Seeds of life

Food Forest Edition

1. Story

You have the role of the ultimate organic gardener in the scarcity of energy and mechanical means, responsible for planning a low maintenance synergy garden a.k.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 :
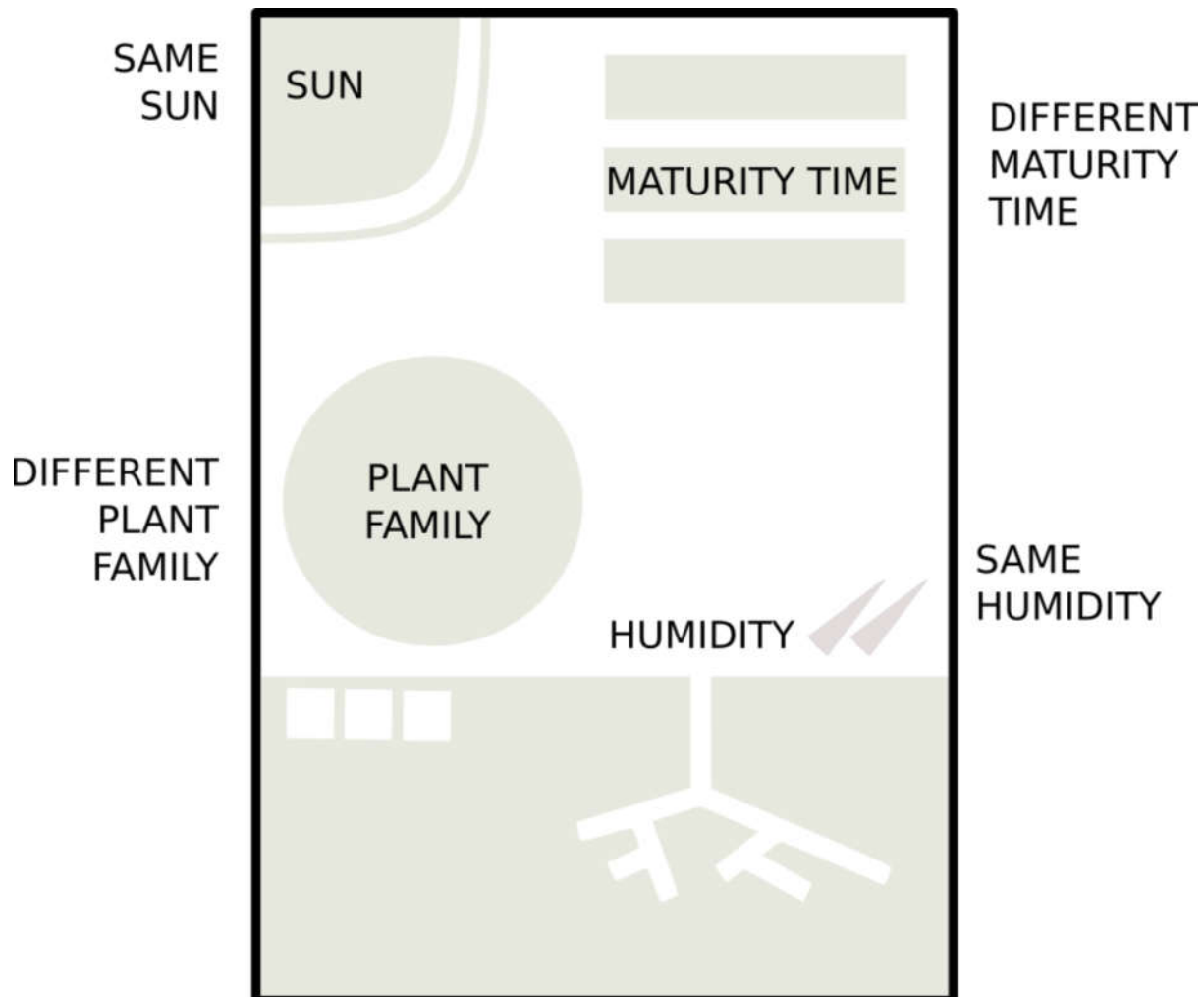
but only if the plant family is a supplamentary one by a 90 degrees turn like so (the family with a full circle is supplamentary with all others) :

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

5. Final notes

The Seeds of life card game series was developed 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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