



Rules

*and documentation on natural
interactions*

For Nature

The meaning we imbue in our games stems from the meaning they must embody throughout their development, manufacturing, and marketing processes.

To minimize its environmental impact, this game was entirely designed, developed, and manufactured in the Lyon region of France. Its production process was as eco-friendly as possible. It will not be exported beyond a 1,000-km radius; it will not be sold to multinational platforms whose values do not align with ours; and it will not be sold at a discount during Black Friday.

**100%
FAITS EN
FRANCE**



Table of Contents

Page 4: Game Rules

Page 12: Documentation

Back of the booklet: game guide

RULES VIDEO:



About after-sales service

We take great care and attention in producing our games. If, despite this, you notice a problem or a missing part, or if this happens during the game's lifespan (which we hope will be long and exciting!), please send us a message at: commande@jeux-opla.fr.

Jeux Opla - 2 rue Bara - 69003 Lyon | contact@jeux-opla.fr | www.jeux-opla.fr



FR

Pensez à
donner ou recycler.



Association

ou



Magasin

ou



Déchèterie

<https://quefairedemesdechets.fr>

Preface

When we were working with naturalists from France Nature Environnement Rhône on the development of the game *Dame Nature* (Jeux Opla, 2025), they explained to us the different types of interactions between species. That's when I saw the vision behind the game you're holding in your hands. Natural species—whether animal or plant—do not live in isolation but interact with other species, thereby sustaining and constantly shaping their Territory. Although you don't need to know the details of these interactions to play—I'll explain them in the second part of this booklet, detailing which specific parameters each of the game's tiles and abstract actions correspond to— . But first and foremost, this is a game, so have fun!

Florent Toscano

Thank you

Florent Toscano (author, publisher)

Thank you to the naturalists at France Nature Environnement Rhône for our collaborative efforts, which planted the seed in my mind that grew into this game. Bony for the joy of creating games as a team and for his ever-evolving talent. All the players who inspired and helped me. The most beautiful mutualisms of my life: my Nora, always and everywhere, and my Jean, who is increasingly engaging with this world to be (re)built...



Bony (illustrator, graphic designer, publisher)

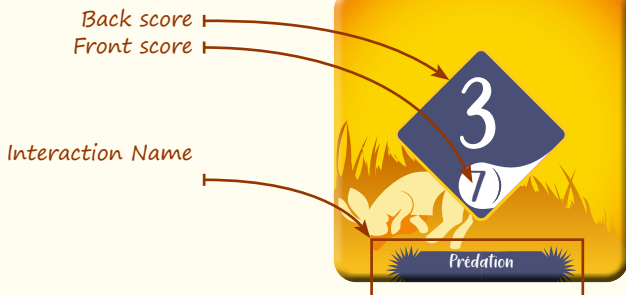
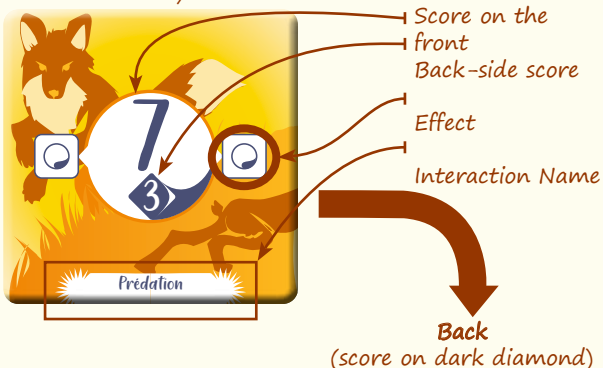
Thank you to those who gave more than they received.

Contents

- 28 tiles: 7 of each of the 4 colors.

Each of the 7 tiles represents a type of natural interaction.

Front (score in a white circle)



- This rulebook, thend part of which is devoted to natural interactions (starting on page 12).

How to play?

General Concept

Create a Territory where species interact.

Each turn, you'll place a tile to expand the shared Territory, and you may flip over surrounding tiles to earn points and cause others to lose points.

Objective

The winner is the player with the highest score at the end of the game.

Setup

Each player takes the 7 tiles of their color and places them in front of them in a single row, face up: this will be their Reserve.

How to Play

From their 7 tiles, each player selects 2 and slide them on top of their Reserve (still face up). On their turn, each player plays one of these 2 tiles.

The player who interacts the most with other people in real life starts the game.



The first player:

- places one of their two tiles in the center of the table to start the Territory;
- then draws one tile from their Reserve so they have 2 available again on their next turn.

Play then proceeds clockwise.

On their turn, the player:

- **places one of their two tiles, face up**, in the Territory, adjacent to a tile already placed, at a right angle (to the above, below, to the right, or to the left), and in the same orientation as the tiles already placed;
- **applies the effect of the tile played**, if conditions permit (details on p. 8);
- **brings one of the tiles from their Reserve back into play**, so that they have 2 available again on their next turn.

When the tile is placed, the effect is applied, which consists of flipping the tiles targeted by the symbol:



from the front to the back;



from the back to the front.

The Territory is defined during the game and must adhere to the following format at the end of the game:

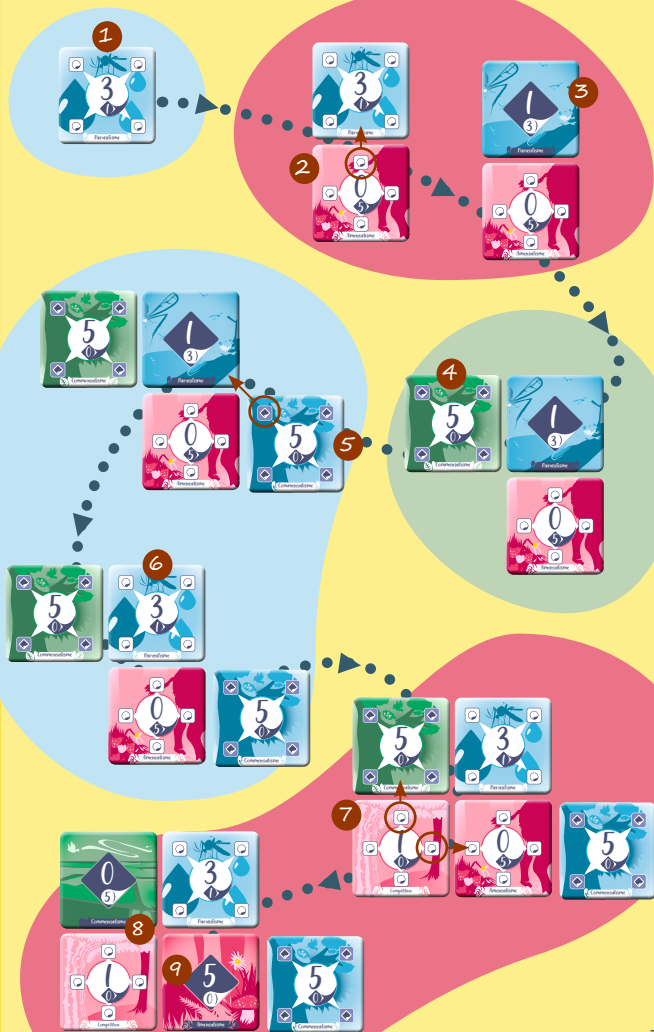
2 players: 3 x 4 tiles (or 4 x 3)

3 players: 3 x 6 tiles (or 6 x 3)

4 players: 4 x 6 tiles (or 6 x 4)

Example of a 3-player game start:

- ① Blue starts by placing their Parasitism tile.
- ② Pink places their Amensalism tile underneath it, and therefore ③ flips the blue tile on top from face up to face down.
- ④ Green places their Commensalism tile, which flips the tiles on the reverse side diagonally. Since there are none, there is no effect here.
- ⑤ Blue plays their Commensalism tile, which allows them ⑥ to flip his tile diagonally, from the back to the front.
- ⑦ Pink plays her Competition tile, which allows her to flip the orthogonal green ⑧ and pink tiles ⑨, from face up to face down.
- And so on, until each player has played 6 tiles and the Territory forms a rectangle of 3 x 6 or 6 x 3 tiles.



Description of Interactions

Predation

The face-up tiles to the right and left of the played tile are flipped over.



Herbivory

The face-up tiles above and below the played tile are flipped over.



Competition

All face-up tiles orthogonal to the played tile are flipped over.



Parasitism

All face-up tiles diagonally adjacent to the played tile are flipped over.



Amensalism

All face-up tiles orthogonal to the played tile are flipped over.



Mutualism

All tiles with their reverse side perpendicular to the played tile are flipped over.



Commensalism

All tiles on the reverse side that are diagonally adjacent to the played tile are



End of the Game and Scoring

The game ends when all players have played 6 tiles and have only one tile left in front of them, which will not be played.

Note: On the last turn, you may choose to play either of your last two tiles.

Each player simply adds up the 6 visible values of the 6 tiles they have played in the Territory.

BONUS*: You can score extra points with your 7th tile (unplayed).

Among your 6 tiles on the Territory:

- If there are more tiles on the front side than on the back: add the points from the front of your 7th tile to your score;
- There are more tiles showing the reverse side than the front: add the points from the reverse side of your 7th tile to your score;
- 3 of your tiles are face up and 3 are face down: you do not score any additional points.

The player with the most points wins.

In the event of a tie, congratulations—it's a tie!

***When playing with younger children or to simplify the game, you can ignore this bonus rule.**

Territorial Variation

At the end of the game, find the largest connected area on the Territory of connected tiles (i.e., orthogonally adjacent) of your color on the Territory. Add 1 point to your score for each connected tile in that area.

Example of a 3-player game end:



Blue has a score of **12 points** on the Territory. He has more tiles on the reverse side than on the front side and therefore scores a bonus of **2 points** from the reverse side of his unplayed tile. His final score is thus **14 points**.



Pink scores **22 points** on the Territory. She has more tiles on the front side than on the back side and therefore scores a bonus of **3 points** from the front side of her unplayed tile. His final score is thus **25 points**.



Green scores **17 points** on the Territory. He has an equal number of tiles on the front and back, so he receives **any bonus**.

Pink won the game.

Territorial Variation

Pink's largest connected area contains 4 tiles: , so she scores 4 additional points.

Green scores 2 .

Blue scores 1 extra point.

Symbiotic Team Mode (4 players)

You play exactly the same way as in the , but with two teams of two players positioned alternately.

At the end of the game, for each team, the lower score of the two players will be the team's score.

The winning team is the one with the highest score.

Solo Mode

The player places the 7 tiles of their color in their Reserve, and selects 2 for their turn, just as in the multiplayer version.

They shuffle the 7 tiles of another color and place them in a pile: these will be the wild (and virtual) player's tiles. The player sets aside the^{first} tile from this pile; this will be the wild player's last tile (i.e., the one not played).

The player takes their turn as in the multiplayer rules, then takes the^{first} tile from the wild player's pile and places it on the^{first} available space to the right of the tile they just played. If there is no available space on the same row that fits the final 3 x 4 (or 4 x 3) tile layout, they place it, if possible, in the^{first} available space on the rows below; otherwise, in the first available space starting from the top left of the Territory.

At the end of the game, the player must have at least 12 more points than the Wild Player to win.

Point difference from the Wild Player:

less than 11 = you lose, but it's just a game, so play again!

12 to 15 = first steps into the wild?

16 to 19 = a naturalist in the making!

Over 20 = Natural interactions hold no secrets for you!

The Game's Origins...

While developing a previous game, *Dame Nature* (Jeux Opla, 2025), we received guidance from the naturalists at France Nature Environnement Rhône.

They explained in detail the interactions that govern wildlife—both animal and plant. In doing so, they created a table summarizing the positive (+), negative (−), or neutral (Ø) effects on the two species involved in each interaction:

	Species A	Species B
Predation	+	−
Herbivory	+	−
Mutualism	+	+
Competition	−	−
Parasitism	+	−
Commensalism	Ø	+
Amensalism	Ø	−

With this table in front of my eyes, illustrated by their explanations, a natural territory in perpetual motion opened up in my mind—one ripe for transformation into a playground.

I wanted it to be clear and uncluttered, alive, dynamic, lively, fast-paced, and full of plot twists and adaptations—just like these interactions. I then began to design each tile based on the interaction it represents. The following pages will describe them in detail.

Interactions Between Natural Species

Whether furry or scaly, crawling or walking on four legs, no species lives in isolation within its environment: each one continually interacts not only with that environment but also with the other species with which it shares it, forming a community.

Natural interactions contribute to the structure, functioning, and evolution of ecosystems. They are also one of the factors that directly influence the evolution of species themselves.

Ecologists have identified and classified these various interactions into two broad groups based on how they function, as well as their intensity, regularity, and direction:

- Antagonistic interactions: negative for at least one of the two species (Predation, Herbivory, Parasitism, Amensalism, and Competition);
- Mutualistic interactions: beneficial to at least one of the two species and harmful to neither (Mutualism and Commensalism).



Predation (+/-)

One species, the predator, captures, kills, and consumes another species, the prey. The predator derives a direct energy benefit, while the prey is eliminated. This interaction plays a key role in population regulation and the balance of food chains.

Some examples

In the game:

Red fox and wild rabbit (the fox captures the rabbit as prey).

And also:

- Spider and housefly (captured in a web);
- Pike and roach (fish-eating predation);
- Grey heron and green frog (the heron eats the frog)...

When you play:

Scores: The front side represents the strong predator (7 points) and the back side represents its prey (3 points).

The effect: harms related species (flips horizontal face-up tiles).

Herbivory (+/-)

An animal consumes all or part of a plant, such as its leaves, seeds, or roots. Herbivory involves the herbivore deriving energy from this, while the plant suffers damage that can hinder its growth. In some cases, the plant may regrow or develop defenses.

Some examples

In the game:

Snail and wild sow thistle (consumption of leaves).

And also:

- Roe deer and young oak shoots (browsing on buds);
- Field vole and roots (underground feeding);
- Aphids and rose bushes (sap feeding)...

When you play:

Scores: The front side represents the heavy feeder (6 points) and the back side represents the plant being eaten (2 points).

Effect: harms nearby species (flips face-up tiles to face down).



Mutualism (+/+)

Two species interact in a way that benefits both, by exchanging resources or services. This can involve food, protection, or reproduction, as in pollination. This cooperation may be optional or essential to the species' survival.

Some examples



In the game:

The bee and the apple blossom (pollination in exchange for nectar).

And also:

- Mycorrhizae and forest trees (exchange of nutrients and sugars);
- Fruit-eating birds and hawthorn (seed dispersal);
- Nitrogen-fixing bacteria and legumes (nitrogen supply)...

When you play:

Scores: The front and back sides have the same value (3 points) because the interaction benefits both species.

The effect: Beneficial interaction with surrounding species (tiles on the reverse side return to the front side).

Competition (-/-)

Two species compete for the same limited resource, such as food, space, water, or light. This competition reduces each species' chances of growth, survival, or reproduction. It can lead to a balance between the species... , or to the exclusion of one of them.

Some examples

In the game:

English oak and beech (competition for light and nutrients in temperate forests).



And also:

- House Sparrow and Eurasian Starling (Competition for nesting cavities in urban areas);
- Birch and Scots pine (competition for water and space in poor soils);
- Brown trout and minnow (Competition for food in streams)...

When you play:

Scores: Since both species are subject to this Competition, both the front and back sides have low values (1 and 0 points).

The effect: Negative interspecies impact (flips the surrounding front-side tiles).

Parasitism (+/-)

An organism, the parasite, lives at the expense of another, called the host, by drawing resources from it (blood, nutrients...). The parasite benefits, while the host is weakened—sometimes permanently—without being immediately killed. This interaction may be subtle but can have significant effects on health.

Some examples

In the game:

Mosquito and beaver (blood feeding).

And also:

- Aphid and host plant (sap sucking);
- Mistletoe and poplar (extraction of water and minerals);
- Rust fungus and wheat (infection of plant tissues)...

When you play:

Scores: The parasitic mosquito on the front (3 points) weakens the host beaver on the back (1 point).

The effect: Potentially harmful interactions with surrounding species, even at a distance (the diagonal tiles on the front side are flipped to the back side).



Commensalism (+/0)

One species benefits from another, for example, to move, protect itself, or access food. The host species is neither significantly advantaged nor disadvantaged. This interaction is often subtle and may go unnoticed in ecosystems.

Some examples

In the game:

Bird and tree
(nesting site and protection).

And also:

- Hermit crab and empty shell (protection);
- Cattle egret and cattle (insect capture);
- Spider and hedges (support for webs)...

When you play:

Scores: This interaction is positive for one species (5 points on the front) and neutral for the other (0 point on the reverse). It is the exact opposite of Amensalism.

The effect: a positive impact for one species (the surrounding tiles on the reverse side flip to the front side).

Amensalism (-/0)

One species is harmed by the presence of another, without the latter deriving any benefit. This can occur through shading, chemical competition, or simple disturbance of the environment. The affected species experiences a deterioration in its living conditions, sometimes severe. We do this every day by accidentally crushing small species underfoot without realizing it !

Some examples

In the game:

Wild boars and forest plants (trampling with no direct benefit).



And also:

- Large trees and young shoots (shade inhibiting growth);
- Humans and soil microfauna (soil compaction);
- Filamentous algae and other algae (smothering due to coverage)...

When you play:

Scores: a species suffers adverse effects from the interaction (0 point on the front) or is unaffected (5 points on the back). This is the exact opposite of Commensalism.

The effect: a negative impact on species (flip the surrounding tiles to the front side).

Other Interactions...



We have seen that mutualism refers to a relationship between two species that is mutually beneficial. The most advanced stage of mutualism is **symbiosis**, in which the species are in sustained contact.

For example, a mycorrhiza refers to a symbiosis between a plant's roots and fungi. Thanks to the mycelium's extensive network, the fungus efficiently supplies the plant with the water and mineral salts from the soil that it needs. In return, the plant provides the fungus with carbohydrates. Nearly 90% of terrestrial plants form a symbiotic relationship with fungi. For some species, this relationship is even essential for the plant's development.

Finally, when two species live in complete indifference to one another—that is, they coexist in the same environment without maintaining any relationship—this is referred to as **neutralism**.

Its very definition makes it very difficult to demonstrate !

The Importance of Interactions

Interactions play an essential role in population regulation. For example, predators limit the proliferation of certain prey species, while Competition between species prevents any single species from occupying all the available space or resources. They also contribute to the flow of energy and matter through food chains:

by eating, pollinating, or decomposing matter, organisms help circulate resources within ecosystems.

Certain interactions are also essential for maintaining biodiversity. Many plants depend on animals for pollination or seed dispersal, and some species live in close association with other organisms that provide them with nutrients or protection. Thus, these interactions create a complex network of interdependencies that allows ecosystems to function and persist over time.

Finally, these relationships are not static: they evolve with environmental conditions and as species evolve.

Our partner:



For fifty years, we have been working in the Rhône department and throughout the Lyon metropolitan territory to protect nature and the environment with a focus on sustainable development.

This is achieved in particular through the expertise we provide on a daily basis—and in complete independence—to public authorities, as well as through the transmission of knowledge and the education of future generations.

Our three priority objectives are to:

- Halt the causes of biodiversity loss and the overexploitation of resources
- Protect people and participate in democratic life
- Change the development model

Interview with FNE Rhône

Opla Games: In your opinion, what are the most notable or incredible natural interactions?

Hugo Tauru: There are so many that it's hard to pick just one ! But if I had to name one that truly fascinates me, it would be the symbiosis between certain ants and fungi. *Atta cephalotes*, for example, has been actively cultivating fungi for millions of years—it harvests them, tends to them, protects them from pathogens, and in return, the fungus serves as their primary food source. It's a sophisticated form of agriculture that emerged long before humans began practicing it. But I'd also like to talk about interactions that affect us more directly, and on which FNE is actively working. I'm thinking in particular of the AquaCrypta project, which focuses on Donacids—aquatic beetles—and the extraordinary relationship they have with their host plants. Donacids spend part of their life cycle attached to the stems of aquatic plants such as pondweeds or ribbonweeds, from which they directly “steal” oxygen to breathe underwater. It is a total, delicate interdependence that has co-evolved over millions of years. And what is striking is that the presence or absence of these insects provides direct insight into the health of wetlands. One interaction—and it opens up a whole window onto an ecosystem.

Are there any species that live their entire lives in total self-sufficiency, without any interaction with any other species?

No, and I would even say that this is a fundamental, almost philosophical impossibility. A living being, by definition, is embedded in a web of relationships. It eats or is eaten; it is parasitized or parasitizes; it alters its environment, and its environment alters it in return. Even the species that seem the most solitary breathe air transformed by others, live in soil shaped by billions of microorganisms, and depend on light filtered through a canopy built by others.

One could almost say that biological individuality is an illusion on a grand scale. A solitary tree in the middle of a field is still connected, through its roots, to networks of mycorrhizal fungi that communicate with other plants. Life is, by its very nature, relational. This isn't a metaphor—it's ecology.

Do we know everything about natural interactions? What do we gain from studying them?

Far from it! And that's what makes this field so exciting. It's estimated that a large majority of living species on Earth have not yet been described, and each unknown species brings with it a network of interactions that we've never had the opportunity to observe. We only know the tip of the iceberg. (...)

Read the rest of the interview at
www.jeux-opla.fr/produit/interactions

Even more interactions
in the other games
in the Nature...



Simple Tac-
tics
Tease

Strategic
Chill
Immersive

2 players
Majority
Bluff
and Deduc-
tion

Cooperative
Involving
Scalable



2 players
Fast-paced
Addictive

Family-
friendly
Fruity
Endearing

Cooperative
Challenging
Strategic

Family-
friendly
Race
Memory

And in the other ranges:

Experiences



An extraordinary experience!

Cooperative, evolving, and

all paths...



Comic Book Universe

Surprising, family-friendly, and memory-based...

2 players, evolving, and engaging



Simple, full of interactions, and tactical

Cartzzle

A unique, highly replayable puzzle experience



Game Help

Setup

Each player **places their 7 tiles in a row, face up**, to form their Reserve and **selects 2 of these tiles** , which they slide over the top.

Turn

On their turn, the player:

- **places one of their 2** selected tiles, face up, orthogonally adjacent to a Territory tile;
- **applies the effect of the** placed tile by flipping the targeted face-up  or face-down  tiles;
- **draws a new tile** from their Reserve so they will have 2 tiles available on their next turn.

The Territory is defined during the game and must conform to the following format at the end of the game:

2 players: 3 x 4 tiles (or 4 x 3)

3 players: 3 x 6 tiles (or 6 x 3)

4 players: 4 x 6 tiles (or 6 x 4)

End of the Game

When each player has only one tile left in front of them, each player adds up **the values of the 6 tiles played on the Territory and adds the points from their unplayed tile :**

- the face up points if there are at least 4 tiles of their color face up;
- the face down points if there are at least 4 tiles of their color face down;
- No points if there are 3 tiles face up and 3 tiles face down.