

Earth, Water & Sun

Goal of the game

Earth, Water & Sun is a strategy game for 2 players in which you play as an Ecosystem of Mushrooms and Trees. You will try by all possible means to eliminate the opposing Ecosystem, in order to spread your influence and power to the whole planet. Use the nutrients of the Earth to build your defense, use the strength of the Sun to attack more powerfully and use the adaptability of Water to improve your mobility. Trees are the leaders of these Ecosystems. Protect yours while eliminating your opponent's to win the game!

Components

- 1 game board
- 2 white Trees 
- 2 black Trees 
- 5 white Mushrooms 
- 5 black Mushrooms 
- 20 Earth tokens 
- 20 Water tokens 
- 20 Sun tokens 
- 4 Shield tokens 
- 20 white Roots 
- 20 black Roots 

Lexicon

- Ecosystem: Your Ecosystem is the collection of your Specimens, their resources, and your Roots in play and in your supply.
- Specimen: A Specimen is a playable item, whether it is a Mushroom or a Tree.
- Resource: A resource is an upgrade that comes in one of the 3 elements: Earth, Water and Sun.



- Adjacent Spaces: 2 spaces are adjacent when they share an edge.



- Arrival Hex: the hex on which a Specimen ends its movement.
- Destroy: A Specimen, a Root or a Shield is destroyed when it is attacked by a Specimen. Remove its token from the game.

Setup

The top panel contains the following items from left to right:

- Counter-attack (3 red star icons)
- +1 move & +1 rotation (3 blue double-line icons)
- +2 roots & +1 shield (3 brown double-line icons)
- 2 consecutive attacks (2 red star icons)
- +1 move & +1 post-attack move (2 blue double-line icons)
- +2 roots & roots are removable (2 brown double-line icons)
- Attacks target 2 hexes simultaneously (1 red star icon)
- +1 move & +1 rotation (1 blue double-line icon)
- +2 roots (1 brown double-line icon)

The bottom panel contains the following items from left to right:

- +2 roots (1 brown double-line icon)
- +1 move & +1 rotation (1 blue double-line icon)
- Attacks target 2 hexes simultaneously (1 red star icon)
- +2 roots & roots are removable (2 brown double-line icons)
- +1 move & +1 post-attack move (2 blue double-line icons)
- 2 consecutive attacks (2 red star icons)
- +2 roots & +1 shield (3 brown double-line icons)
- +1 move & +1 rotation (3 blue double-line icons)
- Counter-attack (3 red star icons)

1. The game board is in the center of the table. The different colored spaces don't do anything in the game, they only help counting spaces for movement.
2. Each player is randomly assigned a color, white or black, and takes all Specimens of their color. Each player then places their Specimens in play in the following order, on the row closest to them (see picture above):

Mushroom - Tree - Mushroom - Mushroom - Mushroom - Tree - Mushroom

3. All remaining game pieces, i.e., Sun tokens, Earth tokens, Water tokens, Shield tokens, and Roots, are placed near the game board, forming a pool for each type of game piece, accessible to both players.
4. Black is the first player. You can now begin the game, have fun!

Actions in a turn

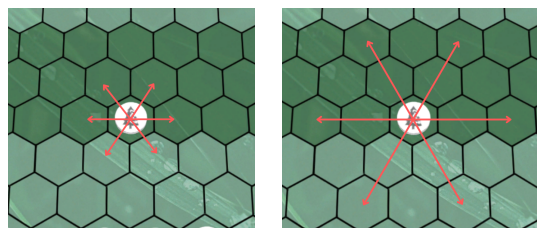
Players take turns playing. Each player **must** perform the following two actions in order before passing their turn to the other player: **(1) Growth**, **(2) Move**. An **Attack** can be triggered during the Move action and is optional.

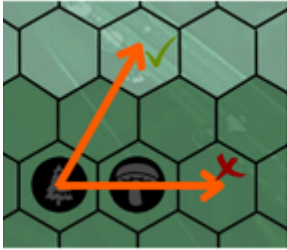
(1) Growth : Choose one of your Specimens. This Specimen gets a resource from one of the 3 available elements: Earth, Water, or Sun. Place this resource on the Specimen to form a stack that will grow as the Specimen gets more resources.

A Specimen can have any combination of the different resources, but never have more than 3 upgrades from the same resource. A Mushroom can have up to 2 resources. and a Tree can have up to 4 resources.

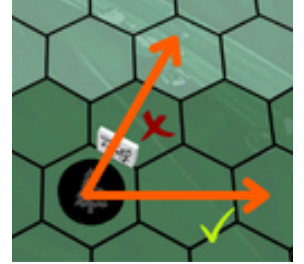
The details of what each resource offers in terms of abilities can be found in the resources section.

(2) Movement : Choose one of your Specimens and move it one or two hexes in a straight line in the direction of your choice.

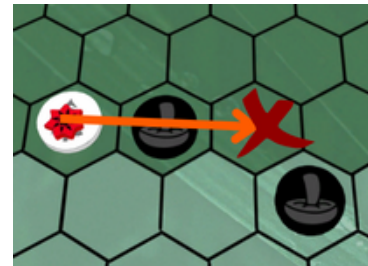




The trajectory may however be blocked by an Allied Specimen or a Root, whoever placed the Root. The Specimen whose path is blocked must stop on the last available hex and complete its Move action. There can only be one Specimen on a hex at the end of turn.



It is also impossible to cross an enemy piece and finish its move on the hex on the other side.



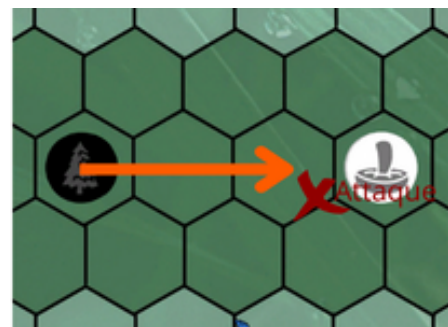
Attack

When you move one of your Specimens to a hex where an enemy Specimen is located, an attack is triggered. **Triggering an attack ends your movement for that turn.** Destroy the opponent's Specimen and remove it from play, and after the attack, your Specimen stands on the hex where the opponent's Specimen was. If an opponent's Specimen is on a hex that is not accessible by your move action, you cannot attack it.



The black player's attack destroys the white Mushroom. Following this attack, the black Specimen is on the hex where the white Specimen was.


The attack desired by the black player is impossible, because the white Specimen is too far from the black Specimen.



The attack desired by the black player is impossible, because a Root prevents the black Specimen from moving in the direction of the white Specimen. (more about Roots on page X)

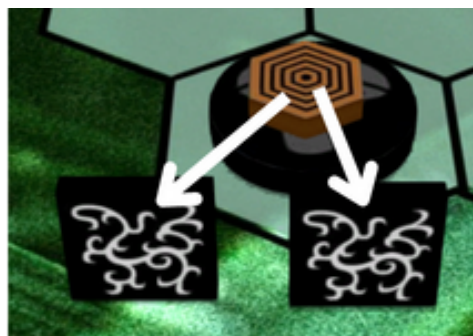
Resources

Through the action of growth, it is possible to improve one's Specimens by using 3 different resources: Earth, Water and Sun.

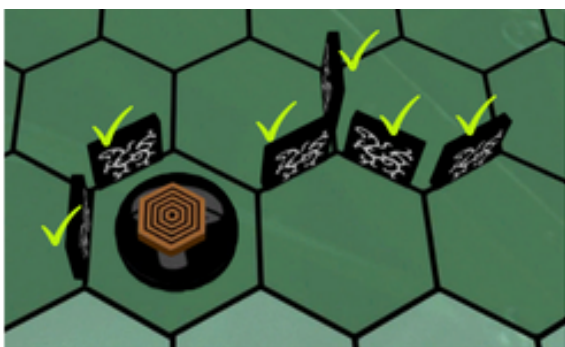
A - Earth  improves the defense of your Specimens.

The 1st Earth upgrade adds 2 Roots to your Ecosystem. Place these Roots in your supply.

A Root can be placed in play at any time during any of your turns. A Root can only be placed on edges that are considered to be connected to one of your Specimens that has at least one Earth upgrade. The Specimen that places a Root may be different from the Specimen that brought that same Root to your ecosystem.



A Root is considered to be connected to a Specimen when it is on an edge that touches the hex where the Specimen is located, whether it touches the entire hex or only one end of the edge. A Root is also considered connected to a Specimen when it is possible to establish a route of several Roots connected to each other by the ends of their edges, without there being a "hole" without a Root.



←All the Roots in the image are considered connected.

The 2 rightmost Roots in the image are not connected to the Specimen.→

A Root is destroyed when one of the hexes it is fully in is attacked, either by you or your opponent. If the Root only touches a hex by its edge, an attack on that hex does not destroy it. Remember



that attacking a hex is always optional, so you do not have to destroy your own Roots when you enter a hex with your Roots on its edges.

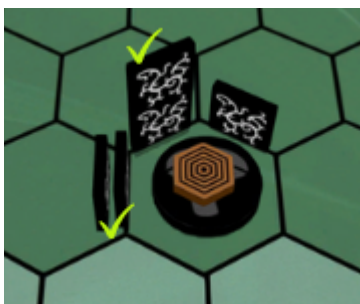


If multiple Roots are on adjacent edges of the same hex and an attack targets that hex, only one Root is destroyed. The attacker chooses which Root is destroyed by his attack.



If an attack targets a hex where there is both an opposing Specimen and one or more Roots, it is the Specimen that is destroyed by the attack, not the Root.

A Root blocks the movement of all Specimens, no matter who placed the Root.



It is possible to place several Roots on the same edge. Each Root requires a separate attack to be destroyed.

The 2nd Earth Upgrade adds 2 more Roots to your Ecosystem and gives this Specimen the ability to remove Roots from the game and place them back into your inventory. The Roots that you remove are not destroyed and can be put back into play again. A Root can be removed from your inventory at any time during any of your turns. The Specimen that removes a Root may be different from the one that placed the Root. To be removed, a Root must be considered ***connected*** to the Specimen.

The 3rd Earth upgrade adds 2 more Roots to your Ecosystem and a Shield to your Specimen. A Shield acts as a 2nd life for your Specimen. If a Specimen with a Shield is attacked, destroy its Shield and remove the Shield token instead of destroying the Specimen.

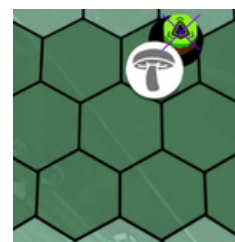


At the end of a turn, 2 Specimens can never share the same hex. When an attack fails to completely destroy a Shielded Specimen, the attacking Specimen "bounces" to the rebound hex. The rebound hex is the last empty hex where the attacking Specimen was before it made its move and its attack on the opposing Specimen. In other words, the attacking Specimen "rebounds" and returns from where it came.



1. The White Specimen moves to the hex where the Black Specimen is located to attack it.

2. The White player's attack destroys the Black Specimen's Shield. The Black Specimen survives.



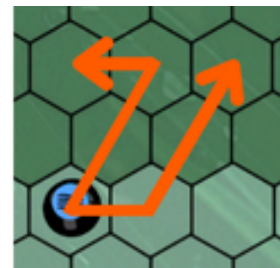
3. The White Specimen cannot remain in that hex, since the Black Specimen survived the attack. It must rebound one hex in the direction from which it came.

4. Final position of the two Specimens after the White player's attack.



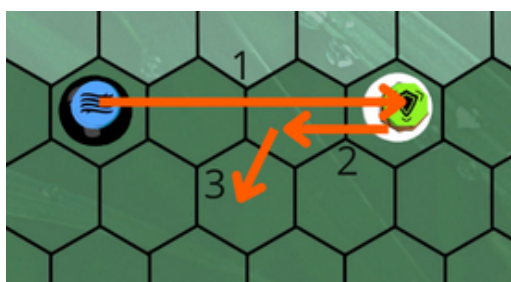
B - Water  gives mobility to your Specimens.

The first upgrade of Water gives one more available movement to your Specimen and the ability to change direction once when moving. This Specimen can now move up to 3 hexes.



The 2nd Water upgrade gives one more available movement to your Specimen and the ability to make an additional move, of 1 hex only, in the direction of your choice, following an attack. This post-attack movement cannot be used to move on another opposing Specimen (and thus cannot trigger a second attack).


If the attacked Specimen was not destroyed as a result of the attack (because it has a Shield) and the attacking Specimen has returned to the rebound hex, the additional movement is made from the rebound hex.



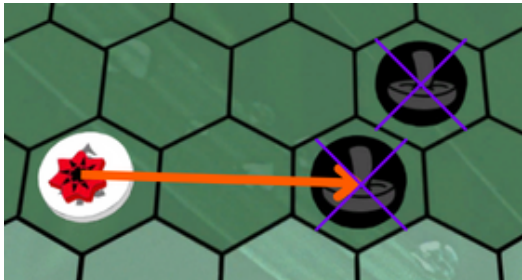
1 : The black Specimen moves and launches its attack on the white Specimen. 2 : The attack destroys the white Specimen's Shield and the black Specimen bounces back to the rebound hex. 3 : The Black Specimen makes its post-attack move in the direction of its choice, with the exception of the hex where the White Specimen still stands (it cannot trigger a second attack).

The 3rd Water upgrade gives 1 more available movement to your Specimen and 1 more available change of direction. This Specimen can now move up to 5 hexes and change direction up to 2 times when moving.



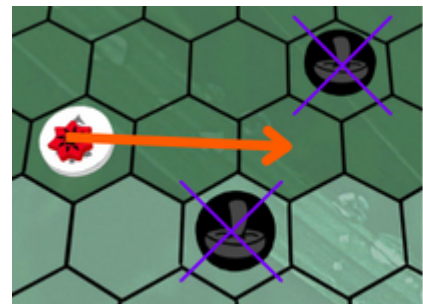
C - The Sun  improves the offensive abilities of your Specimens.

The first Sun upgrade gives your Specimen the ability to attack two hexes *simultaneously*. The attacked hexes can be the hex where the move ended (as with a normal attack without the Sun upgrade) or 2 hexes adjacent to that hex. The same hex cannot be targeted twice for the same attack.



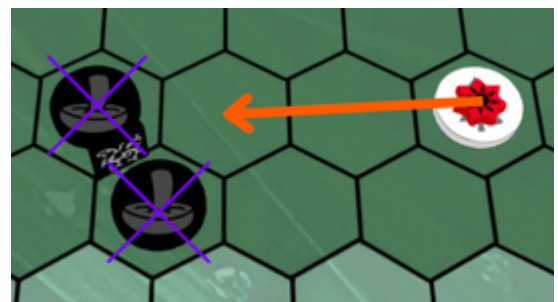
The White Specimen moves to a hex where a Black Specimen is located. The White player's attack targets both that hex and the hex adjacent to it, eliminating both Black Specimens.

The White Specimen moves to a hex where there are no Black Specimens. Its attack can therefore target 2 hexes adjacent to the hex it is in, eliminating both Black Specimens.

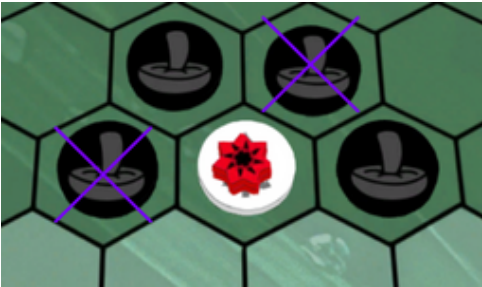


The White Specimen moves to the hex where a Black Specimen is located. The White player's attack destroys this Black Specimen. The attack cannot target the second black Specimen, since a Root prevents it. The attack cannot destroy the Root either, because to destroy a Root the attack must target one of the hexes touching the edge on which the Root is located. In this case, the hex has already been targeted once, destroying the Black Specimen, and cannot be targeted a second time for the same attack.

The White Specimen moves and its attack targets both Black Specimens, destroying them. Even though the attack targeted the hexes touching the edge where the Root is located, the attack targeted the black Specimens first. So the Root is not destroyed.



The 2nd Sun upgrade gives your Specimen the ability to make 2 consecutive attacks on the same turn, only on your turn. Both attacks can target 2 hexes, thanks to the 1st Sun upgrade. The two attacks can target the same or different hexes.



Example 1: A first attack by the White Specimen destroys 2 of the Black Specimens...

...Then a second attack destroys the other 2 black Specimens.



Example 2 : A first attack by the White Specimen destroys one of the Black Specimens as well as the Root. The black Specimen which is protected by the Root survives...

...Then a second attack destroys the remaining black Specimen.

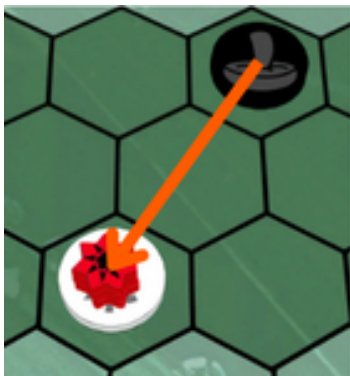


Example 3 : A first attack of the white Specimen destroys the black Specimen which has no upgrade as well as the Shield of the other black Specimen...

...Then a second attack destroys the remaining black Specimen.

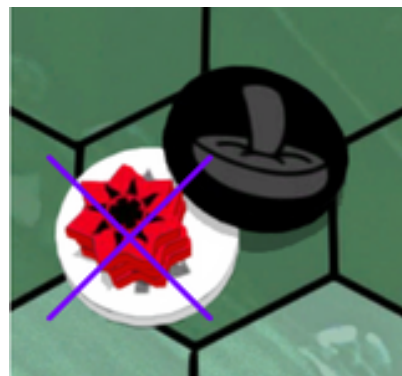


The third Sun upgrade gives your Specimen the ability to counterattack the opposing Specimen that attacks it. When your Specimen is attacked by an opposing Specimen, destroy it (or destroy its Shield if it has one). This ability is not affected by the 2nd upgrade of the Sun, which allows you to make 2 consecutive attacks. The counter-attack makes only one attack.



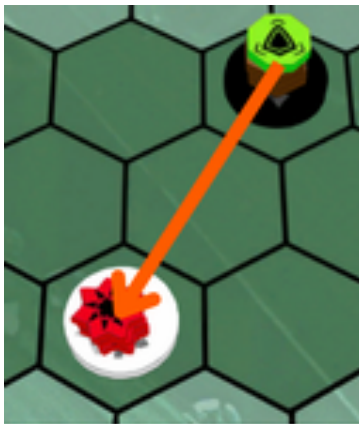
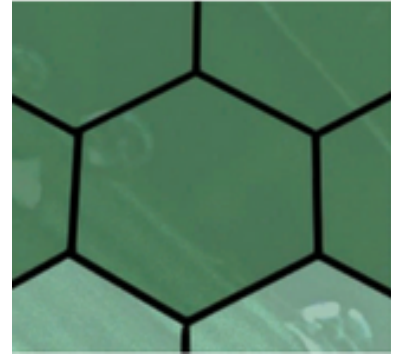
Example 1: The Black Specimen moves onto the hex where a White Specimen is located, which triggers its attack...

The Black Specimen's attack destroys the White Specimen which has the 3 Sun upgrades...



The white Specimen counter-attacks the black Specimen, which destroys it...

Following this sequence, the Specimens of both players are eliminated.



Example 2: The Black Specimen moves onto the hex where a White Specimen is located, which triggers its attack...

The Black Specimen's attack destroys the White Specimen which has the 3 Sun upgrades...



The white Specimen counter-attacks the black Specimen, which destroys its Shield...

Following this sequence, the Black Specimen survives and is on the hex where the White Specimen was before the attack.



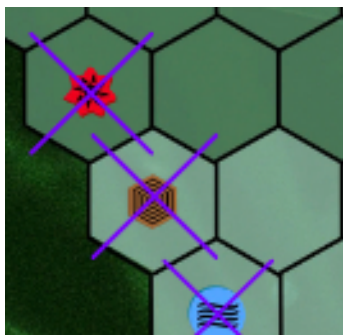
When one of your Specimens destroys an opponent's Specimen

When one of your Specimens destroys an opponent's Specimen, gain 1 resource of your choice and place it immediately on one of your Specimens. If the destroyed Specimen was a Tree, gain 2 upgrades instead of 1.

Final phase: The End of the World

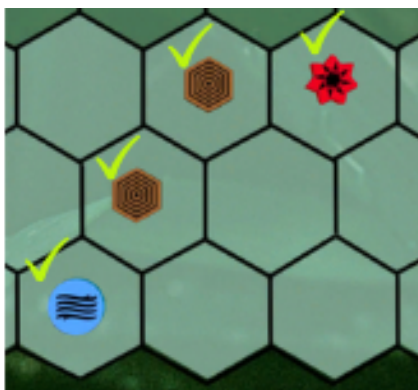
At some point in the game, it will no longer be possible to upgrade your Specimens with new resources. All of your remaining Specimens will have reached their maximum capacity. At this point, you enter your final phase of the game: the End of the World.

The resources you gain during the End of the World are not lost. Instead of upgrading your Specimens, choose any Resource and place it on a hex of the board. This hex is now destroyed and can no longer be used in this game. No Specimen may cross this hex to move, or to end its movement. The chosen resource does not matter during the End of the World.



The 3 hexes where resources are placed are destroyed, and are therefore unusable until the end of the game.

In order to destroy a hex, it must be **connected** to the edge of the board. A hex is considered **connected** when it is possible to create a path of destroyed hexes, with no empty hexes, between the hex you want to destroy and the edge of the board.



The placement of all these resources is adequate. All these hexes are therefore well and truly destroyed.

The Sun resource is not connected to the edge of the game board, so its placement is inappropriate.



If a Specimen is in a hex at the time the hex is destroyed, the Specimen is destroyed. Since it was **not an attack** that destroyed the Specimen, but the End of the World, no player gains any bonus resources.

For quick reference

(1) Growth, (2) Movement, Optional Attack if you end your movement on an opponent's Specimen. .

You may place and/or remove your Roots at any time during your turn, if and only if it is connected to a Specimen with the required number of Earth upgrades.

Basic Movement: up to 2, in a straight line in any direction.


Mushrooms: Max 2 resources.


Trees: Max 4 resources.


Get 1 resource when one of your Specimens eliminates an opposing Mushroom.

Get 2 bonus resources if you eliminate an opponent's Tree.


Upgrades

 +2 roots


 +2 roots & your roots are removable

 +2 roots & +1 shield

 +1 movement & +1 rotation

 +1 movement & +1 post-attack movement

 +1 movement & +1 rotation

 Attack targets 2 hexes simultaneously

 2 consecutive attacks

 Counter-attack