3. Refill the display: Add a card from the top of the deck to the display faceup. If you are the first player, advance the season token one space on the season track.

   **Kodama Phase**

After each player has taken four turns in a season, all players will score a Kodama card. In turn order, each player chooses one of their Kodama cards and scores points based on the conditions noted on the card. After a Kodama card has been scored, it can be returned to the box as it will not be used again.

After each player has scored a Kodama card, the first player marker passes to the player with the lowest score. If there is a tie, give the marker to the tied player closest to the left of the current first player. Then start the next Decree Phase.

   **End of the Game**

At the end of the third Kodama Phase, the game is over. Players will be left with one Kodama card in their hands that will not be used. The player with most points wins! If there is a tie, the player with the most occurrences of their trunk’s feature on their tree wins. If there is still a tie, all tied players win.

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The forest is growing fast! As caretakers for Kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Over three growing seasons, you must cultivate trees with the right mix of flowers, insects, and branch arrangements to make your Kodama as happy as possible. Whoever cares for their Kodama best will be remembered for generations!

**Kodama: The Tree Spirits** allows players to grow a tree by placing branch cards in clever arrangements, being careful to leave room for future growth. At the end of each round, one Kodama will award you points for how well your tree suits its needs. With beautiful art and innovative tactics, **Kodama** is a great game for the whole family.

The winner of **Kodama** is the player who scores the most points, shown as 🌿. Players score points in two ways:

- The first is by placing branch cards with features that match the features on branch cards that connect to it.
- The second is by playing Kodama cards.

**Components**

- 65 branch cards
- 23 Kodama cards
- +9 Kodama Sprout cards
- 15 Decree cards (5 Spring, 5 Summer, 5 Fall)
- 6 trunk cards
- 1 season token
- 6 player tokens
- 5 ‘50/100’ point tokens
- 1 score track
- 1 first player marker

**Example of Scoring**

**A.** You just placed a card featuring one caterpillar, two fireflies, and one flower. Tracing this line of cards down to the trunk, you score 1 point for each firefly and caterpillar on those contiguous cards (noted at right with checkmarks), including the card you just placed. 8 points total!

**B.** Though you do have a flower on your newly placed card, you won’t score for the flowers because the card above this one breaks that contiguous line.

**C.** You won’t score the fireflies on this card because it’s not part of the contiguous line of cards tracing from the card you just placed down to the trunk. Scoring never doubles back even if the branch forks.

**2. Score points:** After placing a branch card, look at the features on that card. You score 1 point for each instance of those features in that contiguous line of cards. You do not score points for other instances of that feature if they are not part of the contiguous line of cards containing that feature.

- You only score points based on the features on the branch card you played this turn. In order to score a feature, that feature must also be on the card that the branch card you played is touching. Features that are only on the branch you played and not the card it is touching will score you zero points.
- Those features must be part of a contiguous line of cards with the card you just played. Any other features elsewhere on the tree do not score points.
- The contiguous line of cards extends from the card you just played, continuing down toward the trunk or until the shared features do not appear on a card.
Growing Phase
Starting with the first player, players take turns in clockwise order. On your turn, take the following steps in order:

1. **Play a branch card:** Choose a branch card from the display. Connect that card to your tree. When placing a branch card, you must abide by the following rules:
   - Notice where the branch extends off the edge of the card? That part must touch the bark of the tree on another card. (In other words, it should look like a growing branch.) The width of the bark where the two cards touch does not have to match.
   - The newly played card can only touch one other card.
   - You must not cover the features of any branch card.
   - Your branch card must not hang over the edge of the table.
   - You cannot place a branch card that would cause you to score more than 10 points this turn. (See Step 2 on the next page.) This 10-point maximum does not include any points gained from Decree cards.
   - Try not to move any of the other cards on your tree. Once a branch card has been scored, it is not allowed to be moved.

Example of Placing a Branch Card
You've just taken a card from the display and you want to add it to the tree on the right. You test out a few locations first to see if they are legal.

A. Hangs over the edge of the table, so it is illegal.
B. Visibly overlaps more than one card and partially covers a feature on the card underneath, so it is illegal.
C. Directly touches only one card, doesn’t cover a feature, and doesn’t overhang the table, so it is allowed.

Anatomy of the Cards

**Trunk Card**
Each trunk card displays one feature unique to that trunk. Several branches emerge from the trunk and extend beyond the card’s borders.

**Branch Card**
Each branch card displays an assortment of six possible features: caterpillars, clouds, fireflies, flowers, mushrooms, and stars. The branches themselves come in a variety of shapes and positions.

**Decree Card**
Each Decree card adds a new rule for either Spring, Summer, or Fall. Note that the three seasons have different card backs.

**Kodama and Kodama Sprout Cards**
Each Kodama card depicts a tree spirit and the conditions it prefers for its new home.

Kodama Sprout cards are special cards that should be used when playing with newer players. They have smaller Kodama on them. Instead of dealing Kodama cards to the new player, give them a set of Sprouts that have the same letter at the bottom. Encourage them to play each card during the season written at the bottom of the card.
Setup

1. Set the score track on the table. Place the season token on the season track next to the word “Spring.”
2. Give each player a random trunk card. Place your trunk card so that the bottom of the card is on the edge of the table.
3. Place the player token that matches the feature on your trunk on the space marked “0” on the score track. Example: If your trunk has a mushroom on it, your player piece will be the one with the mushroom on it.
4. Shuffle all of the Kodama cards together, then deal four to each player.
5. Shuffle the Decree cards for each season separately. Set one Decree card for each season facedown to the side of the play area.
6. Return any unused Kodama cards, Decree cards, trunk cards, and player tokens to the box.
7. Shuffle all of the branch cards together to form the deck. Keep it facedown beside the play area.
8. Draw four branch cards from the top of the deck and set them faceup in the middle of the table to form the display.
9. The player wearing the most green starts the game as the first player. Give that player the first player marker.

Game Play

*Kodama: The Tree Spirits* is played over three Seasons. Each Season is divided into a Decree Phase, a Growing Phase, and a Kodama Phase.

In the Decree Phase, the Guardians of the Forest set unique conditions for the players.

During each Growing Phase, players grow their trees to make them more enticing to the Kodama in their care. The Growing Phase is divided into four rounds in which each player takes one turn growing their tree.

In the Kodama Phase, players choose one of their Kodama to live in the tree and that Kodama awards them points.

**Decree Phase**

Reveal one Decree card and the first player reads it aloud for all players. This card will introduce a special rule for players to follow during that season. For now, keep the Decree card for this season visible and accessible to all players. During the Summer and Fall Decree Phases, discard the Decree card from the previous season.

**Decree card and Kodama card terms**

**“End card”**

An end card is a branch card that touches only one other card.

**“Within two cards of your trunk”**

A card is within two cards of your trunk if it touches your trunk card or if it touches a card that touches your trunk card.

**‘50/100’ point tokens**

You can score up to 49 points using the score track. Once your score reaches 50 points, reset your marker to 0 points and collect a 50 point token. If you reach 100 points, flip that token over to the 100 point side.