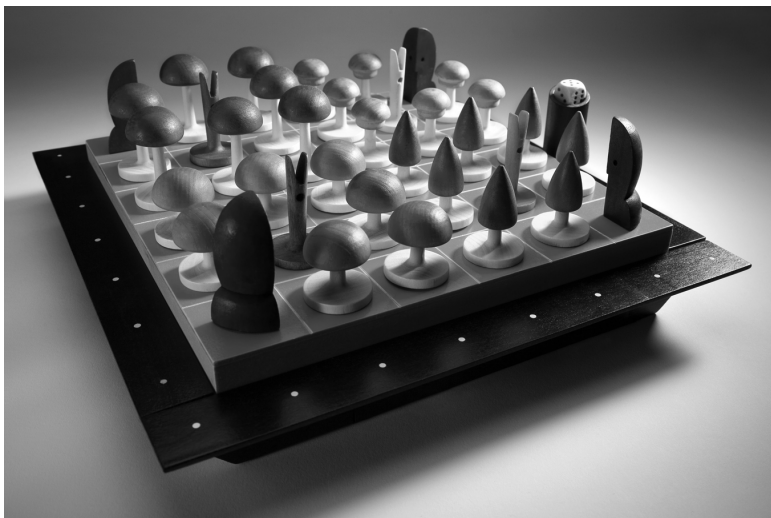


Game set up

The board is divided into four different forests of seven trees: Coniferous, Deciduous, Rainforest and Palm. Each forest supports a Forest Spirit of a different color. Coniferous trees support the Purple Forest Spirit, Deciduous trees support the Orange one, Rainforest the Red one, and Palm trees support the Yellow Forest Spirit. If Forest Spirits do not occupy a space next to at least one of their trees they lose their color. Each Forest spirit supports a Human by being near it. If a Forest Spirit loses its color, the blue Human nearest to it loses its color and power to move and contribute to the game. A black Universe Interface containing 28 spots of starlight surrounds Paradise. An obelisk called the Circumstance Changer travels clockwise along the Universe Interface around Paradise, distributing Opportunity according to the roll of a die. The Humans can respond to Opportunity as Givers or Takers.



Aim of the game.

Move the Humans from the four corners of the Earth to meet Eye to Eye anywhere on the board, to gain the power to save Paradise, before two of them lose their spirit to do so. Trees support Forest Spirits. Forest Spirits support Humans. The Humans can complete the cycle as Givers and stewards of Paradise, or not by remaining Takers as they begin.

Giver or Taker?

Both players roll the die. The player who rolls the higher number begins the game as the Giver. The other player starts the game as the Taker. Player roles can change during the game according to skill or chance. However, only as a Giver can a player win the game. As a Giver the player tries to use opportunities of each round to get the four humans together Eye to Eye. The other player plays to stop the Giver and take over the Giver role.

Human, Tree and Forest Spirit Basics.

Each blue Human (masked or unmasked) requires one number of Opportunity to:

Move one square horizontally or vertically to another square on the play area of the board. There are no diagonal moves.

Turn a blue Human 90 degrees. Each increment of 90 degrees requires one number of Opportunity. Turns can be combined with moves in a round.

Displace another piece.

If a blue Human (masked or unmasked) moves onto a square occupied by a Forest Spirit, or unmasked Human (blue or colorless) it displaces the piece to the adjacent square it moves from. An unmasked Human can not displace a masked Human.

Players please note.

A Human must begin and end a move facing the same way it began - unless extra turns are used to turn it.

Trees support (touch) their Forest Spirits.

1, A Forest Spirit requires at least one tree of its forest in one of the **eight** squares around it to be supported. Forest Spirits can only be supported by trees of their particular forest.

2, When a tree is returned to the board it must be placed in an unoccupied square either touching a Forest Spirit (as described above) or adjacent to tree.

Forest Spirits support Humans by being near them .

Paradise is played in rounds. Rounds have 3 parts.

Part 1 - The flow of Circumstance distributes Opportunity.

Part 2 - The Taker always responds to Opportunity first. The Taker agenda is to deactivate two of the Giver's Humans by separating the trees from the Forest Spirits near them.

Part 3 - The Giver responds to Opportunity and the actions of the Taker. The Giver must strategize between the secondary agenda of maintaining the forests while pursuing the primary one of getting the Humans EyeTo Eye.

