



Introduction

Throughout the explanations, show **examples** to illustrate your concepts and encourage players to ask **questions!** Avoid mentioning the **exceptions** of each faction for the time being.

- » Welcome to the world of **Root**, where factions wage war for control of the forest and clearings inhabited by small creatures!
- » The first player to score **30 victory points** (VP) wins and immediately ends the game.
- » On their turn, players pass through three phases; **Birdsong**, **Daylight** and **Evening**, each of which allows them to perform several actions. Then it's the next player's turn.
- » Each piece in Root has a unique function: **tokens**, **buildings**, **warriors** and **pawns**.

Pieces	Battle	Rule	Destroyed	Slot
Tokens			(+1)	
Buildings			(+1)	✓
Warriors	✓			
Pawn			✗	

Rule

- » To control a clearing, you must have the **greatest number** of **warriors** and **buildings** in that clearing.
- » In the event of a **tie**, no-one controls the clearing.
- » You must control a clearing in order to **build** a building in that clearing.

Move

- » You **move** from one clearing to an **adjacent** one with **as many warriors** as you wish.
- » To move, you must **rule** the clearing you are moving **from** or moving **to**. This condition must be met **before** making the move!
- » Moving into a clearing with **enemies** doesn't mean you have to fight.

Clearings

- » Each clearing has **1 to 3 building slots** which hold buildings.
- » As long as the Vagabond hasn't explored a **ruin**, that slot cannot hold a building.
- » Each clearing has a **suit**, representing the community of animals (and **trees!**) that live there:

Fox

Mouse

Rabbit

Place a card of each suit beside a clearing of the same type to show the link between them.

Cards

- » Like the clearings, the cards also have a suit: **Fox**, **Mouse**, **Rabbit** and the little **Birds**.
- » Birds are **wild**; they live in treetops throughout clearings in the forest.
- » A Bird card counts as **any suit of card**, but if an action **specifically** calls for a Bird card, you can't use a card of another suit instead!
- » A card can be used in **two ways**:
 - By **spending** it for its suit during an action.
 - By **crafting** it for its effect at the bottom.
- » A card has a **suit** and a **crafting cost** which can be of a different suit.

VS

Show a few examples of cards without giving too much detail. You can also mention the **Ambush** and **Favor** cards.

Crafting

- » Each faction has its own **Crafting Pieces**.
- » To craft a card, you need to **activate** as many crafting pieces in the **clearings** as **indicated** in the bottom-left corner of the card.
- » A Crafting Piece can only be activated **once** per turn.

Immediate Effect
 Resolve the effect and then discard the card.

Persistent Effect
 Place the card near you and use its effect as indicated.

If the **item** indicated on the card is **no longer available**, it cannot be crafted. You cannot craft a card if you already have one with the **same name**.

Battling

- The **attacker** chooses an enemy to fight in a clearing where he has warriors or a pawn.
- The **defender** can play an **ambush** card, even if he has no warriors in the clearing, and the attacker can respond with his own ambush card. If so, the two ambush cards **cancel** each other out; if not, the attacker immediately **loses 2 warriors**.
 If the attacker has no warriors left, **combat ends immediately**.
- Roll the dice**; the **attacker** deals hits equal to the highest result and the **defender** according to the lowest.
 No more **hits** than **warriors**!
- Apply **Extra Hits** effects.
 If the defender has **no warriors** in the clearing, the attacker inflicts an **additional hit**.
- Each player **chooses** his own losses, first removing his **warriors**, then his **buildings** or **tokens**.

Victory

- » There are **three ways** to score **victory points**:
 - Remove an opponent's **cardboard piece**. (+1)
 - **Craft items** and score the indicated points.
 - Each **faction** scores points in its own way.
- » **Domination** cards change the way you win. If you have **10 VP** or more, you can activate it from your hand during your **Daylight** phase. If a Domination card is **discarded**, it becomes available to everyone in **exchange** for a card of the **same suit**.



Factions

» **Place the faction boards** with their back facing up and do an overview of the factions available to the players.

» Add **flavor** to your explanations! Introduce the **purpose** of each faction, their **particularities** and how to play them without giving too much detail. Explain how each faction **scores points**.

» Let the players **choose** the faction they like the most, indicating their level of **difficulty**.

» Once the factions have been chosen, give the players a moment to **read their faction boards**.

» **Answer any questions** and make sure each player understands their faction.

» Before you start playing, ask players to read out their faction's **special abilities** in turn.

The Keep
Only you can place pieces in the clearing with the keep token.

Field Hospitals
Whenever any Marquise warriors are removed, you may spend a card matching their clearing to place those warriors in the clearing with the keep token.

» **Start playing!** Have players say their actions **out loud** and help them in their first turns, without actually playing for them!

The Marquise de Cat scores by spending **wood** to place **buildings**, scoring more if she has more of a given building on the map.

Her **recruiters** let her recruit more warriors per turn and improve her card draw, her **sawmills** give her more wood each turn, and her **workshops** let her craft cards.

The seat of her power is the **Keep of Marquise de Cat**, a structure so imposing that no other faction can place pieces in its clearing. While her keep stands, her **Field Hospitals** let her spend cards to place dying warriors back at her keep. Destroying her keep would be a mighty blow against her invasion—strike at it if you dare.

The Eyrie Dynasties score points each turn based on how many **roosts** are on the map. The more roosts, the more they score.

The Eyrie are bound by their **Decree**. Each turn, they must add cards to it and then resolve it, taking a decreed action for each card in the matching clearing. If they can't complete all of the decreed actions, they fall into **turmoil**, losing them many points, replacing their **leader**, and discarding their Decree.

Exploit a weak spot in their Decree, and you'll clip their wings. But take care, as the Eyrie are the **Lords of the Forest**: they rule a clearing even when tied in presence there.

The Woodland Alliance scores as they place **sympathy** on the map, scoring more as they place more. To place sympathy, they need to first add cards to their faction board as **supporters**—if you oppress sympathetic clearings, though, you'll add to their supporters as well.

Beyond adding sympathy, their supporters can incite **revolt**, destroying all enemy pieces in a clearing and establishing a **base** there. Bases improve the Alliance's card draw and let them train **officers**, which give them free actions each turn.

Destroying bases will subdue many supporters and officers, slowing the revolution. But beware, the Alliance are experts in **Guerrilla War**: they defend with the higher roll.

The Vagabond scores points by giving cards to friendly factions, defeating warriors of hostile factions in battle, and going on **quests** to endear himself to the Woodland folk.

He grows more powerful by getting ahead of **items**, so crafting an item he wants is an easy way to get on his good side and gain a card in trade. But if he's getting too powerful, battle him, especially if he's light on swords. You might just send him back to the forest for a whole turn to repair his gear.

The Vagabond is a **Lone Wanderer**, not a warrior, so he can't rule a clearing or stop you from ruling one. But he's **Nimble**, so he can move regardless of rule.

The Riverfolk Company plies the rivers winding through the great Woodland. They score points as they set up **trade posts**. The more trade posts in clearings of the same suit, the more points they score. However, unlike other pieces, when trade posts are removed, they cannot be rebuilt!

They also score points by earning and saving up **funds**, warriors that other factions pay to the Riverfolk for their services. The Riverfolk offer three services: their riverboats, their mercenary warriors, and cards from their public hand **For Sale**.

The Lizard Cult works toward a cause far greater than the petty squabbles of these woods. They score points by building holy **gardens** and then completing **rituals** to their dragon god. As they build more gardens of the same suit, their rituals in that suit will score them more points.

Though they seem gentle at first, the Cult will gradually radicalize its followers into **acolytes**, who can enact **conspiracies** against clearings of the Outcast, the suit discarded most throughout the last round.

The Corvid Conspiracy scores points by flipping plots. The more plots that are face up when a new one is flipped, the more points scored.

In addition, plots have secondary effects. Watch out for the **bomb**, which is as devastating as an Alliance revolt! Facedown plots also grant extra hits from their **Embedded Agents** while defending in battle. Besides battling plots, you can try to remove them by **Exposure**, showing the Corvids a card to guess a plot, but if you're wrong, you must give them the card!

The Corvids' efficient recruiting and **Nimble** movement are great assets, but consolidating their warriors into armies requires careful planning. Try to snuff them out in critical clearings before they can lay down new plots.

The Underground Duchy scores points for swaying **ministers** to their cause. The higher the minister's rank, the more points scored. To sway them, the Duchy must reveal cards matching clearings they're in. This is made easier through **tunnels**, which let them move forces from the **Burrow** to any clearing. If they fail to spread throughout the Woodland, they won't be able to sway their highest-ranking ministers who offer more ways to score points.

The Duchy's buildings are powerful, but if they're removed, the Duchy must pay the **Price of Failure**, discarding a random card and returning their top-ranking minister. And if they are properly contained, they will have difficulty swaying that minister back to their cause.



The Lord of the Hundreds scores based on how many clearings they **oppress**: rule with a Hundreds piece and no enemy pieces at all.

The Hundreds want to pile items on their **Hoard** so they can take more actions and recruit more warriors. Their **mobs** hurt you and take items from ruins, and they can use their **Looters** in battle to steal your items!

Leading the Hundreds is the fierce and fickle **warlord**, who has an ever-changing special ability and recruits warriors each turn. They also recruit a warrior at each of their **strongholds** each turn.

The Hundreds will overwhelm you if you let them! Keep them on defense, move into clearings they oppress, and kill their warlord when you can.

The Keepers in Iron score by recovering **relics**. First, they must **delve** a relic out of a forest, move it to a **waystation** of the same type, and then **recover** it. Make sure it's hard for them to move around and rule clearings they want to delve from.

To act, the Keepers depend on their **Retinuc**. The cards in it show which actions they can take, like the Eyrie's Decree, but they are not forced to take those actions like the Eyrie are.

Their Keepers are **Devout Knights**. In battle, they ignore the first hit they take if they have both a warrior and a relic there. If they expose a weak spot without a relic, strike hard!

Take any chance you get to remove unguarded relics—they are **Prized Trophies** and score you more points.

The Twilight Council

PLACEHOLDER

The Lilypad Diaspora

PLACEHOLDER

The Knaves of the Deepwood

PLACEHOLDER