SPRING HAS COME TO MAPLE VALLEY

It's the first day of Spring, and the critters of Maple Valley are preparing for the annual Spring Festival! While the adults prepare the village, the local children are tasked with searching the woodlands for the ingredients needed to make a dazzling variety of party favours. Assemble your band of talented Friends to travel along the different routes in Maple Valley, prepare a clever batch of Favours that work well together, and make sure that the Festivities are ready to go by the time dusk arrives!

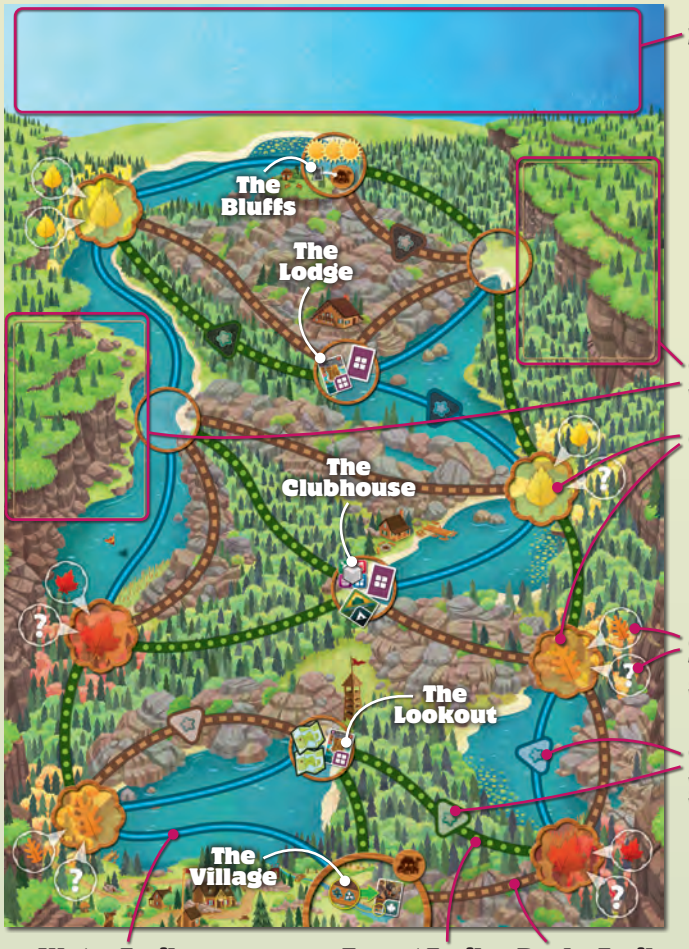
BRING THE MOST JOY TO WIN

Your goal is to be the critter who brings the most joy to the festival. You will achieve your score mainly by completing **Favours**, especially ones that combine well for fun activities or that feature other bonus scoring.

You will bring each completed Favour to a specific **Festivity**; the more you supply a particular Festivity, the more you'll score. Points can also be earned by assembling a large group of **Friends**, by collecting skill-boosting **Patches**, and from your stash of leftover **resources**. There are plenty of ways to make the festival special!

COMPONENTS

1 GAME BOARD



7 SUN TILES

These show which Good is the current *Sun Good*, meaning it is plentiful at the moment.

5 "PACK" PLAYER MATS

Organize all your stuff on and near your *Pack*. Up to three Favours you are **preparing** (*still working on*) are kept to the **left**. All Favours you are **bringing** (*you have completed them*) are kept to the **right**. **Patches** are kept **below** your mat. There is a *score track* on the back.

72 FAVOUR CARDS

Spending resources to complete Favours to bring to the party is where most of your score will come from.

7 FESTIVITY CARDS

Put your Favours to good use supplying the night's Festivities!

6 OUTPOST CARDS

Interesting locations that vary from game to game.

40 PATCH CARDS

Collectible badges that indicate your unique wilderness skills!

36 FRIEND CARDS

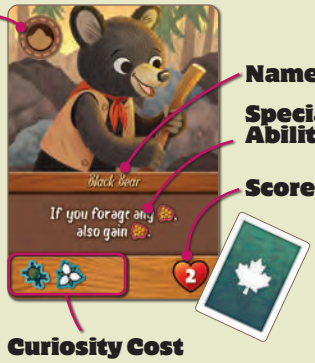
Make Friends by offering them Curiosities, so that they can help you with their different travel types and special abilities!

There are three different Travel types:

WATER

ROCK

FOREST



5 STARTER FRIEND CARDS

This is "you". Your Starter counts as a Friend card for all purposes unless a game effect says otherwise.

Your Starter can travel along **all three** Trail types... but only one type per turn!

5 CRITTER PAWNS

Rabbit Porcupine Raccoon Fox Squirrel

50 PLAYER CUBES

Ten for each player.

1 WORM

The first-player marker.

12 DAWDLE CARDS

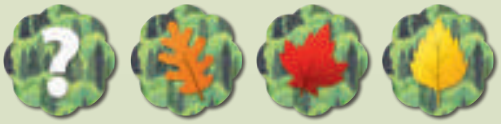
Dawdling leads to finding stuff in the woods.

20 MAP TILES

Use them to travel paths your Friends are unprepared for.

13 GROVE TOKENS

These show *Goods* on their fronts, and determine what can be foraged in each Grove. There are four backs:



General 6× **Oak** 2× **Maple** 2× **Beech** 3×

6 CURIOSITY SITES

These show *Curiosities* on their fronts, and determine which trails Curiosities are found on. There are two backs:

Black 3× **White** 3×

126 GOODS MARKERS

These seven resources are called *Goods*. **Curiosities** (*see below*) are **not** Goods. Whenever you see a symbol, it means "any Good".

18 Acorns **18 Berries** **18 Birch** **18 Cattails** **18 Clay** **18 Herbs** **18 Honey**

54 CURIOSITY MARKERS

These three resources are called *Curiosities*. Curiosities are **not Goods** (*see above*). Whenever you see a symbol, it means "any Curiosity".

18 Bugs **18 Flowers** **18 Pebbles**

12 MULTIPLIER PLANKS

If you run out of resources in the supply, use these to make change until more resources are freed up. A plank with one resource on it counts as three or five of that resource, depending on which side of the plank you use.

For example, this counts as three Honey:

...and this counts as five Bugs:

BOARD SETUP

1. Place the **game board** in the table center.
2. Shuffle the **Outpost cards**. Place one random Outpost face up in both **Outpost spots**, then return the rest to the box.
3. Shuffle the **Festivity cards**. Place three random Festivities above the board, and return the rest to the box. *Use player cubes of unused colours to cover the rows of Favour spots that are numbered* ***higher*** *than your player count,* ***which you won't be using*** *in your game.*
4. Shuffle the **Favour**, **Patch**, and **Friend cards** separately. For each type, make a *deck* and a *display* of four face up cards as shown. Leave space for a face-up discard pile beside each deck.
   - *If any display ends up with a duplicate card, discard the duplicate and draw a replacement until all four cards in each display are unique.*
5. Shuffle the **Dawdle cards**; make a deck near the Friend deck.
6. Place the six black and white **Curiosity sites** randomly face down on their matching trail spaces on the board, then flip them face up.
7. Shuffle the **Grove tokens** face down. Place the **Beech**, **Maple**, and **Oak** tokens randomly on the matching Grove spots, then flip them face up. Then place the **general** tokens randomly on the remaining spots; *there will be one general token left over*. One by one, flip the general tokens face up. If you ever end up with two of the same Good at a Grove, swap the duplicating general token with the leftover general token. *When you are done, each location will have two different Goods, and there will be one leftover token; return it to the box.*
8. Shuffle the **Sun tiles** face down and make a stack beside the board. Draw a Sun from the stack and place it face up in the first (leftmost) spot of the *Sun track*. The Good that is showing on the tile is this round's *Sun Good*.
9. Make supply piles of all seven **Goods**, all three **Curiosities**, and the **Maps**.

Remember to only use the correct rows for your player count. *Each row has a number beside it. Use player markers of unused colours to cover all the spots in rows with a* ***higher number*** *than your player count. For example in a four-player game, you would cover only row 5. This will remind you that those spots aren't in play.*

PLAYER SETUP

1. Pick an *Early Bird* (*first player*) and give them the **Worm**. Then **each player** does the remaining steps:
2. Pick a player colour. Take the **Pack**, **critter pawn**, **player cubes**, and **Starting Friend** of your colour. Place the cubes in your Pack, and your pawn in the ***Village***.
3. Collect **one Map** and **one of each Curiosity** (*Bug, Pebble, and Flower*) from the supply. Store everything in your Pack where it belongs.
4. Draw a **Friend** from the deck and add it to your *hand* along with your Starting Friend.
5. Draw **three Favours** from the deck. Choose two to keep and discard the third into a Favour discard pile near the deck. Place the two you kept face-up to the **left** of your Pack. These are the Favours that you are currently *preparing*.

When everyone is ready, it's time to begin the game!

GAMEPLAY

The game is divided into **five rounds** called *hours*. Beginning with the Early Bird, play goes clockwise around the table; each player must play a Friend (*or Dawdle*) card from their hand to start their own turn. If you have no card to play at the start of your turn, you must **pass**. Turns continue until all players have passed, then the round ends.

A FEW GENERAL RULES

- Whenever you **collect** or **gain** something, it comes from the supply and is stored in your Pack. Whenever you **spend** or **pay** something, it is spent from your Pack back into its supply.
- An **unplayed** Friend in your hand is ***Fresh***. An **already-played** Friend (*Friends are played into your Pack*) is ***Tired***. *Don't worry... at the start of each hour, all of your Tired Friends will return to your hand and become Fresh again!*
- Any card display is filled **immediately** when a card is taken from it for any reason. To **fill** any card display, slide all remaining cards in the display into the spots farthest from the deck, and then add new cards from the deck into the empty spots **closest** to the deck. *If any display ever ends up with a duplicated card, discard the duplicate and draw a replacement until all four cards in each display are unique.* Discarded cards of each type go into separate discard piles; reshuffle the discard pile to make a new deck if any deck runs out.

ON YOUR TURN

STEP 1: PLAY A CARD • Usually a Friend (sometimes a Dawdle, which makes you skip Steps 2 and 3).

STEP 2: TRAVEL • Move along trails using your Friend's Travel type and Maps.

STEP 3: ACTIVATE YOUR LOCATION • Do the thing your location does!

STEP 4: CRAFT FAVOURS • Spend resources to make Favours, and assign them to Festivities.

STEP 1: PLAY A CARD

Play a **Friend** from your hand face up into the *Tired Friend* space of your Pack. The card you play will determine what type of trails you may travel along this turn, and can bring special Friend Abilities into play.

You **may** instead play a **Dawdle** card, if you have one. A *Dawdle Turn* skips Steps 2 and 3 of a regular turn. *This is explained in detail in the **Dawdle Turns** section on page 12.*

*For example, you could play this **Chipmunk** card onto your Pack.*

STEP 2: TRAVEL

Your Friend card displays a travel type on it: ***Water***, ***Rock***, or ***Forest***. *Your Starting Friend shows **all three** travel types, and you must select **one** of the three when you play it.*

You **must** leave your starting location, and you **must** use your Friend's travel type. Move your pawn from location to location, traveling as many trails **of the correct type** as you want.

MAPS

Before and/or **after** you use your Friend's travel type, you may spend Maps for extra movement. For each Map spent, move your pawn along **one** trail of **any** type. To be clear, your Friend's travel type may never be **interrupted** by Map travel:

1. **First** you **may** spend any number of Maps.
2. **Then** you **must** travel using your Friend's travel type.
3. **Finally** you **may** spend any number of Maps.

CURIOSITIES ON TRAILS

Whenever you travel along a trail with a **Curiosity site**, collect the matching Curiosity (*from the supply*).

BACKTRACKING & SHARING LOCATIONS

You may **not** travel along the same trail more than once in a single turn. You **may** return to the same location you started in (*if you can get there without using the same trail more than once*). Pawns **may** share locations with no restrictions.

*For example, you are at the **Village**. Since you played your Chipmunk card, you may travel along **Forest** trails this turn. You could travel up to the **Lookout** and stop there, or continue past it to reach the nearby Grove.*

You decide to head for the Grove, and move your pawn along those Forest trails. Since you pass over a Flower Curiosity site along the way, you collect one Flower!

If you had a Map, you could then spend it to travel along any of the trails leading away from that Grove (except the one you entered by)... for example, you could travel along the Water trail leading up to the next Grove, and pick up a Bug Curiosity along the way!

*Note that you could also have spent your Map **before** using your Chipmunk's Forest-traveling capabilites.*

STEP 3: ACTIVATE YOUR LOCATION

When you are done **all** movement for your turn, you may activate the location your pawn occupies. You will (*usually*) only activate one location on your turn. The locations all have useful functions:

GROVES

There are three types of Groves: Maple (*red*), Oak (*orange*), and Beech (*yellow*). *Grove type is relevant during Setup, but doesn't usually matter during play.*

When you are at a Grove, you may *forage* for Goods. Each Grove's two tokens determine the two types of Goods that can be found there in this game. When you forage, you may collect **one of each type**, or **two of one type**.

When foraging, if you collect at least one Good matching the *Sun Good*, collect an additional Good of that type.

For example, at this Grove you could forage for two Clay, or two Berries, or one of each.

If you foraged at least one Clay while Clay was the Sun Good, you'd gain an extra Clay.

THE VILLAGE

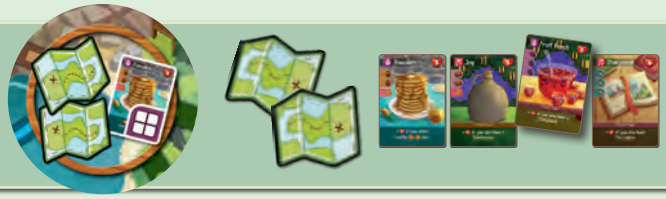
You may *make **one** Friend* by spending **Curiosities**. Each Friend in the **display** shows which Curiosities you must spend to make that Friend.

Spend those Curiosities, then place the new Friend in the **Tired slot** of your Pack (***not** in your hand*). *Place the new Friend **beneath** any cards already there, so that your played card remains visible on top*. Fill the display immediately.

*For example, you could make this **Muskrat** Friend from the display by spending two Pebbles.*

THE LOOKOUT

Collect **two Maps**, and **one Favour of your choice** from the display. Fill the display immediately.



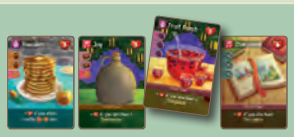
THE CLUBHOUSE

Do **all** of the following, in any order:

- Collect **one Favour from the deck**.
- Add one of your player cubes to **any** Favour spot on any **Festivity** (*see **Festivities** on page 10 for details*).
- Collect **one Patch of your choice** from the display (*see **Patches** on page 11 for details*). Fill the display immediately.

THE LODGE

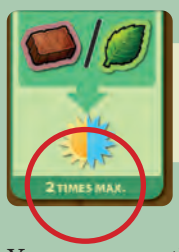
Collect **one Favour from the deck**, and **one Favour of your choice** from the display. Fill the display immediately.



OUTPOSTS

There are two *Outposts* in each game. Outposts vary from game to game, but they work similarly to each other. Activate an Outpost by following these two steps in order:

1. You may use the Outpost's *market*. Each outpost shows a number of trades that it is willing to make with you. You may make as many of the available trades as you wish, in any order; specific trades are unlimited unless the trade indicates that it has a maximum limit per turn.
   - To trade, spend the indicated item(s) and gain the indicated ones. Discard any spent **cards** into their respective discard piles.



The label on this trade indicates that you may make this trade twice per turn **at most**.

2. You may use the Outpost's *effect*. Follow the Outpost's instructions to benefit from its unique effect.

*For example, at the **Book Wagon**, you could first make the following trades in any order:*

- *Discard a Favour to gain any two Curiosities, unlimited times.*
- *Spend a Clay or a Herb to gain a Sun Good or Past Sun Good, up to twice.*
- *Spend any Good to gain a Map, up to twice.*

Then you could spend up to three Curiosities to draw that many Patches from the deck, look at them, and keep one.

THE BLUFFS

Collect **three Sun Goods**, then immediately **zoom** to the Village. You may then **activate the Village** as if you had travelled there normally.

- Collecting these Sun Goods does **not** count as foraging.

Zooming is moving your pawn directly from one location to another. Zooming does **not** count as traveling along trails.

For example, if the Sun Good was currently Honey, you would collect three Honey and then zoom to the Village.

STEP 4: CRAFT FAVOURS

If you have the correct resources to craft any of your unfinished Favours, you may spend those resources to craft them now. To craft a Favour:

1. Spend the displayed resources.
2. Move the crafted Favour from the *Preparing* side of your Pack to the *Bringing* side.
3. Each Favour displays its **category** on the top left. If any **Festivity** has an empty Favour spot **of that category**, choose one such spot and *supply the Festivity* by placing one of your own cubes there.

FESTIVITIES

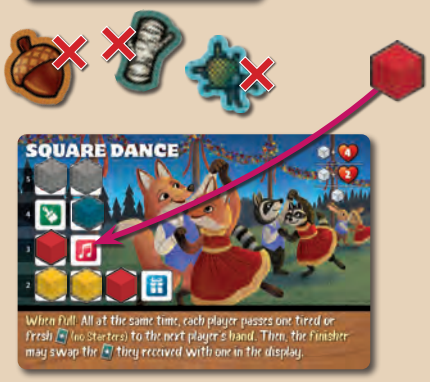
When you supply a Festivity, your cube must go into an empty Favour spot of the correct category. If there are no eligible spots left, you may not place a cube.

Each Festivity is scored separately at the end of the game, awarding points to the players with the most cubes on it. *Consider this when placing!*

If you fill the **final** empty slot on a particular Festivity, its **event** is immediately triggered! Events usually involve some sort of benefit for all players, with the *Finisher* (*the player who placed the final cube*) getting an extra benefit. To carry out an event, follow the instructions on the Festivity.

*You have the Acorn, Birch, and Bug needed to complete this **Tambourine**. You spend those resources, and move the card from the **Preparing** side to the **Bringing** side of your pack.*

*The **Tambourine** shows that it is from the Entertainment category. You place a cube on an empty Entertainment spot on the **Square Dance** Festivity... this puts you in the lead for most there!*



*If that had been the final cube on the Festivity, the **Square Dance's** event would have been triggered... but there are still two empty spots. Maybe later!*

FAVOUR BONUS SCORING

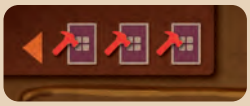
Some Favours indicate that they work well with particular other ones; *try to bring Favours that combine to create fun activities for the party!*

Some Favours indicate that they will score bonus points at the end of the game for particular resources "stored here". You may freely move resources between your Pack and these cards during the game however you like; resources are **not** committed to a card until final scoring.

*For example, your **Tambourine** would score bonus points if you "form a band" by also bringing a **Fiddle**. You also have a **Bug Jar**, which will score bonus points for every set of Bug and Herb you store on it.*

THREE-FAVOUR MAXIMUM

If you have **more than three** Favours in your *Preparing* section **when your turn ends**, you must discard down to three. *You **may** have more than three **during** your turn.*



There is a sign on your Pack to remind you that you can only be Preparing three Favours at the end of your turn.

PATCHES

Each Patch describes its effect. Some Patches affect final scoring, some provide persistent benefits, and some may only be activated a specified number of times per hour.

- When you activate a Patch that has limited uses, mark it with one of your cubes as a temporary reminder. *Cubes will come off your Patches at the end of each hour.*
- Patches that allow you to **travel** work like Maps... you may only use them **before** or **after** you use your Friend's travel type to travel.
- Keep your Patches below your Pack. You may hold (*at most*) four Patches at once. If you gain a fifth, you must discard one of your existing Patches.
- You may **not** have two of the same Patch. If any game effect ever results in you gaining a Patch that is a duplicate of one you already have, discard the duplicate and draw a new one from the deck.

*For example, **Beekeeping** says that you can spend a Flower and Bug twice per hour to gain one Honey.*

When you use this power, you would spend those Curiosities, gain the Honey, and mark the Patch with a cube so that you'll remember you already used it once. If you use it a second time you'd place a second cube, which is the maximum for this Patch per hour.

FRIEND ABILITIES

Each Friend describes what its ability does and when it may be used on the turn it is played.

- Many Friend abilities only activate if you take a specific action on your turn; *try to play Friends when you can get the most benefit from their unique skills!*
- If a Friend doesn't describe specific timing for its ability, it may be used at any point on your turn.

You foraged on your turn, collecting a Clay and a Berry. Since you played the Chipmunk and foraged on this turn, its ability allows you to collect an extra Acorn!

DAWDLE TURNS

A *Dawdle turn* is when you play a **Dawdle** instead of a Friend to start your turn. Dawdle turns are very simple:

Collect the two resources shown on the card (*this does **not** count as foraging*). Then discard the resolved Dawdle card directly to the **bottom** of the Dawdle deck (*there is no Dawdle discard pile*).

You may then **complete Favours**, as in a normal turn. That's it; you may **not** travel or activate any location.

For example, if you played this Dawdle card, you would collect an Acorn and a Flower. You could then complete any Favours as usual, and your turn ends.

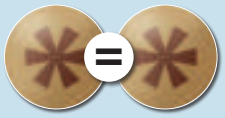
WHAT ARE THESE?

You'll notice symbols on a lot of things. Here's a handy glossary so you'll always know what means what!

Any Good

Any Curiosity

Any Resource


Two **matching** Goods

Two **different** Curiosities

Three points

The Current Sun Good

Any **Past** Sun Good

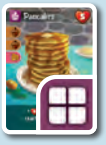
Any Current or Past Sun Good

A Favour

A Friend

A Patch

A Dawdle


A Favour from the display

A Friend from the display

A Patch from the display

Zoom from one location to another as instructed.

A player cube

Add a cube to **any** Festivity spot

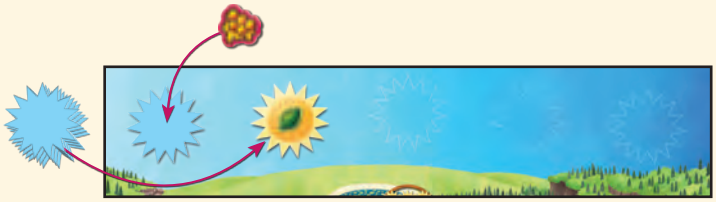
Add a cube to a **Food** spot on a Festivity

END OF THE ROUND

If the **fifth hour** just ended (*the Sun is on the rightmost space of the Sun track*), dusk has arrived and the game is over; proceed to ***Final Scoring***. If not, follow these steps in order to end the hour:

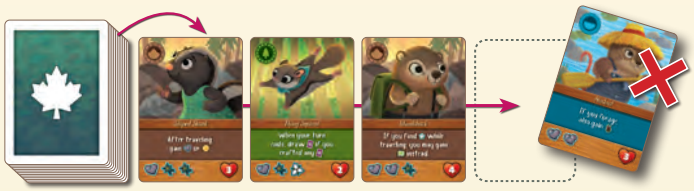
1. ADVANCE THE SUN

Draw a new **Sun tile** from the stack to place face up in the next spot of the Sun track. Flip over the previous hour's Sun tile, and place a Good from the supply on it matching the Sun Good on its front (*some game effects reference **Past** Sun Goods, so it's nice to have a reminder*).



2. CYCLE THE CARD DISPLAYS

For the **Favour**, **Friend**, and **Patch** card displays, discard the card farthest from the deck, then fill the display.



3. REFRESH YOUR FRIENDS AND PATCHES

Pick all of your **Tired Friends** from your Pack back into your hand, where they are now **Fresh** again and available for the next hour. If you have any player cubes on your Patches, clear them off.

4. SEE WHO IS DAWDLING

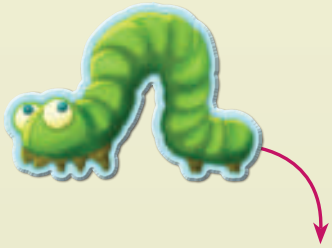
All players announce how many Friends (*including their Starting Friend*) they have in their hand.

Then, everyone **except** the player (*or players*) with the **most** Friends must draw **Dawdle** cards from the deck until **all players have the same number of cards in hand**.

*Dawdling example: You (Red) have **four** Friends in hand (including your starter). Purple has **three**, and Yellow has only **two**. Purple must draw one Dawdle card, and Yellow must draw two. Now all players have the same number of cards to begin the next hour!*

5. PASS THE WORM

Pass the Worm to the next player clockwise, which makes them the new Early Bird. Then begin a new hour!



FINAL SCORING

Discard any Favours that you are still **preparing**. Flip your Pack over to reveal a score track that you can use to record your score, using your pawn as a score marker (*each time your score passes the end of the track, place a cube in the +50 space and wrap your pawn around to the beginning*). Scoring comes from **Favours**, **Friends**, **Patches**, **Leftovers**, and **Festivities**, as described below:

FAVOURS

Each one shows a score value. Many of them also describe some sort of **bonus scoring**.

- If a Favour says you will earn bonus scoring if you "also have" something, having one of that thing **will** satisfy multiple Favours. *For example if you have two **Tambourines** (which each earn bonus points for also having a **Fiddle**) and one **Fiddle**, having the single **Fiddle** will satisfy both **Tambourines**.*
- Some Favours allow you to **store** resources on the card for bonus scoring. You can reorganize your resources on such Favours to make sure you have the best score now, but each resource may only be used to score one card. *Resources stored on Favours are **not** considered "leftover resources" for scoring below.*

FRIENDS

Each Friend (*except your Starter*) shows a score value.

PATCHES

Each one shows a scoring value. Some of them may also describe some sort of bonus scoring.

LEFTOVERS

Honey, Maps, and batches of three resources (*Goods and Curiosities*) are worth one point each (*batches may consist of any blend of resources*). *Ignore remainders.*

FESTIVITIES

Assess each Festivity separately. For each one:

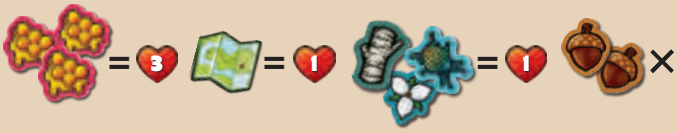
- The player (*or tied players*) with the **most** cubes on the Festivity earns one point per cube of theirs, **plus four**.
- The player (*or tied players*) with the **second-most** cubes on the Festivity earns one point per cube of theirs, **plus two**.
- Any other player with cubes on the Festivity earns one point per cube of theirs.
- Cubes of unused player colours that are blocking off rows do **not** count; *do not include them in any calculations.*

*Your **Bug Jar** earns you 5 plus 4 for the two sets of Bug and Herb you've stored there. Your two **Tambourines each** earn you 4 plus 2 because you also have a Fiddle. Your **Fiddle** earns you another 7 itself.*

*Your **Friends** earn you 10 in total.*

*Your **Patches** earn you 3 as marked, and your **Water Safety** Patch earns you a bonus 6 for your three Water-traveling Friends.*

*Your **leftovers** earn you 5 total:*



*Finally each **Festivity** is scored. For the **Square Dance**, you (Red) and Yellow are tied for the most cubes there with three each, so you both earn 7 (and Blue would earn 4 for placing second with two cubes).*

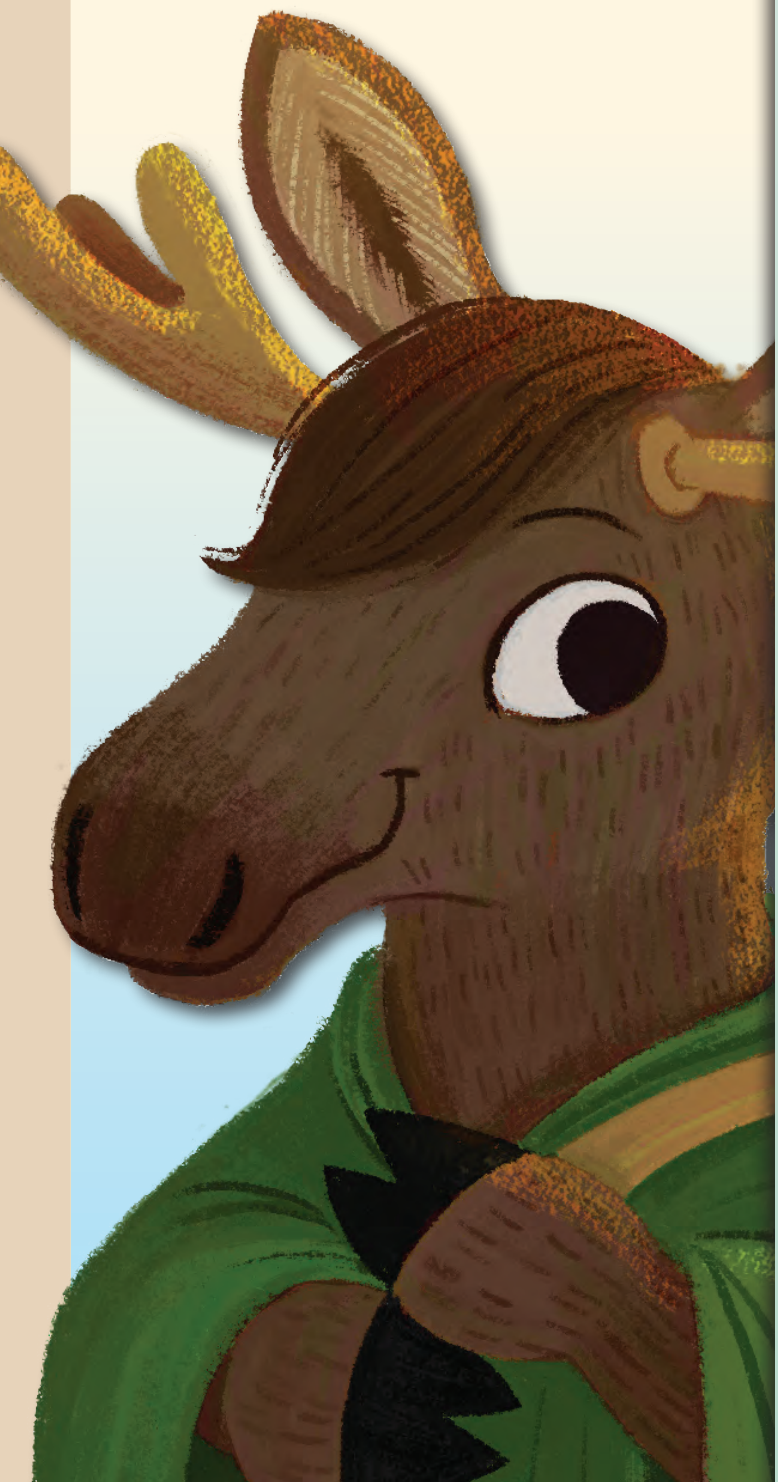
For the other two Festivities (not shown) you earn 4 for placing second on one of them with two cubes, and 1 for having a single cube on the other.

*Your final score is 64. Are **you** the one that brought the most joy to this year's Spring Festival?*

THE WINNER!

Once all Final scoring is complete, the player with the highest score (*the one who brought the most joy to this year's festival*) is the winner!

In the event of a tie, all tied players win and it's an ***even better*** *win than winning alone!*



SOLO PLAY

Maple Valley plays very smoothly as a one-player game, with barely any rules changes!

- Do not set up the **Festivities**; they are not part of the Solo game, so when you craft Favours, you don't get to supply any Festivities. Ignore any game effects that involve supplying Festivities.
- When checking to ***See Who is Dawdling*** at the end of the round, draw **one** Dawdle **if** you didn't add at least one Friend in the round.

Play the game as normal, then check your end results against these four questions. Each answer will give you a word. String the four words together to discover your title. For example, you might end up as a *Delightfully Enthusiastic Rambler of the Running Rivers*!

1. Which Favour type did you craft the most of?
If it's a tie, choose the tied type you want.

Decorations: *Imaginatively*
Entertainment: *Delightfully*
Food: *Heartily*
Gifts: *Generously*

2. What was your final score?

0-25: *Sleepy*
26-50: *Nonchalant*
51-75: *Enthusiastic*
76-100: *Exuberant*
101-125: *Festive*
126+: *Spectacular*

3. How many Patches do you have?

0-1: *Rambler*
2: *Scout*
3: *Tripper*
4: *Ranger*

4. What Travel type do you have the most of?
If ***two*** *types are tied, choose the tied type you want.*

: *of the Woodlands*
: *of the Running Rivers*
: *of the Rolling Hills*
: *of Maple Valley*
THREE-WAY TIE

MAPLE VALLEY AT A GLANCE
THE ENTIRE GAME EXPLAINED ON ONE SIMPLE PAGE

SETUP

Lay out the **game board**; add two **Outposts** and three **Festivities**. Create four-card **Favour**, **Patch**, and **Friend** displays with decks nearby, and a **Dawdle** deck. Randomize the black and white **Curiosity sites**. Randomize the **Grove tokens** as marked (*so that no Grove has two of the same Good*). Shuffle the **Sun tiles** and flip one into the Sun track. Make supply piles of **Goods**, **Curiosities**, and **Maps**.

Pick an Early Bird and give them the Worm. Each player takes the **Pack**, **cubes**, and **Starter Friend** in their colour, and puts their **pawn** in the *Village*. Each player collects one **Map**, **one of each Curiosity**, and a random **Friend** from the deck. Each player draws three **Favours**, keeps two beside their Pack, and discards one.

ON YOUR TURN (Go clockwise from Early Bird until everyone passes.)

STEP 1: PLAY A CARD

Either a Friend to your Pack, or a Dawdle (*see **Dawdle Turns**, below*) to the deck.

STEP 2: TRAVEL

Move along trails using your Friend's travel type (*and Maps, before and/or after*).

STEP 3: ACTIVATE YOUR LOCATION

Do the thing(s) your new location does (*See **The Locations**, to the right*).

STEP 4: CRAFT FAVOURS

Spend your resources to craft Favours, which you then assign to Festivities.

FESTIVITIES

If you place the final cube on a Festivity, trigger its Event.

PATCH POWERS AND FRIEND ABILITIES

Use them as described during your turn.

DAWDLE TURNS

Skip Steps 2 and 3. Collect the Dawdle's displayed resources.

ROUND END (Unless the game is over; proceed to *Scoring* if so.)

1. Advance the **Sun track**.
2. Cycle the **Favour**, **Patch**, and **Friend displays**.
3. All players **gather their tired Friends**, and **clear cubes off their Patches**.
4. Players with fewer Friends draw **Dawdles** to match the leader's hand size.
5. Pass the **Worm** clockwise, then start a new round.

SCORING (Score ❤ for...)

1. Your **Favours** as marked, plus their bonus scoring.
2. Your **Friends** as marked.
3. Your **Patches** as marked, plus their bonus scoring.
4. Your **Leftovers**; ❤1 per **Map**, **Honey**, and **batch of three Resources**.
5. Most cubes on each **Festivity**: ***Most*** scores ❤4, plus ❤1 per cube. ***Second-most*** scores ❤2, plus ❤1 per cube. ***Others*** score ❤1 per cube.

THE LOCATIONS

GROVES

Forage for Goods; either a pair, or one of each type. +1 Sun Good if you foraged any.

THE VILLAGE

Spend Curiosities to choose a new Friend.

THE LOOKOUT

Gain two Maps and choose one Favour.

THE CLUBHOUSE

Draw one Favour, add a cube to any empty Festivity spot, and choose one Patch.

THE LODGE

Gain two Favours; draw one and choose one.

OUTPOSTS

Make trades, then use the Outpost's effect.

THE BLUFFS

Gain three Sun Goods, then zoom to the Village and activate it.

CREDITS AND THANKS

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