



Earth, the soil that supports and sustains our beautiful planet, Earth. Over millions of years of evolution and adaptation, the Flora and Fauna of this unique planet have grown and developed into amazing life-forms, creating symbiotic ecosystems and habitats. It's time to jump into these rich environments and create some amazing natural synergies that replicate and extrapolate on Earth's amazing versatility and plethora of natural resources.

Create a self-supporting engine of growth, expansion and supply where even your unused plants become compost for future growth. Earth is an open-world engine builder for 1 to 5 players with simple rules but many strategic possibilities. With the enormous number of unique cards and combinations, every game will allow you to discover new synergies and connections, just as our vast and fascinating world allows us to do!

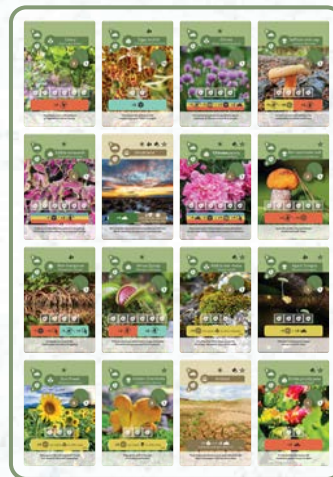
## OBJECTIVE

The objective in Earth is to score as many Victory Points (VP) as possible. To do so, you will "plant" cards to create your own island—a 16-card tableau arranged as a grid 4 cards wide by 4 cards tall.

The game ends **at the end of a round** after a player plants their 16th card, which completes their island.

Players will score points for the base value of Plant cards, for Plant cubes and Growth Pieces placed on those cards, for cards in their Event Stack and Compost Pile, and for Ecosystem, Fauna, and Terrain bonus points.

*Balancing these elements and creating a good engine is key to maximizing your victory points!*



The first player to fill their 4x4 tableau with 16 cards ends the game and earns a bonus of 7 VP.

Throughout the rules gray boxes like these will indicate important details which should not be overlooked!

Beige boxes like these will indicate tips and options to make the game easier for new players.

## CREDITS

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COMPONENTS

- 1 Flora & Fauna board

2 Player boards

3 Plant cubes

4 Soil tokens

5 Trunk pieces (Growth pieces)

6 Canopy pieces (Growth pieces)

7 Earth cards (Plant, Terrain & Event)

8 Fauna cards

9 Ecosystem cards

10 Island cards

11 Climate cards

12 VP Leaf tokens (in 5 player colours)

13 Solo mode cards
- Scoring pad (not shown)
- Rulebook

SHARED SETUP

Place the **Flora & Fauna board** 1 in the center of the table within view of all players. For a simpler game, use the beginner side of the board, marked with a 🌱 icon in the center.

Hand out a **player board** 2 to each player. Make sure all players are using the same side (front) of their player board. The back of some boards are used for other game variations, including solo and teams.

Leave space next to each player board where a 4x4 tableau of cards can be created during game play.

Create the **central supply** by placing all Plant cubes 3, Soil tokens 4, and Growth pieces (Trunk 5, Canopy 6 ) next to the Flora & Fauna board.

Shuffle all **Earth cards** 7 and place them in a facedown draw pile within reach of all players. Leave space for a discard pile next to the draw pile.

Shuffle the **Fauna cards** 8 and then place one on each of the 4 🐾 spaces on the Flora & Fauna board, with either side faceup. The remaining Fauna cards will not be used for this game and should be returned to the box.

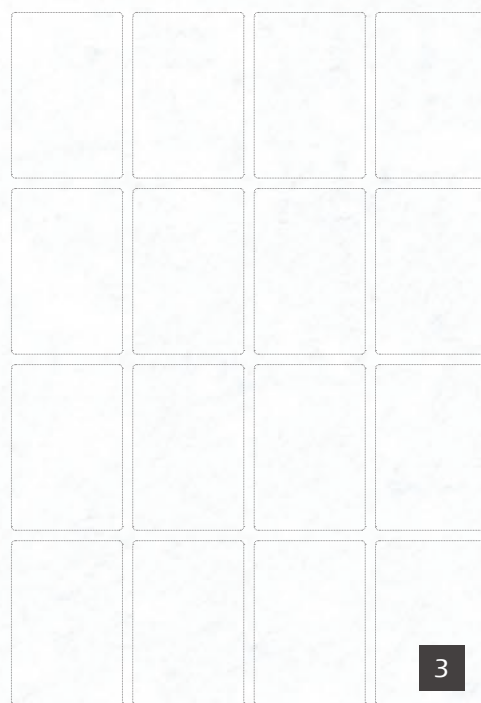
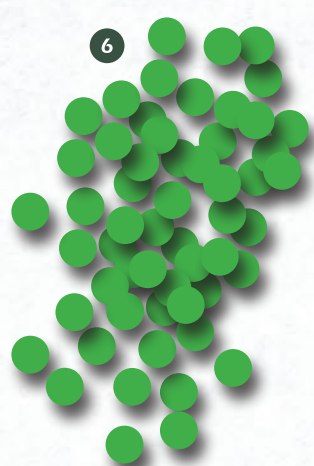
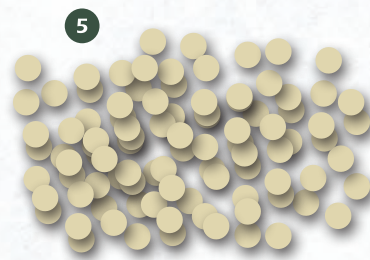
Shuffle the **Ecosystem cards** 9 and then place one on each of the 2 🌿 spaces on the Flora & Fauna board, with either side faceup. Then deal 1 Ecosystem card to each player and continue to the **INDIVIDUAL SETUP**. The remaining Ecosystem cards will not be used for this game and should be returned to the box.

In a beginner game 🌱, Ecosystem cards are not used on the Flora & Fauna board.

For advanced players, deal out 2 Island, 2 Climate, and 2 Ecosystem cards for them to choose from.







## INDIVIDUAL SETUP

Shuffle the Island cards 10, and then deal one to each player. The remainder will not be used for this game and should be returned to the box.

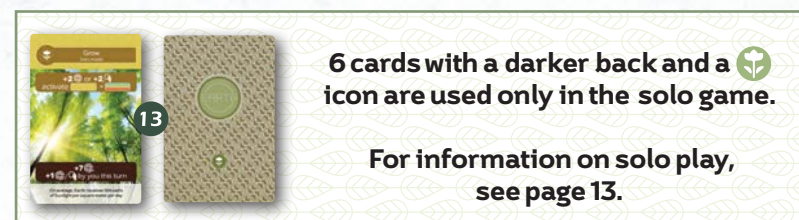
Repeat with the Climate cards 11.

Once all players are ready, randomly choose a starting player.

Each player must now **select one side of their Island, Climate, and Ecosystem cards** to use by placing it faceup on its corresponding space on their player board.

Island, Climate, and Ecosystem cards grant different starting resources, abilities, and Victory Points—it is recommended to check the Flora & Fauna board and choose cards that will help you achieve these objectives.

Each player takes 5 VP Leaf tokens 12 of one colour, placing 4 of them on the central leaf spaces on their player board and keeping the 5th to the side—it will be used to indicate their action selection each turn.



## GETTING STARTED

- Each player draws a number of Earth cards as indicated on their **ISLAND** card.
- After reviewing these cards, players simultaneously choose which ones they want to keep in their hand, and which they will Compost. They **must** Compost from their hand the number of cards indicated. To Compost a card, the player simply removes it from their hand and places it facedown on the Compost icon on their player board—this creates their Compost Pile.
- Each player takes the number of Soil indicated and places them on the central area of their player board, below their Leaf tokens—this creates their personal reserve.



There are 20 Islands, 20 Climates, and 64 Ecosystem effects, which means that there are 25,600 possible starting setups—welcome to nature's diversity!



CARD INFORMATION

- 1

Soil cost to Plant card (p. 6)
- 2

Base victory point value
- 3

Card type (p. 8-11)
- 4

Habitat elements (p. 11)
- 5

Card name
- 6

Scientific name
- 7

Growth space (p. 8)
- 8

Maximum Growth number (p. 8)
- 9

Canopy completion VP (p. 8)
- 10

Plant cube slots (p. 7)
- 11

Ability colour(s) (p. 5)
- 12

First ability effect (p. 5-6)
- 13

Second ability effect
- 14

Flavor text
- 15

Objective direction visual aid (p. 9)  
(row, column, orthogonal, diagonal)

PLANT



Every card is unique, so not all options are present on every card.

- There are seven different types of cards in the game:
- **PLANT**, **TERRAIN**, and **EVENT** cards are found in the Earth deck.
  - **ISLAND** and **CLIMATE** cards are on player boards.
  - **ECOSYSTEM** cards are on both the Flora & Fauna board and player boards.
  - **FAUNA** cards are on the Flora & Fauna board.

TERRAIN



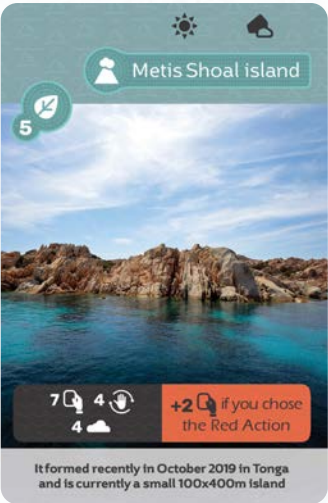
They offer in-game bonuses or end-game scoring opportunities (page 11).

EVENT



Event cards can be played at any time, even on another player's turn (page 11).

ISLAND



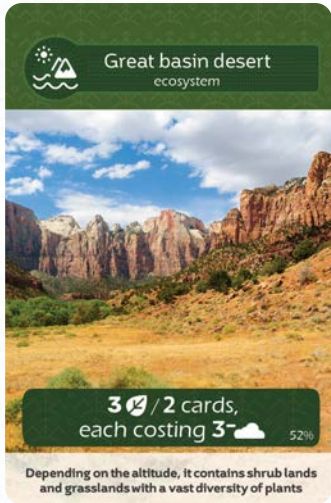
Islands give players their initial resources and a starting point for their strategy.

CLIMATE



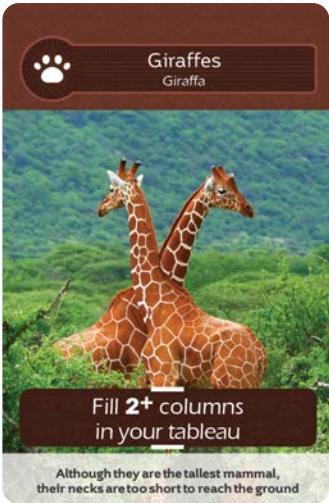
Climates help players produce more resources faster.

ECOSYSTEM



Score VP at the end of the game for each time you complete its objective (page 8).

FAUNA



Earn VP at the end of the game for completing its objective during the game (page 9).





TURN/ACTION OVERVIEW


On your turn, **choose any 1 of the 4 actions** shown at the top of your player board. To mark your choice, place your 5th Leaf token on the corresponding action—moving it only on your next turn.  
*Players may choose the same action as a previous player, or repeat the same action from their last turn.*




Play continues in a clockwise manner until one player has completed their 4x4 tableau (see End Game, p. 12).


OTHER  
PLAYER'S  ACTIONS

YOUR  ACTIONS



+1  and +1 

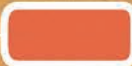






 +2  +4  /1




**Planting (see page 6):**  
You may plant up to 2 cards, one at a time, into your tableau by paying their Soil costs with Soil from your reserve.  
Then draw 4 cards, choosing 1 to keep, and discarding the rest faceup into the discard pile.  
*Do not place these 3 cards in your Compost Pile.*  
  
All other players may plant 1 card in their tableau by paying its Soil cost from their reserve.  
They may also draw 1 card.  
  
Players do not need to have planted a card to be able to draw a card.  
  
Lastly, all players activate the green abilities on their cards.  
  
You will score the base VP value of each planted card at the end of the game.



+2  or +2 



 




 +5  +2 




**Composting (see page 7):**  
You may gain up to 5 Soil from the supply, placing them on your player board (your personal reserve).  
Then take up to 2 cards from the draw pile and place them onto your Compost Pile without looking at them.  
  
All other players may either gain up to 2 Soil  
**or**  
they may Compost 2 cards from the draw pile.  
  
Lastly, all players activate the red and multicolored abilities on their cards.  
  
You will score 1VP per card in your Compost Pile at the end of the game.



+2  or +2 



 




 +6  +2 




**Watering (see page 7):**  
You may gain up to 6 Plant cubes from the supply, immediately placing them on any of your Plants with empty Plant cube slots.  
Then you may gain up to 2 Soil from the supply, placing them on your player board.  
  
All other players may either gain up to 2 Plant cubes  
**or**  
they may gain 2 Soil.  
  
Lastly, all players activate the blue and multicolored abilities on their cards.  
  
You will score 1VP per Plant cube in your tableau at the end of the game. Plant cubes can also be converted to Soil anytime during the game (page 7).

+2  or +2 

 +4  +2 





**Growing (see page 8):**  
You may draw up to 4 cards from the Earth stack, placing them in your hand.  
Then you may place up to 2 Growth Pieces on any of your Plants with room in their Growth space.  
  
All other players may either draw up to 2 cards  
**or**  
they may place up to 2 Growth Pieces on their Plants.  
  
Lastly, all players activate the yellow and multicolored abilities on their cards.  
  
You will score 1VP per Growth Piece in your tableau at the end of the game.  
Any Plants that have reached their maximum growth number will instead earn their listed Canopy completion VP.



ACTIVATING ABILITIES


At the end of each action **all** players will activate **any abilities in their tableau and on their player board** that match the colour of the currently selected action (green, red, blue, or yellow). For multicolored abilities, see page 6.

Each card's ability can only be activated one time per turn, and each tableau must be activated **in order from the left column to the right and from the top row to the bottom**. For an example of a turn, including the activation of abilities, see page 14.

You can activate your **ISLAND**  and **CLIMATE**  cards either before or after your tableau's activation, but not during.



Some abilities require an extra step prior to receiving the benefit. To activate abilities with a negative number (-X), it is mandatory to pay the cost to get its benefit **(Ex.1)**.


-1  : +3 



**Ex.1** - Discard 1 card from your Compost, then gain 3 Soil.

For any abilities that have a numbered resource before a colon (:), it is mandatory to spend the resource on the left of the colon to gain the benefit on the right **(Ex.2)**.

+1  : +1 



**Ex.2** - Compost 1 card from your hand, then draw 1 card.

**THE GOLDEN RULE:** If a card ability does something that goes against the rules, the card has priority and its abilities can be applied (if desired).

5

Continued



## ACTIVATING ABILITIES - CONTINUED

Abilities are activated after taking their matching action (green activates green, red activates red... etc.) In addition, multicolored abilities (which are made up of blue, yellow, and red) are also triggered after the blue, yellow, and red actions.

Black abilities are triggered automatically as soon as they are played. Brown abilities give the opportunity for extra end game scoring options or ongoing advantages.

Neither black nor brown abilities will trigger during the game due to action selection or engine abilities.

You are never forced to activate a card—you may skip the activations of as many cards as desired.\*

To keep the gaming moving and to keep players engaged, all players may activate their abilities at the same time.

**\*If a card is activated, all costs must be paid in full; however, benefits may be collected as desired (partially or in full).**



For example, to activate this ability you must discard the top card from your Compost Pile, and return one Growth Piece from your tableau to the supply. Then you may gain up to 1 Plant cube and 2 Soil from the supply.

For each objective and scoring card, a multicolored card can count as a blue, yellow, or red card. However, individual blue, yellow, and red cards do not count as multicolored cards.

## PLANTING: PLACE, DRAW, AND DRAFT CARDS



The active player may plant up to 2 cards, one at a time, into their tableau by paying the Soil costs. The required amount of Soil is returned from their reserve to the central supply.

When planting your first card, you may place it anywhere within your tableau. Each subsequent card must be placed adjacent to an existing card.

Players are not limited in which direction they may expand their tableau, but they are limited to a 4x4 tableau (16 cards).

**At the end of the game, you will score the base VP value of each card you have planted.**



The active player then draws 4 cards, looks at them, and keeps 1, discarding the rest facedown into the central discard pile.

**These 3 cards are not placed in personal Compost Piles.**

All other players may plant 1 card in their tableau by paying its Soil cost from their reserve. They may also draw 1 card.

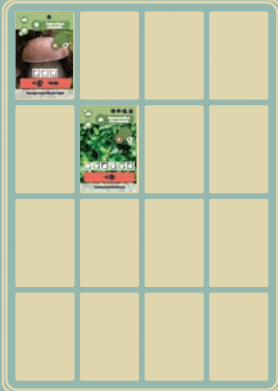
**Players do not need to have planted a card to be able to draw a card.**

Lastly, all players activate green abilities on their player board and in their tableau (see "Activating Abilities" p.5).

*Cards on a player board may be activated before or after the tableau, but the tableau must be activated in order—from left column to right, then top row to bottom*

**After placing your first card, there are only 2 placement rules:**

1. Cards must be planted adjacent to previously placed cards (either orthogonally or diagonally).
2. Your tableau may never have more than 4 columns or more than 4 rows.



Card placement is important for many reasons, such as the order in which their abilities are activated, the way Ecosystems score at end game (page 8), or when they may help you reach a Fauna objective (page 9).

If the Earth deck runs out, shuffle the discard pile to create a new draw pile. Do not shuffle in any players' compost cards—those are worth VP at the end of the game!

Planting is the most important action in the game—it will score you VP and allow you to activate more abilities.

**For a more strategic game, players may Plant cards in their tableau facedown until all players have chosen their card(s)—at which point all cards are turned faceup.**

**In the unlikely event that no cards remain in the draw or discard piles, players may no longer draw or compost cards from the deck.**



COMPOSTING: GAIN SOIL AND COMPOST FROM THE DRAW PILE



The active player may gain up to 5 Soil from the supply, placing them in their reserve 1. There is no limit to the number of Soil allowed in a reserve. In the very unlikely event that no Soil tokens remain in the supply, use a substitute.

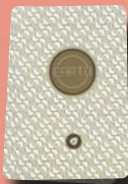


The active player then takes up to 2 cards from the draw pile and places them (without looking at the front) directly onto their Compost Pile 2.

All other players may either gain up to 2 Soil from the supply or they may draw up to 2 cards from the draw pile and place them onto their Compost Pile.

Lastly, all players activate red and multicolored abilities on their player board and in their tableau 3. (See "Activating Abilities" p.5)

You will score 1VP per card in your Compost Pile at the end of the game—regardless of its type or VP value 2.



The majority of Compost actions require players to compost cards from their hand, while this action allows players to Compost from the draw pile instead. Players may agree to compost from the discard pile instead of the draw pile to avoid depleting it.

There is no limit to the number of cards in a Compost pile, and once composted, players may not look through their pile.



WATERING: PLACE PLANT CUBES AND GAIN SOIL



The active player may place up to a total of 6 Plant cubes on any number of the Plants in their tableau as long as they have empty Plant cube slots 1. Plant cubes can only be placed on Plant cube slots, they cannot be saved in your personal reserve. There is no limit to the number of Plant cubes in the supply; in the unlikely event that no cubes remain, use a substitute.

If a player wishes to convert Plant cubes into Soil 2, the cubes must already be present on their tableau. If a player does not have room for some Plant cubes when they are gained, those extra cubes are immediately lost—you cannot convert cubes that are not on your tableau.



The active player then gains up to 2 Soil from the supply and places them in their reserve.

All other players may either place up to 2 Plant cubes on their available Plant cube slots or they may gain 2 Soil.

Lastly, all players activate blue and multicolored abilities on their player board and in their tableau 3. (See "Activating Abilities" p.5)



Plant cubes can always be converted to Soil during the game:  $-3 \text{ cubes} = +2 \text{ soil}$   
Simply remove 3 Plant Cubes from any number of your Plants and return them to the supply, then take 2 Soil from the supply and place them in your reserve. This may be done anytime, including during the activation of a card's ability.  
You may repeat this conversion as many times as you'd like. Soil, however, cannot be converted to Plant cubes.

Early in the game it can be helpful to convert your Plant cubes into Soil for the Planting action. However, late in the game it may be unwise to convert too much, since each Plant cube is worth 1 VP!



GROWING: DRAW CARDS AND PLACE GROWTH PIECES



The active player may draw up to 4 cards from the Earth pile, placing them in their hand. *There is no limit to the number of cards a player may have in their hand.*

If the draw pile is ever depleted, simply shuffle the discard pile to create a new draw pile. *Do not shuffle in any Compost piles from player boards; these are VP at the end of the game!*



The active player may place up to 2 Growth pieces total **1** on any of their Plants with room on their Growth space. A Growth space can have as many pieces as shown by their maximum growth number **2**. Take Trunk pieces from the supply and place them onto any Plant(s) in your tableau.

The last Growth piece of every plant is a Canopy piece, not a Trunk. To complete a plant, place a green Canopy **3** on top of any/all Trunks. *Plants with a maximum Growth space of 1 will only have a Canopy, no Trunk pieces.*

At the end of the game, Plants with a Canopy will score the Canopy completion VP as shown **4**.

**You will score 1VP per Growth piece in your tableau at the end of the game. However, any Plants with a Canopy will instead earn their listed Canopy completion VP.**

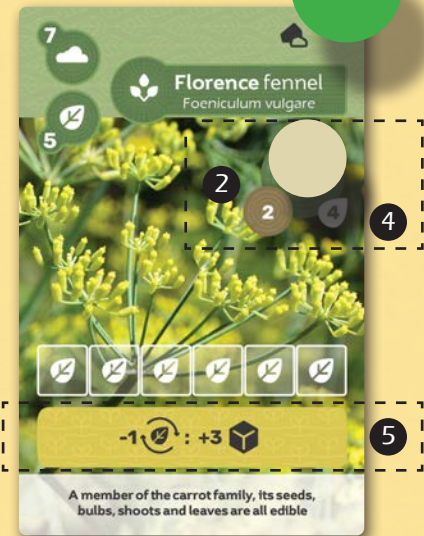
Growth pieces can only be stored on Growth spaces, up to their maximum growth number. If a player gains more pieces than they can immediately place, extras are returned to the supply. *The order in which you gain or spend Growth pieces can be very important, so be sure to watch for these abilities as you plant your cards.*

There is no limit to the number of Growth pieces in the supply; in the unlikely event that no Growth pieces remain, use a substitute.

All other players may either draw up to 2 cards

**or** they may place up to 2 Growth pieces on their Plants with available space.

Lastly, all players activate yellow and multicolored abilities on their player board and in their tableau **5**. (See “Activating Abilities” p.5)



In the unlikely event that no cards remain in the draw or discard piles, players may no longer draw or compost cards from the deck.



ECOSYSTEM CARDS



These two-sided cards give an end-game scoring bonus—described by the text on each card, with each side being different.

In a standard game, there will be 3 Ecosystem cards in play:

- 2 on the Flora & Fauna board—open for any and all players to score
- 1 on each player board—only for that player to score

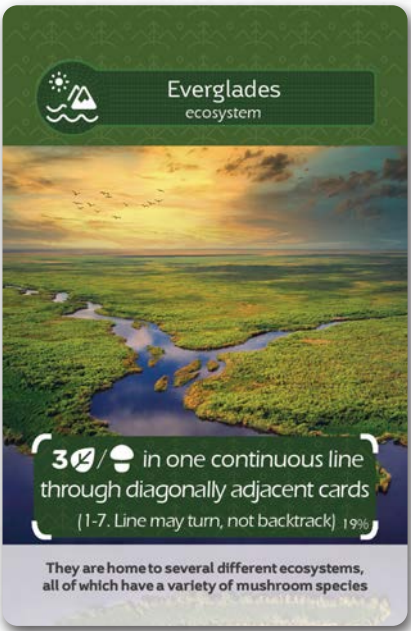
At the beginning of the game, when given your **ISLAND**, **CLIMATE**, and **ECOSYSTEM** cards, you will choose which side of each card you wish to use. Once selected, you will keep those sides for the rest of the game.

Players may score Ecosystem cards multiple times if they meet the requirements multiple times with different cards/components.

Once a component has been used to score for an Ecosystem objective, it cannot be used again to score for the **same** Ecosystem objective.

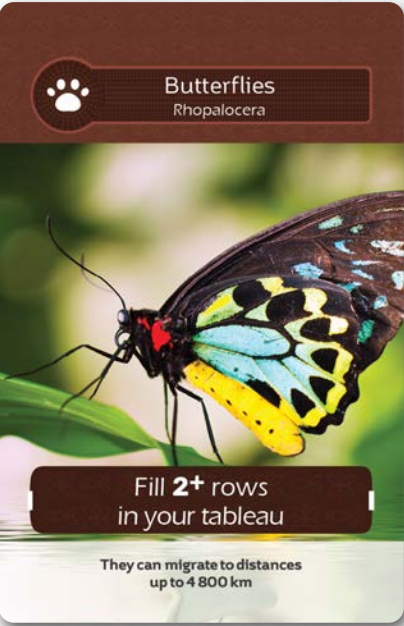
*Try to optimize the Plant, Terrain, and Event cards you choose in an effort to reach various Fauna and Ecosystem objectives.*

**First time players can use the beginner side of the Flora & Fauna board, which does not have Ecosystem cards. This allow players to focus on learning how to play without the extra end game scoring options.**





FAUNA CARDS - FAUNA OBJECTIVES



These two-sided cards give in-game scoring objectives—described by the text on each card, with each side being different.

In every game there will be 4 random Fauna cards placed on the Flora & Fauna board. As soon as a player fulfills the listed objective on one (or more) Fauna cards, they may claim the highest available VP tier next to that card. They simply remove one of the Leaf tokens from their player board and place it next to the VP value of that tier.

If two or more players fulfill an objective on the same turn, the active player gets the bonus first, then Leaf tokens are placed in a clockwise turn order for any remaining players.

The first player to fulfill each Fauna card’s requirements will score the most points, with each subsequent tier dropping in value. For this reason it is important to factor in the needs of Fauna cards when building your tableau.

Once you claim a Fauna card objective, it cannot be lost, even if you no longer meet the requirements on a future turn. (For example, if you needed 20+ Soil in your reserve, and after claiming that objective you spent Soil and dropped below 20, you would not lose the VP.)

When calculating points at the end of the game, you will add the points earned by each Leaf token you’ve placed on the Flora & Fauna board.

You may notice some of the Fauna and Ecosystem cards (like Butterflies here, and Everglades opposite) have small white lines along the edges of their requirement—they are simple visual reminders to help players remember which direction is important for that specific objective.



First time players can use the beginner side of the Flora & Fauna board, where all tiers score 10 VP regardless of when a Leaf token is added. This allows players to focus on learning the basics of the game without trying to race for these points.



FROM THIS POINT, YOU ARE 90% READY TO PLAY.  
Take a look at the scoring reminder and the iconography index on the bottom of your player board and you’ll be 95% ready to play. The rest of the rules represent the other 5%; they include clarifications, examples and a Solo mode, and cover exceptions and specific details.





## ISLAND CARDS



These two-sided cards give players their starting resources (cards, Compost, and Soil) as well as an ability to help with their strategy—described by the text on each card, with each side being different.

Each Island is unique, with different combinations of base VP **1**, Habitats **2**, number of starting cards **3**, number of cards to Compost **4** and Soil **5**, as well as an ability **6**.

At the beginning of the game, choose which side of the card you would like to use. Once chosen, this side will stay faceup for the remainder of the game—you cannot switch.

Players will then draw a number of cards as indicated next to this icon

From these cards, they will need to Compost a number of cards, as indicated next to this icon *Compost is an in-game resource as well as end-game VP.*

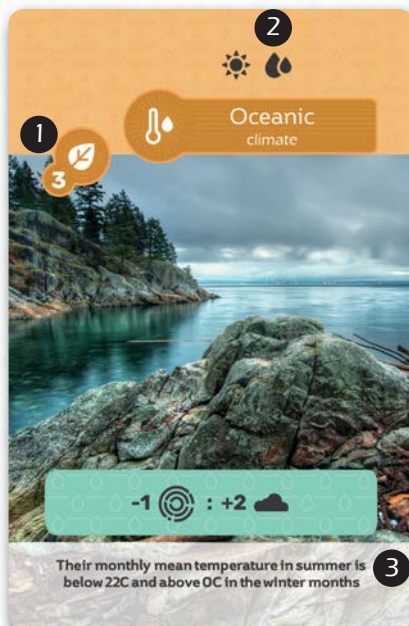
Lastly, players collect a number of Soil as indicated next to this icon *Soil is the currency for the game and is needed to plant cards into your tableau.*

**Island and Climate cards can be activated before or after you've activated your tableau—and you can decide each time depending on what is best for this turn. However, you cannot activate one card before your tableau and the other after.**

**You are never forced to use your Island/Climate's ability—you may use it or skip it any time it is able to activate.**

**Island and Climate cards can count for Ecosystem and Fauna scorings depending on what those requirements are. This can be overlooked by new players, so please bring it to their attention!**

## CLIMATE CARDS



These two-sided cards give players another ability, which they can use to focus or to diversify their strategy—described by the text on each card, with each side being different.

Each Climate is unique, with different combinations of base VP **1**, Habitats **2**, and an ability **3**.

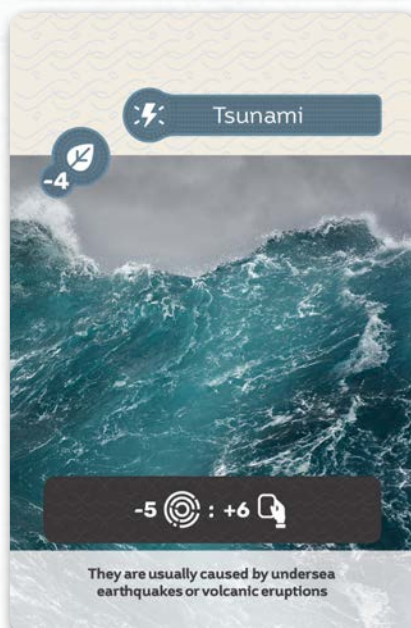
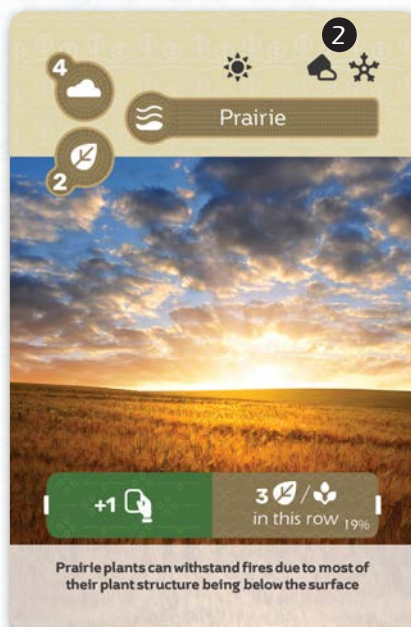
At the beginning of the game, choose which side of the card you would like to use. Once chosen, this side will stay faceup for the remainder of the game—you cannot switch.

*Climate cards contribute to your starting strategy, so try to choose one that complements your Island card and might help towards the Fauna and Ecosystem objectives.*

**Remember, all costs must be paid in full, however benefits may be collected as desired (partially or in full).**



## EARTH CARDS



## PLANT CARDS

The majority of the cards in the game are Earth cards (284/364)—of which 179 are **PLANTS**, 65 are **TERRAINS**, and 40 are **EVENTS**.

Collectively, all cards in the game are referred to as cards, whereas only the Plant cards are referred to as Plants—**this is especially important for Fauna and Ecosystem objectives**.

Objectives that require “Plants” do not involve Terrain, Event, Island, or Climate cards. Whereas objectives that require “cards” include all cards in a player’s tableau and on their player board (except Ecosystems).

**Although cards in the game contain a lot of information, it won’t always be important for each player to track it all.**

**Instead, players should check Ecosystem and Fauna objectives, as well as individual Terrains, to focus on the details that are important to them.**



## TERRAIN CARDS

Terrain cards often do not gain resources, but instead they offer ongoing passive effects or end-game scoring bonuses.



## EVENT CARDS

Event cards are unlike other Earth cards in that they can be played at any time, even on another player’s turn, or between the activation of other cards. They give the player an instant benefit and they don’t directly affect other players. *Event cards are the only cards that can be played without the Plant action.*

Events are not part of your tableau and therefore do not count towards its 16-card limit.



Plants are further classified by their type **1**, of which there are an equal amount of each: Trees, Herbs, Mushrooms, and Bushes.



Mushrooms are not technically plants but are classified here for simplicity.

Since lichens are plural organisms that include algae, mushrooms, and cyanobacterias, we’ve added them to Herbs.

Habitats **2** are mostly used for scoring objectives. Plant, Terrain, Island, and Climate cards have their preferred Habitats listed on the top right of the card—they are sunny, wet, rocky, and cold.



Some Terrain (and Ecosystem) cards have visual aids (small white lines) around their ability colours to help players quickly remember important placement directions for scoring. For example, the “Prairie” card will score the player 3VP per Bush in the same row as the Prairie card.



When you play an Event card, stack it faceup over the Event space (⚡) on your player board.



At the end of the game, Event cards may earn (or cost) you points depending on their base VP, and they cannot be taken, exchanged or composted once played.

**Event cards never count for Ecosystem or Fauna objectives unless specifically stated on that card.**



# END GAME

Earth is played over a series of rounds, and a round involves each player being the active player once.

The game will end at the end of a round during which a player completes their 4x4 tableau (16 cards). That player places one of their Leaf tokens on the 7 VP bonus space on the right of the Flora & Fauna board, and then any remaining turns are taken to end the round—so that all players have an equal number of turns.

If the active player and another player complete their tableaus on the same turn, the active player claims the bonus.

If multiple players, not including the active player, complete their tableau on the same turn, then the player sitting closest to the active player's left claims the bonus.

For end game example, see page 15.

# SCORING VICTORY POINTS

After the final round is over, players add up their victory points (VP) and the player with the most VP is the winner.

The score pad will help you to track each of the many ways to earn VP. *While counting the various components below, be sure not to mix up any piles or to “clean up” any play areas—in the case of a tie, these values are needed.*

- 1. Add the base VP (🍃) from your Island and Climate cards with those from all cards in your tableau. *Do not include your Event cards, cards in your hand or in your Compost pile.*
- 2. Add the base VP from cards in your Event space—*this could be a negative value.*
- 3. Add 1 VP per card in your Compost pile.
- 4. Add 1 VP per Plant cube in your tableau.

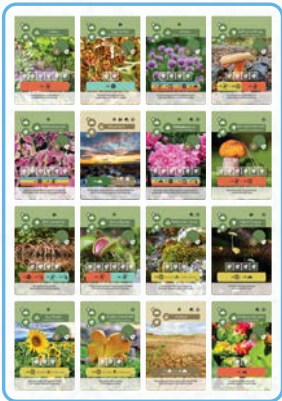
All players should have an equal number of turns.

For example, if the first player of the round is the first player to complete their tableau, then all other players will have one final turn as the active player.

If the last player in a round is the first one to complete their tableau, then the game will end after their turn is complete.



The first player to fill their 4x4 tableau with 16 cards ends the game and earns 7 VP.



5. Add 1 VP per Growth piece in your tableau, unless the Canopy has been placed, in which case score the Canopy completion VP **instead of the standard 1VP/piece.**

6. Add VP from any Terrain cards in your tableau.

7. Add VP from Leaf tokens placed on the Flora & Fauna board.

8. Add VP from any Ecosystem objectives that were fulfilled.

In case of a tie, the victory goes to the tied player who has the most Soil remaining in their reserve.

If the game is still tied, it goes to the tied player with the most cards in their hand, then Growth pieces, then Plant cubes and then Composted cards.

For a scoring example, see page 15.

In the beginner mode, there are no shared Ecosystem cards and Fauna objectives are worth 10 VP, regardless of the order in which they were claimed.





## SOLO MODE

The solo mode follows most of the same rules as the standard game, with the most obvious exception being that you are competing against an AI named Gaia.

Begin by setting up the game as you would for a regular game, but set your player board on its solo side (🌱) and **decide on a difficulty level** (A).

*Beginner and Medium use the upper action spaces whereas Hard and Expert use the lower actions. Beginner and Expert are only affected further by the effects listed at the bottom of Gaia's Fauna objective cards.*

Place Gaia's board next to your player board—on the opposite side of where you will build your tableau.

1. Select a colour of Leaf tokens and place them on Gaia's board.
2. Shuffle her deck of 6 cards (🌱) and place it facedown in this space. *You will go through this deck twice before ending the game.*
3. This space is where her active card will go.
4. This space is where her facedown Compost Pile is placed.
5. This space is where her faceup scoring cards are placed.

Once you are set up, you begin as the active player.



## SOLO MODE - SCORING

Once the game has ended, you will score victory points (VP) the same way as in the standard game. Gaia, however, will score points as follows:

- Add the base VP from all cards in her faceup scoring pile (5), including Event cards—**negative values are converted to positive values.**
- Add 1 VP per Plant cube (6).
- Add 1 VP per Growth piece and 2 VP per Canopy (7).
- Add 1 VP per card in her Compost pile (4).
- Add VP from Leaf tokens she placed on the Flora & Fauna board.

Gaia does not score points for:

- **TERRAIN** cards or **ECOSYSTEM** cards.



Use these actions spaces for Beginner and Medium difficulty.

## SOLO MODE - YOUR TURN

Your turns work the same as in the normal game—action selection, resource gain, ability activation. For each action, you will gain the regular benefits; however, Gaia will gain the benefits as indicated by the difficulty level you have chosen.

Always finish your action and card abilities first, then resolve Gaia's action as the "other player," taking the variable benefits:

- For the **BLUE ACTION**, gather her plant cubes here (6)—she scores 1 VP per Plant cube at game end.
- For the **YELLOW ACTION**, stack the Growth pieces here (7), following the arrows when a Canopy is placed. *As normal, the last growth piece on every column will be a Canopy.* She will score 1 point per Growth piece and 2 points per Canopy at game end.
- For the **RED ACTION**, gather Soil here (8) until she reaches 10 of them, after which they are discarded and she will Compost 5 cards from the draw pile. She will score 1 point per composted card (4) at game end.

*If the total number of Soil gained exceeds 10, leave any excess in her reserve—only converting Soil to Compost in a ratio of 10 Soil to 5 Compost.*

- For the **GREEN ACTION**, place Gaia's cards faceup in her scoring pile (5). She will score each card's base VP.



Use these actions spaces for Hard and Expert difficulty.

## SOLO MODE - GAIA'S TURN

On Gaia's turn, draw the top card from her facedown stack (2) and place it faceup (3). You take the upper ability (if any) and then she takes the lower (brown) ability.

It is important that you take the upper ability first because her income can sometimes be tied directly to choices:

- **YELLOW ACTION** - Gaia counts the number of cards you gained from the upper ability and your yellow abilities, and gains that number of Growth pieces. *She does not count cards earned with Event cards.*
- **RED ACTION** - Gaia counts the Soil you gained from the upper ability and your red abilities, and gains that number of Soil. *She does not count cards earned with Event cards.*

If you reveal one of Gaia's brown Fauna objective cards (9), follow the directions on the card and place one of Gaia's Leaf tokens on the highest available VP tier next to either Fauna card—if both are available, you may choose the placement.

*If playing on Beginner or Expert mode, also apply the effects as indicated in the "flavor text" area of the card.*


Play continues with alternating turns until Gaia activates her last card, at which point her deck is shuffled and reset for a second, and final, use.

The game will end when Gaia's deck is exhausted for the second time, or when you complete your 4x4 tableau. The player who ends the game claims the 7 VP bonus on the Flora & Fauna board, then scores are tallied.

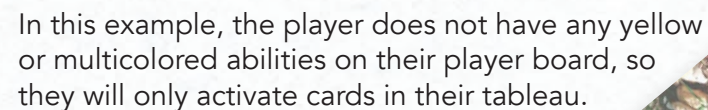


For this example, let's say that this is the player board and tableau of the active player. They are running low on cards in their hand, so they announce that they will be taking the Grow action (yellow).

For the Grow action, this player receives 4 new cards from the draw pile ❷ and 2 Growth pieces from the supply ❸. *The player may choose any combination of Trunk and/or Canopy pieces, depending on which Plants they plan to place them.*

Meanwhile, all the other players will gain the minor benefit as shown at the top of the chosen action **4**—in line with the “all players” icon . *In this case, that means each other player can gain either 2 cards from the Draw pile, or 2 Growth pieces of their choice.*

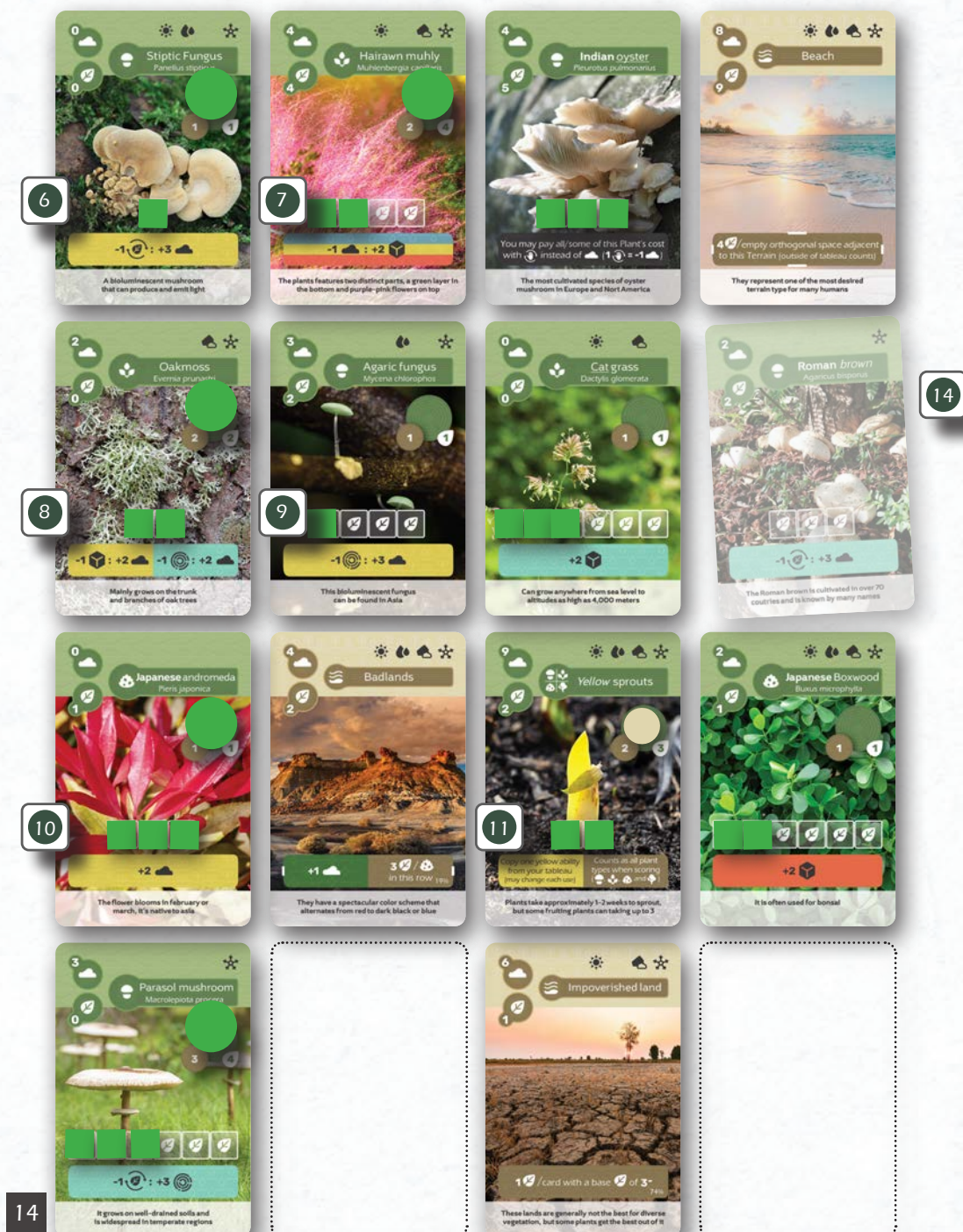
Then all players will simultaneously activate their yellow and multicolored abilities on their player board and in their tableau **5**. Each player may choose which area to activate first, their player board or their tableau.



Remember that tableaus are always activated from top left to bottom right.

*Stiptic Fungus* 6 will activate first, allowing the player to **place the top card from their Compost pile into the discard pile, and then gaining 3 Soil from the supply.**

*Hairawn muhly* 7 activates second, which is good, as the player had no remaining Soil in their reserve. Fortunately, they just gained 3 Soil, so they can **return one of those to the supply and gain 2 Plant cubes.**







## EXAMPLE OF A TURN - CONTINUED

Oakmoss **8** is up next and allows the player to **return one Plant cube to gain 2 Soil**.

Agaric fungus **9** can then activate—one **Growth piece** is returned in exchange for **3 more Soil**.

Japanese andromeda **10** activates next and gives the player **2 more Soil**, at no cost!

And finally, Yellow sprouts **11** activates, allowing the player to copy any other yellow ability in their tableau. The player decides to copy Japanese andromeda **10** to **gain 2 more Soil**, again at no cost!

On this turn, when the active player placed both of their Growth pieces on Oakmoss, they fulfilled the requirement for the Fauna card "**Gorillas**" which means they can immediately place one of their Leaf tokens on the highest open VP tier—in this case **8** **12**.

With all of their yellow abilities activated, their turn is now over, and play progresses in a clockwise manner.

## END GAME EXAMPLE

Let's pretend for a moment, that the next player, who happens to be the last player in the round, chooses the Plant action (green) and by planting 2 cards they fill their tableau (with 16 cards) and end the game. They would immediately place their final Leaf token on the 7 VP bonus on the Flora & Fauna board **13**.

The orange player decides to plant Roman brown mushrooms into their tableau **14** to help them satisfy a number of Ecosystem objectives. They will also draw 1 card (from the "other players" green action), and then gain 1 Soil when their Terrain Badlands activates.

After all players have finished activating their green abilities, the game is over; since the last player in the round ended the game, all players have had an equal number of turns.

**We do not recommend players put away components as they add up their score—in the rare case of a tie, you will need to check them as a tie-breaker.**

## EXAMPLE SCORING - ORANGE PLAYER

To begin, add up the **base VP** value of all cards in your tableau, and on your Island and Climate cards. (See image on page 14, opposite.)

• Next add up the base VP value of any **Event cards** in your Event stack. This could be a negative number.

• Earn 1VP for each card in your **Compost pile**.

• Earn 1VP for each **Plant cube** in your tableau.

• Earn VP for each **Trunk piece** in your tableau, or the **Canopy bonus** for any Plant with a Canopy piece.

• Earn VP for each **Terrain** in your tableau if it gives end game scoring. Beach scores the player 8VP (4 for each empty orthogonal space), Badlands scores 9VP (Yellow Sprouts can score as any plant type), and Impoverished land scores 13VP (it scores for itself, for the Island and the Climate cards, but not for any Event cards).

• Earn VP for each **Ecosystem card** if you meet or exceed their requirements. Their personal Ecosystem card scores them 14VP as they have 4 cards with geographic terms. Everglades scores 15VP as Yellow Sprouts can score as any plant type. Parasol mushroom does not count as it is not connected in a diagonal line. Great Hungarian Plain scores 8VP as there are 4 Herbs in your tableau.

• Earn VP for your Leaf tokens on the **Flora and Fauna board**—including the tableau completion bonus if you earn it.

Jan 14	Orange	Blue
	31	47
	-2	0
1VP/☀	15	28
1VP/🌿	22	19
1VP/🌱 OR 🌿	13	31
	30	6
	14	0
	15	20
	8	10
	38	10
TOTAL	184	100



TEAM MODE (2 VS 2)

The team mode follows the same rules as the regular game, but it allows players to work together against another team.

Set up the game as you would for a regular game, with teammates sitting next to each other (A).

Any time a player earns resources (cards, Compost, Soil, Plant cubes, or Growth pieces), instead of placing them directly into their tableau, reserve, or hand, they may place them onto their side of the shared Team board (B).

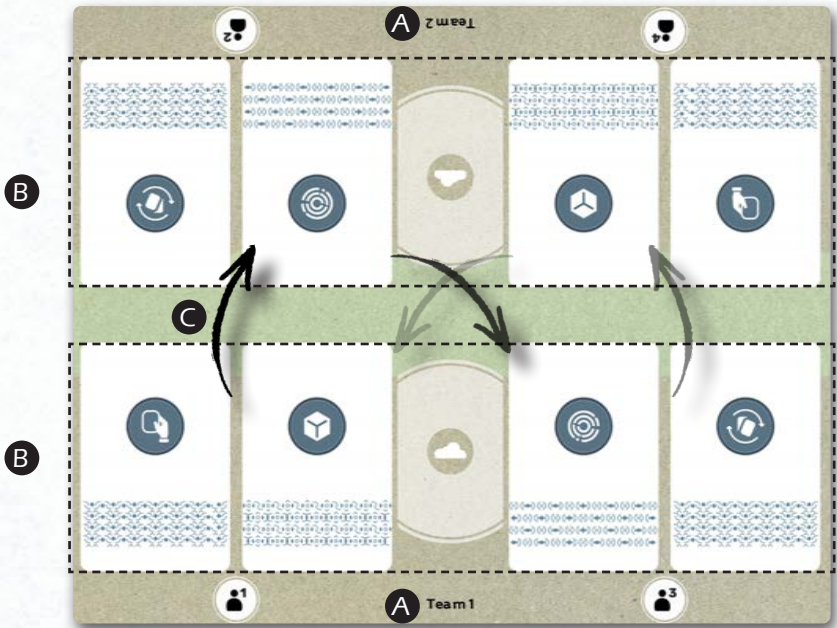
These resources must be taken by their teammate before the end of the current turn or they are discarded.

Teammates may discuss strategies and resource needs openly. They may decide together what action each will take, which resource or card to take, and so on.

Play the rest of the game like you would in the standard way—except that turn order follows the player number (1, 2, 3, 4, 1, 2...etc.) (C).

At the end of the game, teammates will simply combine their scores, and the team with the most VP wins!

A great way for experienced players to teach the game to new players.



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DESIGNER'S NOTE

Earth tries to grasp a small glimpse of the immensity of Nature's diversity. The best players will be the ones that adapt quickly, just like plants and animals need to do to thrive.

This game exists thanks to Isabelle Touchette, my love, who kindly asked me if I could create a game about plants. -Maxime Tardif

SAFETY NOTE

Please note that although we did our best to keep all the information and photographs as accurate as possible, we are not botanists, and the game should not represent any sort of field manual or identification aid.

Please check with local and national authorities before interacting with any natural environments or species.