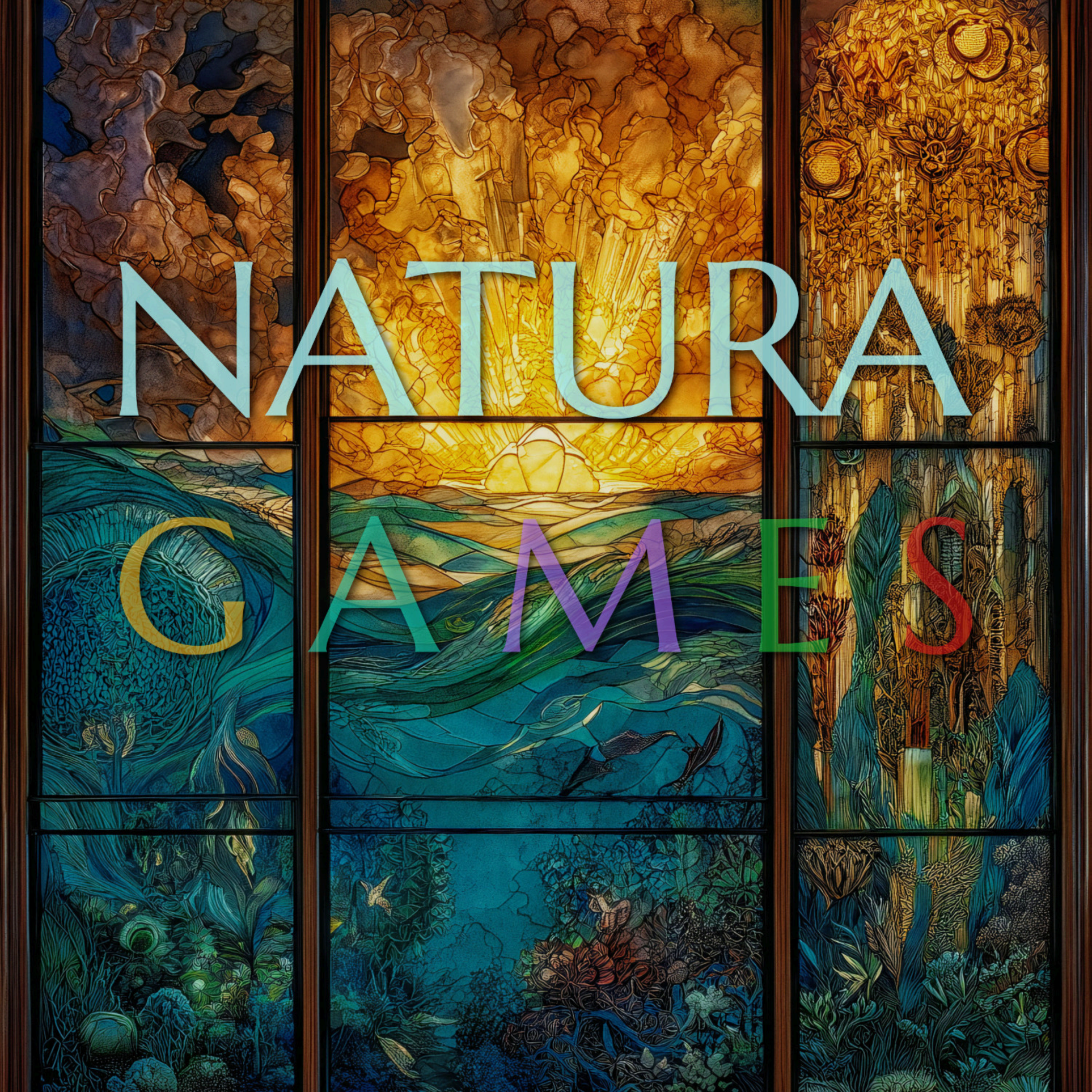
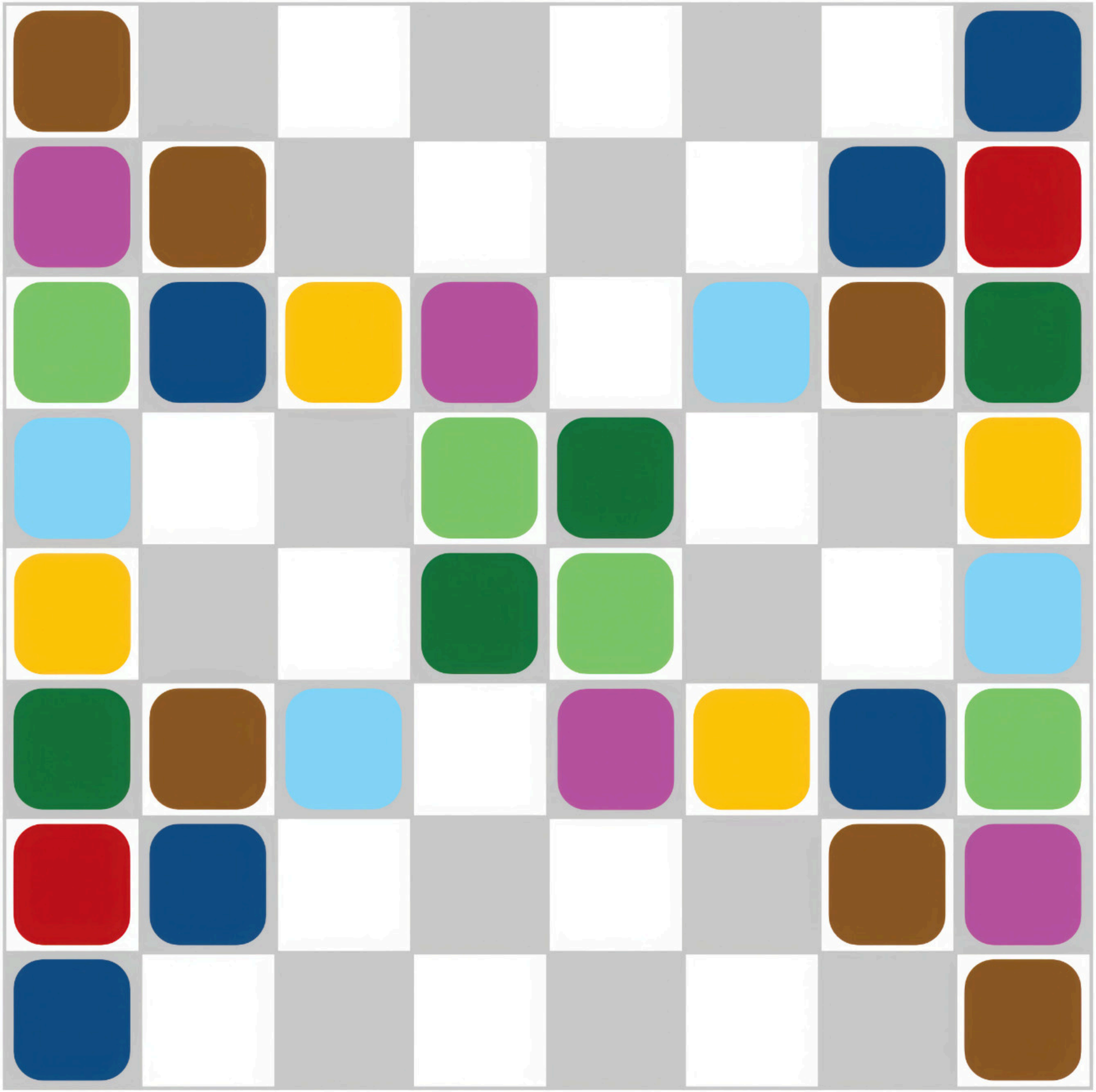

NATURA
GAMES



NATURA GAMES

rules and play

June 2025

This game is free to make, play, and share.

You may share and save Natura with family, friends, and colleagues.

This game, in part or whole, may not be used for commercial gain.

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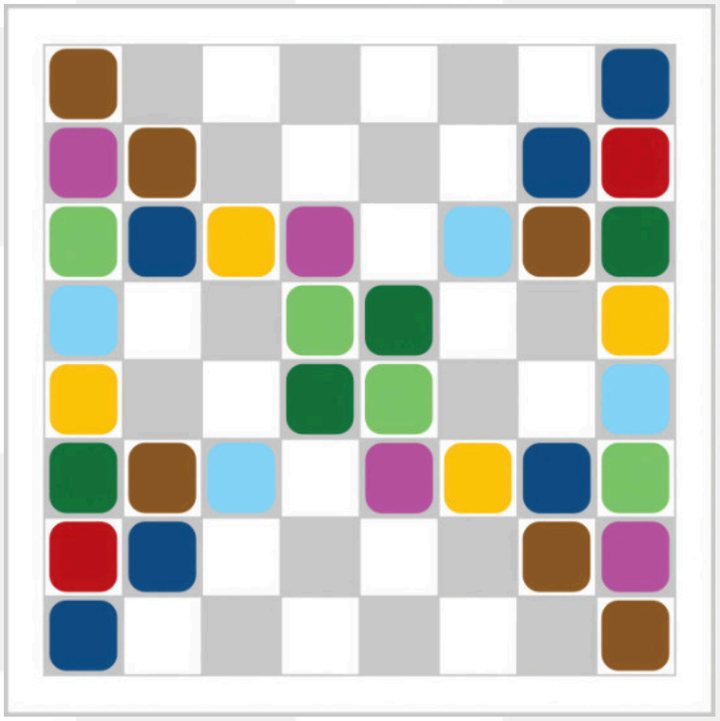
natura

Noun: nature; natural; essence; character; all that exists on earth not directly controlled by humans; a game of strategy about nature.

Games of strategy played by one, two, or many people. Depending on how the game is played, life (represented by the green pieces) prospers or declines.

Games invite creative play with a choice of Flexible or Rigid Moves.



Discover competitive, cooperative, fruitful, or harmful games. All begin with the same starting position shown here.

quick start

Play takes place on an 8 x 8 square board. Each player takes turns to move one piece at a time. Seven of the eight kinds of pieces move in straight lines (either one, two, or three spaces), and one kind of piece moves in the shape of the letter L (Storms). That's it!

The 34 pieces represent nature: Oceans, Seas, Lands, Islands, Forests, Meadows, Fires, and Storms.

The pieces may also be considered elements of a human's landscape. Here, the forests and meadows stand for the fragile and creative areas of our nature, with fires and storms representing the unexpected events and challenges we face.

The next three pages tell you everything you need to play Natura. A two minute read!

natura pieces

8 different kinds of pieces are grouped into 4 related pairs.

TERRA FIRMA 6 Lands (dark brown) and 4 Islands (golden brown).

WATER 6 Oceans (dark blue) and 4 Seas (light blue).

FORCES OF NATURE 2 Fires (red) and 4 Storms (purple).

LIFE 4 Rainforests (dark green) and 4 Meadows (light green).

Natura can be played in many ways, for example, stop all Water from moving. Page 18 describes many more games!

natura moves

Natura offers a choice of **Flexible or Rigid moves for Lands, Islands, Oceans, and Seas**. Agree this choice before the start. Some games are more challenging to play with Flexible moves, and others are made easier!

1. **The same piece may not be moved back to where it came from on the next turn.**

2. **When two or more Fires, Storms, or a Fire and Storm, touch two edges (not corners) of a rainforest at the same time, that rainforest is removed from the board.**

3. **Islands and Seas can recover a Meadow that has been removed by touching two sides of a free space.**

4. **Oceans and Lands can recover a Rainforest that has been removed by touching two sides of a free space.**

Oceans and Lands move one, two, or three unoccupied squares in any one direction. Rigid Move: these pieces can only move three squares in any one direction.

Seas and Islands move one or two unoccupied squares in any one direction. Rigid Move: these pieces can only move two squares in any one direction.

Rainforests move one unoccupied square in any direction.

Meadows move one or two unoccupied squares in any one direction.

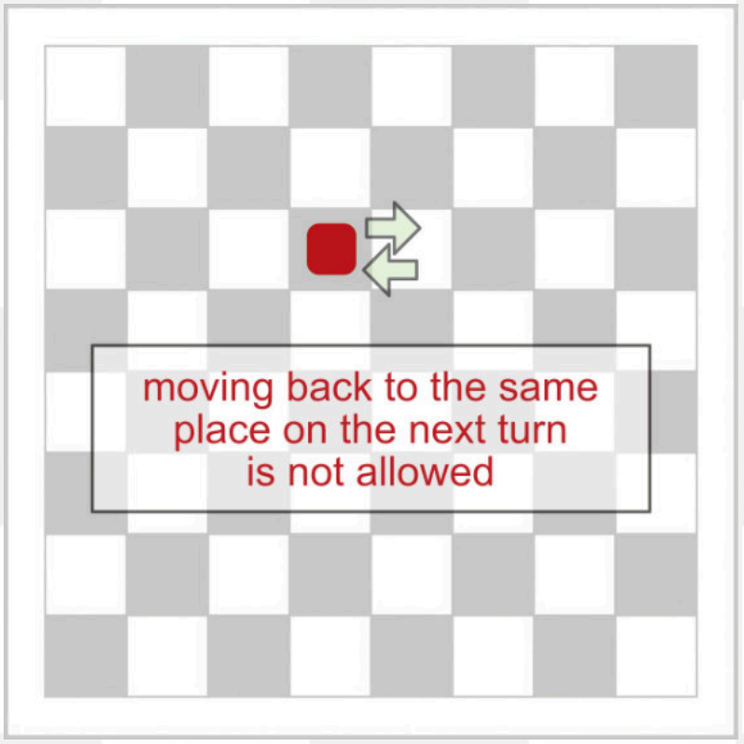
Fires move one unoccupied square in any direction, and can consume a meadow by replacing it.

Storms move in an L shape: two squares vertically and one square horizontally; or two squares horizontally and one square vertically. Like Fire, **Storms consume a meadow when placed on them**. Storms are the only pieces that may jump over another piece.

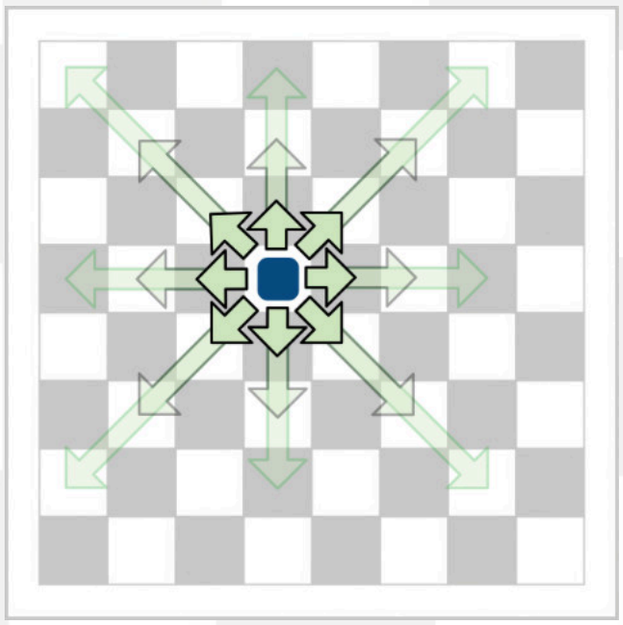
moves in detail

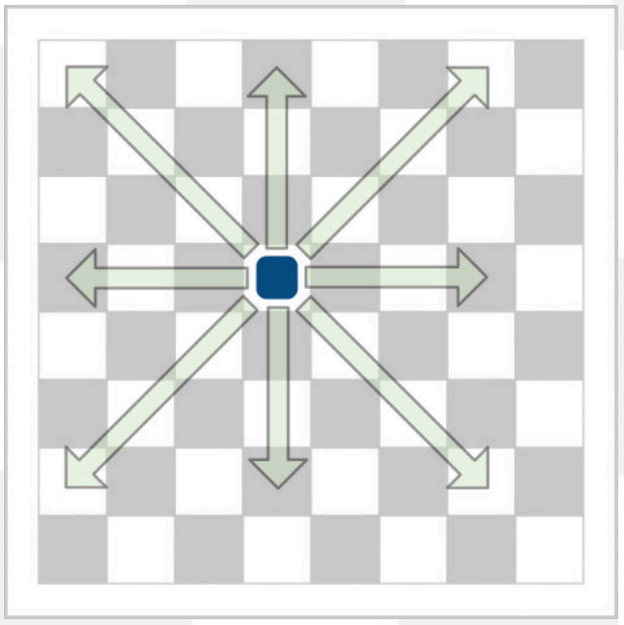
The same piece may not be moved back to where it came from on the next turn.

A Fire piece is moved. This same piece may not be moved back on the next turn.



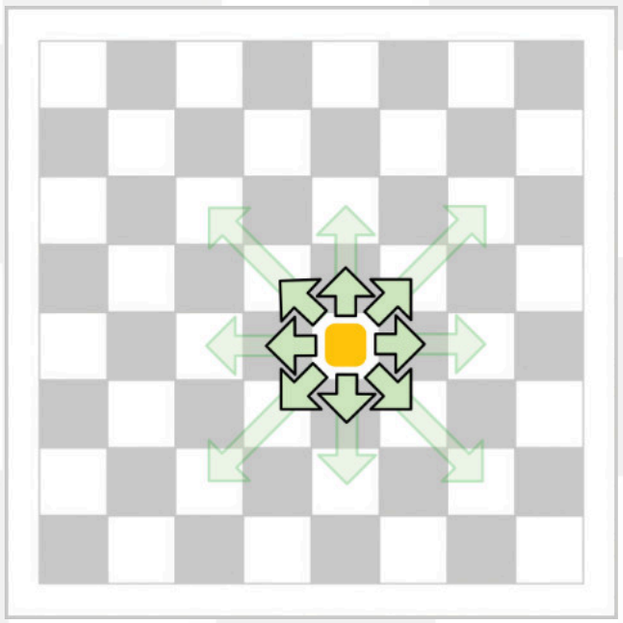
Oceans and **Lands** move one, two, or three unoccupied squares in any one direction. These are Flexible Moves.

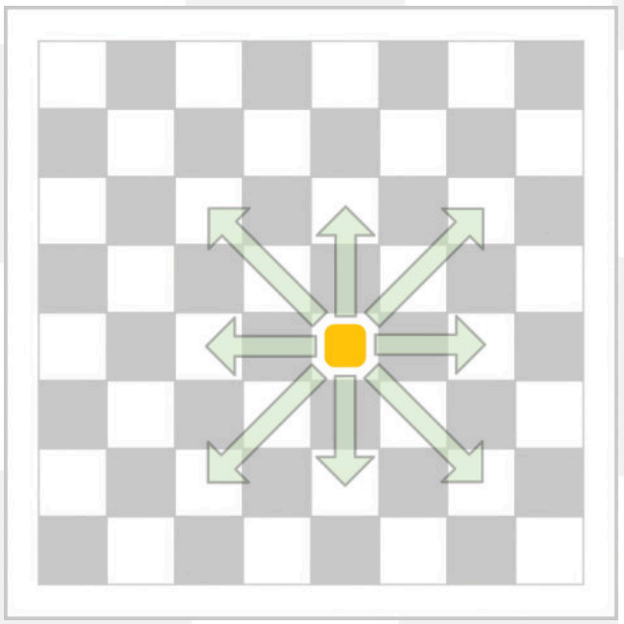




The second illustration on the right show Rigid Moves: Oceans and Lands move three unoccupied squares in any one direction, not one, two, or three.

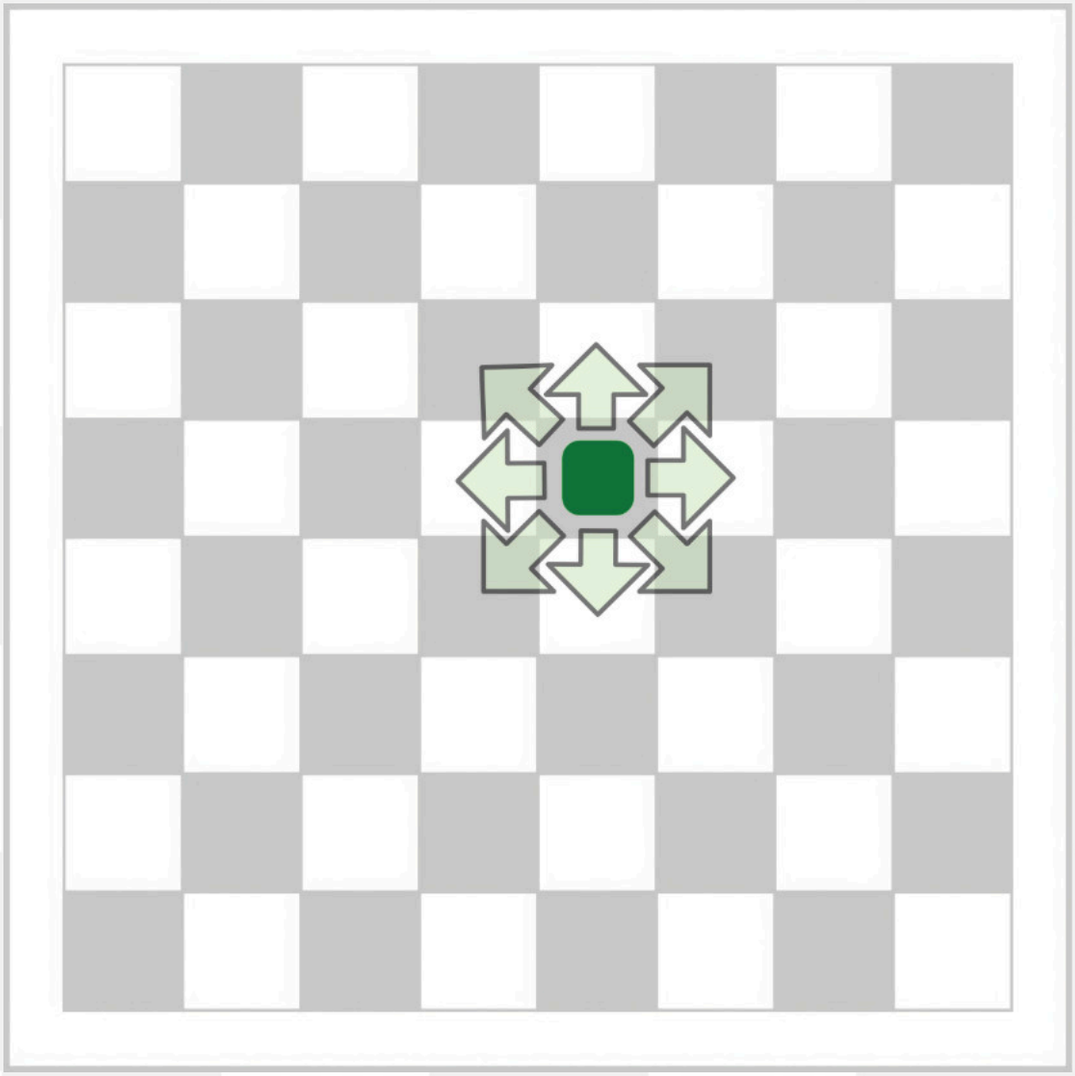
Seas and **Islands** move one or two unoccupied squares in any one direction. These are Flexible Moves.



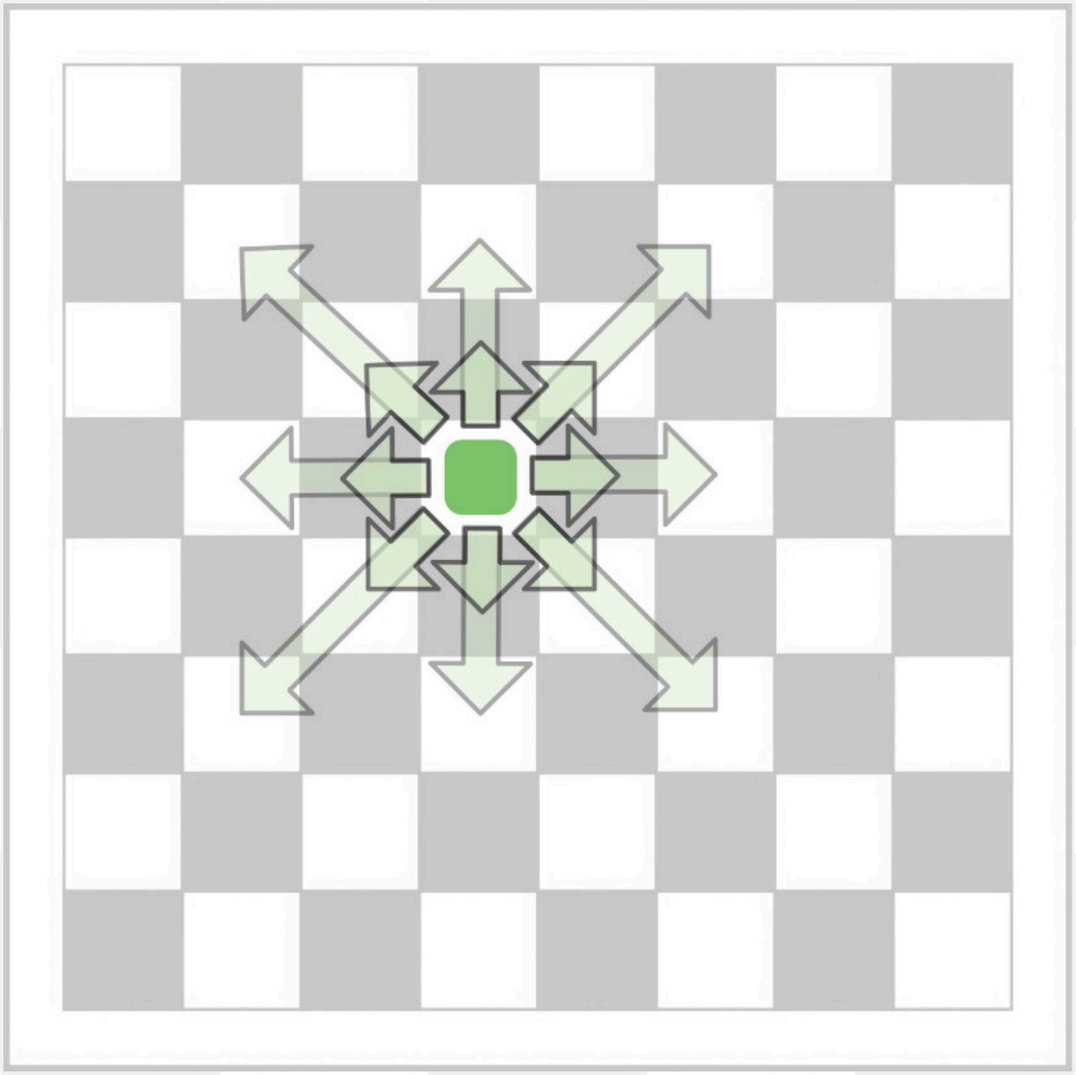


The second illustration on the right show Rigid Moves: Seas and Islands move two unoccupied squares in any one direction, not one or two.

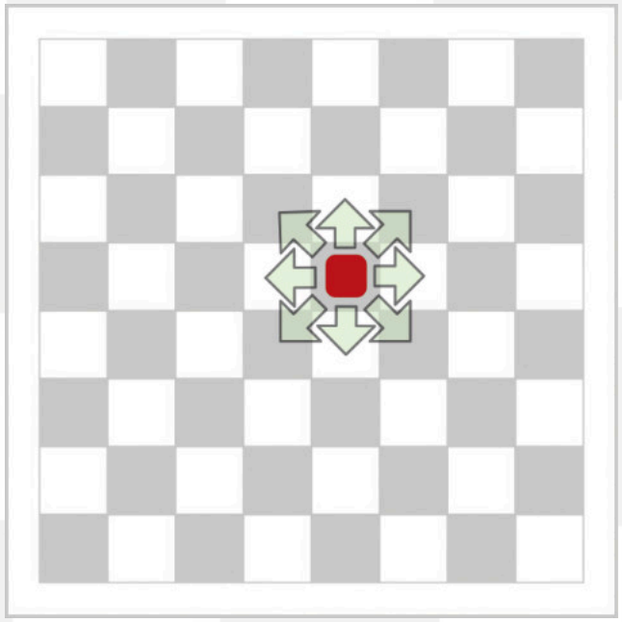
Rainforests move one unoccupied square in any direction.

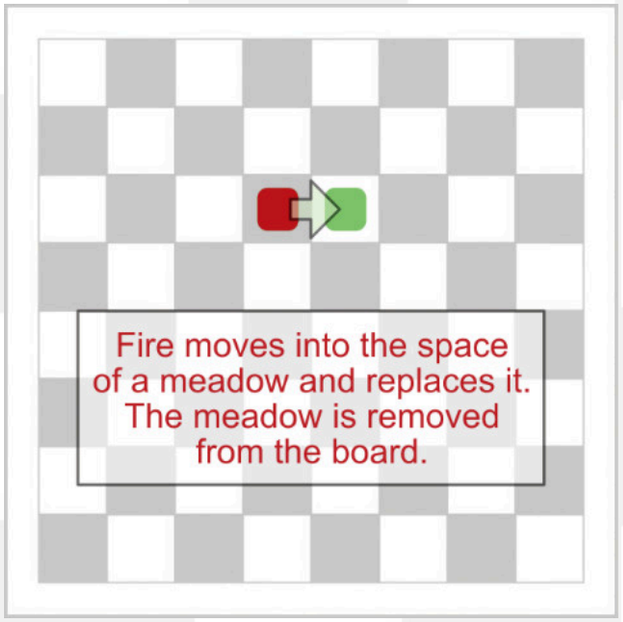


Meadows move one or two unoccupied squares in any one direction.

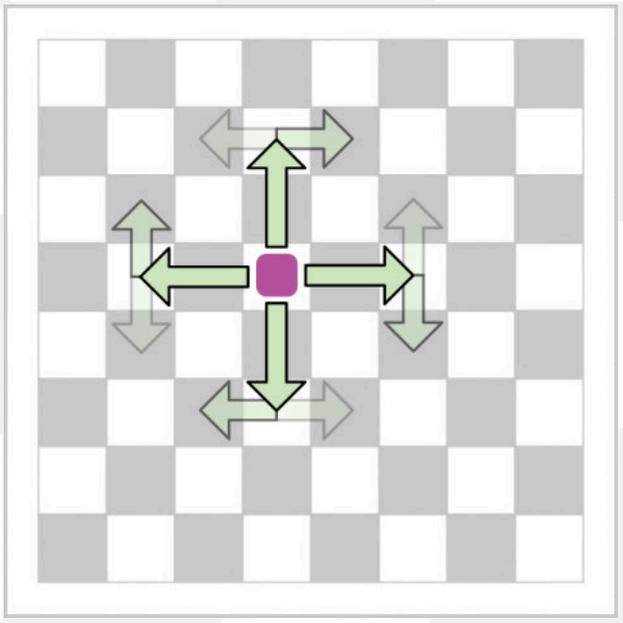


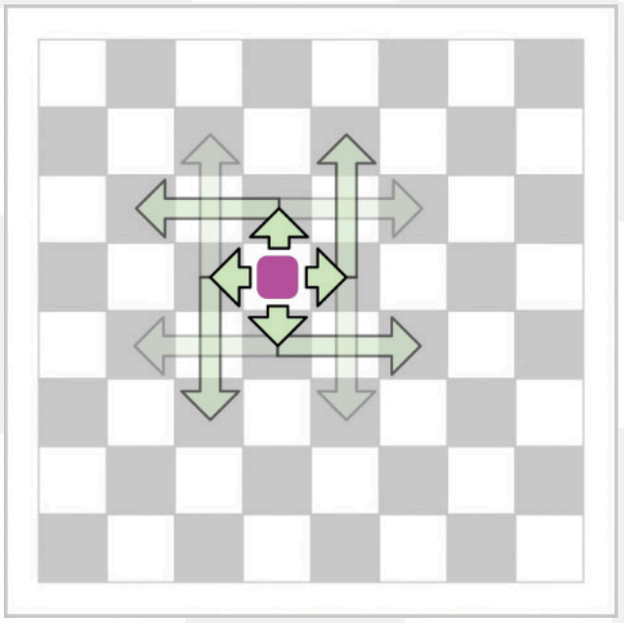
Fires move into one unoccupied square in any direction, and can consume a meadow by replacing it.





Storms move in an L shape into a free space. Their moves are shown below.

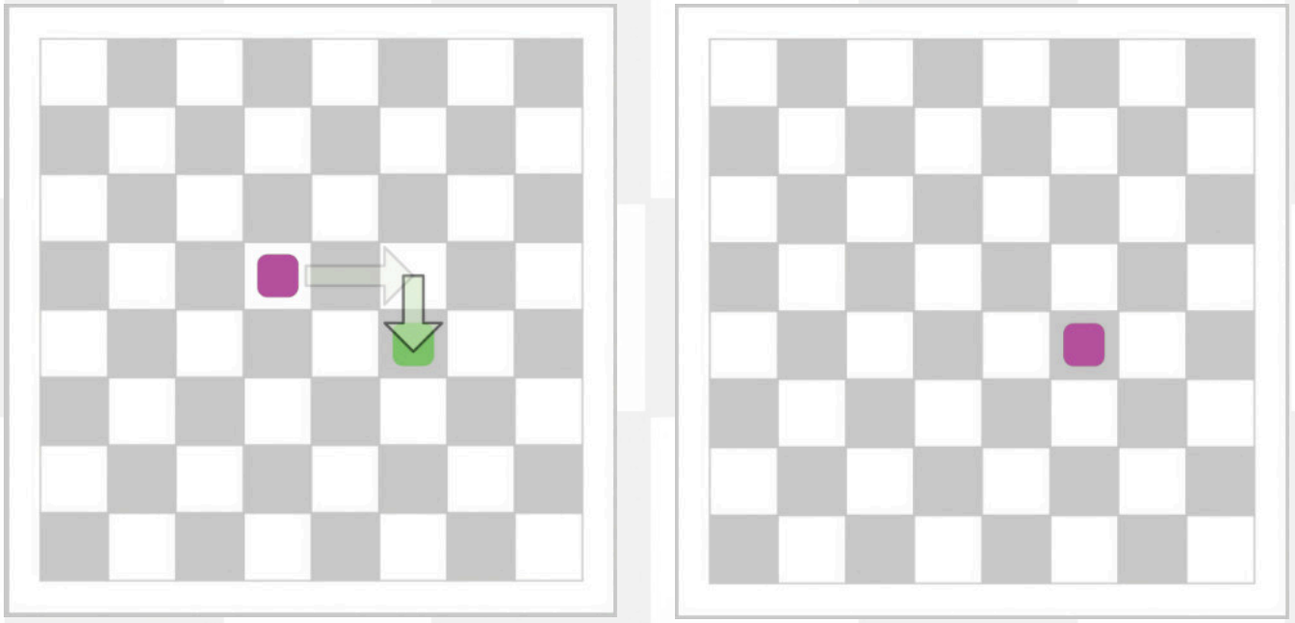




The illustrations above show how there are always two ways for a Storm to reach their destination.

Storms are the only pieces that may jump over another piece, just as storms travel over the Earth. Jumping over a piece does not affect any piece in any way.

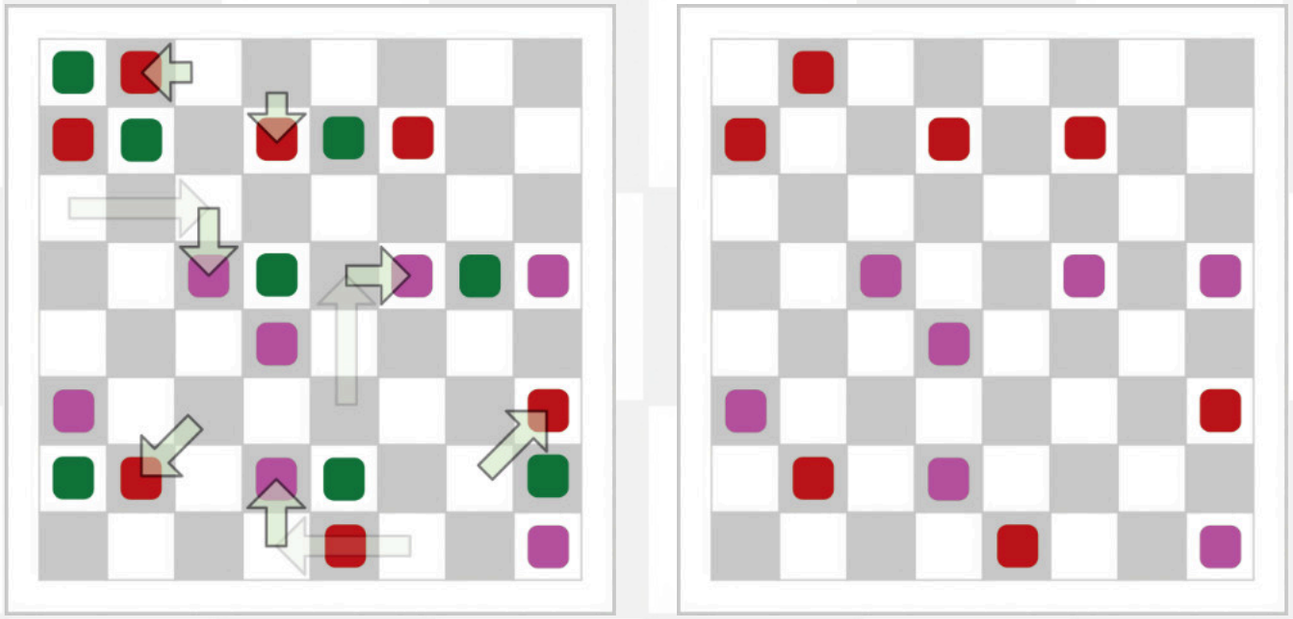
When a storm lands on a Meadow, that Meadow piece is removed from the board.



Players make choices about whether to remove life, in this case a Meadow. Storms and Fires can remove Meadows and Rainforests. Competitive and Harmful games tend to result in the loss of life.

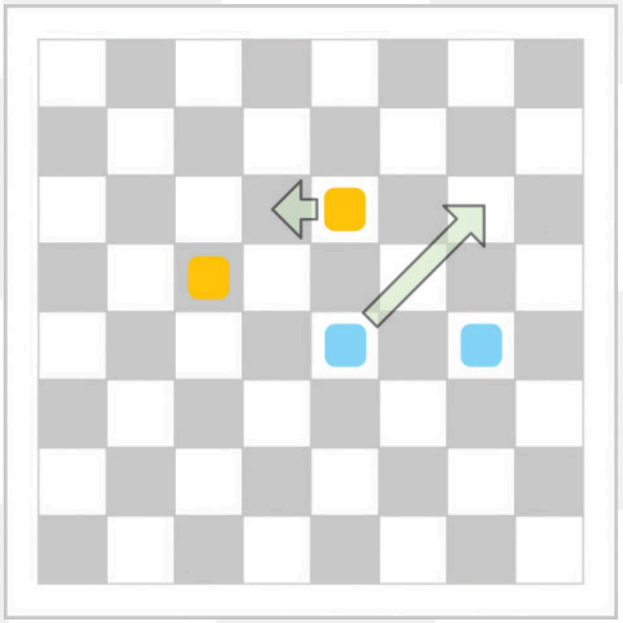
When two Fires, two Storms, or a Fire and Storm, touch the edge (not corners) of a rainforest at the same time, that rainforest is removed.

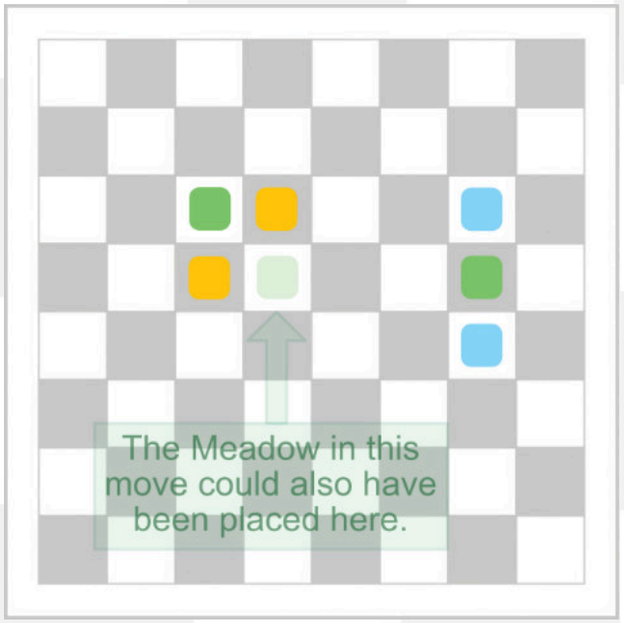
A number of different moves where Fires and Storms move into a space adjacent to Rainforests illustrate the loss of Rainforests on the boards below. Note that in the top left example, two Rainforests are removed.



How Islands and Seas Can Recover Meadows

When a space is touched on two sides by two Islands or two Seas, one Meadow that has been removed from the board can be returned to the playing area.

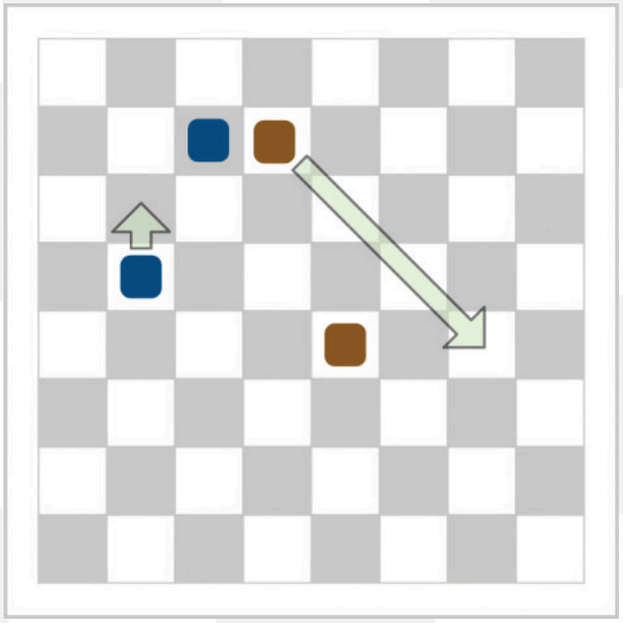


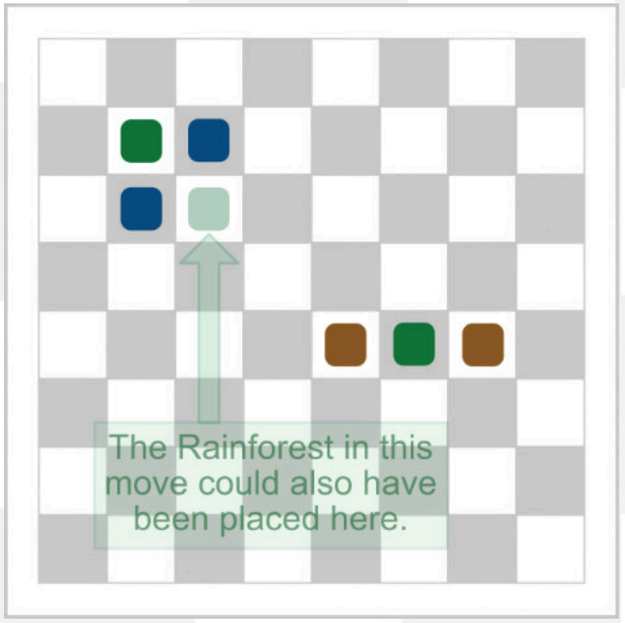


The illustrations above show Seas and Islands moving into a space. In both cases, a Meadow previously removed is recovered and placed back on the game board. Note that there is sometimes a choice of where to place the recovered Meadow.

How Oceans and Lands Can Recover Rainforests

When a space is touched on two sides by Oceans or by Lands, a Rainforest that has been removed from the board can be returned to the playing area.





The examples above show Oceans and Lands moving into a space. Here, Rainforests previously removed are recovered and placed back on the game board. Note that there is a choice of where to place the Rainforest recovered by the Oceans.

competitive natura games for two players

1. Blues V Browns Best played with Rigid Moves.

One player chooses Water (blues), the other chooses Terra Firma (browns). Players may not move their opponent's pieces, but they may move their own or any of the other pieces (Rainforests, Meadows, Fires, and Storms).

A player wins when they prevent their opponent from moving any of their Water or Terra Firma pieces.

2. Blues Together, Browns Together. Best played with Flexible Moves.

The first player to have all their pieces touching wins the game.

3. Stop Storms. Best played with Flexible Moves.

The first player to stop all storms from moving wins the game.

4. Stop Fires. Flexible or Rigid Moves.

The first player to stop all fires from moving wins the game.

5. Stop Storms and Fire. Flexible or Rigid Moves.

The first player to stop all storms and fires from moving wins the game.

6. The Death of Us. Best played with Flexible Moves.

The first player to remove five life pieces (Rainforests and Meadows) from the board wins.

fruitful games for one, two, or many players

1. The Gathering Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that every piece makes up a single block of multiple colours.

2. Harmony Flexible or Rigid Moves.

Players work alone or together taking turns to move any one piece at a time on the board to create the most harmonious environment.

3. Coming Together Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that all Browns, Blues, and Greens form blocks of colour.

4. Earth Snake Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that groups of colours follow in a single continuous line that changes direction no more than six times.

5. Lifeline Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that all life (Rainforests and Meadows) are positioned in a single line.

6. Strategic Pinnacle Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that all pieces are arranged as of the start, but rotated a quarter.

harmful games for one, two, or many players

1. Destruction. Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board that results in the most damage to the environment.

2. Imprisoned. Best played with Flexible Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that no water or land can move.

3. Isolated. Flexible or Rigid Moves.

Players work alone or together taking turns to move any one piece at a time on the board so that life is isolated from any form of Water or Terra Firma.

NATURA
made real

making natura

Natura is a game designed for anyone over five years old (four if you are smart, three if you are a genius). The rules are simple to understand yet support a rich playing experience.

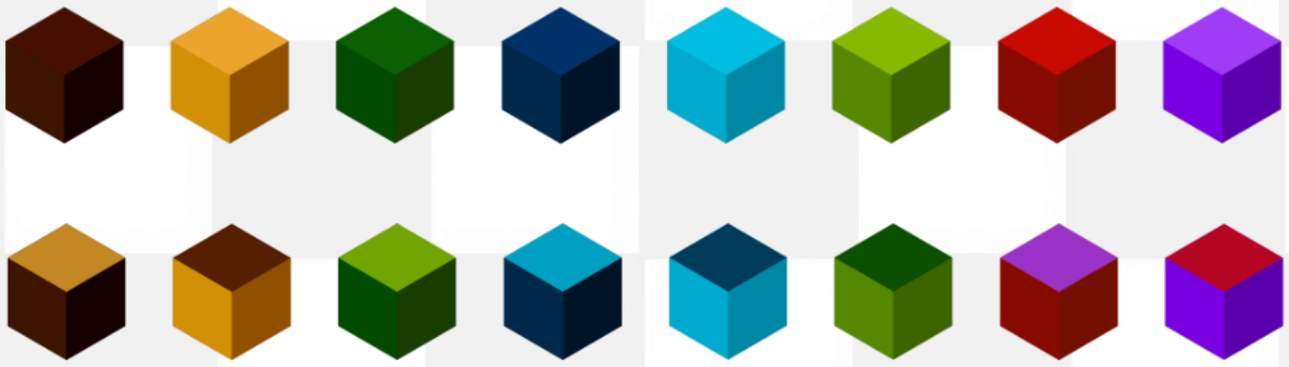
The design of the game allows it to be easily re-produced with a pencil and paper. This gives anyone the opportunity to play, irrespective of their location or economic circumstance. The artworks in this guide point to the many creative ways Natura can be styled.

The game board is a grid of eight by eight squares. The square pieces are also easy to make, colour, name, or have icons that remind players of what they represent.

In addition to providing a strategic challenge, Natura encourages thought about the natural world, competitiveness, and co-operation.

extending natura

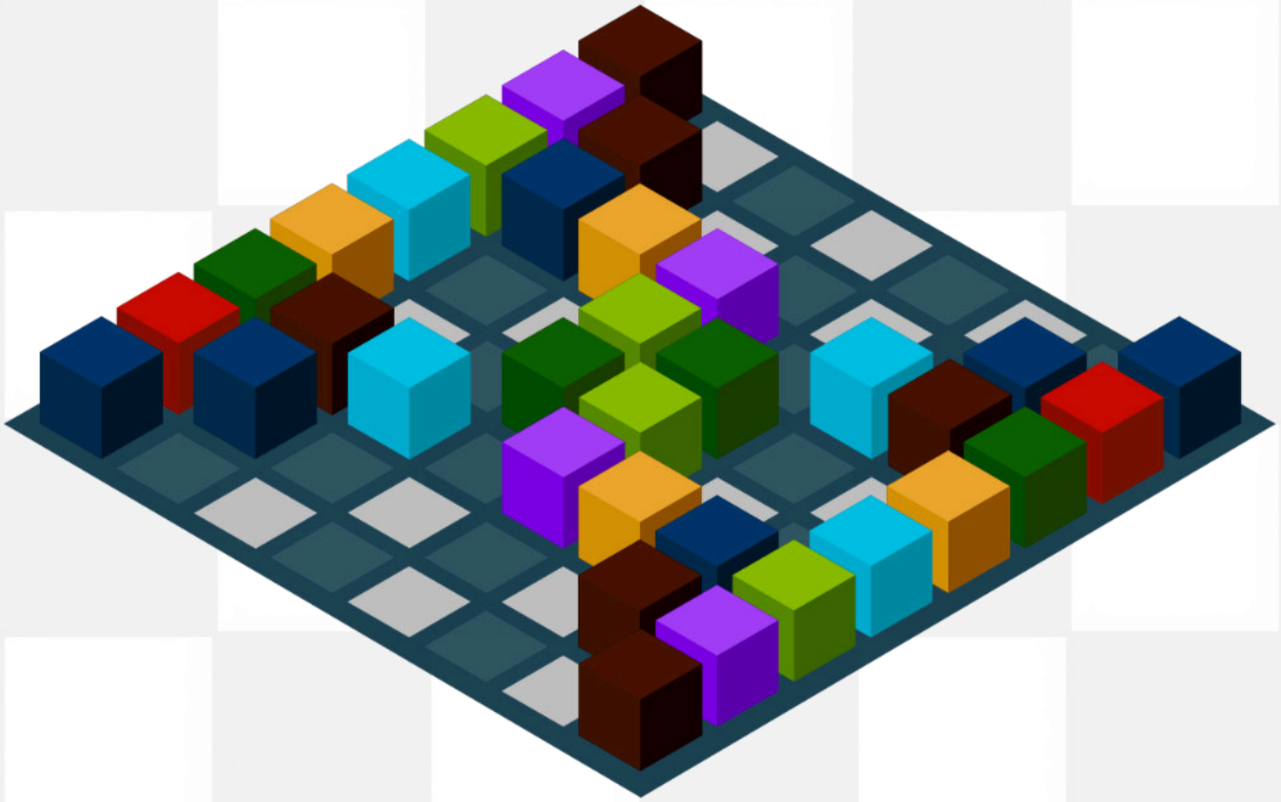
As well as playing Natura with single sided flat pieces, the game can also be played with three dimensional pieces, giving rise to more complex making and play.



Three dimensional cubes represent the eight pieces, and each piece features its related opposite on its underside. To flip a piece a new rule comes into play:

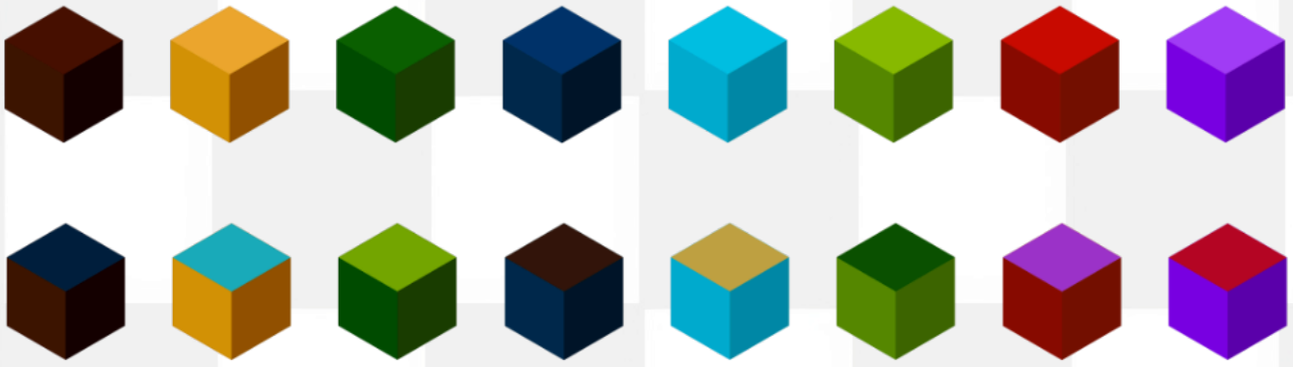
When a piece is touched on three sides by a single kind of piece (for example, three storms or three oceans), **the piece touched on three sides is flipped.**

The isometric view of the three dimensional game board below shows the pieces in their starting place.



The three dimensional game can be played with exactly the same rules as the core game without flipping pieces. Natura is a world of games!

The final variation of Natura is when Terra Firma and Water pieces are designed to flip and become their non-related opposites: Oceans become Lands, Seas: Islands, Lands become Oceans, and Islands: Seas.



Terra Firma and Water pieces are flipped when touched on three sides by a similar piece. Fires become Storms and Rainforests become Meadows. Meadows become Rainforests, and Storms, Fires.

In this game, the environment can change significantly so that Terra Firma or Water dominate quickly as Fires spring up in many places.

Natura has been designed to give the player creative freedom in both their making and play. The rules remain consistent and easy to understand, although the game play, especially with the extended versions of Natura, require great skill and strategy.

The pieces above were made from wooden cubes, their tops were painted, and the board has a Celtic design. Natura is envisioned throughout this publication with artworks, from the cover page, to the last.

copyright and licensing

Natura is created for all to play freely, however this game may not be used for commercial gain.

Copyright is reserved for the production of Natura to support art, music, and ideas at Art Lover VIP.

The Natura website provides an online version of this guide, in addition to printable resources that include the game board, and differently styled pieces.

www.natura.games

I hope you enjoy making and playing Natura, and that it brings you and your loved ones happy times.

Mike de Sousa
Oakley, England.

Natura is created by Mike de Sousa © 2025

NATURA
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