

# Seeds of life - Stone age edition

## 1. Story

Living in the stone age, you are the master farmer of your tribe and responsible for planning this year's crops. Collaborate with other tribes or take the lonely path, you'd better choose wisely cause your tribe's survival depends on it...

## 2. How to play

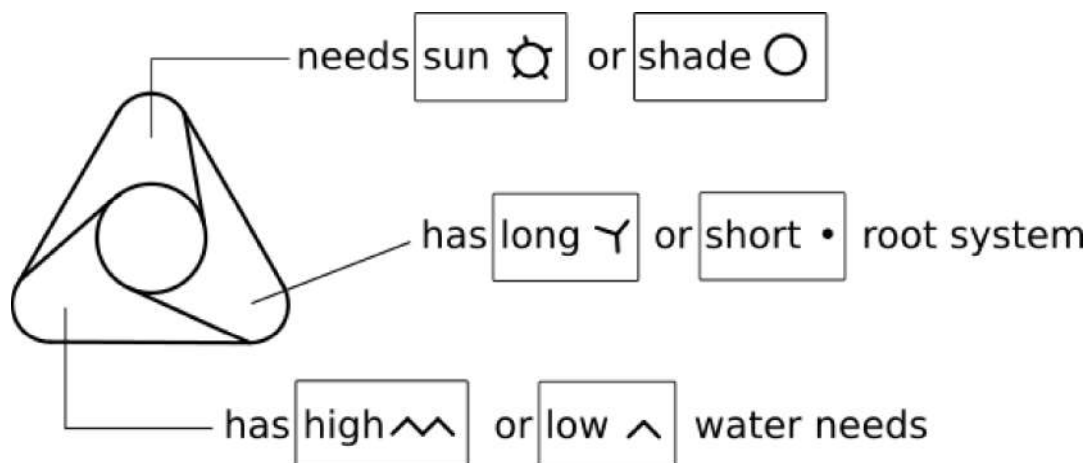
1. Print the A4 Template that has the cards needed for 2 players.
2. Build the environment by randomly connecting up to 12 Microclimate Cards.
3. Put Seed Cards and Bug cards in a jar.
4. Each player randomly collects 12 Cards from the jar.
5. In every turn, each player places one or two seeds where it can grow successfully by trying to form a connection.
6. When all seeds are placed, complete every open cycle with Bug Cards that eat near by young plants.
7. To survive, you have to successfully plant all of your seeds.

## 3. Cards available in Template A4 page

- 36+ Seed Cards.
- 4 Environment Cards of water source (pond).
- 4 Environment Cards of tree providing shade.
- 4 Environment Cards of deep soil.
- 12 Bug Cards.

## 4. Cards explained

### Seed card



### Microclimate Cards available

	Pond : Water spot that can be used to grow water loving plants.		Tree : Shady spot that can protect every plant that needs shade.
	Deep soil : Ideal for deep rooted plants.		

### The Bug Card

	Bug Card that eat nearby seeds.
--	---------------------------------

## 5. Successful Connections

Seeds that need the same amount of Sun or Water can grow side by side or Seeds that need different root space to grow (have different root size) can also grow side by side.

## 5. Play with Color

For the game to be more amousing to younger kinds you are advised to let them grasp the opportunitiy to color every card before the cutting of the A4 template so as to have multiple beautiful colored seeds.

## 6. Play with Clay

Another way to make the game is by using clay or stones for the cards and paint the symbols on them... Have fun!...

## 7. Authors

Game designed 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.



This work is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).