An UWE ROSENBERG Boardgame

INDIAN SUMMER

RULEBOOK

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15 MIN/	10+	1-4

Fall in New England

Before winter makes its appearance, a particularly warm fall bathes the forest in a golden shimmer. During this Indian Summer, New England blossoms one final time. Treetops are ablaze with countless colors, a living rainbow, with colors ranging from green to orange to red. The first leaves have begun to fall and our steps along with the diligent squirrels rustle the colorful foliage.

On our walks through the woods we discover all kinds of little treasures. We collect berries, nuts, mushrooms, and feathers. We pause for a moment to watch the shy inhabitants of the forest before we set off towards home where a good game and a hot tea awaits us.

www.StrongholdGames.com/IndianSummer

Don't feel like reading the rules?

Components *What's in the box?*

2 game board pieces *backs are for the solo game*

6 different Forest Floor boards *with different front and back*

75 Leaf tiles in 3 colors *puzzle pieces with a Hole*

17 green threes | 29 yellow fours | 29 red fives

20 Animal tiles *puzzle pieces without a Hole*

32 Squirrel *tokens*

4 Backpacks *player aids*

1 Berry Bush *assemble before the first game*

1 Hiking Shoes *token start player marker*

80 Treasure *tokens*

30 Berries | 24 Nuts | 18 Mushrooms | 8 Feathers

Each Treasure token shows 1 illustration on one side and 1 icon on the other side. Decide which side you would like to use. In our pictures, we always use the icon side.

These are the rules for the multiplayer game.
The changes for the solo game can be found on page 13.

Aim of the game *What am I actually supposed to do in this game?*

On the way home from your walk, you cross a Section of Forest Floor. Each Forest Floor is divided into 6 Areas depicting various Treasures of the forest. During your turn, you place Leaf tiles on the Forest Floor to fill up these 6 Areas.

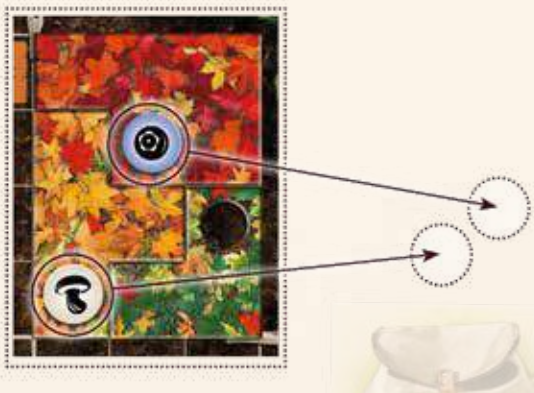
Each of the 6 Areas consists of 12 square spaces.

Each Leaf tile has 1 Hole, through which you can peek into an empty space or at a Treasure on your Forest Floor. Try to place Leaf tiles on your Forest Floor in such a way that they completely cover your Forest Floor and leave little free space. Ideally, you place the Leaf tiles in such a way that the Treasures are visible through the Holes. These Holes are then covered with Treasure tokens from the common supply.

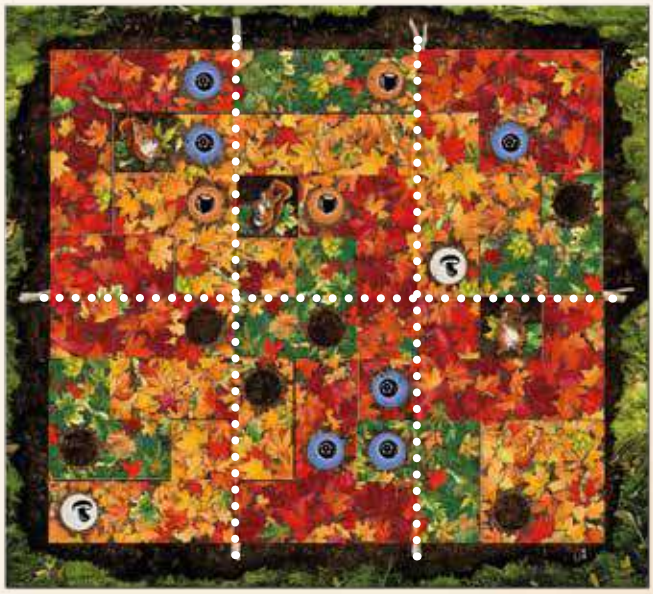
Ideally you place the Leaf tiles in such a way that the Treasures are still visible through the Holes.

These Holes are then covered with Treasure tokens from the common supply.

Each time you completely cover 1 of the 6 Areas, you collect the Treasure tokens that are lying on top of the Leaf tiles in this Area. With the Treasure tokens you gain new options to cover your Forest Floor faster.



This is what 1 Area could look like after you have placed several Leaf tiles. The Holes in the Leaf tiles are regarded as covered.



The first player to cover their entire Forest Floor with Leaf tiles wins the game. For end game scoring, Treasures are only used to resolve ties, so use them during the game instead of collecting them.

Set-up *How do I set up the game?*

A. Shuffle the 6 Forest Floor boards and hand each player 1 Forest Floor board. Give 1 Backpack to each player and have them place it next to the bottom left corner of their Forest Floor. Put the remaining Forest Floors and Backpacks back into the box as they are not used for this game.

B. Turn the two game boards to the multiplayer game side and place them next to each other in the middle of the table.

C. Sort the Animal tiles and place them on the designated spaces on the game board. Place the corresponding Treasure tokens on the **3 specially marked** Animal tiles (Raccoon, Fox, Badger).

D. Separate the Treasure tokens and Squirrel tokens and place them next to the shorter sides of the game board to form the **common supply.**

E. Shuffle the Leaf tiles. Each player draws **5 random Leaf tiles (2 green threes, 2 orange fours, 1 red five)**, which they place from left ("front") to right ("back") on the bottom edge of their Forest Floor. The Leaf tiles start next to their Backpack starting with the 2 green threes, followed by the 2 orange fours, with the red five to the far right. This line of Leaf tiles is called the "**Player Path**".

F. Place additional Leaf tiles in a circle around the game board. The order of the Leaf tiles is **random**. Leave an empty space of about 1 hand at a place of your choice in the circle. This incomplete circle of Leaf tiles is called the "**Common Path**".

G. Put the Berry Bush, hereafter only called **Bush**, in the empty space of the Common Path.

H. Place the remaining Leaf tiles readily accessible in 1 corner of the table.

I. Give each player **1 Berry, 1 Nut, and 1 Mushroom**. Each player should place these Treasure tokens above their Backpack.

J. The last person to have taken a stroll in the forest is the start player and takes the **Hiking Shoes**.

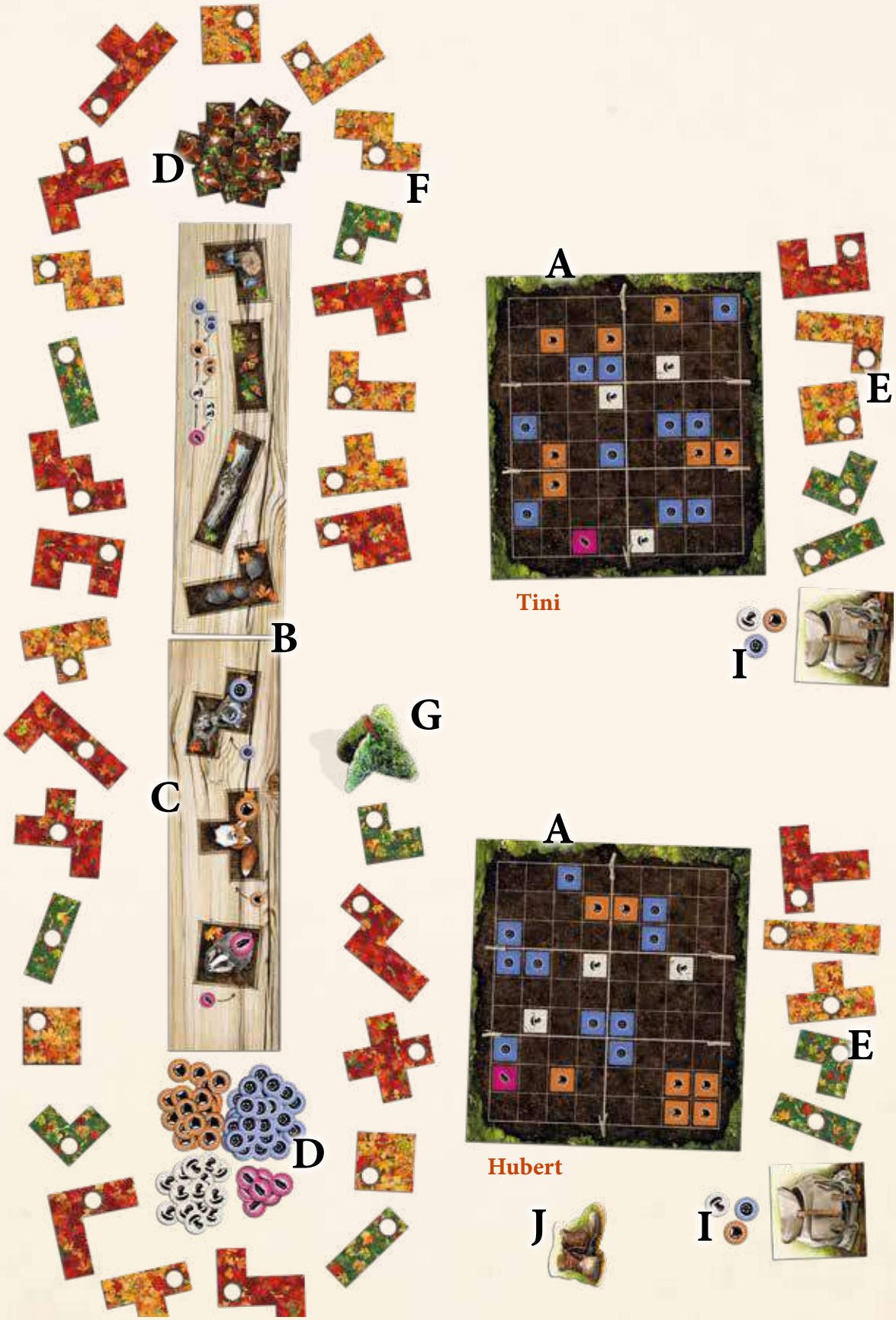
The Forest Floors are divided into 6 Areas each, with different Treasures depicted on them. The 6 Forest Floors show 2 unique sides each. Turn your Forest Floor on a side of your choice.

Claus, Tini, Matilda, and Hubert meet to play a game of Indian Summer. They set up the game, taking their Leaf tiles and Treasure tokens. Hubert is the start player.

Game flow *How does a game play?*

Beginning with the start player, each player takes **1 turn** in clockwise order. On your turn, you execute **1 Main Action**. Before and/or after your Main Action you may execute as many **Special Actions** as you like.

The game is over at the end of the round where 1 player has covered their **entire** Forest Floor with Leaf tiles. The player who covers their Forest Floor first wins. Treasure tokens are used to resolve a tie. If you did not win, count the number of empty spaces on your Forest Floor to determine how well you played.



The Backpack marks the beginning of your Leaf tile line.

Tile placement rules

How can I place Leaf tiles, Squirrels, & Animal tiles?

Leaf tiles

- Must be placed on empty spaces.
- May be placed on spaces with printed-on Treasures.
- May be flipped and rotated as needed.
- May only be placed on your own Forest Floor.
- May be placed with their Hole over empty Forest Floor.
- May be placed with their Hole over printed-on Treasures.
- May be placed on the line between 2 or more Areas.
- May only be placed during your Main Action.

- May not be placed on Animal tiles.
- May not be placed on Squirrels.
- May not be placed such that they overlap other tiles.
- May not be placed such that they extend over the edge of your Forest Floor.
- May never be moved after your Main Action has been executed.

Leaf tiles do not have to be placed adjacent ot another.

The same rules apply to **Squirrels.**

Animal tiles may only be placed over **empty** Holes in the Leaf tiles whose outline corresponds to the shape of the selected Animal tile. Otherwise the same restrictions apply for Animal tiles as for Leaf tiles.

Normal Main Action *Which Leaf tile can I place?*

On your turn, perform one of the following Main Actions. Follow the tile placement rules while doing so. You are **not** allowed to pass. Note! Only in certain cases is it better to place 1 Squirrel instead of placing 1 Leaf tile.

Take 1 Leaf tile **of your choice** from **your** Player Path and place it on your Forest Floor.

OR

Take 1 Squirrel from the common supply and place it on 1 empty space on your Forest Floor. Squirrels are **NEVER** placed in your supply

Tini takes the 3rd Leaf tile from her Player Path and places it on her Forest Floor.

Claus takes 1 Squirrel from the common supply and places it on 1 empty space.

At any time during the game (even when it is not your turn) you can take 1 Leaf tile from your Player Path and try placing it on your Forest Floor. Return the Leaf tile to the same space after checking for fit.

Treasures *What happens if I cover a Treasure?*

If you cover a Treasure depicted on your Forest Floor with the Hole of a Leaf tile, take a Treasure token of the same type from the common supply and place it **on** the Hole.

If you cover an empty space on your Forest Floor with the Hole in the Leaf tile or place a Squirrel on a depicted Treasure you receive nothing.

Tini covers 1 Nut with the Hole of the laid Leaf tile. She places 1 Nut (Treasure token) onto the Hole.

Claus placed 1 Leaf tile from his Player Path onto his Forest Floor. The Hole covered an empty space so he does not take anything.

Area *When am I allowed to take the Treasures off the Leaf tiles?*

Each Area consists of 12 spaces (3x4) and is regarded as completely covered when all spaces of this Area are covered with Leaf tiles and/or Squirrels.. Spaces covered by Holes in Leaf tiles are considered **covered**.

Whenever you have **completely** covered 1 Area with Leaf tiles and/or Squirrels, immediately take all Treasures from the Holes **in this Area** and put them in your supply.

If you just glance at the game, you might be tempted to think that the Treasure tokens are victory points that need to be collected. It is important to **eliminate** this impression and clarify matters when you are explaining the rules.

Claus places in his Main Action 1 Leaf tile and this way completes 1 Area. He can take 1 Berry and 1 Nut. He cannot take the Mushroom, as it is located in an incomplete Area.

Player Path *How do I get new Leaf tiles?*

Refill your Player Path **immediately** upon taking the last Leaf tile from your Player Path as follows:

1. Take the Leaf tile from the Common Path that is directly next to the Bush and place it to the **right** of your Backpack.

Claus places the last Leaf tile from his Player Path and then immediately refills it again with Leaf tiles from the Common Path.

2. Move the Bush **clockwise** to the next Leaf tile on the Path.
3. Take the Leaf tile that is directly next to the Bush and place it to the **right** of the Leaf tile that was last placed on your Player Path.

4. Repeat steps 2 and 3 until you have **exactly 5** Leaf tiles on your Player Path.

While doing so, **do not change** the order of the Leaf tiles on the Common Path or on your own Path.

You may pay 1 Berry to take new Leaf tiles even when you still have Leaf tiles on your Player Path. See **Special Action Berry.**

The Animal tiles *How can I get more Treasures tokens?*

There are 7 different Animal tiles in varying numbers. At the beginning of the game, 1 Treasure token is placed on 3 of them (Raccoon, Fox, Badger).

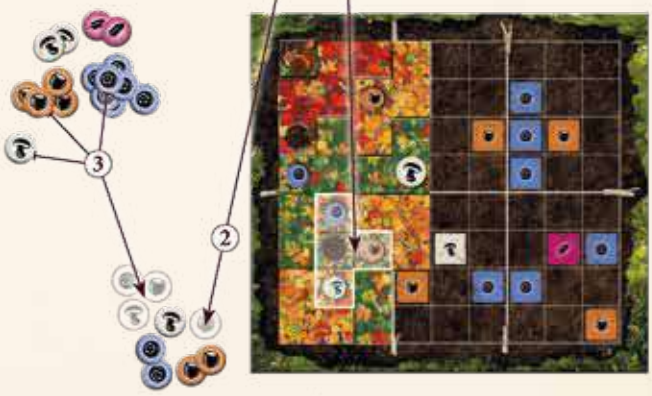
At any time during your turn, place 1 Animal tile over a continuous outline of **empty** Holes. The shape of the Animal tiles must match this outline exactly. It doesn't matter if the Holes cover **depicted** Treasures or not.

For each depicted Treasure covered in this way, take another Treasure token **of this type** from the common supply and put it in your personal supply. There must **not** be any Treasure tokens on the Holes and the Animal tile must only cover Holes!

Claus places the Hedgehog over the 4 Holes on his Forest Floor. As there are 1 Nut and 1 Mushroom depicted in these Holes, he takes these Treasure tokens from the common supply.

You may also choose Animal tiles that are **smaller** than the continuous shape of the Holes.

If you place 1 of the 3 Animal tiles (Raccoon, Fox, Badger) that received a Treasure token at the start of the game, you take the corresponding Treasure token and put it in your supply. You take this Treasure token **in addition** to the other Treasure tokens that you gained by placing that Animal tile.



The Common Path *What happens when the Leaf tiles run out?*

Refill the Common Path with randomly drawn Leaf tiles as soon as it contains **less than 7** Leaf tiles. Take the Leaf tiles you placed aside at the beginning of the game and add them at the end of the Common Path (where the Bush is **not**) until you have almost circled the entire game board once again.

If there are no more Leaf tiles available to refill the Common Path, you refill as many as possible. If there are too few Leaf tiles on the Common Path to fully refill your own Player Path, refill it as much as possible. On the rare occasion that there are no more Leaf tiles on the Common Path or on your own Player Path, you will need to use Mushrooms to place the Leaf tiles of your fellow players or place Squirrels.

Treasures *What can I do apart from my Normal Main Action?*

Return a Treasure token from **your** supply to the common supply to execute its Action. The Treasure tokens have different powers. Berries and Nuts grant you **Special Actions**. Mushrooms and Feathers grant you an **Alternative Main Action.**

You may execute as many Special Actions as you like before and after your Main Action

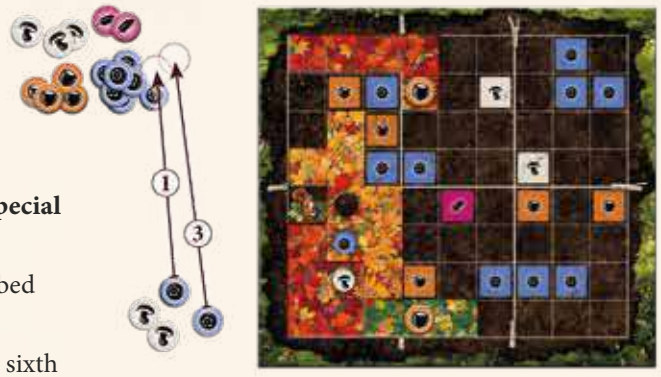
IN PLACE OF of your Normal Main Action, you may execute 1 Alternative Main Action. You may **never** execute more than 1 Main Action during your turn so you may use a **maximum** of 1 Mushroom **or** 1 Feather during your turn.

Berry *How do I get the right Leaf tiles?*

Return a Berry to the common supply to execute this **Special** Action.

Refill your Player Path to 5 Leaf tiles. Follow the steps 2 to 4 described under **Player Path**.

If you already have 5 Leaf tiles on your Player Path, you may take a sixth Leaf tile. Execute step 3 described under **Player Path**. You may **never** have more than 6 Leaf tiles in your personal supply.



Matilda has 3 Leaf tiles in her Player Path. She returns a Berry to the common supply and refills her Path from the common supply. Matilda also wants the next Leaf tile from the Common Path. She spends another Berry to take a 6th Leaf tile and places it at the end of her Path.

Nut *How can I fill gaps between Leaf tiles?*

Return a Nut to the common supply to execute this **Special** Action.

Take a Squirrel from the common supply and place it on an **empty** space on your Forest Floor. If this completes an Area, immediately take all Treasure tokens from this Area and put them into your supply.

Tini returns a Nut to the common supply. She takes 1 Squirrel from the common supply and places it on her Forest Floor. As this completes an Area, she takes all Treasure tokens (2 Berries, 1 Nut) from that Area and places them above her Backpack.

Mushroom *How can I take Leaf tiles from my fellow players?*

Return a Mushroom to the common supply to execute this **Alternative** Main Action.

Take the 1st Leaf tile (the one directly next to their Backpack) from **2 different players** and place both tiles in the order of your choice on your Forest Floor. If there is no more space for them on your Forest Floor you may forgo taking one of the two Leaf tiles.

In the **two-player-game**, you take the other player's Leaf tile next to their Backpack and the next Leaf tile from the Common Path that is directly next to the Bush.

If you take the last Leaf tile from the Path of another player, that player then immediately refills his Path by following steps 1–4 described under **Player Path**. If 2 players are so affected, they refill their Player Paths in turn order.

Claus returns 1 Mushroom to the common supply and executes the corresponding Alternative Main Action. He takes the Leaf tile next to Hubert's and Tini's Backpacks and places both Leaf tiles on his Forest Floor. Hubert now has no more Leaf tiles on his Player Path, so he refills it immediately.

Feather *How can I place 2 of my Leaf tiles in one turn?*

Return 1 Feather to the common supply to execute this **Alternative** Main Action.

Place **2 Leaf tiles** from your Player Path in the order of your choice onto your Forest Floor. You need to have at least 2 Leaf tiles on your Player Path to be able to execute this Action.

Hubert returns 1 Feather to the common supply and executes the corresponding Alternative Main Action. He takes the 2nd and 4th Leaf tile from his Path and puts both of them onto his Forest Floor.

You may have as many Treasures as you like in your own supply.

Players are advised to **not** save up too many Treasures over the course of the game. The winner is often the player who uses his Treasures in order to place more tiles or better suited Leaf tiles on their Forest Floor.

Exchanging Treasures *How do I get more Mushrooms and Feathers?*

You may exchange Treasure tokens from your supply for those in the common supply. Each Treasure token has a value of its own. Feathers are the most valuable, followed by Mushrooms, Nuts, and Berries, in that order. You may exchange Treasures at any time and as often as you like during your turn.

Exchange 1 Treasure for 1 Treasure of a lower value.

Exchange 2 of the same Treasures for 1 Treasure of the next higher value.

Example:
Matilda exchanges 1 Feather for 1 Mushroom and spends it to execute the corresponding Alternative Main Action. By placing the Leaf tiles she has taken from her fellow players she completely covers 1 Area and takes the Treasures (3 Berries). She then exchanges 2 Berries for 1 Nut, which she uses to place 1 Squirrel. That way she manages to complete another Area. From there she also takes the Treasures (1 Nut, 1 Mushroom) and places them above her Backpack.

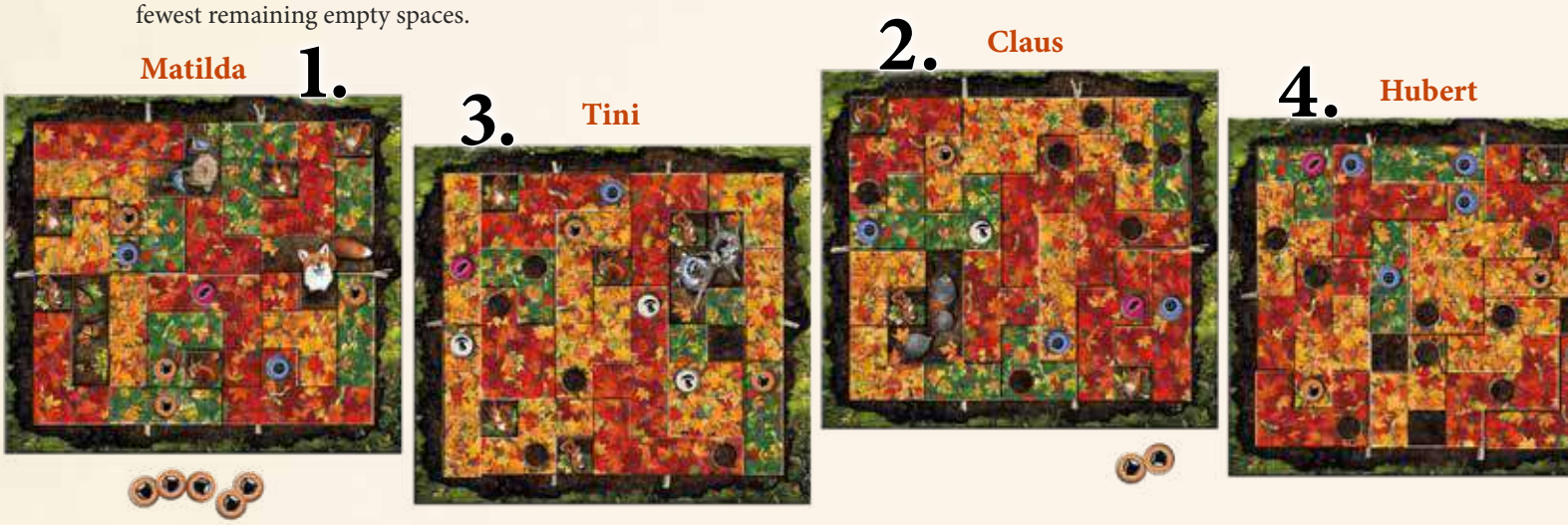
End of the game *How do I win?*

The game ends as soon as a player **completely** covers their Forest Floor with Leaf tiles and/or Squirrels.

Finish the current round up to the player to the right of the start player. Exchange all Treasure tokens according to the exchange rules for Nuts and use them to place Squirrels on the empty spaces on your Forest Floor. If you complete any Areas in this way, take Treasure tokens if appropriate, which you may once again exchange for Nuts and so on. Squirrels are **not** limited, if they run out in a game find a substitute.

The player who covered their Forest Floor completely with Leaf tiles and/or Squirrels wins the game. If **more than 1 player** has completely covered their Forest Floor, they add up the Nuts in their supply to resolve any ties. The winner is the player with the most Nuts. If there is a draw in the amount of Nuts, resolve it in favor of the player that has 1 Blue Berry remaining. If there still is a draw the players share the victory.

All other players count the empty spaces remaining on their Forest Floors. The remaining players are ranked based on fewest remaining empty spaces.



Claus places 1 Leaf tile and covers his Forest Floor completely. This way he triggers the end of the game. The round is finished and Tini returns 1 Feather to the common supply and places 2 Leaf tiles to cover as much of her Forest Floor as possible. Then all players exchange their Treasures for Nuts. Matilda has 2 Nuts and 1 Berry. With the 2 Nuts she places 2 Squirrels and manages to cover her Forest Floor completely. She gains more Treasures (1 Berry, 3 Nuts, and 1 Feather). After Hubert and Tini have used all their Nuts, Hubert is left with 3 empty spaces and Tini with 1. Matilda exchanges her 1 Feather and 2 Berries for 2 Nuts. To determine the winner, all leftover Nuts are counted. Claus has got 2 Nuts left and Matilda 5 Nuts. Which means that Matilda has won the game.

Turn example *How do all the possibilities interlock?*

It's Tini's turn. She has 2 Leaf tiles on her Path, 2 Berries, and 1 Feather. She returns 1 Berry to the common supply and refills her Path to 5 Leaf tiles. She then returns the 2nd Berry to the supply, to be able to take a sixth Leaf tile. She returns 1 Feather, to execute the corresponding Alternative Main Action. She places the 3rd and 6th Leaf tile on her Forest Floor. This way, she completely covers an Area and gains 1 Nut and 1 Mushroom. She returns the Nut to the common supply, takes 1 Squirrel and places it on her Forest Floor. This completely covers another Area and she takes 1 Berry, 1 Nut, and 1 Mushroom. She returns 1 Berry to the common supply to refill her Leaf tiles to 5.

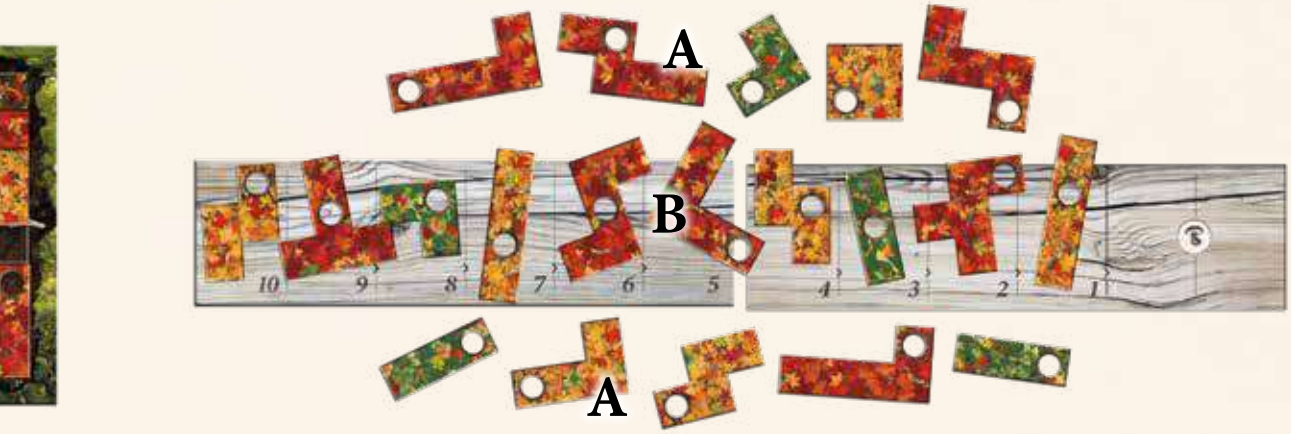
Solo game rules *How can I play Indian Summer on my own?*

The solo game differs only in a few aspects from the multiplayer game. Each game takes about 15 minutes. For a particularly exciting challenge, you can play up to three successive games.

Set-up solo game *How do I set up the solo game?*

Shuffle the 6 Forest Floors and take 1 Forest Floor and 1 Backpack. Return the remaining Forest Floors, Backpacks, the start player marker, and the Bush to the box. You will not need them for your solo game(s).

Flip the two game board halves to the solo game side and place them next to each other in the middle of the table. Randomly split up the Leaf tiles into 3 stacks of 25 tiles. In each of your (up to 3) games, you will be playing with **25 puzzle tiles** ensuring that all Leaf tiles will be used and you will get a final scoring that is less luck-dependent.



Take 1 stack and distribute the 25 Leaf tiles as follows:

A. Place 5 random Leaf tiles in two lines above and below the game board. These two lines form the **Top** and **Bottom Path** respectively.

B. On each of the 10 spaces labeled "X" place 1 Leaf tile at random.

C. Place the **remaining** 5 Leaf tiles in front of you. They represent your Player Path.

There is **no** Common Path in the solo game.

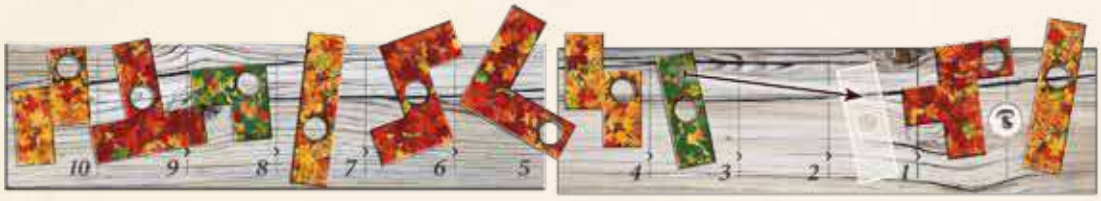
Put the two other Leaf tile stacks to the side as you will only need them for the next game(s). Sort the Animal tiles and place them next to the game board. Place the corresponding Treasure tokens on the 3 special Animal tiles (Raccoon, Fox, Badger). Separate the remaining Treasure and Squirrel tokens and place them next to the shorter sides of the game board.

Take **1 Berry, 1 Nut, and 1 Mushroom**. Place these Treasure tokens above your Backpack.

Game flow solo game *How many turns do I have to completely cover my tableau?*

The solo game consists of **exactly** 10 turns. Your turn varies from the multiplayer game as follows:

At the beginning of each turn, move the Leaf tile on the space with the number corresponding to the current turn ("X") onto the last empty space on the very right. This way you can count your turns.



Here there are two already moved Leaf tiles on the very right. In this situation the Leaf tile from space "3." is moved to space "1."

You execute one turn after another. Placement rules for the Leaf tiles remain the same as in the multiplayer game. Only the way you get your Leaf tiles and the Actions of the Berries and Mushrooms is going to change.

The Top and the Bottom Path *Where do I get new Leaf tiles?*

Refill your Player Path immediately when you take the last Leaf tile from your Player Path.
To do this, follow these steps:

1. Decide on the Top or the Bottom Path.
2. Decide on the left or right side of the Path you have chosen.
3. Take the outermost Leaf tile on this side of the Path you have chosen.
4. Repeat step 3 until you have exactly 5 Leaf tiles on your Player Path.

If there are less Leaf tiles on your chosen Path than you are allowed to take, take only as many as there are on that Path. But you may return a Berry to the common supply to take the missing Leaf tiles from the other Path.

Mushroom *How can I take Leaf tiles from the game board?*

Return a Mushroom to the common supply to execute this Alternative Main Action.

Take the 2 Leaf tiles on the Mushroom spaces and place them in an order of your choosing on your Forest Floor. If you do not have the space for both of them on your Forest Floor you may forgo taking 1 of the 2 Leaf tiles. Should there be just 1 Leaf tile on the Mushroom spaces, take the 1 remaining tile. Afterwards move any Leaf tiles which lie on spaces with a lower number than the current turn one after the other to the last empty space on the very right.

Berry *How do I get suitable Leaf tiles?*

Return a Berry to the common supply to execute this Special Action.

Refill your Player Path to 5 Leaf tiles. To do this, follow the steps 1 – 4 described to the left. You **have to** refill to 5 Leaf tiles if able. If there are not enough Leaf tiles in the Path you chose to refill your Path to 5 Leaf tiles again, you take all remaining Leaf tiles, and end the Special Action Berry early. This is the **only** possibility to take less than 5 Leaf tiles when using the Special Action Berry.

If you do already have 5 Leaf tiles on your Player Path, you may take a sixth Leaf tile. For this tile you may again choose from both Paths and between both sides. You may **never** have more than 6 Leaf tiles on your Player Path.

Scoring of a game

After 10 turns your game is over. Finish filling your Forest Floor by exchanging Treasure tokens for Nuts and exchanging the Nuts for Squirrels.

If you manage to cover all spaces of the Forest Floor you have won the game.

If you do not cover all the spaces of the Forest Floor, the game is considered lost and each uncovered space counts as 1 negative point.

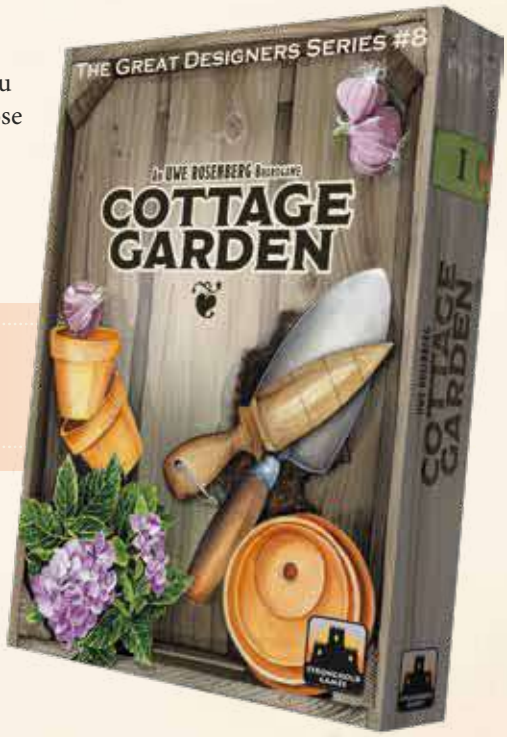
You earn positive **points** for every Treasure token you have left in your supply. Each Berry is worth 1 point, each Nut 2 points, each Mushroom 3 points, and each Feather 4 points. An overall score of 0 points can be considered a success.

Play the next game with one of the remaining stacks you initially laid aside.

Scoring of 3 games

The final score over 3 games is the point total from your 2 best won games. If you only win 1 game, your final score is the sum of your 2 worst lost games. If you lose your first two games, the 3rd game is forfeit.

Ready for more? Try **Cottage Garden**, the first game in the Puzzle-Trilogy: Create a small garden paradise from a diverse arrangement of flowerbeds. Utilize every space for colorful compositions, until variety blooms everywhere.



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