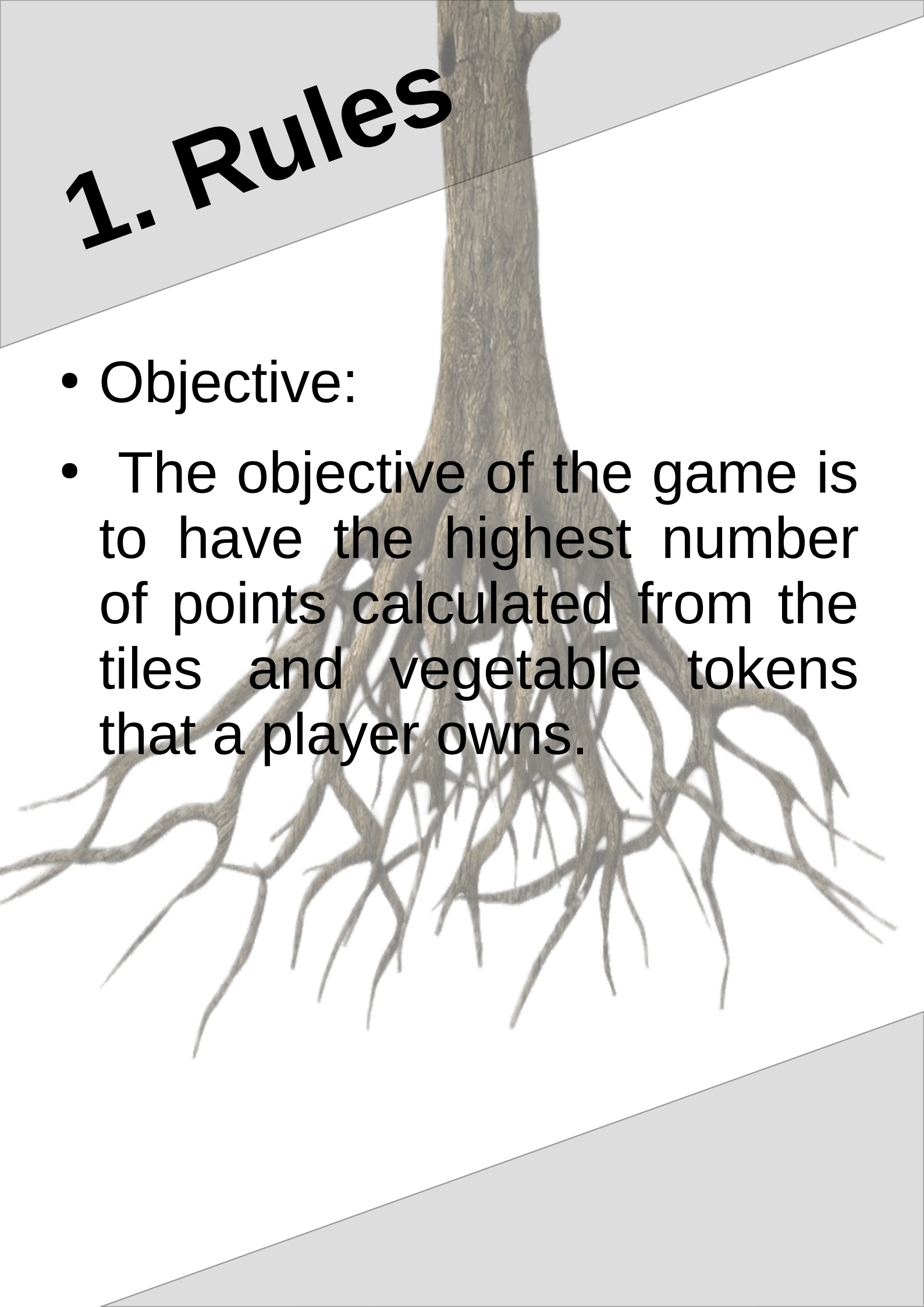


**Roots**

**of**

**all**

**evil**



# 1. Rules

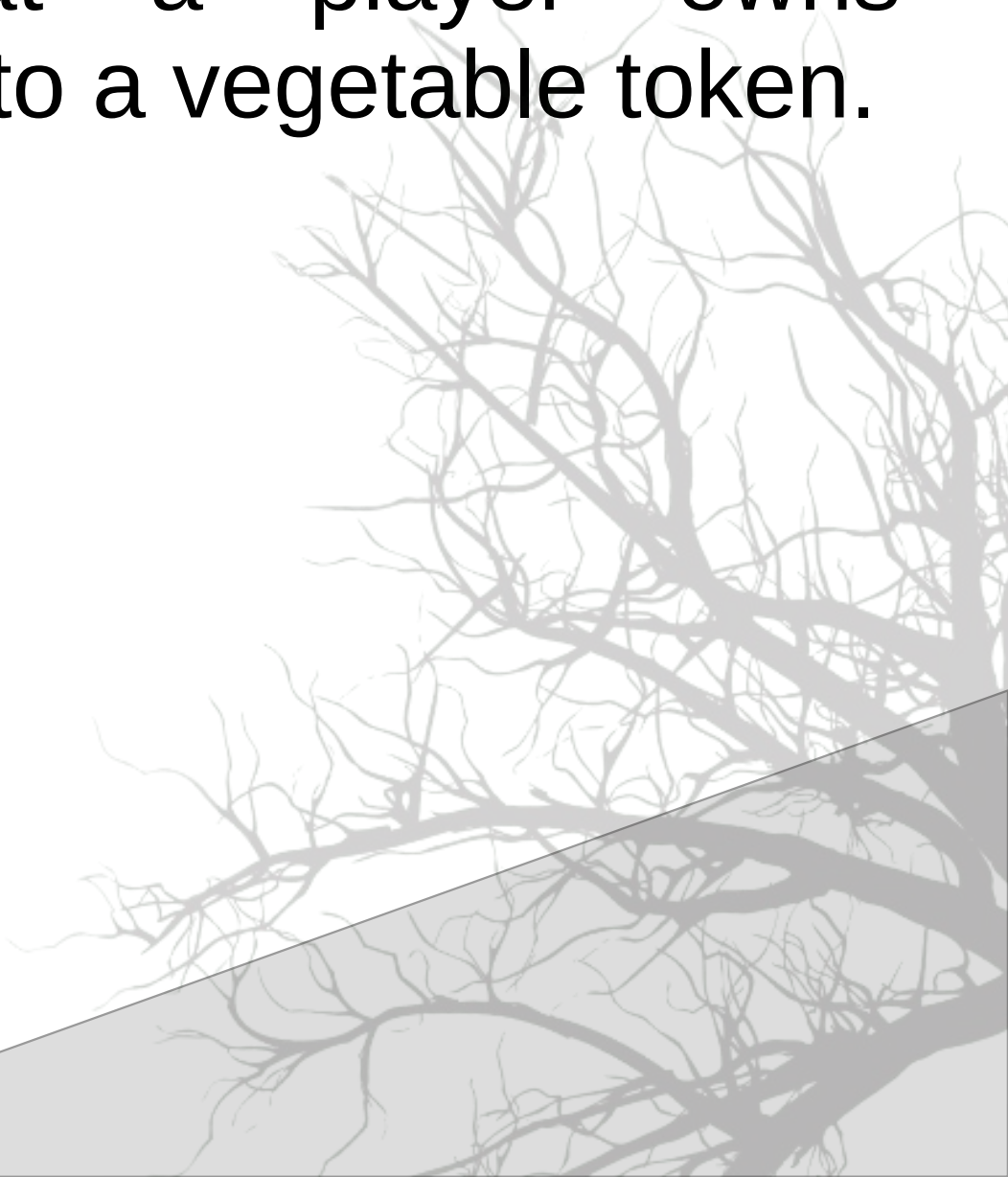
- Objective:
- The objective of the game is to have the highest number of points calculated from the tiles and vegetable tokens that a player owns.

## 2. Tiles:

- Tiles are marked with a value from 1 to 3 and are placed on the board to form paths that are connected to each other.
- Special tiles marked with an X have a negative effect on score or spawn an enemy.

# 3. Points Calculation:

- Points are calculated by the value of the tiles and the length of the connected tile set that a player owns leading to a vegetable token.



# 4. Vegetable Tokens:

- Vegetable tokens are placed on tiles marked with roots.
- The number of vegetable tokens that can be placed on a tile is limited by the number of roots on the tile.

## 5. Ownership/Lock Tokens:

- Points are calculated by the value of the tiles and the length of the connected tile set that a player owns leading to a vegetable token.

## 6. Flip Tiles:

- Players can point the tile they wish to flip, but cannot change their decision.
- Flipping a tile requires the player to pay the cost equal to the value of the tile, in exchange for cards from their hand.

# 7. Enemy Units:

- Only 2 enemy units can be spawned on the board at any given time. If a third enemy unit is spawned, it will replace the player choosed spawned enemy unit on the board.
- Enemy units move by dice roll. The roll determines the direction of the move (north, south, west, east, or to the closest vegetable, or not move at all).
- Moving enemy units consume player tokens on the moved tile. After 4 tokens are consumed, the enemy leaves the board.
- Enemy unis move after player turn.



# 8. Start of the Game:

- Players start the game with 3 random tile cards, 5 ownership/lock tokens, and 10 vegetable tokens.
- At the end of turn, player gets 2 new tile cards.

## 9. End of the Game:

- The game ends when all the vegetable tokens have been placed on the board or when all the players have no tiles left.
- Points are calculated and the player with the highest number of points wins the game.