

Photosynthesis

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10.16.17

Objective

Take trees through their life cycle to score points. The highest score wins.

Setup

Set the main board in the middle and set the Sun on the sun symbol.

Each player takes a Player Board and all matching trees.

Place 4 Seeds, 4 Small Trees, 3 Medium Trees, 2 Large Trees on your board. Set the Light Point Tracker to 0.

The remaining trees and seeds are placed next to the player board. These are available at the start of the game.

The youngest player takes the First Player Token and starts the game.

Place the round tokens near the board. 3 tokens are used for a standard game.

FIRST TREE PLACEMENT

In turn order, each player places 1 tree on the outside ring of the board. Do this a 2nd time.

Playing a Round

A round is made up of 2 phases. The Photosynthesis Phase and the Life Cycle Phase.

1. Photosynthesis Phase

All players collect light points for every tree that isn't in the shadow of another tree. A shadow is cast based on the position of the sun.

A smaller tree does not block the light of a larger tree. A tree that is in shadow still casts a shadow.

A tree either receives full points or no points.

You can block your own trees.

Size Points + Shadow Length

Small	1
Medium	2
Large	3

Add the points scored to your Light Point Tracker. These points persist through rounds but can't go above 20.

2. Life Cycle Phase

Players take turns spending their Light Points on any of several actions.

ACTION LIMITATIONS

1 action per tile on the board. You can't grow a tree more than 1 level, plant a seed and grow it, harvest a tree and plant a seed, etc.

BUYING

Purchase an available resource from your board at its designated cost. Move it to the side of the board with other available items.

Buy pieces from the bottom going up (cheapest to most expensive).

Buying a tree or seed does not place it on the main board, it just makes it available by other actions.

PLANTING A SEED

For 1 Light Point, you can plant a seed at a distance equal to the size of the source tree (Large Tree = 3 spaces).

The seed can fall any direction from its source including non-linearly as long as the spaces are connected.

Planting a seed activates its origin's space and the space it lands on.

Therefore 1 tree can't be the origin of 2 seeds, can't grow then be the source of a seed, and can't be harvested and plant a tree there in the same turn.

GROWING A TREE

You can only grow using your available pool of resources (you can purchase something and use it in the same turn).

When growing a tree, ex. from small to medium, the small tree moves to the highest open spot on the player board (most expensive to cheapest).

If there is no spot available, the tree is destroyed and removed from the game.

The cost of growing a tree is indicated on the lower portion of the player board.

COLLECTING POINTS

Ending the life-cycle of a Large Tree nets the player a Scoring Token equal to the leaf count of the space the tree was on.

These tokens diminish in value after each token is taken.

The player with the most points wins the game.

If a pile runs out, take a token from the next smaller pile.

End of a turn

After all players have taken their turn, the First Player Token passes to the next person and the sun rotates around the board. There are 6 positions the sun travels through.

After the sun completes a full revolution, remove the top Sun Revolution Counter from the game.

End of the Game

The game ends after 3 full revolutions of the sun.

Take the sum of the Scoring Tokens plus 1 point for every 3 Light Points left (0-2 doesn't score anything).

Advanced Variation

Use 4 Sun Revolution Counters instead of 3.

You can't plant a seed or grow a tree that is in the shade.

2 Player Version

Use the 3 leaf stack for both 3 and 4 leaf spaces.