Game Guide

Game Premise

* Player Druids advance around the board building up their mana reserves. Mana can be used to create forests in desolate squares, improve already owned forests or maintain rival players forests.

Objective

* Players aim to repopulate as many squares as they can with forests. Play ends either when only one player remains controlling the entire board, or when a player chooses to end the game.

The Board

* Forest Squares
  + Each forest square is desolate at the beginning of the game.
  + Players can invest the required mana cost to repopulate a square with a forest. That player is then considered to “own” that square.
  + Once a player owns all forest squares in a given section, they can upgrade the forests therein for that square’s given mana cost.
  + A player landing on a rival player’s owned forest, must pay the given mana cost to maintain the forest as they pass through. That payment varies depending on the upgrades already applied to that square. That payment goes directly to the owner of the square.
* Sacred Alder Square
  + The Sacred Alder square is considered the safe resting place of the druids and as such, it is where play begins.
  + After every full rotation of the board, players are granted 100 mana as they pass the Sacred Alder square to symbolise them restoring their magical energy in their sanctuary.
  + Ending your turn on the Sacred Alder square grants a 200-mana bonus instead of the 100 mana for passing by.
* Wildlife Sanctuary
  + The wildlife sanctuary represents a safe place for the druids to stop. There are no consequences for landing on this square.

Repopulating

* Upon landing on a desolate, unowned square, players may opt to spend mana to repopulate it with a forest. The cost of that action will be given on the square on which they have landed. This action will become increasingly expensive as players progress around the board. Once a player repopulates a square, they are considered to be that square’s owner.

Upgrading

* Only once a player owns all the squares within a group, can they begin upgrading their forests.
* There are 4 different upgrades which are available on every forest square. These upgrades represent the introduction of different trees into the forest.
* The first upgrade is Oak. For druids, oak wood represents strength and is used to solidify the foundations of the forest. This upgrade introduces a modest increase in the mana cost for rival players landing on the square
* The second upgrade is Birch. Birch represents the potential energy of the forest and introduces a moderate increase in the mana cost for rival players landing on the square.
* The third upgrade is Yew. This represents the death and rebirth of the forest and introduces another modest increase to the mana cost for rival players.
* The major upgrade is Ash. Ash represents life and is indicative of the new ecosystem created withing the now mature forest.
* Each upgrade must be purchased on each forest tile before a player can progress to the next tier of upgrades.
* Upgrade costs are stated on each tile and they vary, dependant on the expanse and expense of each forest.

Landing on an Opponent’s Forest

* Landing on an “owned” square results in the player having to pay a mana cost to maintain the forest as they pass through.
* Each square has a standard mana cost for this independent of other squares within the same group.
* This mana cost increases when the player owns all the squares within a group and again with each upgrade added to the square.

Mana Depletion

* If a player is required to pay mana to another player and cannot afford the cost, they are allowed to return their forests and upgrades for 50% of their initial value to cover the cost. This cannot be done to repopulate new squares or to upgrade existing ones.
* If, after returning their assets, a player still cannot afford the mana cost, their mana is depleted and they have lost the game.

Winning The Game

* The winner is the player who controls the most forests at the end of the game. In a complete game that will be the last player not to lose all their mana. However, if a game is ended early by request, the player with highest mana value of forests, upgrades and stored mana is the winner.