

Leafus

The winter is approaching and for trees it means the only thing; prepare for bad-bad weather. Expand your root system and throw down the most of your leaves so you can bloom in the spring!

1-5 players | 5 minutes/player | 7+ years

About

The goal of the game is to expand the roots and build the heaps of leaves your tree throws down. Only these two things will prepare the tree for winter and grant you the most victory points.

Preparation

Each player gets a pencil and a player sheet.

Player with the longest pencil grabs all 5 dice and starts the game.

Gameplay

On your turn roll all the dice and assign them to the actions you wish. You may assign only one die per action if not said otherwise. If you miss any die value, you may use any two dice and use them as wished die. Resolve chosen actions in order from 1 to 6.



Wind

Enable to assign any number of [2] dice to **Turn Yellow** action.



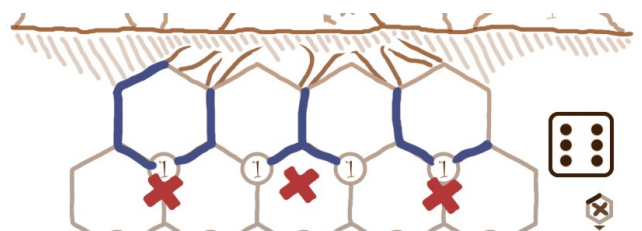
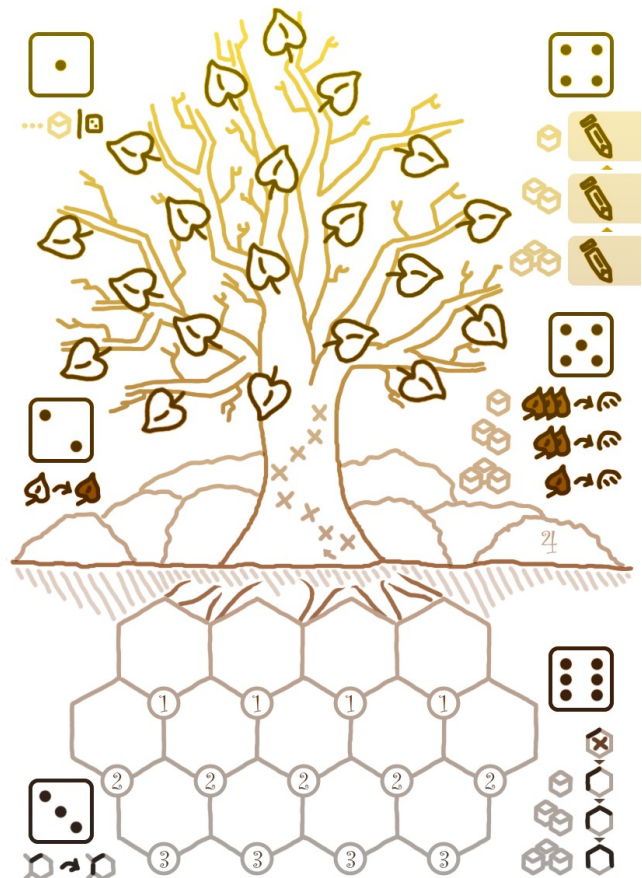
Turn Yellow

For each assigned [2] die color any clear leaf with your pencil.



Roots

Draw the amount of lines according to the current **Effectivity** level. Roots must not cross, branch nor turn upwards, but you still may prolong an existing roots.



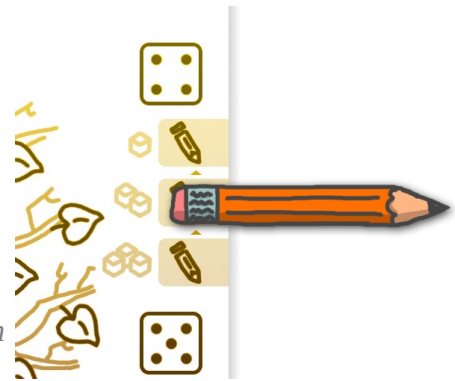
All examples of bad root expansion: crossing (left), branching (center) and reverting (right).



Reservation

At the end of your turn put your pencil on corresponding position with pencil icon. Then in other player's turn you may move your pencil one position up and use any die they rolled as if you rolled it. Player on turn may still use all their rolled dice.

Jaine used two [4] dice and put her pencil on 2nd marked position on her sheet. During John's turn Jaine was interested in a [2] and a [3] dice that he rolled. She moved her pencil two positions up and used both of those dice, coloring one leaf and expanding the roots on her tree.



While playing solo and having reserved any [4] dice, after your turn roll all the dice and play as if another (dummy) player rolled them.



Heap of leaves

According to the amount of used dice circle the required amount of uncircled and yellow leaves, and mark down a single heap of leaves.

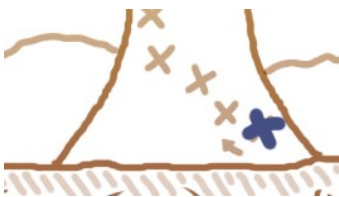
Although you may have enough leaves to make multiple heaps during current "conversion rate", you still can make only single heap each turn.



Effectivity

Cross-out next hex in order. Each hex raises the amount of lines you may draw during your next **Roots** action by one.

Remember to resolve the dice in order. You cannot raise effectivity first and expand the roots later in the same turn.



After resolving all the possible actions mark up one cross on the tree and give the dice to the player on your left.

Game End

The game lasts until each player has every cross on the tree marked. Then all the players sum up their points:

- 4 points for each marked heap of leaves
- 1/2/3 points for each evaluated node your roots reached.

Jaine ended up with four heaps of leaves marked up and only two roots as shown on the example. Her final score is 4×4 points for heaps and $2 + (1 + 2 + 3)$ points for roots, making a total of 24 points.

Player with the most points wins the game. In case of draw the player with most yellow leaves still hanging on the tree wins.

