## 1. BACKGROUND

Pando is the largest living organism by weight in the world, it is a tree system connected by roots in Utah and has been around since before the ice age. Inspired by this, **the objective of the game is to have the largest area of forest connected together by the end of the Game** before the ice age arrives.

2. SETUP

Everyone shuffles the 28 forest tiles and 4 special tiles together of the player sets they have chosen to form a draw pile, place this face down so that the cross from the fertile land space is on show. Place one glacier tile in the centre of the table. The player that last visited nature goes first.

On your first turn, take a tile from your draw pile and place it face up in a space around the glacier, If you draw a special tile then shuffle it back into your stack and draw again, repeat until you get a Standard tile. Whenever placing a tile it is always done edge to edge with tiles already in play, after the first turn you can only place a new tile down next to a forest space of your own type.
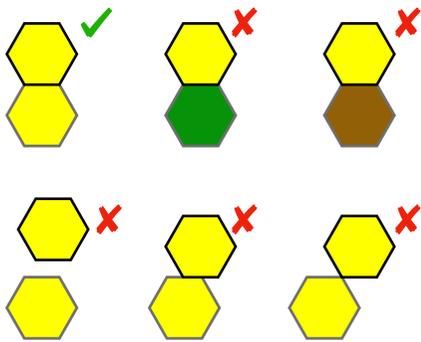
3. TAKING YOUR TURN

Take the tile from the top of your draw pile and flip it over, you can then choose from the following actions:

1. **EXPANDING** - Place the tile into an empty spot next to one of your forest spaces already in play and end your turn.

2. **STACKING** - Place two tiles on top of a forest space/stack already in play, unless it is adjacent to a glacier. You are not able to change your mind about building a stack once the first tile is placed onto an existing tile. Then choose to start a wildfire or end your turn. You can come back to build on a stack again in a future turn and choose to start a wild fire or not. There is no limit to how many tiles you can stack.

   To start a wildfire count how many tiles are in this stack, flip it over, then choose a path of forest spaces connected together to burn and turn them into fertile land by flipping them over as well. For every tile in the original stack, burn one tile in the path, if a space has more tiles in it than tiles remaining to burn then you can not spread the fire to that space.

   You must burn the maximum amount of tiles possible even if this means the fire spreads in a direction that you do not want it to go, once you flip over a stack to start a wildfire you can not change your mind. You are able to burn your own player tiles but you cannot burn fertile land or tiles adjacent to the glacier.

3. **REPLACING** - Replace an opponents fertile land space with your tile if it is already adjacent to one of your forest tiles and take another turn. This action can be repeated over and over again if you are next to multiple fertile land spaces. When a fertile space is replaced, discarded the tiles for the rest of the game. You can not replace your own fertile land spaces.

Taking your turn
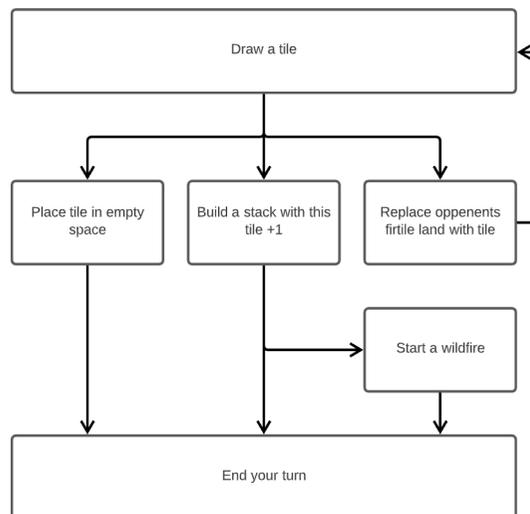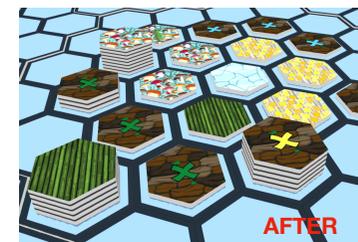
Starting a wildfire
Example, yellows turn
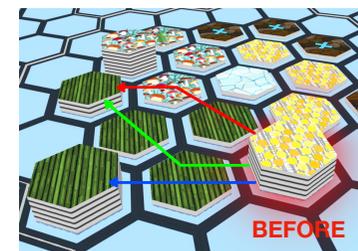
Red path - can not burn next to glacier

Blue path - too many tiles to burn for a stack of 5

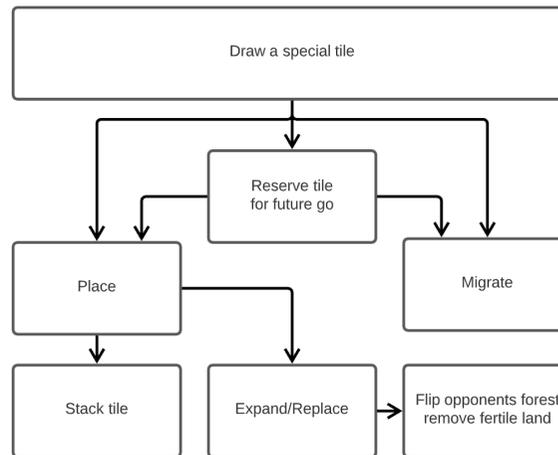Green path - valid path, can burn properly

4. SPECIAL TILES

When one of these tiles is revealed, choose from the following actions:

1. **RESERVE** - Place this tile face up next to your draw pile, rather than drawing from your pile in a future turn you can choose to play this tile instead. Once this is done, end your turn.

2. **MIGRATE** - Place the tile in an empty spot next to any other tile, it does not need to be next to one of your forest spaces.

3. **PLACE** - When placing these tiles down, turn all opponents forest spaces/stacks into fertile land and discard all fertile land spaces already in play within one space of this tile. These effects are triggered when expanding or replacing but not when stacking or migrating. Tiles adjacent to the glacier are not effected by this.

Using special tiles

```
Draw a special tile
        │
   ┌────┼──────────┐
   │    │          │
   │  Reserve tile  │
   │  for future go │
   │    │           │
   ▼    ▼           ▼
 Place            Migrate
   │    │
   │    └──────┐
   ▼           ▼
Stack tile  Expand/Replace  → Flip opponents forest
                              remove fertile land
```

Placing special tile
empty space example

BEFORE   AFTER

In the event that you can not take an action on your go, draw two tiles per turn and place them to the side until a special tile is drawn, Use this to migrate and build new forest space on the table. Return the tiles on the side to the top of your draw pile. If you go through the draw pile without finding a special tile, move into the end game.

5. END GAME

If a player finishes their draw pile of tiles the game ends instantly. Count up your largest connected area of forest spaces, whoever has the largest connected area wins the game. Fertile land spaces do not count towards the final score and it does not matter how many tiles are in a stack, it still counts as just one space.

In the event of a tie, the player with the least amount of tiles left in their draw pile wins. If there is still a tie then the players share the victory.

GLOSSARY

Fertile land space - The side of a tile that is blank other than the folded corners showing who owns that tile.
Forest space - The side of the tile with prominent graphical patterns (not including glacier tiles)
Pile - your deck of tiles that you will be drawing from to take your turn.
Stack - tiles pilled up onto each other that occupy the same space on the table.
Standard tile - A tile with a normal forest space on one side and fertile land on the other.
Special tile - A tile with a forest space that shows a unique icon such as a lady bug on one side and has fertile land on the other.