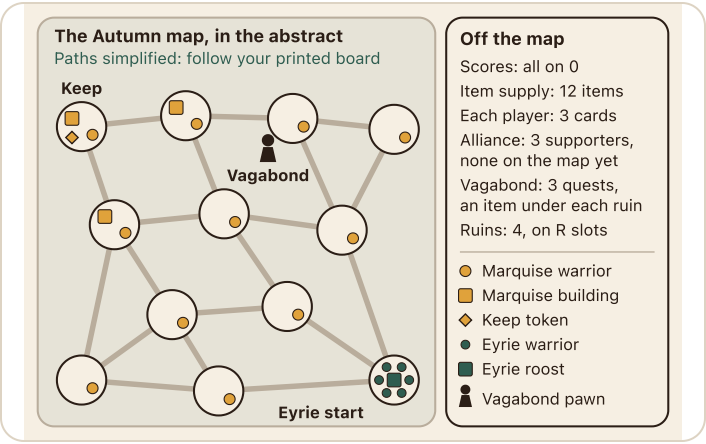
THE LUDARIUM · TEACH SHEET

Teach Root in ten minutes

2 to 4 players · 60 to 90 minutes · Ages 14 and up

The goal: Be the first to 30 victory points, with each faction scoring its own way, or win with an activated dominance card.



On your turn

1. Birdsong: do the start-of-turn steps on your faction board.
2. Daylight: take your main actions, crafting included, as your faction board lists them.
3. Evening: finish your faction's steps, draw cards, then discard down to 5.
4. Move: warriors go from one clearing to an adjacent one. You must rule the start or the end.
5. Rule: most warriors plus buildings in a clearing. On a tie, nobody rules, except the Eyrie.
6. Battle: roll both dice. Attacker deals the higher, defender the lower, capped by warriors present.
7. Craft: activate your crafting pieces in clearings matching the suits on the card's corner.
8. Birds are wild: a bird card counts as fox, rabbit, or mouse.

Three tips for your first game

1. Teach the shared rules together, then give each player a few minutes with their own faction board.
2. Scores are public. Before each turn, check who is closest to 30 and who can stop them.
3. Explain dominance cards when someone reaches 10 points, not before.

Setup

1. Pick factions: all four for four players. Drop the Vagabond for three, and the Alliance too for two.
2. Seat players and pick the first player at random. Put every score marker on 0.
3. Shuffle the 54-card deck and deal 3 cards each. With two players, remove the dominance cards first.
4. Put 4 ruins on the map slots marked R and 12 items on the item supply.
5. Set up in order: Marquise, Eyrie, Alliance, Vagabond, following the back of each faction board.
6. Marquise: keep in a corner, a warrior in every clearing but the far corner, 3 buildings nearby.
7. Eyrie: a roost and 6 warriors in the opposite corner. Alliance: 3 cards as supporters.
8. Vagabond: pick a character, pawn in any forest, 3 quests face up, an item under each ruin.

Scoring

- First to 30 victory points wins immediately.
- Anyone: 1 point per enemy building or token removed.
- Anyone: crafted items score the points on the card (the Eyrie score 1).
- Marquise: points for each building placed, rising as each track empties.
- Eyrie: points each Evening for the roosts on the map.
- Alliance: points for each sympathy token placed.
- Vagabond: aiding factions, quests, exploring ruins, and battling Hostile factions.
- Dominance: at 10 or more points, trade your score for a goal of ruling clearings.

Game end: The game ends the moment a player reaches 30 points, mid-turn included, or meets an activated dominance card's goal at the start of their Birdsong.

Free course: theludarium.com/academy/root/

Unofficial. Not affiliated with or authorized by Leder Games. Root is a trademark of Leder Games. Rules as of the The Law of Root (October 13, 2025) and the Learning to Play guide (Leder Games).