

Walking *through* Root



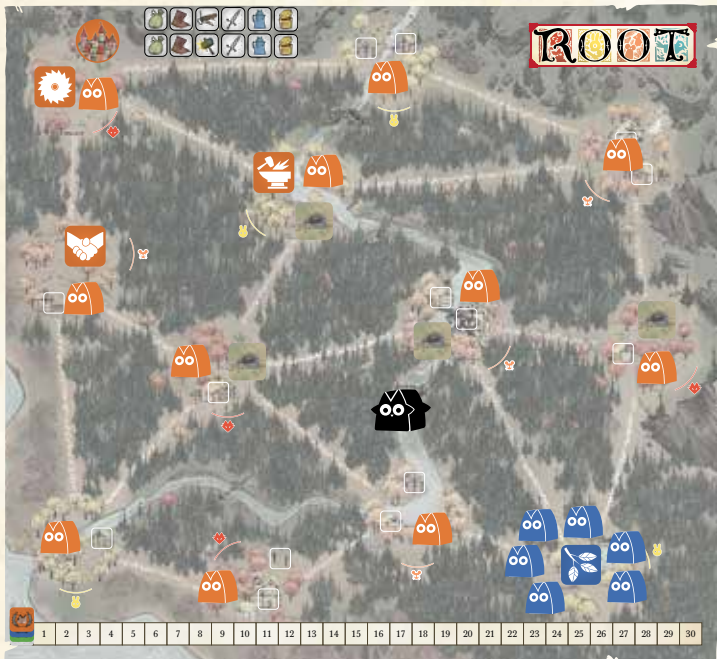
An Extended
Example of Play

This booklet contains a two-turn walkthrough of Root. To use this walkthrough, you will first need to read the first two pages of the Learning to Play guide.

Note: This walkthrough is designed for four players. If you have fewer, some players will need to act as multiple factions.

Setting Up the Walkthrough

- 1st Choose Factions.** Each player takes a faction board and all of the faction's pieces, listed on its board back. Seat the players in this clockwise order: Marquise, Eyrie, Alliance, Vagabond. Also, give each player their faction's walkthrough card (*shown in the bottom-right*).
- 2nd Set Scores.** Place the score marker for each faction on "0" on the score track.
- 3rd Follow Walkthrough Card.** Each player follows the steps of their walkthrough card. Keep your hands of cards public for the walkthrough.
- 4th Shuffle Deck.** Shuffle the remaining 39 cards to form the shared deck.
- 5th Place Ruins.** Place the 4 ruin markers on the four slots on the map marked with "R."
- 6th Make Item Supply.** Gather the 12 item chits and place them on their matching spaces near the top of the map.



Walkthrough

1st _{Wk} Place the keep in the top-left fox slot. (The keep does not count as a walkthrough.)

2nd _{Wk} Place 1 warrior in the top-left clearing, except opposite from the keep.

3rd _{Wk} Place 1 workshop in the top-left clearing, opposite from the warrior.

4th _{Wk} Place rest of your faction in the top-right clearing.

5th _{Wk} Take these cards from the shared deck: (Bird) Brutal, (Rabbit) Better, (Mouse) Traveller.

1st _{Wk} Place the Deserter in the top-left fox slot.

2nd _{Wk} Tuck your 21 cards into the top-left fox slot. Build on the top-left clearing.

3rd _{Wk} Place 1 roost in the bottom clearing.

4th _{Wk} Place your Roost right to left of the top-left clearing.

5th _{Wk} Take these shared deck cards: (Bird) Arrogant, (Rabbit) Arrogant, (Rabbit) Arrogant.

1st _{Wk} Place your sympathy card in the top-left fox slot.

2nd _{Wk} Take these shared deck cards: (Bird) Sympathy, (Bird) Sympathy, (Fox) Sympathy.

3rd _{Wk} Take these shared deck cards: (Bird) Sympathy, (Mouse) Sympathy, (Mouse) Sympathy.

1st _{Wk} Put Thief card on Character Card slot. Put pawn on map as walkthrough sheet shows.

2nd _{Wk} Put Errand (fox) quest card and 2 drawn quests near you.

3rd _{Wk} Put a random "R" item beneath each ruin on map.

4th _{Wk} Put the "S" items in your Satchel and the "S" item on its track.

5th _{Wk} Put relationship markers on their chart on Indifferent.

6th _{Wk} Take these cards from the shared deck into your hand: (Fox) Root Tea, (Fox) Protection Racket, (Rabbit) Cobbler.

Turn 1: Marquise

BIRDSONG

I place a wood at my sawmill.

DAYLIGHT, ACTION 1: BUILD

I spend that wood to build a sawmill in the top rabbit clearing, scoring one point.

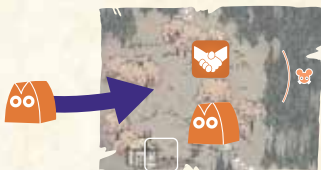
Why do I score points?

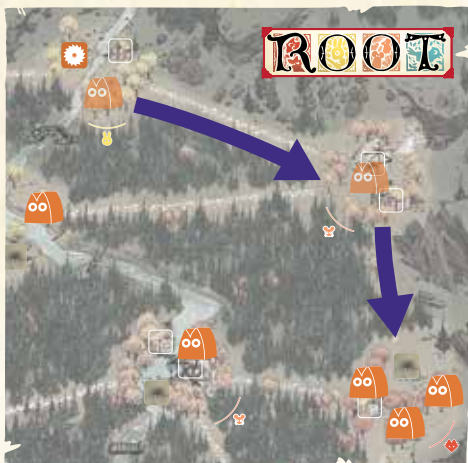
Whenever you build a building, you score the points shown under the building on your faction board. If a piece ever goes back on your board, don't worry—you don't lose points! Same goes for everyone.



DAYLIGHT, ACTION 2: RECRUIT

I place a warrior at my recruiter in the mouse clearing.





DAYLIGHT, ACTION 3: MARCH

I move my warrior from the top rabbit clearing to the mouse clearing, then move both warriors there to the fox clearing. To take a move, I must rule the clearing I'm moving from or moving to, which I definitely do.

What's RULE?

You rule a clearing when you have more warriors and buildings there than any other player. Tokens—which are cardboard circles, like your keep and wood—do not count toward rule. On a tie, no one rules a clearing.

EVENING

Finally, I draw a card.

How can I draw more cards?

As the Marquise, you can draw more cards if you build more recruiters. Notice the card symbols under the third and fifth recruiters on your faction board?



Turn 1: Eyrie

BIRDSONG

I add two rabbit cards to the Recruit column of my Decree.



Why rabbits? Why recruit?

Each turn, you'll need to do actions matching all the cards in your Decree. By adding rabbits to Recruit, you're saying that you will recruit two warriors in rabbit clearings with roosts each and every turn. Because your only roost is in a rabbit clearing, it makes sense to add rabbits to Recruit. It might have made sense to add one to Move, since you have some warriors in a rabbit clearing to move out. But it wouldn't have made sense to add a rabbit to Battle or Build, since the other rabbit clearings on the map are far away from you right now.

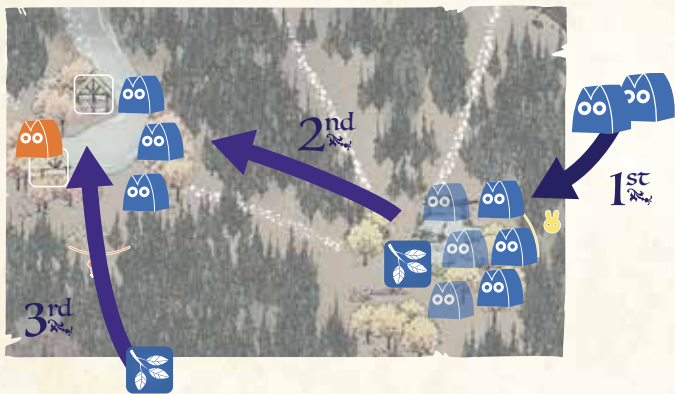


DAYLIGHT, DECREE

I recruit twice, placing two warriors at my roost.

Then, I move three warriors from the rabbit clearing to the bottom mouse clearing. I can do this because bird cards are wild, so I'm treating this card as a rabbit.

Finally, because I rule the mouse clearing and it doesn't have a roost, I build a roost there.



EVENING

I have two roosts on the map, so I score one point. Then, I draw a card.

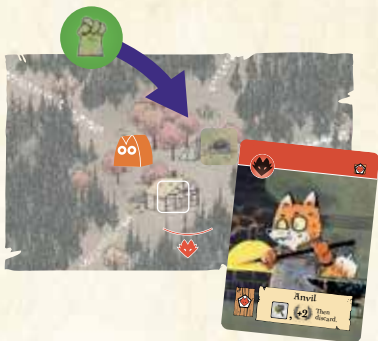
Turn 1: Alliance

BIRDSONG, SPREAD SYMPATHY

I spend either fox card from my Supporters stack to put a sympathy token in the central fox clearing.

Why could I place the sympathy there?

If you have no sympathy on the map, you can place sympathy in any clearing—except for the clearing with the keep! The Marquise's Keep ability prevents anyone from *placing* a piece there, but anyone is free to *move* a piece in.



DAYLIGHT, CRAFT

I want to craft my Crossbow card, so I'll activate my fox sympathy. I take the crossbow from the item supply on the map, place it in the Crafted Items box on my faction board, and then score one point.

What's crafting about?

Basically, crafting means “*play a card to get the effect at the bottom.*” You have sympathy in a fox clearing, fulfilling the crafting cost in the bottom-left corner. So, you can craft this card just by pointing your finger at the sympathy and saying, “I'm activating this.” Two card types can be played without crafting: dominance cards and ambush cards. You'll learn more about these later.



DAYLIGHT, MOBILIZE

I add my other two cards to my Supporters stack.

Woodland Alliance

Outrage
When a player removes sympathy or moves any warriors into a sympathetic clearing, that player must add a matching card from their hand to your supporters. If they cannot, they show you their hand, and you draw a card and add it to your supporters.

Guerrilla War
In battle as defender, you use the higher roll and the attacker uses the lower.

Crafted Items
Vagabond can give you cards to take!

Birdsong
1st **Revolt** any number of times.
Spend 2 supporters matching a sympathetic clearing.
Removes all enemy pieces there.
Place matching base and warriors there equal to total number of matching sympathetic clearings.
Place a warrior in the Officers box.
2nd **Spread Sympathy** any number of times.
Spend number of supporters listed on Sympathy track to place a sympathy, adjacent to sympathetic clearing if possible. Supporters do not match the target clearing.

Daylight
You may take these actions any number of times.
1st **Clear** any sympathy.
2nd **Mobilize**
Add a card from hand to your Supporters stack.
3rd **Train**
Spend a card from hand matching the base to place a warrior in the base.

Evening
1st **Military Operations** up to officers.
2nd **Move**
3rd **Recruit**
Place warrior at base.
4th **Battle**
5th **Organize**
Remove warrior, place sympathy there.

Removing Bases. If a base is removed, all supporters (including birds) and warriors in that base are removed. If no bases remain on the map, discontinue the game.

Placement Limits. Each clearing may only have one sympathy token.

Martini Time. You must spend another matching supporter if the clearing has at least 3 warriors of another player.

Scouting Party
As attacker in battle, you are not affected by ambush cards.

Bruce
In battle as an attacker, you are not affected by ambush cards.

EVENING

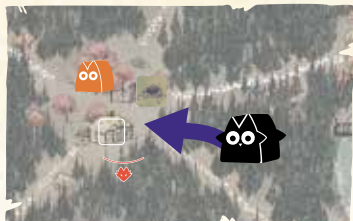
I haven't had a revolt yet, so I don't have any officers. No officers means no actions in Evening, so all that's left for me to do is draw a card.



Turn 1: Vagabond

BIRDSONG, SLIP

I'll slip into the central fox clearing.



Is **SLIP** different from **MOVE**?

A bit. Slip is a move, but it's the only way you, or anyone, can move into a forest. It's also free—it does not exhaust any of your boots.

DAYLIGHT, AID

I exhaust my torch, flipping it over, to give either fox card to the Alliance, take their crossbow, and put it in my Satchel. Our relationship improves, so I score one point.

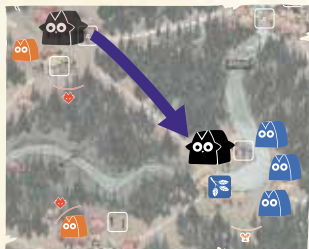
Why aid now?

A crossbow is a juicy item, and you might not be near Alliance pieces in the future, so it makes sense to grab it now. Generally, you'll want to aid factions that are struggling. You might also give cards with items to factions if they promise they'll craft the items for you. Hopefully they're not lying.



DAYLIGHT, MOVE

I exhaust a boot to move into the mouse clearing.



DAYLIGHT, STRIKE

I exhaust my crossbow to remove an Eyrie warrior, which degrades our relationship to Hostile.



Is it good to go Hostile?

Admittedly, doing it this early is a little risky. From now on, moving into a clearing with any Eyrie warriors will exhaust two boots instead of one. There's only one way you can get your Eyrie relationship back to Indifferent: enter into a coalition with them by playing a dominance card. And even that's rare.

DAYLIGHT, BATTLE

I exhaust my sword to battle the Eyrie. I roll a 1 and 0, and I use the higher roll because I'm the attacker. I deal one hit, so this removes an Eyrie warrior. I score a point since they're Hostile.



EVENING

Finally, I draw a card.

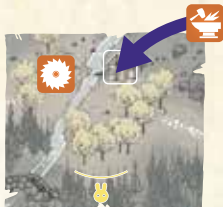
Turn 2: Marquise

BIRDSONG

I place a wood at each of my two sawmills.

DAYLIGHT, BUILD

I spend a wood to build a workshop in the top rabbit clearing and score two points.



Why a workshop?

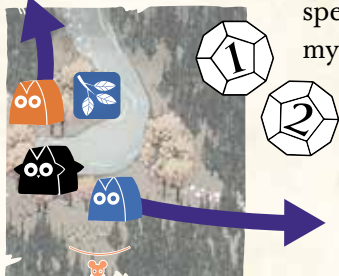
Building this workshop means you have two rabbit workshops, which will let you craft many useful cards such as Command Warren and Cobbler. These cards give you extra actions each turn, which as the Marquise you desperately need. You're the most starved for actions of all the factions.

DAYLIGHT, BATTLE

I battle the Eyrie in the mouse clearing. I roll 2 and 1. I'm the attacker, so I use the higher roll. However, I only have one warrior, so I can only deal one hit from



my roll. We each remove a warrior, but I'll use my Field Hospitals ability. I'll spend a bird card to place my warrior back at my keep.



Is this a good time to use Field Hospitals?

Honestly, not really. As the Marquise, you can spend bird cards to get extra actions, and you can use Field Hospitals to save multiple warriors getting removed from a clearing at the same time. We won't hold it against you if you want to keep the card instead.

DAYLIGHT, RECRUIT

Then I place a warrior at my recruiter.



I want more warriors!

Good call. You can only recruit once per turn, but this action places a warrior at *each* recruiter, so build a lot if you want tons of warriors on the map.

EVENING

Finally, I draw a card.



Turn 2: Eyrie

BIRDSONG

I add a bird card to Battle on my Decree.

Are birds good on the Decree?

Adding a bird card to your Decree makes it more flexible, since birds are always wild. However, if you ever fall into turmoil, you will lose more points—each bird makes you lose one point!

DAYLIGHT, DECREE

First I recruit twice, placing two warriors at my rabbit roost. Then I move two warriors up to the fox clearing. Next I must battle, so I'll battle the Marquise in that same fox clearing. I roll 3 and 1. I'm the attacker, so I get the 3, but I only have two warriors, so I only deal two hits. This leaves one warrior each. Normally, this tie would mean no one would rule here, but the Eyrie are the Lords of the Forest! I rule when tied, so I can still build my roost.

EVENING

Since I have three roosts on the map now, I score two points, and I get to draw two cards rather than one.

Why do I draw more now?

Because you uncovered a draw symbol on your Roosts track! The Marquise draws more cards by building more recruiters, the Alliance does by revolting to get more bases, and the Vagabond does by getting more coin stacks.



4th 

Could the Marquise use her Field Hospitals ability?

Yes! Ask that player if they'd like to discard a fox or bird card.

If they do, both warriors removed in this battle are placed in the clearing with the keep. Do this whenever any Marquise warriors are removed!

3rd 



With two moves, could I move a warrior twice?

Sure! There's no limit to the number of times you can move a given warrior, as long as you have enough moves. If you want more moves, you'll need to add more cards to Move in your Decree next turn.

2nd 

1st 



How does turmoil happen?

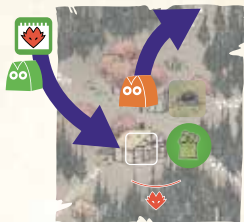
Turmoil happens whenever you can't fully take an action on your Decree, such as if you need to recruit but have no warriors to place, or need to battle in a rabbit clearing but no rabbit clearings have enemy pieces to battle. If you have a Decree column with no cards, that's fine—you just won't take that action! The consequences of turmoil are described on your faction board.



Turn 2: Alliance

BIRDSONG, REVOLT

I spend two bird supporters to revolt in the fox clearing with my sympathy. I remove the Marquise warrior, place one warrior and my fox base in that clearing, and then add a warrior to my Officers box.



How effective was this revolt?

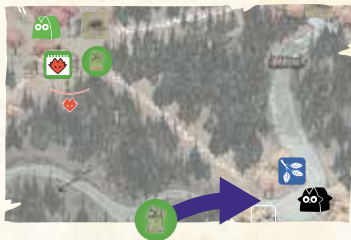
It only removed one warrior, so it wasn't the best. A revolt removes *all enemy pieces*—each and every warrior, building, and token—in its clearing, so see if you can set up a big one next time. That said, you have a base now, which lets you draw another card each turn, and your officer means you get an Evening action.

Can I revolt in a fox clearing again?

Nope, not until your fox base is back on your board.

BIRDSONG, SPREAD SYMPATHY

I spend a mouse supporter to put a sympathy in the mouse clearing and score one point.



Why is sympathy good here?

As you know, you can revolt in sympathetic clearings. Also, if an enemy player moves warriors into a sympathetic clearing or removes a sympathy token from the map, they'll have to give you a matching card, as described by your Outrage ability. This clearing is near lots of Marquise and Eyrie action, so Outrage is likely! However, if someone *places* a piece in a sympathetic clearing, this does not trigger Outrage.

Wait, can someone battle my sympathy?

Yes, they can! A player can battle in any clearing where they have warriors and where another player has *any* pieces. That said, warriors take hits first, so they protect buildings and tokens. But be warned—if you have no warriors in a battle, you'll be **DEFENSELESS**, so the attacker will deal one extra hit to your buildings and tokens there. Basically, if someone battles your sympathy alone, the sympathy is dead, no matter what they roll. This defenseless rule goes for everyone.

DAYLIGHT, MOBILIZE

I add both of my cards to my Supporters stack.

EVENING

I have one officer, so I'll recruit, placing a warrior at my base. Then I draw two cards, since I have a base now.



Turn 2: Vagabond

BIRDSONG, REFRESH

I have tea, so I get to refresh five items. I flip all my items face up.

BIRDSONG, SLIP

I slip into the central fox clearing.

DAYLIGHT, EXPLORE

I exhaust my torch and take the item from the ruin and score one point. I remove the ruin from the slot, opening it up for a later building.



Can other players clear ruins?

No—you're the only one who can. Even more, if you're playing a game without the Vagabond, the ruins stay on the map for the whole game!



DAYLIGHT, QUEST

I exhaust my boot and tea to complete a quest, the fox Errand. My exhausted tea moves to my Satchel. Instead of scoring the quest, I'll draw two cards. Then I draw a new quest to put out.

How do quests score?

You score points equal to the total number of quests in that suit you've completed. So, later in the game, if you complete a second fox quest and choose to score it, you will score two points.



EVENING

Finally, I draw a card. However, now I've got six cards in my hand, so I need to discard one. Which to choose...

The walkthrough is over. You should now have a good sense of the game's flow. You may continue this game or start over—whatever your group prefers. Either way, play with your hands of cards private from now on.

If you have more questions, the back of this booklet contains some references to key rules that will help you master the game's core systems. The main topics we did not cover are ambush cards in battle, dominance cards, and persistent effects on crafted cards.

You likely have some questions about specific rules. To help you on your way, here are some critical rules references that may help.

Key Rules References

	LEARN TO PLAY	LAW
Movement	5	4.2
Crafting	7	4.1
Battle	8–9	4.3
Dominance	21	3.3
Scenarios	22–23	A.1

