Seeds of life

Food Forest Edition

1. Story

Living in the age of food forest gardenig, you are responsible for planning a food forest.
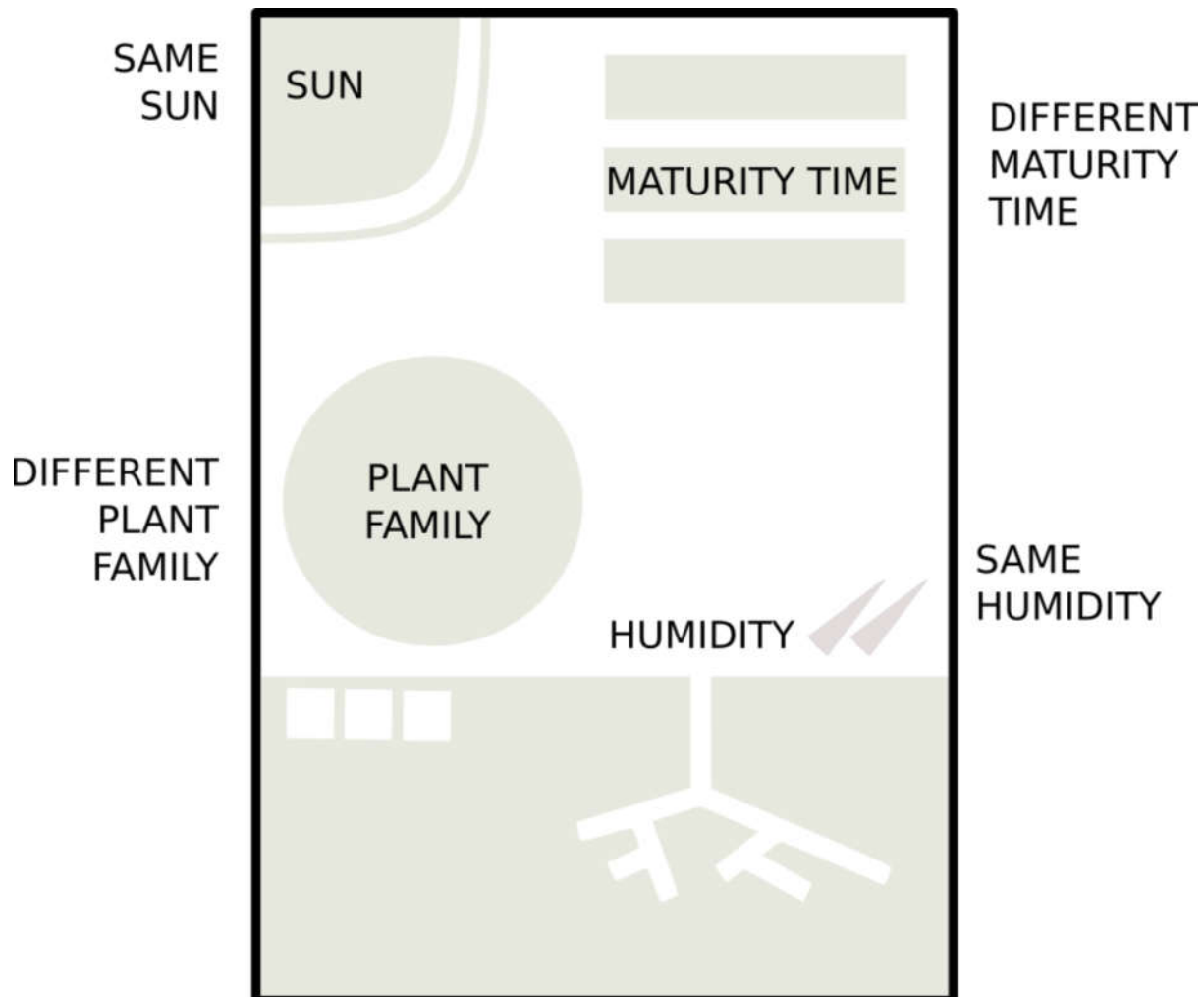
2. How to play

1. Print and cut the two A4 Templates or the one A3.
2. Each player randomly collects five Cards.
3. For every <u>microclimate</u> each player needs to make <u>side by side connections</u>.
4. In every turn, each player gets one card from the stack in order to make a connection and gives one to the stack if not match found.
5. When all cards are being connected, the player that has the maximum number of plants on their collection takes the round.

3. Cards available in Template

- 52 Cards.

4. Definitions

Side by side connections can be established when the cards that are side by side have the characteristics that follow :

SAME
SUN

SUN

MATURITY TIME

DIFFERENT
MATURITY
TIME

DIFFERENT
PLANT
FAMILY

PLANT
FAMILY

SAME
HUMIDITY

HUMIDITY

but only if the plant family is a supplamentary one by a 90 degrees turn like so (the family with a full circle is supplamentary with all others) :

<u>Microclimate</u> is defined by sun and humidity levels so there are 4 microclimates that need to be served : Look for the combination of these symbols :

SAME SUN

SUN

HUMIDITY

SAME HUMIDITY

5. Authors

This Card Game was developed by **ma8u and Son** for the purpose of teaching about ways some plants grow well together and others do not. The scheme can be used as a template for real garden planning by using real plants in every card based on their characteristics.

ma8u.github.io

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