and must add 3 fire varan cards corresponding to their season to the shared discard pile.*

## End of the game

The game ends immediately when a player meets 1 of the 4 victory conditions.