How to make a model forest to play the Dendritis board game

You need a flat board or sheet of paper. A grid of 20 by 20 needs to be drawn on, therefore a total of 200 squares. Label the side axis A to T and the bottom axis 1-20. Then 100 trees need to be placed randomly across the grid, one tree per square. Each tree therefore represents 1% of the area and 1% of the trees. The board/paper can be decorated if desired and the trees can be a simple circle or be a more lifelike representation, but should be green. Two footpaths should be drawn from one side to another and represented with brown footprints. Two rivers should also be marked on in blue with a bridge if it intersects with a path. There needs to be a compass drawn in one corner indicating North, East, West and East.

Once this has been achieved you will need a dice, a copy of the rules and the chance cards below need to be printed and then cut into individual cards and stacked in a pile.

Then you are set…

Rules of Dendritis: 2 players

OBJECTIVE
To claim more trees than your opponent does. If you are the disease, then you infect the trees. If you are immunity then you immunise or cure the trees

THE BOARD
- Each square has a coordinate
- Each sqare can be 5 things. path, river, tree, bridge, or blank.
- Paths are marked with a brown footstep
- Rivers are blue. you cannot cross a river unless you use a bridge or roll a 3.
- Trees are marked in green. There are 100 trees so each tree is 1% therfore if a card says infect 2% of trees you have to infect 2 trees

HOW TO PLAY
- Throw the dice to decide who is disease (highest number chooses), red counters, first to play. The other person is immunity and the counters are purple.
- Take the same number of counters as your opponent. 20 is a minimum and will mean a short game. 50 is the maximum as there are 100 trees in the game.
- The winner is the first person to use all of their counters, or the person with the most trees covered when the game is stopped after a set time period.
- Each player throws the dice to determine their start position. See the table provided. The first throw of the dice gives you a column of starts figures and the second will tell you which row in that column.
- The tree in this location is covered with your first counter, red or purple.
- Roll the dice to start play. Each roll of the dice represents 1 year of time. The value of the dice decides your move as follows….

1. Infect/immunise **1 tree** in a square **directly next to** a tree that is currently infected/immunised (choice of 9 squares around each).

2. Infect/immunise **1 tree** that is in either a square as above **next to** a currently infected or immunised tree, **or** one square further out from these 9 squares. in other words move 2 squares in any diesction.

3. As above but move **3 squares** in any direction or cross a river.

4. Pick up a **chance** card. This should be followed by whoever the card applies to, even if it is your opponent. As there are 100 trees, 1% means 1 tree and 2% means 2 trees, etc.

5. Pick up a **chance** card, as above.

6. Infect/ immunise all trees next to one of your currently infected/immunised trees.

Chance cards to print…

Southerly wind blows disease spores South. Infect 2% of trees in that direction from any infected tree	Northerly wind blows disease spores North. Infect 2% of trees in that direction from any infected tree
Trees become immune through mutation. 2% of infected trees gain immunity	Heavy rainfall spreads spores, Infect a 2 x 4 area from an infected tree (i.e. count up 2 and along 4 squares and mark any trees in the area)
Genetic diversity means some trees are not susceptible to the disease. A 2x4 area becomes immune (i.e. count up 2 and along 4 squares and mark any trees in the area)	Heavy rainfall spreads spores. Infect a 2x3 area from an infected tree (i.e. count up 2 and along 3 squares and mark any trees in the area)
Genetic diversity means some trees are not susceptible to the disease. A 2x3 area becomes immune (i.e. count up 2 and along 3 squares and mark any trees in the area)	Due to genetic diversity, 2% of trees become immune
If you have a diseased tree next to a river, infect 3% of trees that are also by that river	Warm winter means more pests. Infect 2% of trees
If you have a diseased tree by a path, infect 2% of trees next to that path	Your disease mutates and you can infect 2% of immune trees

Mild winter means more pests. Infect 1% of trees.	Council cures 2% of infected trees
Due to genetic diversity, 2% of trees become immune	Mycelium network spreads immunity in neighbouring trees. Cure 3% of neighbouring trees
Mutation causes 1% of trees become immune	Tree surgeon brings in infected soil. Infect (6,L) **OR** (19,H)
Geneticists introduce immunity to a tree. Cure (15,T) **OR** (8,N)	New treatment cures 2% of infected trees

And then you are all set, enjoy!