



FLORIAN SIREIX



LAURA BEVON

# TREETOPIA

## COMPONENTS

48 Tree cards



6 Symbiosis cards



12 Enchantment tokens



90 Seeds of Hope:

50 worth 1 point and  
40 worth 5 points



## GOAL OF THE GAME

Save trees from extinction and sow seeds of hope for a better future.

To do so, you must dig up trees from their hostile environments and replant them in a sanctuary, meeting their unique needs. Try to group together trees of the same type or those with a symbiotic relationship to score more hope points.

The game ends immediately when a player plants the final tree, completing the sanctuary. The player who has inspired the most hope is the winner.

## SETUP

Example setup for 3 players



- 1 Shuffle the Tree cards and deal 3 to each player who places them face up in front of them.
- 2 Place the remaining cards face down in a draw pile above the play area. Turn over the top 2 cards to form a pool to the right of the draw pile.
- 3 The area to the left of the draw pile will form the discard pile.
- 4 Leave room for the sanctuary in the middle of the table.
- 5 Give each player 1 of each type of Enchantment token, which they then place in front of them:

A. The **Whirlwind** token active side up



B. The **Eye** token active side down



C. The **Extra Turn** token active side down






- Shuffle the 6 Symbiosis cards and draw 1 at random. Place it face up next to the pool. Place the remaining cards back in the box; they will not be needed for this game.
- Put the Seeds of Hope in a pile next to the play area.

The person who planted a tree most recently plays first.  
The game can now begin!

## TREE CARDS

Each Tree card has several **CHARACTERISTICS**:


 **Sun exposure**  
(1 to 3)

 **Hope points inspired**  
(2 to 5)

**Hostile environment**  
There are 4 types of environments:

- **Swamp** 
- **Industrial Park** 
- **Desert** 
- **Icy Landscape** 



 **Water consumption**  
(1 to 3)

### Type of tree

There are 4 types of trees:

- **Pearl Tree** 
- **Mushroom Tree** 
- **Palm Tree** 
- **Spiral Tree** 

Each tree also has a **NEED**

The harder the need is to meet, the higher the Hope points. All the needs are unique.

**NOTE:** The back of the card only shares a single piece of information: The type of tree.



## HOW TO PLAY

Starting with the first player and moving clockwise, take turns until one player plants the final tree, completing the sanctuary: **3 lines of 5 Tree cards for 2 players** or **4 lines of 5 Tree cards for 3 and 4 players**.

On your turn, you must:

- A TAKE A TREE**    OR    **B SKIP YOUR TURN AND ACTIVATE AN ENCHANTMENT TOKEN**

During your turn, you can also use the power of one or several active Enchantment tokens (see page 7).

### **A TAKE A TREE**

There are 2 parts to the action:

#### ☛ Draw either:

- *The top face-down Tree card from the draw pile*
- *A Tree card of your choice from the pool.*

Place the card face up in front of you next to your other 3 cards. You will then have 4 Tree cards face up in front of you.

#### ☛ Look at the needs of your 4 trees and either:

- *Put 1 of your Tree cards* (the card you just drew or another from in front of you) *face up next to the other cards into the pool.*

There is no upper limit to the number of cards in the pool.

- *Or save a tree from the 4 in front of you by replanting it in the sanctuary if your 4 tree cards meet the tree's need.*

#### IMPORTANT:

At the end of your turn, you must only have 3 trees in front of you.

If the 4 trees in front of you meet several needs, you can choose which tree to save.

Place the saved Tree card **face down** in the play area, representing the sanctuary. Except for the first tree, the card must be **orthogonally adjacent to a tree that has already been planted** and cannot be planted outside the sanctuary: **3 lines of 5 trees for 2 players and 4 lines of 5 trees for 3 or 4 players.**

### SCORING POINTS

When you plant a tree, you score the Hope points written on the card and any bonus related to its location in the sanctuary:

#### ✦ **Groups of 4 trees of the same type**

Score 1 bonus Hope point per tree of the same type in the same group of up to 4 trees: +1 point if there is already 1 tree, +2 points if there are already 2, and +3 points if there are already 3.

**IMPORTANT: When a player plants the 4<sup>th</sup> tree in a group and scores the 3 bonus points, all other players can activate 1 of their inactive Enchantment tokens. If all their tokens are already active, nothing happens.**

If you add a tree to a group of 4 or more trees of the same type, you do not score any bonus Hope points.

#### ✦ **Symbiotic trees**

The Symbiosis card drawn at the start of the game indicates the 2 symbiotic trees that score additional points when planted orthogonally adjacent to each other.



When you plant a tree orthogonally adjacent to 1 or several trees that it is in a symbiotic relationship with, score 1 bonus Hope point per pair created.

## EXAMPLE



1 The player decides to draw the Swamp Palm Tree from the pool and puts it next to their 3 other cards.

2 Looking at their 4 cards, the player sees they meet the Icy Landscape Palm Tree's need (Exactly 2 Icy Landscape AND 2 Swamp cards) so they can save it. They plant it in the sanctuary face down.

Planting this tree here scores them **5 Hope points** (points on the card) **+ 3 Hope points** (because there are 3 other trees of the same type in the same group) **+ 2 Hope points** (because it is orthogonally adjacent to 2 Spiral Trees with which it has a symbiotic relationship).

As they have completed a group of 4 trees, all other players can turn over 1 of their Enchantment tokens to the active side.

## B SKIP YOUR TURN AND ACTIVATE AN ENCHANTMENT TOKEN

You can skip your turn to activate 1 of your inactive Enchantment tokens, making its power available on your next turn. To do so, turn the chosen token over to the active side.



Active side

Inactive side


## USE THE POWER OF 1 OR MORE ACTIVE ENCHANTMENT TOKENS (OPTIONAL)


On your turn, you can use the power of 1 or more Enchantment tokens activated during a previous turn. When you have used the power, turn the token to its inactive side.


**Reminder:** Enchantment tokens are activated when a player:

- Skips their turn to activate an Enchantment token
- Completes a group of 4 trees of the same type allowing all other players to activate an Enchantment token.

*There are 3 different Enchantment tokens:*

• **Eye token** : Draw 3 face-down cards instead of 1. Choose 1 of the cards and place it face up next to your 3 others. Discard the other 2 cards drawn. Continue your turn as usual: Put 1 of your 4 cards back into the pool or save a tree by planting it in the sanctuary.

• **Whirlwind token** : Use it at the start of your turn to discard 1 to 3 of your Tree cards and replace them with new cards from the face-down draw pile. Put the discarded cards in the discard pile next to the draw pile. Continue your turn as usual.

• **Extra Turn token** : Use it at the end of your turn to have an extra turn, unless you skipped your turn.

## TURN END

At the end of your turn, check there are at least 2 cards in the pool. If not, draw a card from the draw pile to refill the pool. Play passes to the next player. The pool can contain more than 2 cards during the game.

## DISCARD PILE

The discard pile is used for cards discarded when using the Eye and Whirlwind tokens. When the draw pile is empty, shuffle the discard pile and put it face down to form the new draw pile.

## GAME END

When a player plants the final tree, completing the sanctuary, they score the Hope points it inspires, and the game ends. They cannot use the Extra Turn token. Count up your Hope points. The player with the most points wins the game. In case of a draw, both players win.

## CREDITS

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