

# Earth: Easy-To-Forget Rules

## OVERVIEW

**Objective:** Create a 4x4 tableau of flora and terrain cards to earn the most VPs.

**Endgame:** The end of the round where any player(s) complete their tableau.

## SETUP

Shuffle the **Earth deck**, which consists mostly of **flora cards (light green)**, but also **terrain cards (beige)** and **event cards (white)**. Place 4 random **fauna cards (brown)** and 2 random **ecosystem cards (dark green)** on the **fauna board**. Randomly assign the **first player token**, which is used to keep track of who went first and ensure everyone gets an **equal number of turns** when endgame is triggered.

Each player receives 2 random **ecosystem cards (dark green)**, 2 random **island cards (light blue)** and 2 random **climate cards (orange)**. Players choose 1 of each type and place them on their player boards, using whichever side they wish. They also take **5 leaf tokens** of the same colour, which are used for claiming fauna card objectives and tracking actions. Return to the box all unused cards that are *not* part of the Earth deck.

Players' island cards tell them how many **Earth cards to draw**, how many of the drawn cards to **place facedown in their personal compost piles**, and how much **soil (currency)** they receive to **start the game**.

## TURNS

On your turn, place the active player marker (fox) above 1 of the 4 action spaces. Perform the actions at the top of this space, while the other players perform the action(s) at the bottom. **Actions must be performed in the order they appear** (e.g. plant, then draw).

Next, everyone activates all of their abilities matching the chosen action's colour(s). **Abilities must be activated in reading order**, but you can choose whether to activate your tableau before your island/climate cards (or vice versa). You **may skip over any card abilities** that you cannot (or do not wish to) activate. Abilities can be partially activated, but any costs must be fully paid to receive any/all activation benefits.

\***Green** abilities can be activated during the **same turn that they're planted**.

\*\***Black** abilities are **activated once** as they are planted, but are never triggered again.

\*\*\***Brown** abilities yield **ongoing advantages** or **endgame scoring**, and aren't triggered.

## EVENTS

Event cards can be played anytime as a free action. This can be in the middle of activating abilities, or even on another player's turn. They are placed faceup in your event pile (*not* in your tableau). They generally grant immediate benefits but cost VPs at endgame.

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## ACTIONS

### Planting (green action):

- To plant a flora/terrain card, first **pay the cost in soil**. Then place it in your tableau, **orthogonally or diagonally adjacent** to an existing card. Any **black abilities** are activated immediately.
- After the active player draws 4 cards, they discard (*not* compost) 3 of them.

### Composting (red action):

- This action allows players to compost cards **from the Earth deck**, as opposed to composting from their hands (as they did at the start of the game, and as they do with the majority of their abilities).
- **Players may agree to compost from the discard pile** (rather than the deck) to keep the deck from depleting too fast.
- **Composted cards are worth 1 VP** each at endgame.

### Watering (blue action):

- Sprouts must be placed as soon as they are obtained, and can't be saved for later.
- **Sprouts are worth 1 VP** each at endgame.
- As a free action at any time, **any 3 sprouts (on your flora cards) may be converted into 2 soil**.

### Growing (yellow action):

- Trunks must be placed as soon as they are obtained, and cannot be saved for later. The final growth piece on each flora card is a canopy (colour choice is purely aesthetic).
- **Trunks without a canopy are worth 1 VP** each at endgame. **If a canopy is present** however, the flora card's "**canopy completion**" VPs are scored (**instead of scoring individual trunk pieces**).

## FAUNA BOARD

At the end of any player's turn, place a leaf marker on any fauna objective(s) you've achieved. The **first player to complete a 4x4 tableau** places a leaf marker on the **7VP bonus space**. If multiple players have achieved objectives simultaneously, place your leaf markers in clockwise order starting with the active player.

## FINAL SCORING

After a player's tableau is completed, ensure that all players get an **equal number of turns**.

Relevant for **endgame scoring objectives**:

- All flora cards are 1 of 4 **types: tree, bush, herb, mushroom**.
- Flora, terrain, island, and climate cards have **habitats: sunny, wet, rocky, cold**.
- **Multicoloured abilities** count as red, blue, and yellow abilities for ecosystem and fauna objectives, even if said objective cards don't explicitly state this.
- **Island** and **climate** cards have **base VPs** and count toward **ecosystem objectives** scoring.

**Tiebreakers** (in order): Most soil, cards in hand, growth pieces, sprouts, composted cards.