

ARBOREA

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RULEBOOK

WELCOME TO ARBOREA

Welcome to the world of Arborea, where a cataclysmic event destroyed most of its former fertile lands, and scared all the Creatures living on them. You are a Patron Spirit, guiding your Villagers to heal and regrow the landscape around them by sending them on Pilgrimages to build your personal Ecosystem.

You will regenerate forests, meadows, rivers... in order to create an attractive Ecosystem for several Creatures to make it their homes. Creating the perfect environment for those Creatures, while trying to satisfy the challenges each Season will bring, will reward you with many Regeneration Points (RP). Your actions will heal your lands, and if you manage to gain the most RP in the process, you will win the game.

COMPONENTS

1 Main Board



12 Biome Trackers

6 Biome types
with a top and bottom half



36 Creatures:

6 of each Creature



5 Reference Cards



5 Starting Ecosystem Cards



60 Ecosystem Cards

(15 each in 4 types)



3 Sun Trackers



8 Track Pieces



24 Bonus Tiles



15 Season Tiles



5 Player Boards

(with Solo Board on reverse)



10 Elder Villagers (large)



15 Young Villagers (small)



15 Veteran Villagers (small)



15 Spirit and Regeneration Point (Score) Trackers

(3 of each colour)



60 Wooden Cubes

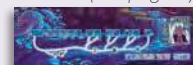
12 for each player colour



Kickstarter Exclusive Edition

If you purchased the Kickstarter Exclusive Edition of Arborea, your game will include the following:

Midnight River Expansion board (See page 14)



11 Winds of Change Expansion Cards (see page 17)



12 Sage Overlay Tiles



3 Sun Trackers



5 Spirit Trackers (replaces 5 discs)



10 Regeneration Point RP (score) Trackers (replaces 10 discs)



THE GAME IDEA

Arborea is a Villager placement game that uses time as a game element. The board has 4 Pilgrimage Tracks. Each Pilgrimage Track connects to 2 separate Trail Areas; one set of trails is found above each track, and another below.

During the game, you send Villagers to these tracks on a Pilgrimage. When tracks advance, any Villagers on

them also advance, representing time spent on their Pilgrimage. Villagers that advance further can access the further-away trails, which provide greater rewards!

Will you place your Villagers on the earlier trails to gain more immediate rewards, or wait to harvest more rewards later?

MAIN CONCEPTS OVERVIEW

Trail Areas

Each Pilgrimage Track  consists of 2 Track Pieces. The 2 pieces are considered a single track.

Each Track aligns with 2 separate Trail Areas  . Villagers on a track move along with the track when the track moves; this represents the Pilgrimage that the Villagers are on, as they travel to reach the trails that are farther away. Farther away trails usually provide more rewards! Each Trail Area has a **Sage**   associated with it.

During the game, you'll remove Villagers from the tracks and put them at the start of **Trails** . Then later, you can send them down the Trail to activate every Icon they pass in order      . Gameplay depth comes from deciding **which tracks** to place Villagers on, **which trails** to go down, and **when** to travel down them!



Sages

Each Sage has a Icon to help you identify them . You can give Gifts to the Sages, tracked here . When you travel down a Sage's Trail Area, you can receive rewards  from the Sage based on how many Gifts you've given them!

Creatures

You can gain Creatures and put them in your personal Habitat. They score points based on how they are placed in your Habitat; for example, this red Creature likes to be next to red areas in your Habitat!



Biomes

You must spend Biomes to Complete Ecosystem Cards. Some icons let you regenerate Biomes, making them available to use. For example, this card below requires you to spend 3  to complete it. Regenerated Biomes are available for **any player** to use; so if you leave some unused at the end of your turn, the next player may choose to use them during their turn!



HOW TO WIN

Have the most Regeneration Points (RP) at the end of the game. Gain RP by doing the following:

- ★ **Regenerate Biomes** and leave them available for other players to use (page 10).
- ★ **Complete Ecosystem Card Tasks** -- by spending Regenerated Biomes -- to gain various rewards (page 10).
- ★ Add completed Ecosystem Cards to your **Ecosystem** to increase its size, so you can **Invite** more **Creatures** to it (page 9, 10).
- ★ Prepare for end-game **Season Goals** (page 12).

GAME END

When the Sun Tracker is placed on the last spot of the Sun Track , the game ends after **each player** takes **2 more complete turns** (see page 12 for complete details and endgame scoring).

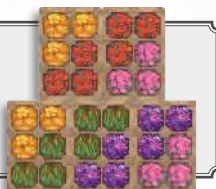


The Sun Tracker moves when Creatures are placed at the Borderlands on the main board, see page 11.

SETUP

- 1 **Board:** Place the main board in the middle of the table.
- 2 **Pilgrimage Track Tiles:** Randomly place the 8 Pilgrimage Track Tiles on the 4 tracks on the board, 2 of them on the outermost spaces on each Pilgrimage Track.
 - When placing tracks that show Season icons, orient each tile so the square showing no icon (A) is closest to the centre of the board.

Ecosystem Cards: First, place the 5 Starting Ecosystem Cards to the side for now. They show the same grid on both sides of the card.

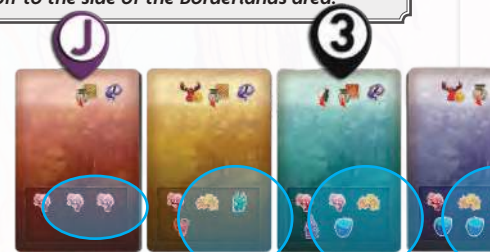


- 3 Sort the remaining Ecosystem cards into their separate decks (identified by colour as shown).
 - Shuffle each deck separately, then place each deck with the shown 'icon-sides' face up over the top right side of the board.

Place them as shown in the image, so the ones with fewer Biome requirements are on the left, and the ones with more are on the right, specifically in deck-colour order: starting with red (J); then, yellow, teal, and purple.

- 4 **Bonus Tiles:** Place 1 random Bonus Tile on the top space of each column of the **Borderlands**, found at the top-left corner of the main board. Return the remaining Bonus tiles to the box.
- 5 **Creatures:** Place all Creatures above the Borderlands of the main board to form the supply of Creatures.
- 6 **Biome Tiles:** Place both pieces of each Biome Tile on their matching '0' spots on the Biome Reserve.
- 7 **Season Tiles:** Place 1 Random Season Tile at the top of each Season Track. Return the remaining Season Tiles to the box.
- 8 **Sun Tracker:** Place 1 Sun Tracker on the Sun Track, on the corresponding spot according to player count. For example, place it here in a 2-player game.
- 9 Stack the remaining 2 Sun Trackers on the shown space at the end of the Sun Track.

The **Borderlands** 4 is the top left area of the main board where Creatures will get placed during the game. Creatures start the game beside the board, off to the side of the Borderlands area.



PLAYER SETUP

- 10 Each player takes a Player Board, Player Aid, and all components of their colour:

B 8 Wooden cubes, placed on their designated Sage Gift spaces,

C 2 Elder Villagers, placed in your Supply.

D 1 Young Villager, placed in your Supply,

In a 2-player game: 1 Veteran is placed in your supply instead.

E 2 Young Villagers, placed in their unique Reserve.

F 3 Veteran Villagers, placed in their unique Reserve.

G **Starting Ecosystem Card:** Each player takes a random Starting Ecosystem Card, and places it near their player board. *Return any that remain to the box.*

Randomly select the first player. Turn order proceeds clockwise from the first player.

H **Take 1 Red "3-Biome" Ecosystem Card:** Starting with the first player, then proceeding in turn order, each player takes the **1st** card showing on top of the leftmost Ecosystem Deck. *(This leftmost pile should only contain red cards showing 3 Biome requirements).* Each player places it above their player board, above any "Take 1 Ecosystem Card" icon.

- 11 In turn order, each player places **Spirit Trackers** on the Spirit Track as
1st player: place your Spirit counter on the "0" spot
2nd player: place it on the "2" spot.
3rd player: place it on the "4" spot, and so on.

- 12 **Season Tracker:** Each player places 1 of their remaining Wooden cubes at the start of each Season Track.

- 13 **RP Counters:** Each player places 1 of their Regeneration Point Trackers on the "0" spot of the Regeneration Track and on the "000" spot nearby.

The following step of setup requires knowledge of the game. It is recommended for your first game to skip this part of setup until players are familiar with some key concepts: Placing Villagers on Tracks (page 6) and Moving Tracks (page 8); complete step 14 below afterwards.

- 14 Starting with the **last player in turn order:** Each player takes any **1 Villager** from their **Supply** and places it on a **Pilgrimage Track**. Immediately after each player does this, they advance this track 1 space. Do this in **counter-clockwise order:**

- The first player in turn order should place their Villager last. You may choose which Villager to place, either 1 Elder or Young Villager. Players may choose the same track that another player has already placed a Villager on; when doing so, the Track will advance again. Villagers may be placed on Trails during each track movement as normal, see page 6.

Important: This placement does not trigger Season icons (see page 6). In summary, do not advance on the Season Track during setup.



These icons remind you where the trackers go when setting up, and have no other relevance during gameplay.



STEP 1 OF YOUR TURN: PILGRIMAGE

You must either:  **Advance 1 Pilgrimage Track;** or,  **Place 1 Villager on a Pilgrimage Track.**



Additionally, you may lose Spirit (based on player count) to choose and perform either one of these options again once during your turn.

In a 2-player game, you lose 2 Spirit;
In a 3-5 Player game, you lose 3 Spirit.

If you choose the “advance 1 Pilgrimage Track” option twice, you may choose to move the same or different Pilgrimage Tracks (see below).



Place 1 Villager on a Pilgrimage Track:

Take any Villager from your **Supply** and place it on the square below the **Place Villager** icon (A) at a track of your choice. If there is a Villager already on this square, you cannot do this; (each square can only ever have 1 Villager on it).



Your Supply: Only Villagers from here (the bottom of your player board) can be placed on tracks.



If you place a Villager on a square showing a **Season** icon (B), immediately advance your disc 1 space on the matching Season Track.

If your disc is already at the end of the matching Season Track, ignore this effect.

For example: If Green places a Villager on this icon (B), they move their tracker on the corresponding track (C) up 1 space.



Advance 1 Pilgrimage Track:

Choose 1 Pilgrimage Track, and push **both pieces** of the track 1 space towards the centre of the board. Villagers on a Pilgrimage Track move along with it when it moves. The Pilgrimage Track consists of two separate pieces, but is considered a single track that moves as a single unit.

After a Pilgrimage Track moves, all players take **any number** (including 0) of their Villagers off this track, and place them at the beginning of any trails that they are currently at, or have travelled past. Players do this in order of distance travelled (most to least).

In other words, you can place a Villager on a path that they just moved next to, or any trail that is behind them.

- Any number of Villagers can be placed at the start of each trail, and they do nothing immediately, until you activate them later during step 2 of your turn, page 7.
- Players may choose to place eligible Villagers on trails anytime a track moves, from any effect, including during setup and on the 4th step of your turn.
- If placing multiple Villagers, you can choose to move them to the same or different eligible trails. Alternatively, if a player requests it, follow the Villagers' order on the track, starting with the Villager closest to the centre of the board - i.e., the Villager that has traveled the furthest decides first
- If multiple tracks move, each track may be resolved independently in trail order (top-left, top-right, bottom-left, bottom-right). This increases gameplay time and is only recommended for experienced players.

For example: The Purple Villager started here (A), then this track is moved one space forward (B).



Purple can decide to place this Villager at the start of any trail they have passed or is currently at (C), or they can leave the Villager on the track.



Once a track has moved 4 total steps, the Swap tile icon will be visible. When this happens, immediately take the inner Pilgrimage Tile of that track, and place it covering the first 4 (now empty) spaces of the track.

Continue moving the track any remaining spaces afterwards as needed. Remember: When placing tracks that show Season icons, orient each tile so the square showing no icon is closest to the centre of the board.

Villagers on a swapped track: Villagers cannot stay on a swapped track tile; if any remain, before swapping the tile, players must immediately take all Villagers off the tile and place them on any trail along this track. You can choose any trail because the Villager has already advanced past all trails by this point.

For example: The Swap icon (1) was revealed during the Track's movement.



The inner piece of the track (2) is moved to cover the Swap icon (3).





STEP 2 OF YOUR TURN: ACTIVATE VILLAGERS



You **may** only activate Villagers that are waiting at the beginning of a trail, those placed on top of the ⚡ icons. You may Activate up to 2 Villagers for free, but you must lose 2 Spirit if you choose to Activate a third, *you may activate villagers in any order*. When you activate a Villager, follow the trail the Villager is on, passing all icons towards the ⚡, and activate **all icons** you pass through in the order you pass them.

For example: The Blue Villager **A** is activated, and they activate all 5 icons in order as labeled here.



All Icons can be found on page 10.



At the end of every trail, you'll see the "Return Villager" icon.

It is a reminder to put the Villager on your player board after you activate all icons on a Trail. Take this Villager and put it back in the correct section of your player board, as shown by the icons.



If it is a Young or a Veteran Villager, they go back to their respective Reserves. You will need to train them again if you want to send them on more Pilgrimages.

If it is an Elder Villager (i.e., one of the larger meeples), it goes back to your supply.

Elder Villagers are "Big" and strong (like me), so they can keep working long hours, and don't need to be trained again!



STEP 3 OF YOUR TURN: COMPLETE 1 ECOSYSTEM CARD

You complete 1 of your available Ecosystem Cards at the top of your player board by spending all required Biomes as shown at the bottom of the card. You spend available Biomes in the Biome Reserve to complete cards. Biomes are generated by activated Villagers (see page 7, 10).

- To **spend a Biome**, slide the top half of the Biome tile 1 step down at the Biome Reserve. If it hits the bottom half of a Biome tile during movement, continue pushing both of them together as a single unit, until the top Biome has been moved the required number of spaces.

Habitats on Ecosystem Cards match the Biomes needed to complete it. For example: A card that requires 2 trees and 1 mushroom will have 2 tree and 1 mushroom Habitats once flipped. Everything else will be a rock Habitat, see example here.



Water is a wild Biome, usable as Water or any other Biome type. However! When using Water as a Wild, the Biome you are replacing must be at 0; e.g., you can only use Water as Coral if there is no Coral remaining to use.

- Gain all Rewards** showing at the top of the Ecosystem Card when you complete it, then place it face down to the right of your player board, beside the

1

For example: This card requires you to spend 2 🌳 and 1 🍄.

2

You slide the top piece of down 2 spaces. The first movement only pushes it up against the bottom piece, but the 2nd movement moves the bottom piece along with it to end up at .

3

You slide the top piece of down 1 space. It was already up against (hitting) its bottom piece, so it pushes the bottom piece along with it this 1 space of movement to end up at .

4

Gain the rewards at the top of the card. Here you gain 3 Spirit.

5



Place the card face down to the right of your board, beside the Completed Ecosystem icon. The Habitat areas should be showing. You'll put this card into your Habitat at the end of your turn, not now.

STEP 4 OF YOUR TURN: UPDATE BIOME RESERVE AND ADVANCE PILGRIMAGE TRACKS



Update Biome Reserve

You may have generated and not spent some Biomes during your turn. You will recognise them, as the top and bottom halves of those Biome tiles are not on the same spot on the Biome Reserve. You must move up all the bottom halves of those Biomes, to meet the top halves. When doing this, you gain all RP shown on all spots you move through or onto. These Biomes are now available for any player to spend on their turns.

You have some interesting decisions here: Do you try and use the Biomes yourself to complete your Biome Cards now, or leave them for other players to use and gain RP for doing so? You can also try and "push your luck", by gaining the RP now, and then if the Biomes are still available on your next turn, you can use them then!

For example, here you would gain a total of 10 RP.



This is the end result. Notice, it doesn't matter which space you move off, only the space you cover or pass when moving the bottom piece.



Advance Pilgrimage Tracks

This step is the end of your turn. Check **all** Pilgrimage Tracks: Each Pilgrimage Track with any of **your** Villagers on the Track will move as follows: For each of **your Elder** or **Young** Villagers on a Pilgrimage Track, you must advance that track 1 step. For each of **your Veteran** Villagers on a Pilgrimage Track, advance that track 2 steps.

The Elders are larger, but they still only move the track once. These track advancements work just like they do on page 6: you push both Track Tiles towards the centre of the board, and after moving them, all players may take any number of their Villagers off of that track, placing them at the beginning of any trail (top or bottom) they moved past or beside.

Veteran: 2 steps



Young: 1 step

Elder: 1 step



For example: At the end of Green's turn, they move this track a total of 2 steps...



... and they move this track 2 steps.

YOUR TURN OUTLINE

Turns are played in clockwise order, starting with the first player. On your turn, perform the following steps in order:

1) OR You **must** either: **Place 1 Villager on a Pilgrimage Track; or, Advance 1 Pilgrimage Track.**

Additionally, you **may** lose Spirit (based on player count) to choose and perform either one of these options again. See page 6.



2) + + **Activate Villagers.** You **may**

Activate up to 2 for free, but you must lose 2 Spirit if you choose to Activate a third. See page 7.

3) **Complete an Ecosystem card.** You **may** complete the requirements of 1

Ecosystem Card. See page 7.

4) + + + You **must** **Update the Biome Reserve**, and

Advance Pilgrimage Tracks. See page 8.

At the end of your turn, add any completed Ecosystem Cards to your Ecosystem (if you have any from this turn), then add all invited Creatures.

END OF TURN: ADD CARDS & CREATURES TO YOUR ECOSYSTEM

After your turn has finished -- during the next-players turn -- you must add your completed Ecosystem card to your Ecosystem (if you have one), and add all Creatures you Invited this turn to your Ecosystem. You must add the card first (if any), then add the Creatures afterwards (if any).

Creatures on your Ecosystem can score you a huge amount of RP at the end of the game, if you place them on the right spots (the needs of each Creature are explained on page 12).



Adding cards to your Ecosystem

You start the game with a single starting Ecosystem Card as your Ecosystem.

When you complete new Ecosystem Cards, they are added to your Ecosystem to increase its size and provide more room for Creatures to live in it. When adding a new card to your Ecosystem, you must place it with the following rules in mind:

Habitat edges must align:

The edge of 1 or more of its Habitats aligns against the edge of 1 or more existing Habitats

You may cover cards:

You may place a card on top of existing cards (you cannot lift previously-placed cards to slide a new card underneath them).

You may rotate freely:

You may rotate the card 90° or 180° in any direction.

You cannot completely cover a card:

1 or more Habitats on each card must be visible at the end of the game.

You cannot completely cover a Creature:

You cannot place a card to completely cover an already-placed Creature; but you can place cards that partially cover Creatures. When doing this, keep the Creature at the same position it was, but now partially on top of the new card as well.

You cannot move previously-placed cards.

Clarifications: You may lift a card that is in an Ecosystem Card slot on your player board to check the order of icons on the back. However, you cannot lift any cards in the card stacks before you commit to taking them.



Examples of how edges must align, how you can rotate a card, and placing a card on top.



Example of how you can only partially cover a Creature, and then placing the Creature on top of the new card in the same spot.

Placing Creatures in your Ecosystem

Creatures in your Invited **Creatures area must** be placed into your **Ecosystem**, or into **Captivity**. If you place 1 or more Creatures from your Invited Creatures area, you **may** additionally place **1** Creature from your **Captivity area** into your Ecosystem. Creatures may score RP for their surrounding Biomes and for other nearby Creatures. See page 12 for Creature scoring.

When adding a Creature to your Ecosystem, you must place it:

On an empty intersection in the middle of 4 Habitats:

You must place it on an intersection that does not have a Creature on it. The type of Habitats do not matter when placing a Creature; any Creature can be placed on the intersection between any combination of Habitats.

Not adjacent to other Creatures:

All intersections orthogonally adjacent cannot have a Creature placed there.

If you do not place a creature into your Ecosystem, you **must** place it into Captivity.

If you cannot or do not want to place any of your invited Creatures in your Ecosystem, slide any number of them to the left into the Captivity Area on your player board. Creatures here are kept in captivity, waiting for you to place them in your Ecosystem on a future turn.



Clarifications: You cannot move Creatures placed in a previous turn; but as seen before, their surrounding Habitats can be changed placing Ecosystem Cards that don't completely cover them. You put Creatures on your player board from activating the "Invite Creature" icon, see page 10.

ACTIVATING VILLAGER REWARD ICONS

The following pages detail all icons passed when activating a worker during Step 2 of your turn (See page 7).



Each Trail Area will typically provide a common reward icon, which you gain 1-3 times there. For example, in this trail area, you can see that the icon is very prominent! Find the common reward in each area to map out a plan!



Regenerate Biome Icon:

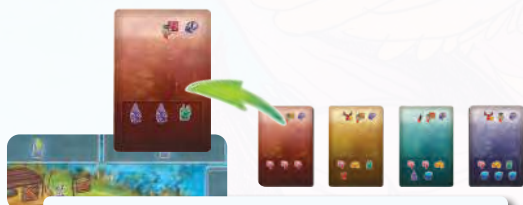
You **must** advance the **top half** of the corresponding Biome tile 1 space on the Biome Reserve. Ignore further movement for a Biome already at the final "8" space.



These Biomes represent recovered areas, which become available to complete Ecosystem Card tasks.



Take 1 Ecosystem Card: You may take 1 **visible** Ecosystem Card (the top card showing in any stack in the display) and place it above an **empty** Ecosystem Card slot above your player board, with the requirements side face up. You can only have up to 3 Ecosystem Cards above your player board at the same time, and you may not choose to discard an uncompleted card to make space for a new Ecosystem Card



For example: You take the top red card and place it in an empty slot above your player board.



Convert Biome:

Spend 1 Biome as shown on the left to increase the Biome on the right by 1, once. For example, spend 1 Weed Biome to increase the Water Biome by 1.



Invite Creature:

Choose 1 Creature from the Borderlands on the main board:

Increase your Spirit as shown in this Creature's row, then place the Creature on your player board in the **Invited Creatures Area C**. You must always take the bottom-most Creature in the column of your chosen Creature type.



For example: You Invite this Creature **A**, gain 1 Spirit **B**, and place it on your player board in the Invited Creatures Area **C**.



Refresh the Ecosystem Cards display:

You may take the top card from **all 4** Ecosystem Card decks, and place them on the bottom of their respective decks. You must refresh all 4 cards or none.



Gift a Sage:

Select any Sage. If the selected sage doesn't already have one of your Gift cubes, take 1 Gift cube from your player board and place it on the "1" spot.

Otherwise, move your Gift cube at the selected Sage 1 space to the right.



Each Gift space can hold a maximum of one Gift cube from each player. You cannot move a Gift beyond the 3rd space. These cubes remain in play for the rest of the game and are NOT exchanged for any reward.

If there is a Sage identifying square paired with this icon, you **must** deliver your Gift cube to the indicated Sage as mentioned above.

Gift Cubes represent trinkets, songs, and favours unique to your village. You start the game with these and do not need to discard any resources when taking the 'Gift a Sage' action.



Attract a Creature:

When you activate any of these icons:

1. Advance the Sun Tracker 1 space (towards the final space).



2. Take the depicted Creature, from the supply beside the main board, and place it at the Borderlands, on the top-most spot in its column that doesn't already have a Creature. Immediately gain the reward you cover with the Creature.



If there is a **Bonus Tile** on this space, immediately gain the reward showing on the tile **instead** of the reward showing on the space below the tile, then return this Bonus tile to the game box. Bonus Tiles provide a one-time bonus to the first player who Attracts each type of Creature.



Advancing the Sun Tracker will eventually cause the end of the game, see page 12. If the Sun Tracker is already on the last space, ignore moving it further.



For example: You Attract this Creature and move the Sun Tracker 1 space forward. You place the Creature on the top-most space of its column that doesn't already have a Creature. There is a Bonus Tile there (F), so you gain 6 Spirit and return the Reward Tile to the game box before placing the Creature there.



Skip placing a Creature if there are none available in the supply, or if there are no available spots to place it in its column. You still move the Sun Tracker regardless!



Sage Rewards

Gain rewards from the corresponding Sage that is indicated by the square-shaped icon. Gain up to a **number of different rewards** from that Sage equal to the **number of Gifts** you have given the Sage. If you have not given the corresponding Sage any gifts, skip this reward.



This icon is shown on the bottom-most reward of each Sage. You can only choose the reward next to this icon as one of your rewards if a **Young** or a **Veteran Villager** is performing the action. Elder Villagers (i.e., the Larger Meeples) cannot take the bottom reward.



For example: If Green activates the Sage Reward icon showing the Water Sage icon, they can take up to 2 different rewards shown here. If using an Elder, the bottom Reward is not eligible to be chosen.



Place 1 Villager on a Pilgrimage Track:

When activating this icon, you can choose to ignore this effect. See page 6 for full details about how villager placement works.



Return Villager to your Player Board:

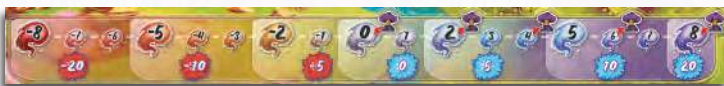
Take this Villager and put it back on your player board as indicated on your player board.



Gain or lose Spirit:

Gain or lose a number of Spirit as shown. Lose Spirit by moving your tracker to the left, gain Spirit by moving to the right. You cannot

activate any effect that causes you to move your Spirit tracker left past the "-8" spot. Any Spirit you gain beyond "8" is wasted with no effect.



In the extremely rare case you end with all your Villagers waiting on Water trails, and you cannot lose the required Spirit, you may return 1 of your Elder Villagers to your supply (taken from a Water Trail spot, for free, immediately before you take your turn, then take your turn as normal).



Train Villager:

Move the shown Villager from its Reserve into your Supply. When a Reserve is empty, ignore any further Train Villager icons.



The Supply: Only Villagers from here can be placed on tracks.

GAME END

When the Sun Tracker is placed on the last spot of the Sun Track , the game ends after **each player** takes **2 more complete turns** (then proceed to end-game scoring.)

To keep track that all players have taken 2 additional turns: When the Sun Tracker is placed on the last spot of the Sun Track, the current player finishes their turn and takes the 2 stacked Sun Tokens . After the player with the Sun tokens finishes their **next** turn, they discard 1 of their Sun Tokens; then at the end of their turn after that, they discard their 2nd Sun token, then you proceed to end-game scoring.

The 2 stacked Sun tokens on space  have no other gameplay relevance other than helping you keep track that all players have taken 2 additional turns.



The Sun Tracker moves when Creatures are placed at the Borderlands on the main board, see page 11.

ENDGAME SCORING

After all players, including the player who caused the end of the game, have finished their last 2 turns, score the following, in this order:



1. For each Creature in your Captivity area on your player board, lose 3 Spirit.
2. Gain or lose RP based on where your Spirit Tracker is on the Spirit Track. For example below, green loses 10 RP, yellow loses 5RP, and red gains 5RP.



3. Score each Season Tile, from left to right (see 'Score Seasons' to the right).
4. Score all Creatures in your Ecosystem (see 'Score Creatures' below).

Score Seasons

Season Tiles show a condition, and the **base RP** gained for each time you meet the condition.

After you calculate your base RP for a Season Tile, multiply it by the RP multiplier you have reached for this season track (as indicated by your Season Tracker's position on the track). This provides you with the total score for this season Repeat this process with all 4 Seasons.



Important Note: The maximum base RP for any Season is 8. The maximum multiplier for any season is x6, so the maximum score for each season is 48 RP. If a season condition would take you to over 8 RP (ie. 3RP x 3) your base RP is still 8.

Score Creatures

Creatures in your Ecosystem score RP based on their needs: what Habitats they are adjacent to, and/or which Creatures they are **aligned orthogonally** with in vertical and horizontal paths in both directions. In other words, trace a straight line north, south, east, and west, and each Creature along these paths are considered to be aligned orthogonally.



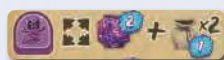
Each **Mushfrog** scores 3 RP for each adjacent Tree Habitat.



Each **Antlerworm** scores 3 RP for each adjacent Coral Habitat.



Each **Spiderant** scores 2 RP for each different adjacent Habitat (including rock and Water Habitats).



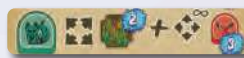
Each **Wiseowl** scores 2 RP for each adjacent mushroom Habitat, plus 1 RP for every 2 Gifts you have given in total to all Sages. Gifts on the 1st/2nd/3rd spot counts as 1/2/3 Gifts Add up all Gifts and divide by 2, rounding down, to calculate this RP.



Any creature scores **double** their total RP if they have 1 or more adjacent Water Habitats. Extra adjacent Water Habitats do not increase the multiplier.



Each **Grimster** scores 2 RP for each adjacent flower Habitat, plus 3 RP for each **Mushfrog aligned orthogonally**.



Each **Tailcat** scores 2 RP for each adjacent weed Habitat, plus 3 RP for each **Antlerworm aligned orthogonally**.

Note: Grimsters and Tailcats will check all the Creatures they can find on their paths in all directions, even if the intersection icons on that path are not complete. They will only stop searching when they reach the edge of a card that stops the path.

After all players have done their endgame scoring, the player with the most RP wins the game. In case of a tie, use the following tiebreakers, in order:

1. The player with the most Creatures on their Ecosystem.
2. The player with the most Spirit.
3. The player who has advanced more steps on the Season Tracks.

If still tied, tied players share the victory.

SCORING EXAMPLE

This Ecosystem would score as follows:

1. This Mushfrog **A** is adjacent to 3 Tree Habitats, for a total of 9 RP, and this one **B** is adjacent to only 2 Tree Habitats, that would normally score 6 RP, but it is also adjacent to a Water Habitat, so that amount is doubled to 12 RP.
2. Antlerworm **C** is adjacent to 2 Coral Habitats and a Water Habitat, so that makes 6 RP doubled, for a total of 12 RP.
3. Grimster **D** scores 2 RP because of the 1 adjacent Flower Habitat, and an additional 6 RP because it can find 2 Mushfrogs **E** following the vertical and horizontal paths from its intersection, for a total of 8 RP. As it has one adjacent Water Habitat, this amount is doubled, which makes it 16 RP.
4. Spiderant **F** has 4 different adjacent Habitats, so it scores 8 RP, while Spiderant **G** has only 3 different adjacent Habitats, for 6 RP.

So, in total, this Ecosystem scores 63 RP.



MIDNIGHT RIVER EXPANSION

The Midnight River Expansion is included in the Kickstarter Exclusive Edition of Arborea. It is also available to purchase separately from www.alleycatgames.com



Expansion components can be easily identified and separated from base game components due to the inclusion of the Expansion Icon shown here.



Components

1 River Board



4 Track Tiles



3 Bonus Tiles



8 Fish



8 Dark
Sprites



8 Bright
Sprites



8 Ecosystem Cards

(Identify them by their Rewards: They show a Boat or Sprite Reward Icon)



5 Boats



2 Season
Tiles



1 Water Trail
Area Tile



5 Sage cubes

1 for each player colour



Setup

When using this expansion, apply these changes to the standard setup:

We recommend including the Sage Overlay Tiles (page 18) when playing with the Midnight River Expansion.

- 1. River board:** Add the River Board below the main board.
- 2. Track Tiles:** Return the 4 Track Tiles that show Season icons from the base game to the box. Then mix the 4 new expansion Track tiles with the remaining 4 (blank) Track Tiles before placing them on the main board as normal.
- 3. Ecosystem Cards:** Add the 8 new Ecosystem Cards to their respective decks before shuffling each deck as normal.
- 4. Season Tiles:** Shuffle the 2 new Season Tiles with the others before placing 1 on each Season Track as normal.
- 5. Bonus Tiles:** Shuffle the 3 new Bonus Tiles together with the existing tiles before placing 1 on each topmost Creature spot at the Borderlands on the main board as normal.
- 6. Fish and Sprites:** Place the Fish and Sprite meeples in a supply near the river board.
- 7. Water Trail Area Tile:** Place the Water Trail Area tile covering the indicated space in the Water Trail Area; look for the dashed lines, and see the image for placement.



Player Setup (Each Player)

- 8. Boat:** Place your boat on the river track according to turn order. The first player goes on the "0" spot, the 2nd player on the "1" spot, and so on. The boat icon  shown on the track reminds you of this.
- 9. Sages:** Take 1 extra Sage cube, so you have 9 to start on your player board.

The River Track

Advance your boat along the river looking for Fish and Sprites to introduce into your Ecosystem!



Each time you move a track **during your turn**; in addition to moving the track, move your boat an equal number of spaces to the right on the river track.

This includes any advancements made during steps 1 and 4 of your turn. If your boat is already at the rightmost space, ignore moving it further. This does not include track movement during setup, nor any advancements done during other players' turns.

BOATS

Activate your Boat

During step 2 of your turn, if your boat is at the 6th space or further on the river, you may choose to activate it as if it was a Villager.

Activating your boat counts towards your maximum of 3 Villagers activated per turn, and costs Spirit as normal if it is your 3rd activation.

When you activate your boat, follow the path below the river towards the "0" spot, activating all icons you move through, and placing your boat back on the "0" spot.

There is one **branching path** on the River. When passing through here do the following:



A) Pass through without losing or gaining anything; **or**,

B) Lose 4 Spirit to gain rewards from the River's Sage (gain a number of different rewards from the River Sage equal to the number of Gifts you have given the River Sage).

Creatures vs Sprites and Fish

Fish and Sprites are not Creatures! They do not cause the Time tracker to advance and are ignored for any effect that includes "Creatures".

New Icons:



Fish: Take 1 Fish from the supply and place it on your Invited Creatures area on your player board.



Sprites: Take 1 Sprite of the shown type from the supply and place it in your Invited Creatures area on your player board.

Fish and Sprites in your Habitat

Fish and Sprites on your player board are placed in your Habitat later as a normal Creature, but they are not considered a Creature for scoring and placement purposes (they do not score for Seasons that score for Creatures). At the end of your turn, you must place them on a Habitat in your Ecosystem or in Captivity as you would a Creature; except, placement in your Ecosystem is modified as described below.

All Fish and Sprites must follow these general rules:

- Must be placed at the **centre of a single Habitat**. (You do not place them at an intersection like Creatures).
- May be placed adjacent to each other and/or adjacent to any Creatures.
- 1 per Habitat maximum (you cannot stack them on on top of another).
- You can never completely cover a Sprite or Fish with a card. "Partial covering" is not possible as you always fully cover Habitats.

Creatures may be adjacent to Fish and/or Sprites (Fish and Sprites do not block or impact how you can place Creatures)

Additional rules based on type:



Fish can only be placed on a **Water Habitat**.

A Water Habitat with a Fish doubles points of Creatures as normal during end-game scoring,



Bright Sprites can only be placed on a **Rock Habitat**.



Dark Sprites can only be placed on **non-Water/Rock Habitats**; (i.e., they can be placed on all other Habitats that Fish and Bright Sprites can not be placed on).

Endgame Scoring

Reminder: Fish and Sprites are not considered "Creatures", so they do not score for Seasons that score for Creatures. Fish and Sprites are not affected by other Fish and Sprites. Water Habitats double the RP for Creatures, so this means Water Habitats never double the RP gained directly from Sprites or Fish.



Dark Sprites:

They do 3 things:

1. Each Creature scores -3 RP for **each Dark Sprite** directly adjacent to them; this is in addition to the normal scoring for that Creature.

This negative effect is applied before Water, so it is doubled if the Creature is adjacent to a Water Habitat.

2. A Dark Sprite 'replaces' the Habitat that it is placed on so that it no longer contributes to Creature Scoring.
3. Also, each **Dark Sprite** in your Habitat scores you 8 RP (regardless of adjacent Creatures, and Water never doubles this).



Bright Sprites:

Each Bright Sprite scores 3 RP; also, they virtually make their Habitat 'wild'. In other words, a Creature adjacent to a Bright Sprite will always score for an adjacent Habitat that a Bright Sprite is on.



Each Fish scores 3 RP for each visible Water

Habitat anywhere in your Ecosystem (Water with a Fish on it will still double scoring for adjacent Creatures).

Scoring Example:

1. **Spiderant** (A) scores 16 RP, because it is next to 4 different Habitats (the Bright Sprite changes its Habitat to a valid Habitat to score), and it is next to Water, so the base RP of 8 was doubled.
 2. **Tailcat** (B) scores 4 RP for 2 adjacent Weed Habitats (1 Weed Habitat is virtually created by the Bright Sprite). The Bright Sprite changes what it counts as for each Creature adjacent to it.
 3. **Mushfrog** (C) scores 0 RP (-3 due to the adjacent Dark Sprite, +3 RP due to the Tree Habitat; this is a total of 0, and that is doubled by the Water Habitat, which is still 0. The Tree Habitat under the Dark Sprite is considered to be "no type", so it doesn't score as a Flower for the Mushfrog).
 4. **Antlerworm** (D) scores 12 RP (even with the Fish in the Water).
 5. Each **Fish** (E) Scores 15 RP, so a total of 30 RP for all Fish.
 6. Each **Dark Sprite** (F) scores 8 RP, to collectively score 24RP.
 7. The 1 Bright Sprite scores 3 RP.
- All Together, the total RP for this Ecosystem is 89.**



KICKSTARTER EXPANSION MODULES:

These Kickstarter Expansion Modules are included in the Kickstarter Exclusive Edition of Arborea. They are available to purchase separately from www.alleycatgames.com



WINDS OF CHANGE CARDS

This Kickstarter Expansion module can be added in when playing the base game of Arborea, or with the Midnight River expansion. It is not compatible with solo play.

Components

11 Winds of Change Cards



Setup

If playing the Base Game of Arborea (without the Midnight River Expansion) remove the 'Wild Rapids' card showing this expansion icon and return it to the box before shuffling the cards.

1. Shuffle all Winds of Change cards together.
2. Draw 2 random Winds of Change cards and place them face up beside the board where all players can see them.
3. Return the remaining Winds of Change cards to the game box.

Gameplay

The 2 drawn Winds of Change cards alter the rules of Arborea. These rules apply for the **entire duration of the game**. In any instance where the Winds of Change cards contradict rules shown in this rulebook, follow the Winds of Change card rules.

WINDS OF CHANGE CARD DETAILS

Extreme Weather - The 8 RP limit for each Season tile during final scoring is removed; now, when scoring Seasons, your base RP has no maximum limit.

Never-ending Summer - Season icons let you advance on **any** Season Track - All Seasons icons are treated as wild, allowing you to advance your marker on any Season Track.

Flooded River - Ignore the Spirit cost of the Water Biome trail area. **Water cannot be used as a wild Biome**; this means that Water can now only be used for cards that specifically require Water to complete them. RP generated for unused Water remains the same.

Bountiful Spring - Do not remove Bonus Tiles when placing Creatures on them. Each subsequent time a Creature is placed on an empty column, the Bonus Tile reward triggers again.

Fertility Festival - Whenever you have 3 Young Villagers in your reserve, immediately move 1 of them to your supply.



Advanced Pathfinding - During step 4 of your turn, move the tracks 2 spaces for each of your Villagers on them, regardless of their type. (In other words, treat each of your Villagers as a Veteran Villager when calculating how far to move tracks.)

Autumn Harvest - Score Biomes generated by Veteran Villagers immediately. You also score them again (as long as you did not use them) during step 4 of your turn as usual. In other words, whenever a Veteran Villager advances the top half of a Biome Tile, you **immediately** gain all RP shown on all spots you move through or onto.

Inspired Works - You may immediately discard any Ecosystem card gained by a Veteran Villager to immediately gain all rewards showing on it. Whenever a Veteran Villager activates a "Take 1 Ecosystem Card" icon, you may discard the top card on any deck to collect the rewards shown on the top of that card. You may do this even if you have 3 Ecosystem cards on your player board. The discarded card is removed from the game and is not added to your Ecosystem. You do not pay any Biomes to discard the card.

Prepared Pilgrimage - Every time you advance on a Season track, immediately score that Season with a x1 multiplier. Each time you advance on a Season track, calculate your current Base RP for that Season and score that many RP. The Base RP is still limited at 8RP unless Extreme Weather is also present.

Water World - **After** scoring all Creatures as normal: Mushfrogs and Antlerworms score an **additional** 6 RP per adjacent Water Biome; and all other animals score an additional 4 RP per adjacent Water Biome. Score these additional points **after** their original scores are calculated and doubled by Water tiles (in other words, do not double these 4 and 6 RP rewards).

Wild Rapids - Activating the River's Guardian does not cost any Spirit.

SAGE OVERLAY TILES

This Kickstarter Expansion module can be added in when playing the base game of Arborea, or with the Midnight River expansion. It is compatible with solo play.

Components:

12 Sage Overlay Tiles



Note - 4 Sage Overlay Tiles show the expansion icon and can only be used with the **Midnight River Expansion**.

These replace the 4 matching Sage Overlay tiles when playing with the Midnight River Expansion



Set-up:

4 Sage tiles are used during a game to replace the Sage Rewards at their Track areas.

Base Game

Return the 4 tiles with the  expansion icon to the game box. Shuffle the 8 remaining Sage Overlay tiles together. Draw 4 tiles and place them over the matching Sage Reward Spaces on the board. Return the remaining 4 tiles to the game box.

Midnight River Expansion

Separate the Sage Overlay Tiles, placing the 4 tiles with the  expansion icon in one pile, and the 8 remaining tiles in another pile. Then, shuffle each pile separately.

Draw 2 tiles from each pile, and place them over the matching Sage Reward Spaces on the Board. If both an expansion and non-expansion tile are drawn for the same sage, keep the Expansion tile and draw a new non-expansion tile to place. In summary, only 4 tiles will be placed, 2 Expansion tiles, and 2 non-expansion tiles.



For example: If you draw this tile, place it over the matching coloured area on the main board.

New Icons:



Return 1 Villager from your Supply to the Reserve. Increase the Water Biome once



SOLO MODE

Solo Mode Components

1 Solo Player Board

12 Solo Cards



Base Solo Mode Setup

In the solo mode, you are competing against Feronia. You play as the 1st player in turn order (and Feronia is 2nd). Setup the game as normal for a 2-player game, but with the following changes:

- Choose a difficulty for Feronia:
 - Choose a value between 2 (very easy) and 7 (very hard, although you may increase that number further for a greater challenge.) Feronia will score more RP at the end of the game depending on your choice.
- Give Feronia a Solo Player Board.
- Shuffle the Solo Deck , and place it face down beside Feronia's board.

Components for Feronia

- Choose 3 unused component colours to use for Feronia. Return all components of the 4th unused colour to the game box.
- Give Feronia 5 Elder Villagers , which are placed on her supply. They can be in any combination of colours, then return the remaining Elder Villager to the box.
- Give Feronia 1 Young Villager, placed at the start of her **Ecosystem track** on her board. It can be any of the 3 colours used.
- Give Feronia 1 Veteran Villager and 2 RP Trackers; place 1 of each on the "0" space of the **RP track**, and the other RP Tracker on the "zero hundreds" tracking spot. They can be any of the 3 colours.
- Return all remaining components of Feronia's 3 colours to the game box. To clarify, Feronia does not track her Spirit, keep or track Veteran Villagers and Gift cubes, and does not take a starting Ecosystem card. She doesn't place cubes on Season tracks either.

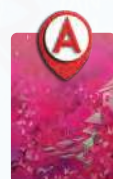
Feronia's Ecosystem Cards

- Take a random starting Ecosystem and Biome card for yourself as normal; return the remaining 4 to the box.
- Give Feronia the top Ecosystem card from **each** deck as follows:
 - Place the card requiring 3 Biomes above the left card slot on her board .
 - Place the card requiring 4 Biomes above the middle slot .
 - Place the remaining 2 cards stacked above the right slot, with the 5 Biome card on top of the stack .

Placing Starting Villagers

As Feronia is the 2nd player, she adds a Villager to a track before you do, as part of the setup process.

- Draw the first card from the Solo Deck, place a Villager from Feronia's supply to the track labeled '1' on this Solo card (as explained on the next page), then advance this track 1 step. After this, place your starting Villager as normal.



Feronia uses a **Season Tracker on the RP track**. At the end of the game, you multiply your difficulty level # with the value her Season Tracker has reached on the RP Track, so the further the Season tracker moves, the more RP Feronia will gain at game end.



Feronia's Turn Structure

On each of Feronia's turns, follow the turn structure shown below, which is slightly different than a player's turn:

1. Draw 1 card from her Solo Deck and place it face up.
2. Add up to 2 Villagers to tracks.
3. Activate all Villagers on trails.
4. Complete 1 Ecosystem card (if possible).
5. Update the Biome Reserve and advance Pilgrimage Tracks.

Feronia's Turn Step 1: Deal a New Card

Draw the top card from the Solo Deck and place it face up on the table beside Feronia's Player Board. This is now the active Solo Card. *This will help Feronia make decisions until a new card is drawn. If the deck is empty, and you need to draw a card, shuffle the already-used cards to create a new deck first.*

Feronia's Turn Step 2: Add 2 Villagers

Add up to 2 of Feronia's Villagers (taken from her supply), on 2 **different** tracks. The active Solo card shows a specific track  with 4 numbers around it, one at each corner of the track.

If there is only 1 Villager remaining in Feronia's supply, skip placing a second Villager.



- Each **corner** represents a track as they are positioned on the board. For example, the top right corner  represents the Track that goes along the Trails that specialize in Ecosystem cards and Water Biomes.
- The **number** tells you **order**. The first Villager Feronia will attempt to place will be on the track labeled "1" , the 2nd on the track labeled "2" , and so on.

If any Season icons are showing on the track on the card , Feronia tries to place Villagers on tracks with a Season icon below the Place Villager icon first, checking the tracks in the order shown by the numbers on the card, from "1" to "4". If after checking all 4 tracks in order, she still hasn't placed both of her Villagers, place the 1st on the track labeled "1", and the 2nd one (if any) on track "2".

When Feronia places a Villager on **any** Season icon, advance Feronia's Veteran Villager 1 space on the RP track.

For example: Feronia has 2 Villagers in her supply. Her card shows Season icons , so she tries to place them on tracks where she can place on a Season icon first, checking them in numerical order. Only the track numbered "2" has a Season icon available to be placed on, so she places her first Villager on the  track; and as a result, Feronia's Veteran Villager is advanced 1 space on the RP track. As she has another Villager to place, but no other track shows a Season icon, she places it on the "1" track .

As a general rule, Feronia only activates icons/gains rewards on **tracks, trails, and the Biome Reserve**.

In other words, Feronia never gains any reward from Sages, Completed Ecosystem Cards, or from placing Creatures at the Borderlands.

Feronia does not track Spirit, so **ignore any Spirit loss costs** that she is required to pay (assume they are automatically paid). For example, they may go down any Water Trail without needing to lose any Spirit.

Feronia's Turn Step 3: Activate Feronia's Villagers

If Feronia has any Villagers on trails (as described in Feronia's Turn Step 5), she activates all of her Villagers **on all trails** (not the ones still on tracks, as normal). Follow the order shown on the solo card you've drawn, resolving all of her Villagers at Trail Area "1" (in any order), then Villagers at Trail Area "2", and so on.

When activating Villagers, Feronia follows the trails and activates all icons in order as normal.



Biome icons are activated as normal. You must advance the top half of the corresponding Biome tile 1 space on the Biome Reserve.

The following icons are modified for Feronia:



Attract a Creature:

Advance the Sun Tracker 1 space and add the Creature to the Borderlands on the main board as normal, removing the Bonus tile if it's the first Creature of that type; however, remember that Feronia never gains any rewards for placing Creatures at the Borderlands.



Invite Creature:

Take the Creature shown on her card  from the **Borderlands** if possible, and place it on Feronia's player board in the Invited Creatures area.

- If the shown **Creature is not available** at the Borderlands, follow the arrow's direction , until you find a Creature type available in the Borderlands, wrapping around if you reach the edge of the Borderlands.
- If Feronia must take a **2nd Creature** with the same Villager, take a different type of Creature (if possible), following the arrow's direction  to find the next type of Creature that is available to take.
- If there are **no Creatures left** to take from the Borderlands, for each Creature Feronia can't take, advance Feronia's Veteran Villager 1 space on the RP track.

Creatures stay on Feronia's board until final scoring. Remember that Feronia never gains any Spirit from taking Creatures from the Borderlands. As normal, when taking a Creature from the Borderlands, you must remove the bottommost one of that Creature's type.



Gain 1 Ecosystem Card:

When taking an Ecosystem card, she takes the top card from the deck marked with a "1" on the solo card . If she must take a 2nd Ecosystem card with the same Villager, the top card from the deck marked with a "2" is taken. *The colour of the cards, and their relative positions to each other, indicate which pile/colour of card the number refers to. If a pile is empty, attempt to take the next-numbered card. If that is also empty, attempt to take from a pile to the left of the indicated number, wrapping as needed. In the unlikely event that all piles are empty, skip this step.*

- **Place** each card taken into the first **empty slot** above Feronia's board, from left to right, in the order cards were taken.
- **If the 2 first spaces already have a card**, stack the new cards on the rightmost space, which can hold any amount of cards, in the order they were taken.

Train Villagers, Gift Sages, Gain Spirit, or Send Villagers on a Pilgrimage:



Do not apply the normal effect of these icons; instead, advance Feronia's Veteran Villager 1 space on the RP track.



Gain Sage Rewards:

Ignore this icon (as Feronia never gives Gifts).

Feronia's Turn Step 4: Complete an Ecosystem Card

Feronia attempts to complete 1 Ecosystem card, completing the leftmost possible card.

*Feronia must spend Biomes to complete a card on her player board as normal. If she can't complete the leftmost Ecosystem card, she will try the middle one, and if it can't complete that either, she will try the top Ecosystem card on the rightmost spot. Only the **top** card of the rightmost pile is ever possibly completed, if needed.*

If no Ecosystem card can be completed; instead, advance her Villager on her Ecosystem Track 1 step upwards (see track to the right).

- Every Water icon reached by this Villager and below represents 1 Water Biome that is only available to Feronia to complete Ecosystem Cards.
- Feronia's Water is **only used if needed** (she always uses the public Biomes and public Water first if possible to complete a card).
- **If 1 or more of Feronia's Water is used**, move her Villager on this track **2 steps down** (regardless of how many Water she used from her track to purchase a single card).

When Feronia completes an Ecosystem card:

- Flip it, and place it on the dedicated spot next to her board, creating a deck of completed Ecosystem Cards.
- Slide the other cards above her board to the left to fill gaps (as needed; the middle card moves to the leftmost spot, and the top card of the deck is moved to the middle spot).

Remember: Feronia never gains any rewards or activates any icons shown on her completed Ecosystem card.

For example: An Ecosystem card requires 1 Tree, 2 Flowers, 2 Mushroom, and 1 Weed to be completed. There are enough Trees and Flowers on the Biome Reserve, and also 1 public Water to use for the required 1 Weed Biomes. After spending all those Biomes, 2 Mushrooms must still be paid, so Feronia uses 2 Water from her Ecosystem track, and moves her Villager on that track 2 steps down (the Villager always moves 2 steps no matter how much Water was used).



Feronia's Turn Step 5: Update the Biome Reserve and Advance Pilgrimage Tracks

Feronia updates the Biome Reserve as any other player, scoring RP for Biomes that were generated during her turn and not spent. Feronia also advances all tracks like any other player, depending on how many of her Villagers are on each track.

Feronia only places 1 type of Villager, so she always moves each track 1 space for each of her Villagers on it.

Every time tracks advance for any reason (including during your turn), check which Villagers Feronia takes off of them, following these rules:

How to decide **when**:

- Once Feronia's Villager is moved **4 or more** spaces on the track, immediately remove it and place it at the beginning of the the trail that the Villager is adjacent to.
- If a track has 2 of Feronia's Villagers on it, immediately after that track moves, remove the furthest-ahead Villager on that track and place it on the trail where it currently is.

How to decide **where**:

Use the up/down arrow on the solo card to decide which Trail area (above or below the Track) the Villager is placed on.

- **If Feronia already has a Villager on any Trail in this Trail area**, they place the Villager in the other Trail area that is associated with this Track.



Feronia's Endgame Scoring

The game ends as normal, once the Sun Tracker reaches the last spot of the Sun Track, and both you and Feronia play 2 more turns each.

You score as normal, but Feronia's endgame scoring works different. Feronia scores points when updating Biomes in step 5 of her turn as usual.

During Final Scoring:

Advance Feronia's Veteran Villager on the RP track 1 space for:

- Each invited Creature on her board.
- Each card in her completed Ecosystem pile.
- Every 2 cards (*rounding down*) on the rightmost Ecosystem card space on her board.
- Each Villager she has unactivated at the start of any trail.

She scores additional RP for each space her Veteran Villager has advanced on the RP Track times the difficulty you chose at the start of the game.

If you have more RP after endgame scoring, you win the game. Otherwise, you lose.

For example: Feronia scored 30 RP during the game for Biomes generated and not spent. Feronia also advanced her Veteran Villager 20 spaces on the RP track. You chose a difficulty of 5, so Feronia scores 5RP x 20RP = 100 RP for her Veteran Villager. Feronia's final score is 130 RP.

Solo Mode Changes with the Midnight River Expansion

Setup the game as normal for a 2-player game, but add a boat of any one of Feronia's colours on the "1" spot on the river track.

Gameplay Changes:

Play the game, alternating turns with Feronia. You take the first turn. Much of Feronia's turn is the same, with the following changes.

During step 2 of Feronia's turn

If the solo card shows a **Season icon**, tracks showing **any reward icons** are considered equal in priority and taken into account as if they were Season icons.

Feronia's turn Step 3

If her boat has reached the final, **rightmost river space**; or, this is her **last turn** of the game, activate her boat **after** activating her Villagers on trails. Gain all river rewards as follows:



Fish: Do not take a Fish from the supply; instead, advance her Veteran Villager 1 space on the RP track.

As a reminder: Feronia never gains rewards from completed Biome Card rewards or when Creatures are added to the Borderlands (she does not gain Sprites or move her boat from these sources).

During step 5 of her turn, before advancing any tracks, check how many spaces she is going to advance all tracks in total, then advance Feronia's boat that many steps on the river track (*then advance the tracks as normal*).

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Dani would like to thank everybody who helped playtest the game, especially those who were on that 700+ points game. Yes, that had to be toned down a bit.

We would also like to thank the many other playtesters who have helped playtest Arborea along the journey to its final published version.



Icons



Biome Icon: You **must** advance the **top half** of the corresponding Biome tile 1 space on the Biome Reserve.



Train Villager: Move the shown Villager from its Reserve into your Supply.



Place 1 Villager on a Pilgrimage Track: When activating this icon, you can choose to ignore this effect. See page 6 for full details about how this works.



Return Villager to your Player Board: Take this Villager and put it back on your player board as indicated.



Advance 1 Pilgrimage Track:

Choose 1 Pilgrimage Track, and push **both pieces** of the track 1 space towards the centre of the board.



Advance Pilgrimage Tracks:

Check **all** Pilgrimage Tracks. Each Pilgrimage Track with any of **your** Villagers on the Track will move as follows: For each of **your Elder** or **Young** Villagers on a Pilgrimage Track, you must advance that track 1 step. For each of **your Veteran** Villagers on a Pilgrimage Track, advance that track 2 steps.



Elder: Villager (Dark and Larger; 1 track step; never needs to be trained because it is always put back into your ready supply).



Young: Villager (Dark and Smaller; 1 track step)



Veteran: Villager (Light and Small; 2 track steps)



Convert a Biome as shown on the left to increase the Biome on the right by 1, once.



Complete 1 Ecosystem Card Task:

Spend the shown Biomes on the card at the bottom to gain the rewards showing at the top, then flip the card to show its Habitats, and place it beside your player board. Put the card in your Ecosystem at the end of your turn.



Take 1 Ecosystem Card: You may take 1 **visible** Ecosystem Card and place it above an **empty** Ecosystem Card slot above your player board



Invite Creature:

Choose 1 Creature from the Borderlands on the main board (the *bottommost one in its column*): Increase your Spirit as shown in that Creatures row, then place the Creature on your player board in the **Invited Creatures Area**.



Refresh the Ecosystem Cards display:

You may take the top card from all 4 Ecosystem Card decks, and place them as the bottom card of their respective decks.



Gain or lose Spirit:

Gain or lose a number of Spirit as shown. Lose Spirit by moving your tracker to the left, gain Spirit by moving to the right.



Update Biome Reserve

Move up all the bottom halves of all Biomes, until they reach their top half adjacently. When doing this, you gain all RP shown on all spots you move **through or onto**.



Once a track has moved 4 total steps,

the Swap Tile icon will be visible. When this happens, immediately take the inner Pilgrimage Tile of that track, and place it covering the first 4 spaces of the track. Continue moving the track any remaining spaces afterwards as needed.



Attract a Creature:

Advance the Sun Tracker 1 space, then take the shown Creature from the supply beside the main board; place the Creature on the main board, on the topmost spot in its column that doesn't already have a Creature in the Borderlands. Immediately gain the reward you cover with the Creature. If there is a **Bonus Tile** on this space, immediately gain the reward showing on the tile **instead** of the reward showing on the space below the tile, then return this Bonus tile to the game box.



Gift a Sage:

Choose 1 option: Take 1 Gift cube from your player board and place it on the "1" spot of **any** Sage that you do not already have a Gift cube at; **or**, Move 1 of your Gift cubes already at any Sage 1 space to the right.



If there is a Sage identifying square paired with this icon, you **must** Gift the indicated Sage



Sage Rewards

Gain rewards from the corresponding Sage, (indicated by a square icon). Gain up to a **number of different rewards** from this Sage equal to the **number of Gifts** you have for the Sage.



You can only choose this as one of your rewards if a **Young** or a **Veteran Villager** is performing the action. *Elder Villagers (i.e., the Larger Meeples) cannot take the bottom reward.*



Season icon

Advance your disc 1 space on the shown Season Track.

Midnight River Expansion: An icon showing all 4 colours means you choose 1 Season to advance.

Season Reward Icons



1 RP for each Gift you have given to all Sages combined (Gifts at spot 2/3 count as 2/3 Gifts given).



1 RP for each space all of your Season Trackers have advanced on the Season Tracks (in total).



2 RP for each Creature orthogonally aligned in a single straight path. Score only the single path that provides you the most RP. It can be a vertically or horizontally aligned path.



1 RP for each Rock Habitat in your Ecosystem left visible (not covered).



2 RP for each Creature adjacent to 1 or more Water Habitats in your Ecosystem.



3 RP for each Ecosystem Card you still have above your player board (those not completed).



3 RP for each Villager in your supply that is Young or Veteran.



RP equal to your Spirit Tracker's position, but only if in the positive range (this is considered to be 0 RP if your tracker is at "0" or negative).



2 RP for each Water Habitat in your Ecosystem.



1 RP for each card in your Ecosystem.



2 RP for each different type of Creature in your Ecosystem.



2 RP for each Mushfrog in your Ecosystem **and** 2 RP for each Antlerworm in your Ecosystem.



2 RP for each Grimster in your Ecosystem **and** 2 RP for each Tailcat in your Ecosystem.



2 RP for each Spiderant in your Ecosystem **and** 2 RP for each Wiseowl in your Ecosystem.

Midnight River Expansion:



4 RP for each Fish in your Ecosystem.



2 RP for each Bright Sprite in your Ecosystem **and** 2 RP for each Dark Sprite in your Ecosystem.

QUICK REFERENCE



You **must** either:

Place 1 Villager on a Pilgrimage Track;

or,

Advance 1 Pilgrimage Track.

Additionally, you **may** lose Spirit (based on player count) to choose and perform either one of these options again. See page 6.



Activate Villagers.

You **may** Activate up to 2 for free, but you must lose 2 Spirit if you choose to Activate a third. See page 7.



Complete an Ecosystem card.

You **may** Complete the requirements of 1 Ecosystem Card. See page 7.



You **must** **Update the Biome Reserve,** and **Advance Pilgrimage Tracks.**

See page 8.

At the end of your turn: Add any completed Ecosystem Cards to your Ecosystem (if you have any from this turn), then add all invited Creatures.

Endgame Scoring

- Lose 3 Spirit for each Captive Creature
- Score Spirit Points
- Score Seasons
- Score Creatures

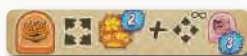
Creatures Summary



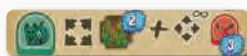
Each **Mushfrog** scores 3 RP for each adjacent Tree Habitat.



Each **Antlerworm** scores 3 RP for each adjacent Coral Habitat.



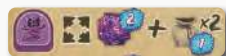
Each **Grimster** scores 2 RP for each adjacent flower Habitat; in addition, 3 RP for each **Mushfrog aligned orthogonally**.



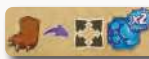
Each **Tailcat** scores 2 RP for each adjacent weed Habitat; in addition, 3 RP for each **Antlerworm aligned orthogonally**.



Each **Spiderant** scores 2 RP for each different adjacent Habitat (including rock and Water Habitats).



Each **Wiseowl** scores 2 RP for each adjacent mushroom Habitat; in addition, 1 RP for every 2 Gifts you have given in total to all Sages.



Any creature scores **double** their total RP if they have 1 or more adjacent Water Habitats.

Expansion Creatures Summary



Each **Fish** scores 3RP for each Visible Water Habitat anywhere in your ecosystem.



Each **Dark Sprite** scores 8RP, and causes surrounding creatures to score -3RP



Each **Bright Sprite** scores 3RP and create a wild habitat for surrounding creatures.

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