



Our planet is a spectacle of evolution—of unique ecosystems and of the diverse flora and fauna that have adapted to thrive there. We can trace the evolution of life on our planet back billions of years.

In Earth: Express, you will create a biodiverse tableau of flora that synergize with one another and sustain the native fauna—over the course of minutes rather than millenia.

OBJECTIVE

The objective in Earth: Express is to score as many Victory Points (VP) 🍀 as possible. The game ends at the end of the 5th round, after all players have completed their tableau by planting their 9th card.

Players will score points for the value of Flora and Terrain cards they've planted, for Sprouts and Growth placed on their Flora, and for end-game scoring bonuses earned by completing Ecosystem and Fauna objectives.

Finding synergies between the cards you plant and the objectives in play is key to maximizing your score!

CREDITS

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WIP RULEBOOK

Questions? Shoot jenna@insideupgames.com a message!

COMPONENTS

306x Earth cards

224x Flora

82x Terrain

Seeds in these denominations:

66x 



18x **5X** 

12x **10X** 

Growth pieces as follows:

80x Trunks

54x Canopies

On the punchboard, there are 24 additional Trunks (which can be used to represent either  or  Trunk pieces) and 18 additional canopies to use if the supply runs out.

72x Sprouts

33x Ecosystem cards (*double-sided*)

24x Sprout tracks

21x Fauna cards (*double-sided*)

16x VP Leaf tokens (*2 per player colour*)

8x Player aids

3x Action tiles

1x Ecosystem board


1x Fauna board

1x Scorepad

1x Demeter score track (*for solo play*)

SHARED SETUP (1-8 PLAYERS)

For all games:

Place the 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.

Shuffle the Fauna cards **2** and place one (*with a random side faceup*) on each of the two spaces on the Fauna board. The remaining Fauna cards will not be used for this game and should be returned to the box.

Create the general supply by placing all Seeds **3**, Growth (*Trunks* **4** and *Canopies* **5**), Sprouts **6** next to the Fauna board.

Shuffle all Earth cards **7** and place them in a facedown draw pile (*or piles*) within reach of all players to form the Earth stack(s). Leave space for a discard pile next to the stack(s).

Shuffle the Action tiles **8**, and place them in a stack with their coloured sides facedown, near the Fauna board.

To include Ecosystems (optional): *These are objectives which score VP at the end of the game, depending on how well you've satisfied their requirements.*

- **Place the Ecosystem board** **9** in the center of the table within view of all players.
- **Shuffle the Ecosystem cards** **10** and place one (*with a random side faceup*) on each of the two spaces on the Ecosystem board.
- Deal two Ecosystem cards to each player. Simultaneously, each player must choose one of these Ecosystem cards to keep, and select which side of the card to use by placing it faceup in their play area. All remaining Ecosystem cards will not be used for this game and should be returned to the box.

There are four different types of cards in the game:

- **FLORA** and **TERRAIN** cards are in the Earth deck.
- **FAUNA** cards are on the Fauna board.
- **ECOSYSTEM** cards are on the Ecosystem board.



Some cards like “Everglades” have white arrowheads around the edges of the objective; these visual aids are reminders for objectives with directional/placement scoring.



Flora with two or more classifications count as each listed type when resolving card abilities and for scoring.

For example, if a player had a card with both a Tree 🌳 and Bush 🌿 classification, they could choose to count it as a Tree for one objective and a Bush for another.

The percentage (xx%) in the lower right-hand corner of some cards represents the percentage of cards in the game that meet the listed requirements.

47%



OVERVIEW

In Earth: Express, each player will draft a total of 9 cards, planting them in their play area to create a 3x3 tableau.

Each planted card will grant you a combination of one or two coloured abilities and/or Terrain benefits. The Action Tiles will allow you to trigger these abilities over the course of the game, generating resources to complete objectives and optimize each card’s end-game scoring potential.

At the end of the 5th round, scoring takes place. The player with the most VP wins!

ROUND OVERVIEW

Each round:

Players complete these steps, in order:

- STEP 1: PLANT CARDS**
- STEP 2: CHOOSE AN ACTION**
- STEP 3: ACTIVATE YOUR TABLEAU**

Steps 1-3 are performed simultaneously. This means each player performs these steps independently, at the same time.

Once all players have completed steps 1-3 on their own, resolve step 4 together.

- STEP 4. CHECK FOR COMPLETED FAUNA OBJECTIVES**

Ending a round: Once all four steps have been resolved by all players, the round ends.

PLAYING THE GAME

ROUND START

Reveal the top tile from the Action stack, ensuring it is visible to all players. (When the Action stack is empty, shuffle the 3 Action tiles and create a new stack.)

At the beginning of rounds 2-5, each player passes their hand of 5 unplayed cards to the player on their left. Each player then draws 2 cards from the Earth stack, bringing their hand back up to 7 cards.

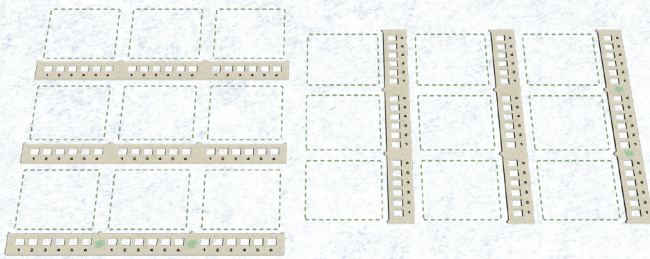
STEP 1: PLANT CARDS

From their hand, each player chooses which cards to plant in their tableau.

Rounds 1-4: Plant 2 cards

Round 5: Plant 1 card

When planting a card, it must be placed in an empty space within the 3x3 grid.



Vertical Setup

Horizontal Setup

Once planted, the card is "locked" in that position. Cards in your tableau cannot be moved or discarded from play.

Flora cards have coloured abilities, the majority of which trigger during step 3.

These abilities will often cause you to gain or spend Seeds/Sprouts/Growth. Finding synergies between the cards you choose to plant, and where to plant them, is important because your tableau must be activated in a specific order (see p.7).

If you plant a card with a **BLACK** ability, it must be resolved before proceeding to step 3 (see "Activating Abilities" on p.7).

STEP 2: CHOOSE AN ACTION

Each player, individually, chooses and resolves one of the two coloured actions displayed on the Action tile that was revealed at the beginning of the round.

Once chosen, each colour-coded action grants an immediate benefit as follows:



Gain 2 Seeds



Gain 3 Sprouts



Gain 2 Growths

Throughout the course of the game, players will gain benefits. Some, like those rewarded by Action tiles, are free, while others (found on Flora cards) have costs that must be paid in full before receiving the benefit.

Any time a player earns a benefit, provided they have paid the required costs, they may choose to take the benefit in full, partially, or not at all.

GAINING SEEDS

Whenever you gain a Seed , either as a result of an Action tile or card ability, it is added to your personal reserve.

There is no limit to the number of Seeds you may have in your personal reserve. Throughout the game, Seeds may be spent to trigger card abilities (see "Activating Abilities" on p.7) and to take bonus actions (see "Optional Bonus Actions" on p.#) by returning them to the general supply.

At the end of the game, **any remaining Seeds in your personal reserve will score 1 VP each.**

GAINING SPROUTS

Whenever you gain a Sprout , either as a result of an Action tile or card ability, it must be added to a Sprout track next to a Flora card in your tableau.

Only Flora with this icon may have Sprouts added to their track, and the maximum number of Sprouts that may be assigned to that card is indicated by the listed capacity (between 1 and 6). If a player gains Sprouts but does not have the ability to add them to Flora, the excess Sprouts are **immediately lost and returned to the general supply.**

GAINING SPROUTS (CONTINUED)

At the end of the game, **each Sprout cube is worth VP equal to the value shown next to the space it occupies on its Sprout Track.**

ADDING AND SPENDING SPROUTS


Adding Sprouts


Use the track next to each Flora to indicate the total number of Sprouts it has.


If you wish to add a Sprout to a Flora card and its track **does not** already have a Sprout cube, take a Sprout cube from the general supply and place it in the "1" space.

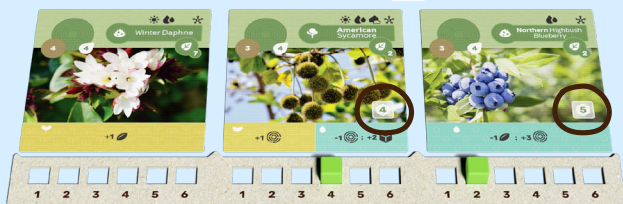
If that track **does have** a Sprout cube, move the cube up the track one space per Sprout you wish to add. Although all Sprout Tracks go up to **6**, each Flora has its own maximum Sprout capacity (from **0** to **6**). A Flora's Sprout cube may not exceed that limit.

Example

The Winter Daphne does not have the  icon, and cannot have any Sprouts added to it.

The American Sycamore has 4 Sprouts, the maximum allowed as indicated by .

The Northern Highbush Blueberry has 2 Sprouts, while the card's maximum is 5 .






Spending Sprouts

If you wish to spend Sprouts (see "Activating Abilities" on p.7), move the Sprout cube down the track one space per Sprout spent. If the cube should move to "0," return the Sprout cube to the general supply. The Sprout cube may be regained by adding a Sprout to the Flora card in the future.

You may divide Sprout gains or losses among different Flora cards unless specified by a card's ability.

GAINING GROWTH

Whenever you gain Growth , either as a result of an Action tile or card ability, it must be assigned to a Flora card in your tableau.

("Growth" is the collective term for both "Trunks"  and "Canopies" )



Only Flora with a Growth space may have Growth assigned to them, and the maximum number of Growth that may be assigned to that card is indicated by the listed capacity (between 1 and 8). If a player gains Growth but does not have the ability to assign them to Flora, the excess Growth is **immediately lost and returned to the general supply.**

At the end of the game, each Growth space **with a Canopy** will score the amount of VP listed. **All other Growth spaces** will score VP equal to the number of Trunks placed there.



ASSIGNING AND SPENDING GROWTH

Adding Growth

Take Trunks **1** from the general supply and place them onto any Growth space in your tableau. The last Growth piece placed on each space is a Canopy **2**, not a Trunk. Although the Canopies are different colours, they are all treated the same for gameplay and end-game scoring. Flora with a maximum Growth capacity of 1 will only have a Canopy, no Trunk pieces.



Spending Growth

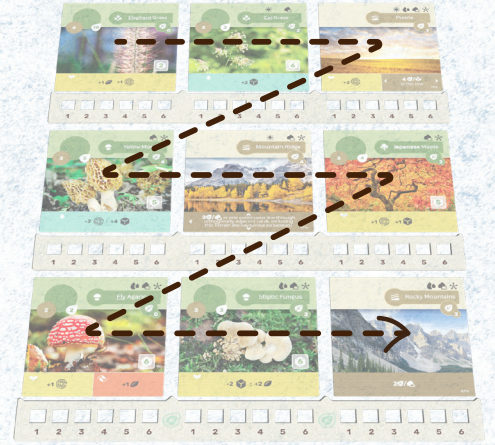
If you wish to spend Growth (see "Activating Abilities" on p.7), return the Growth (Trunks and/or Canopies) to the general supply.

You may divide Growth gains or losses among different Flora cards unless specified by a card's ability.

STEP 3: ACTIVATE YOUR TABLEAU

After receiving the Action tile's benefit, each player may activate the card abilities in their tableau that match the colour of the Action they selected (**RED**, **BLUE**, or **YELLOW**). In addition, multicoloured abilities (which are made up of **RED**, **BLUE**, and **YELLOW**) are also triggered by taking the **RED**, **BLUE**, and **YELLOW** actions.

The abilities on each card can only be activated once per round, and your tableau must be activated **in order, row by row, left to right, starting from the top left**. If a space in your tableau is empty, the card does not have a matching or multicoloured ability to activate, or you simply wish to forgo activating a card's ability, skip it and proceed to the next card.



ACTIVATING ABILITIES

Each card has one or two coloured abilities. **BLACK**, **BROWN**, **RED** ♻️, **BLUE** 💧, or **YELLOW** 🌱.

- **BLACK** abilities are triggered as soon as the card is planted.

Neither **BLACK** nor **BROWN** abilities will trigger when activating your tableau. However, they do count as distinct ability colours for all purposes.

- **BROWN** abilities give the opportunity for end-game scoring bonuses.
- Multicoloured abilities, as well as abilities that match the color of your chosen Action (**RED**, **BLUE**,

Cards with two ability colours, and/or with multicoloured abilities, count as each of those colours when resolving card abilities and for scoring.

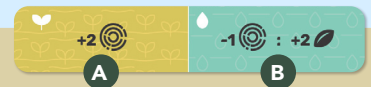
For example, if a player had a card with both a **RED** and a **YELLOW** ability, they could choose to count it as **RED** for one objective and **YELLOW** for a different objective.

or **YELLOW**) activate in **STEP 3**.

Card abilities grant two types of benefits:

- Those that generate resources **A**
- Those that allow a player to convert their resources **B**

Example



A Gain 2 Growth

B Spend 1 Growth then gain 2 Seeds

Interpreting Abilities



Choose an **opponent**



Example: The player who activated this ability choose one opponent to gain the indicated benefit.



Only **other** players may gain the benefit



Example: The player who activated this ability gains the benefit on the left, and each other player may gain the benefit on the right.

Interpreting Abilities (Continued)



Select one of your neighbours' play areas (the player to your right or left)



Example: The player who activated this ability gains the benefit indicated for every matching feature in one of their neighbour's play areas.



Spend the indicated resource(s) on the left of a colon **:** to gain the benefit on the right.

A colon **:** represents a one-way conversion, and may not be performed in reverse.



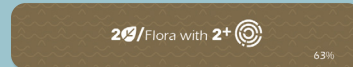
Example: Spend 1 Seed and 1 Growth then gain 4 Sprouts.



The benefit on the left of a slash **/** scales according to the condition on the right.



Example: For every 3 **BLUE** abilities in one of your neighbour's tableaux, gain 3 Sprouts.



Example: For every Flora with 2 or more Growth, you will gain 2 VP at the end of the game.



The player activating the card gains the benefit on the left of a vertical bar **|** while other player(s) gain the benefit on the right.



Example: You gain 3 Growth, and all other players may gain 1 Sprout.

Cards take themselves into account when resolving their abilities.



Example: By triggering the **YELLOW** ability, both the Giant Club Cactus and Siberian Elm gain 1 Growth.

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).

STEP 4: CHECK FOR COMPLETED FAUNA OBJECTIVES

In every game, there will be two Fauna cards in play. These cards represent certain conditions a player's tableau must fulfill in order to create a suitable habitat for that Fauna. Doing so will reward players with VP.



You may only claim each Fauna objective once, even if your tableau satisfies its requirements multiple times.

Once you fulfill a Fauna card's objective, the claim cannot be lost, even if you no longer meet the requirements at a later time.

For example, if you needed "4 cards with 1+ Growth," and after fulfilling that objective you spent Growth, dropping below the requirement, you would not lose the claim or the VP.


THE STANDARD GAME

For each Fauna objective you have completed, take one of the Leaf tokens from your personal reserve and place it on the highest available scoring space next to the card.

If more than one player completes the same Fauna objective in the same round, the players stack their Leaf tokens on the **same scoring space**. *At the end of the game, players will earn the full amount of VP listed next to the scoring space their Leaf token occupies, regardless of whether or not they share the space with other players.*

The sooner you fulfill a Fauna card's objective, the greater the scoring potential. Once a scoring space has been filled, it becomes unavailable. The lower the scoring space, the less VP it awards.

THE BEGINNER GAME

First-time players or those looking for a friendlier game can use the beginner side of the Fauna board .

For each Fauna objective you have completed, take one of your Leaf tokens from your personal reserve and place it on the 10 VP space between the Fauna cards.

ROUND END

If players have completed their 3x3 tableaus by planting their 9th and final cards, proceed to end-game scoring. Otherwise, begin a new round.

OPTIONAL BONUS ACTIONS

ANYTIME CONVERSIONS

At any time, except during the activation of a card's ability, players may gain Seeds via the following conversions:



Spend 2 Sprouts,
then gain 1 Seed



Spend 2 Growths,
then gain 1 Seed

Players may perform these conversions as many times as they wish and can afford to do so.

During step 1 of a round (*Plant Cards*), players may take the "Germinate" and "Refresh" bonus actions.

These bonus actions may be taken before or in between planting cards.

GERMINATE

To Germinate, spend **3 Seeds** by returning them to the general supply, discard **1 card** from your hand, and name one card feature. The feature must be one that advances your progress toward a Fauna objective, Ecosystem objective (*if in play*), or a Terrain in your own tableau with scoring conditions. (*A list of searchable features can be found on the back page of this rulebook*).

*Once named, the feature you are searching for **cannot be changed**.*

Turn the Earth stack **faceup**, making the bottom card visible on top. Reveal cards from the top one by one. **You must take the first card** that matches the named feature and place it in your hand, discarding all other revealed cards.

If no card with a matching feature is found in the Earth stack, you must search the **discard pile**. If the matching feature still cannot be found, the Germination fails and you **retrieve your 3 Seeds** (*retrieved Seeds are immediately available for use*).

GERMINATE (CONTINUED)

If the draw pile empties during the search, shuffle the discard pile to form a new Earth stack.

Players may perform these conversions as many times as they wish and can afford to do so.

REFRESH

To Refresh, spend **2 Seeds** by returning them to the general supply, then **discard** any number of cards from your hand (1 to 7) and **immediately draw** an equal number of cards from the Earth stack, returning your hand to 7 cards.




Players may perform the Refresh action **once per round**.

END-GAME SCORING

Earth: Express is played over 5 rounds. The game ends at the end of the 5th round when all players have completed their 3x3 tableau (9 cards). After the final round, players add up their victory points (VP) and the player with the most VP is the winner!

We recommend calculating each player's score for each item on the scorepad row by row. Be sure not to "clean up" any play areas, or return anything to the supply, as you may need them for tiebreakers.

Record VP on the scorepad for the following:

1. The cards planted in your tableau score their base VP .
(**Note:** some cards are worth negative VP!)
2. Each Seed remaining in your personal reserve scores 1 VP.
3. Each Sprout cube scores VP equal to the value shown next to the space it occupies on the Sprout Track.
4. Each Growth space with a Canopy scores its completion value . All other Growth spaces score 1 VP per Trunk.
5. Each Terrain with a scoring objective (as indicated by the presence of a  icon) score the VP indicated by their objective if you have met the conditions.

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. Thank you!



6. Each Leaf token on the Fauna board scores the amount of VP indicated by the space it occupies. Leaf tokens remaining in a player's personal reserve score 0 VP.

7. *Each Ecosystem scores VP as indicated by the card (if in play, see below).*

In case of a tie, the victory goes to the tied player who has the most Seeds remaining in their personal reserve. If the game is still tied, the victory goes to the tied player with the most Growth pieces in their tableau, then the highest Sprout cube value, then whoever has earned the most VP from Terrains, then Fauna, then Ecosystems (if in play). If a tie still persists, players share the victory!

ECOSYSTEM OBJECTIVES

When playing with Ecosystem objectives, there will be two cards in play on the Ecosystem board (shared between all players) and one card in each player's own play area (available only to that player).

There are three rows on the scorepad to record VP for Ecosystem objectives.

Use the first two rows to score the shared Ecosystem objectives, and the final row to score each player's personal objective.



SOLO MODE

The solo mode follows most of the same rules as the multiplayer game; however, in this version of the game you will be playing against an automa named Demeter, *the goddess of the harvest*.

SETUP

Follow the "Shared Setup" instructions on p.#.

Complete the "Individual Setup" for yourself, but **do not draw any cards**.

If you wish to play with Ecosystem objectives, complete the setup as normal. However, Demeter will not take or score any Ecosystem objectives herself.

Then complete Demeter's setup as follows:

1. Create a play area for Demeter by placing her 3 Sprout Tracks as normal, and placing 2 Leaf tokens of the same colour in her personal reserve.
2. From the Earth stack, draw cards one at a time, planting them faceup in her tableau in order, row by row, left to right, starting from the top left.
3. Place Demeter's VP track near her tableau, then place 2 additional Leaf tokens on the "0" space.

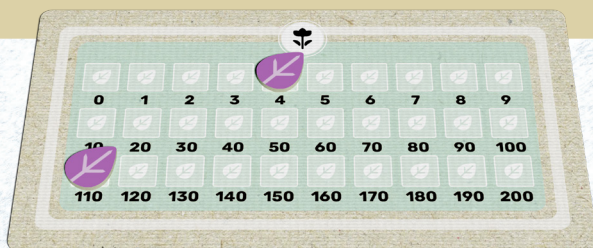
USING DEMETER'S VICTORY TRACK

When Demeter scores VP, move one Leaf token up the track to show the VP earned.

If this token should exceed "9," reset it to "0" and place the second Leaf token on the "10" space. For every additional 10 VP Demeter earns, advance the second Leaf token one space.

Her total score is the sum of both Leaf tokens.

Example: Demeter's score is 114.



HOW TO PLAY

While the majority of the game remains the same, there are some changes as described below.

ROUND START

Reveal a new Action tile as normal. However, as you do not have a hand of cards, you will instead refill all empty spaces in Demeter's tableau.

Demeter does not activate any cards (including those with **BLACK** abilities) or gain any immediate rewards when this occurs.

STEP 1: PLANT CARDS

You choose which cards to plant in your tableau by taking them directly from Demeter's tableau.

STEP 2: CHOOSE AN ACTION

Choose one action from the Action tile and gain its benefit as normal for yourself. Demeter does not gain any benefits from the Action tile.

STEP 3: ACTIVATE YOUR TABLEAU (THEN DEMETER'S)

Activate the card abilities in your tableau that match the colour of the action you selected (**RED, BLUE, or YELLOW**). Then activate the card abilities in Demeter's tableau that match the same colour. In rounds 1-4, her tableau is triggered as normal. In round 5, all VP earned from her tableau activation are doubled.

Demeter **never gains or spends** resources. Instead:

1. Calculate how many resources the ability would gain.
2. Subtract any resources it would cost
3. Demeter scores VP equal to the result.

+1 🎯 +1 📦

Example 1: This ability generates 2 resources, and has no costs. Demeter scores 2 VP.






-1 🎯 : +1 📦 +2 🌿

Example 2: This ability generates 3 resources at a cost of 1 resource. Demeter scores 2 VP.

STEP 3: ACTIVATE YOUR TABLEAU (THEN DEMETER'S CONTINUED)

RESOLVING ABILITIES THAT BENEFIT YOUR OPPONENT

You or Demeter may trigger abilities that benefit one another.

- If **you trigger** an ability with the  icon, Demeter gains VP equal to the number of resources produced as described above.
- When **either you or Demeter trigger**  abilities, refer to the other's tableau. You gain the benefit as normal, while Demeter gains VP equal to the number of resources produced as described above.
- If **you trigger** an ability with this icon , Demeter scores 3VP, regardless of the number of resources the ability would otherwise produce.
- If **Demeter triggers** abilities with either the  or  icons, you gain the benefit as normal.

STEP 4: CHECK FOR COMPLETED FAUNA OBJECTIVES

Demeter will automatically claim Fauna objectives in the following rounds based on your chosen difficulty level.

To do so, place one of the Leaf tokens from her

Normal	Round 3 & 4
Hard	Rounds 2 & 3

reserve in the highest available scoring space. The first time this happens, you may choose which objective she scores.

If you complete a Fauna objective in the same round as Demeter, you may stack your Leaf tokens on the **same scoring space**.

ROUND END

The game-end conditions remain the same. If you have not completed your tableau, begin a new round. Otherwise, proceed to end-game scoring.

OPTIONAL BONUS ACTIONS

Anytime conversions may be performed as normal.

To **Germinate**, spend **3 Seeds** by returning them to the general supply, then search for a card feature as normal. No cards are discarded from any tableau, and if the Germination is successful (you found a card with the named feature), you are **required to** plant it in your tableau.

You may only perform the Germination action if you have not planted all of your card(s) for the round. This means in rounds 1-4 it may be taken up to twice, and only once in the 5th round.


To **Refresh**, spend **2 Seeds** by returning them to the general supply, then **discard** cards from Demeter's tableau (between 7 and 9) and **immediately draw** an equal number of cards from the Earth stack to refill the empty spaces.

*As in the standard game, you may perform the Refresh action **once per round**.*

END-GAME SCORING

At the end of the game, you will score as normal.

Demeter scores as follows:

- All base VP  in her tableau are considered to be positive. She'll gain additional VP based on your chosen difficulty level:

This can be recorded in the same section of the scorepad as base VP or Ecosystem objectives.

Easy	Each BROWN and BLACK ability scores 5 VP.
Normal	Each BROWN and BLACK ability scores 10 VP.
Hard	Each BROWN and BLACK ability scores 10 VP. In addition, Demeter triggers her tableau an extra time, activating all abilities matching the action colour chosen in the 5th round. For example , if you chose the RED action in the 5th round, Demeter would trigger all of her RED abilities again.

- She scores 0 VP for Sprouts, Growth, and Seeds.
- She scores Fauna objectives as normal.