CREATURE COMFORTS



*In **Creature Comforts**, your family of forest animals works hard to prepare your home for the coming winter.*

*The village of **Maple Valley** sits in a bountiful countryside that provides all the ingredients you'll need to fashion a wide variety of comforting amenities. The busy Market is a good place to get things you need, the Owl's Nest has all sorts of inspiration for ways to fill your home with warmth, and the Workshop is open to build useful improvements of all sorts.*

*What will **you** gather, cook, knit, and craft to make your den as snug and cozy as it can possibly be?*



OVERVIEW

Creature Comforts plays over eight rounds called *months*. The gameboard features a variety of *locations* that provide differing benefits (*such as gaining resources, Comfort cards, or Improvement cards*). To gain a location's benefit, you'll need to send a worker there, hoping to later assign the dice needed to make the visit a success. Each player rolls two private Family dice **before** sending their workers out (*so everyone will have a little advance knowledge of their own potential*). Once all workers are placed, the four shared Village dice are rolled to set them for the month, and turns begin.

On your turn, you assign dice from your unique dice pool (*2 Family and 4 Village*) to your workers so they can do stuff. You'll use the resources you gather to craft useful Improvements and valuable Comforts, trying especially to fashion items that work together to improve your score. The family that crafts the coziest collection of Comforts before the first snowfall wins the game!

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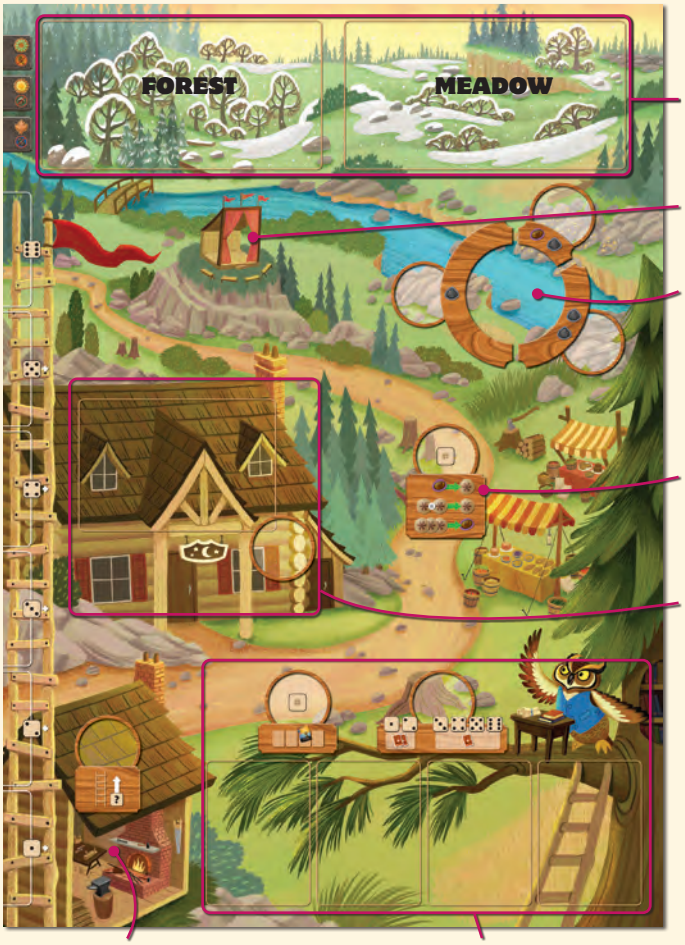
COMPONENTS

1 GAME BOARD



16 VALLEY CARDS

Eight *Forest* and eight *Meadow*. There are three *Spring*, three *Summer*, and two *Fall* cards for both Forest and Meadow.



72 COMFORT CARDS

Crafting delightful Comforts for the winter is where most of your score will come from!



15 TRAVELER CARDS



5 HOME BOARDS

The back side of each Home board has a score track that you will use at the end of the game.



20 WORKERS

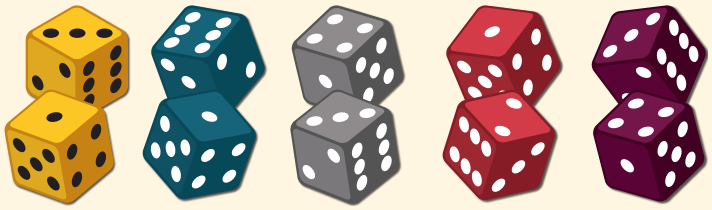


Rabbit Porcupine Raccoon Fox Squirrel

20 COTTAGES



10 FAMILY DICE



1 RIVER DIAL



1 HILLTOP TILE



34 IMPROVEMENT CARDS

Build Improvements for special powers and scoring opportunities!



4 IMPROVEMENT TOKENS

Some Improvements come with special tokens!

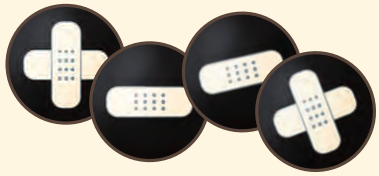


2 Wheelbarrows 2 Almanacs

20 COINS



21 LESSON LEARNED TOKENS



20 STORIES



114 GOODS TOKENS

These six resources are called *Goods*. Stories, Coins, and Lesson Learned tokens are **not** Goods. Whenever you see a symbol, it means "any Good".

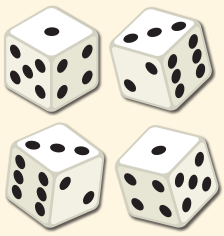


20 Wood 20 Stone 20 Fruit 18 Mushrooms 18 Yarn 18 Grain

THE WORM

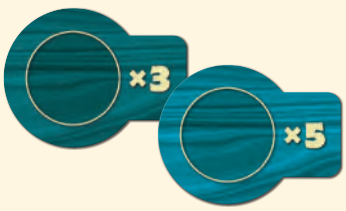


4 VILLAGE DICE



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 Grain:



...and this counts as five Fruit:



GENERAL SETUP

1. Place the **game board** on the table. Set the **River dial** in its place at a random rotation, (*so that dividing lines on the dial line up with the three gaps in the surrounding plank*). Place the **Hilltop** tile in its spot.

2. Create the **Valley card** stacks face down (*Forest stack and Meadow stack*). Each stack should have the *Spring* cards on the bottom, the *Summer* cards on top of those, and the *Fall* cards on top of those. ***Within*** *each season the card order should be random.* When the stacks are ready, flip the whole stack over so that only the current card (*which will be Spring for both*) is visible. Set the stacks in their appropriate places on the board.

   For a short game (*good for beginners or younger players*), remove one random Spring **and** one random Summer card from **both** the Forest and Meadow stacks. The game will then last only six months instead of eight.

3. Create supply piles of all six **Goods** (*Wood, Stone, Grain, Mushrooms, Yarn, Fruit*), and supply piles of Coins, Stories, and Lessons Learned (*which are* ***not*** *Goods; you may want to separate the supply piles of Goods and non-Goods as a reminder*).

4. Create a shuffled facedown deck of **Comfort cards**. Deal four Comforts face up into the slots of the Owl's Nest.

5. Create a shuffled facedown stack of **Improvement cards**. Deal one Improvement face up into each ladder slot. Keep the four **Improvement tokens** (*Wheelbarrows and Almanacs*) nearby.

6. Shuffle the Traveler deck face down, and place it in the Inn.

7. Choose a player to start as the *Early Bird* (*this is what we call the starting player; it will rotate each month*). Give the Early Bird the **Worm** token and the four **Village dice.** Check the chart on the opposite page to see if anyone starts with a **bonus Coin**.



PLAYER SETUP

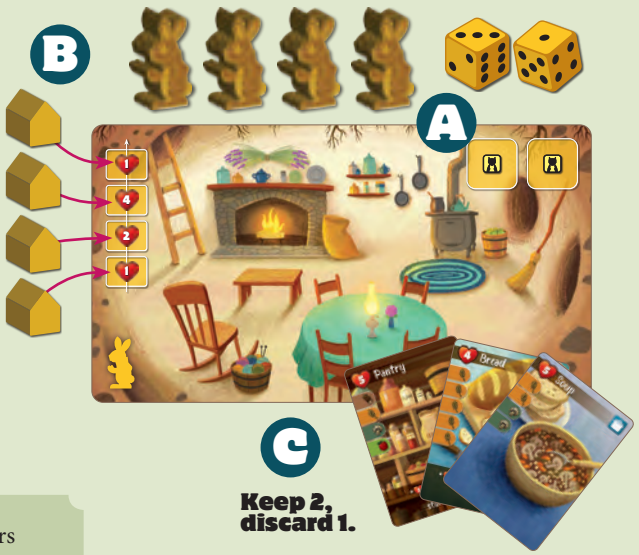
(*Each player does this*)

A Choose your Family, and take the **Home board**, four **Workers**, four **Cottages**, and two **Family dice** of your colour.

B Place your four **Cottages** on the slots on your Home board.

C Draw three Comfort cards from the deck. Choose two to keep in your hand (*Comforts in your hand are kept secret from other players*), and discard the third into a shared face-up *discard pile* near the deck.

Now you are ready to begin!



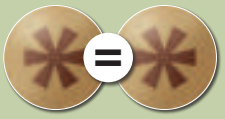
7 Depending on the number of players and the length of your game, some players may not get the chance to be the Early Bird as often. Check the chart and give the numbered players each 1 Coin from the supply!

	NORMAL GAME 8 MONTHS	SHORT GAME 6 MONTHS
2 PLAYERS	×	×
3 PLAYERS	3	×
4 PLAYERS	×	3, 4
5 PLAYERS	4, 5	2, 3, 4, 5



WHAT IS THIS?

You'll notice this symbol on a lot of things. It's everywhere. This symbol means "***any Good***". Remember that Coins, Stories, and Lessons Learned are **not** Goods. Wood, Stone, Fruit, Mushrooms, Yarn, and Grain **are** Goods.



This means "two matching Goods".



This means "two different Goods".

GAMEPLAY

Each month plays out in these steps, played in order:

STEP 1: NEW TRAVELER

Flip the top Traveler card in the Inn face up; this is the Traveler that is visiting Maple Valley this month! Each Traveler has a power that will either affect all of the players for the month, or one that will happen when the card says. Each Traveler also shows a variety of benefits that players can access by sending a worker to visit later in the round.

Read the Traveler's power to the group. If the Traveler's power says "*Immediately*", then you should immediately follow the instructions on the card.



The Canada Lynx's power says that all players in turn order must immediately give a gift of two different Goods from the supply to the player on their left. Do it!

STEP 2: FAMILY DICE

All players roll **their own two Family dice** and place them in the Family dice slots on their own Home board. **Do not disturb their values**; these are now set for the month.





STEP 3: PLACEMENT

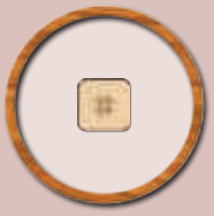
All players do this **at the same time**. Place your workers into any locations you wish. Only one of your **own** workers may be in each location, but workers from multiple players **may** share a location. It doesn't matter who places when, and you are free to change your mind and move your workers around until you are satisifed.

Each location describes the dice criteria that are required for resolution. As you are placing, understand that on your turn (*Step 5*), you will need to assign **dice** to your workers in order to resolve them. At this point, you have only your **Family** dice as a hint about what dice will be available to you; the **Village** dice (*which all players will share*) have not yet been rolled.

*See the **Locations** section for placement and resolution details for each location.*



This is a ***location***. There are twelve of them.



When a location has this symbol in it, it means that the value of the die you assign there doesn't matter.

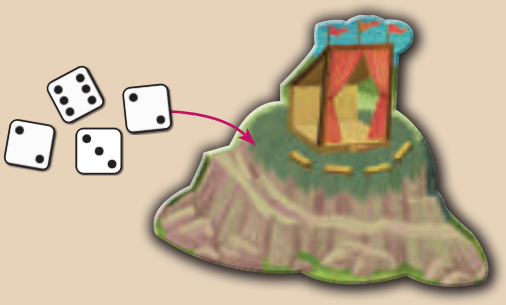
In **most** locations, turn order doesn't matter; all players will be able to get the benefits whether or not someone went there earlier. However in the ***Owl's Nest*** and the ***Workshop***, it's **possible** that a player going earlier in turn order this month might claim a Comfort or Improvement that you want. Keep this in mind if you are later in turn order.



Taking her Family dice into consideration, Rabbit sends her four workers out to the Workshop, Inn, Forest, and River. The other players send their workers out to various locations at the same time.

STEP 4: VILLAGE DICE

Once all players have finished placing their workers, the Early Bird rolls the four Village dice and places them **without altering their values** onto the Hilltop. All players should be careful to not disturb or alter these dice, as their values are now set for the month.



STEP 5: PLAYER TURNS

Starting with the Early Bird and proceeding clockwise, each player takes their turn. On your turn:

A Place your two Family dice (*without altering them*) on the Hilltop with the four Village dice. These six dice are now the *pool* of dice available for you to *assign*.

*The **point** of Hilltop is to keep all of your unassigned dice together so that you can easily see the whole group.*

Later in your turn it will help you keep track of which ones you have assigned, and which are still available.



B Assign dice from Hilltop to locations where you have workers, to satisfy their location requirements. Place the assigned dice **in** the locations.

- The assigned dice in locations may be any combination of Family and Village dice.
- You may also assign **Family** dice to **Glades**, if any have been built (*see **Glades** on page 12*).
- You are free to move the dice around until you are satisfied that you've gotten the best possible results.

It's wise to wait to resolve all of your workers until you're happy with how all of your dice are placed; this will keep you from changing your mind late and having to backtrack messily.



If you have any, you may spend *Lesson Learned tokens* to modify dice values. Each token you spend acts as +1 or -1 to the die you are modifying. Place the token **beside** the modified die with the + or - side showing as appropriate; **do not actually adjust the die itself**, just treat it as if it were the modified number. You **may** apply multiple Lesson Learned tokens to a single die if you wish. You may **not** make a die higher than ⚅ or lower than ⚀, and you may **not** make a ⚅ into a ⚀ or vice versa.



Rabbit sent her workers to the four circled locations. Rabbit has the six dice on Hilltop (shown above) and one Lesson Learned token from a previous month.

- *Rabbit spends the Lesson Learned to treat the ⚄ as a ⚅, and assigns it to the Forest with a ⚅.*
- *Rabbit assigns a ⚀ to the Inn.*
- *Rabbit assigns a ⚀ to the Workshop.*
- *Rabbit has a worker in the River, but doesn't have a ⚃ or ⚄ to assign there. She realizes that she could move the ⚄ from the Forest to the River (and take back the Lesson Learned), but then there would be no way to satisfy the Forest's requirements. After thinking about it for a moment, she decides that she wants a successful Forest visit more. She leaves things as they are.*

*Rabbit then resolves all of the locations that have the correct dice for a successful visit, bringing each worker and any Family dice home as they are resolved. See **Locations** on pages 10-12 for details about how each location works.*

C When you are finished arranging, **resolve** each location/Glade where you assigned dice, one at a time in any order you like. As you resolve, take your worker and any **Family** dice assigned there back to your Home (*leave **Village** dice in the locations for now*).

*See **Locations** on pages 10-12 for details about how each location is resolved.*

D It is possible that you will be **unable to** resolve one or more workers because of how the dice turned out; you also may **choose** to not resolve any workers you wish. Once you are finished resolving **all** workers that you are willing and able to, bring any **unresolved** workers Home and take one **Lesson Learned** token from the supply for each one.

*Notice that since this step is **after** the resolution step, you may not spend Lesson Learned tokens you gain in this step to modify **this month's** dice.*



Her worker at the River was unresolved, so Rabbit brings it home and gains a Lesson Learned from the supply!

E Craft Comforts. At this point you may craft any number of Comforts from your hand. Each Comfort's *crafting cost* shows the resources (*some combination of Goods, Coins, and Stories*) that you must spend; return those resources to the supply, and place the Comfort card **face up** near your Home.

- Some Comforts work well with others… try to craft things that go together!
- Some Comforts have a *type* symbol in the top right corner; certain Improvements refer to those types.
- Some Comforts indicate that they will score bonus VP at the end of the game for particular resources "stored here". You may freely move resources between your Home and these cards during the game however you like; resources aren't committed to a card until final scoring.



With these resources on her Home board, Rabbit could craft either the Lamp or the Muffler in their hand... but not both. She chooses to spend the Stone, Yarn, and Coin on the Lamp for now, saving the Muffler for another time.

F Finally, take your Family dice back into your Home (*if they're not already there*), and **carefully** return all Village dice back to the Hilltop (*without altering their values*) for the next player to use. Discard any spent Lesson Learned tokens on the board back to the supply.

If you have **more than three** Comfort cards in your hand at the end of your turn, you must discard Comforts (*whichever ones you want*) into the Comfort discard pile until you have only three. Note that it is okay to have more than three Comfort cards in hand **during** your turn.

Then play passes to the next player clockwise; if you were the last player for the month, proceed to ***Upkeep***.



LOCATIONS

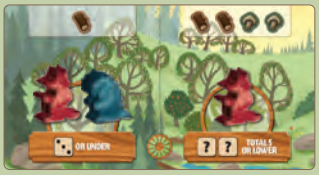
The Valley

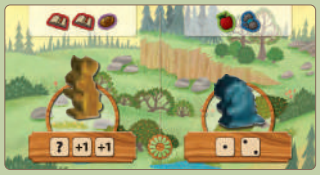
The Valley is a series of four locations that will change every month; two Forest and two Meadow. Wood and Mushrooms can be found in the **Forest**. Grain and Yarn can be found in the **Meadow**. Fruit, Coins, and Stories can be found in both.



Notice that one type of Good is unavailable in each season! The Valley doesn't produce any Grain in Spring, Mushrooms in Summer, or Yarn in Fall. There is a sign on the board to remind you.

Each Valley location displays the dice requirements for a successful visit. All resources gained from the Valley are taken from the supply.





The players in these locations on their own turns must:

(described from left to right)

- *Assign one die valued 3 or under (for example ⚀)to gain one Wood.*
- *Assign two dice that total to 5 or lower (for example ⚄ and ⚀) to gain two Wood and two Mushrooms.*
- *Assign three consecutive dice (for example ⚄ ⚅ ⚅) to gain two Stories and one Coin.*
- *Assign exactly ⚀ and ⚁ to gain one Fruit and one Yarn.*

SOME TYPES OF VALLEY DICE REQUIREMENTS YOU'LL ENCOUNTER

? +1 +1 Three dice that show consecutive numbers.	? TOTAL 11 OR HIGHER Any number of dice, that add up to eleven or higher.	? ? TOTAL 5 OR LOWER Two dice that add up to five or lower.
⚅ One die; a six.	? = ? Two dice that are the same number.	⚄ ⚃ Two dice; a three and a four.
? + ? = 8 Two dice that add up to exactly eight.	? ? ? ALL EVEN Three dice that are all even numbers.	⚂ OR UNDER One die that is three or under.

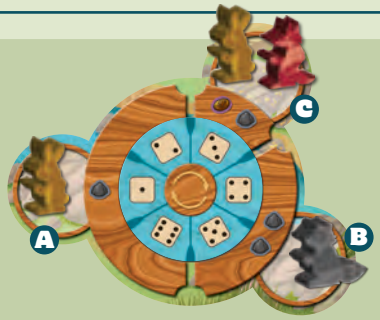
The River

The River has three locations where you can obtain Stone and Coins from the supply. The dice requirements for each location will change each month as the River dial spins.

A Assign one die matching **one** of the **three** dice currently showing in this location's section, to gain one Stone.

B Assign one die matching **one** of the **two** dice currently showing in this location's section, to gain **two** Stone.

C Assign one die matching the **one** die currently showing in this location's section, to gain one Stone **and** one Coin.



With the River dial in this orientation:

A *Rabbit must assign a ⚀, ⚁, or ⚃ to collect one Stone.*

B *Raccoon must assign a ⚃ or ⚄ to collect two Stone.*

C *Fox and Rabbit each must assign a ⚂ on their own turns to collect one Stone and one Coin.*

The Owl's Nest

This is where you get new Comfort cards into your hand. (*You can't craft a Comfort unless you hold its card.)* There are two locations here.

- Location 1: Assign one die of any value, then take one visible card of your choice. Then slide everything to the right of the empty slot one slot left, and deal a new Comfort from the deck face up into the empty rightmost slot.
- Location 2: Assign one die, then Draw one or two Comfort cards blindly from the deck depending on your assigned die's value as displayed.

If the Comforts deck ever runs out, shuffle the discard pile to form a new deck.



*Raccoon can assign **any** die and choose one of the **Pot of Tea**, **Flute**, **Pie**, and **Rocking Chair**. Then he would slide the remaining Comforts left and fill the blank slot with a fresh card from the deck.*

*Porcupine could assign a ⚀ or ⚁ to draw **two** Comforts blindly from the deck, or assign a ⚂, ⚃, ⚄, or ⚅ to draw just **one**.*

The Workshop

Assign one die, then build one Improvement. Improvements give you persistent advantages or some sort of scoring opportunity, as described on the card. There is one location here; the value of your assigned die tells you how high up the Workshop ladder you can reach **at the highest**.

To build a reachable Improvement, you must have at least one *Cottage* remaining on your Home board, and you must be able to immediately pay the resource cost that is displayed on the Improvement. Spend those resources into the supply and take the Improvement. Immediately slide any Improvements in higher slots **down** a notch, and reveal the top card from the deck into the top slot.

- You may **not** build more than one of the same Improvement.
- Some Improvements (*the **Almanac** and the **Wheelbarrow***) indicate that you get a special token when they are built; take the token from the supply into your Home.

Most Improvements are placed near your Home board. Some Improvements are *Glades* that you place by the gameboard above the Valley (*see **Glades** on page 12 for details*). In either case, take the **lowest** Cottage remaining on your Home board and place it on your new Improvement. You only have four Cottages, so build wisely!

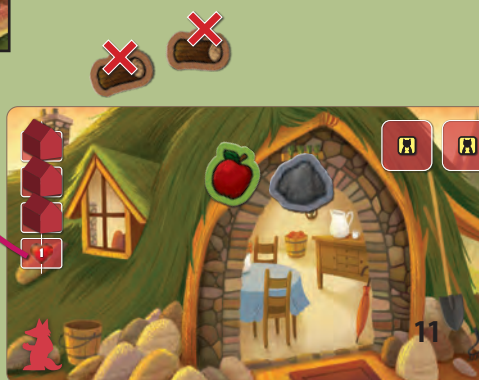


Fox has sent a worker to the Workshop and has assigned a ⚃ to it. Fox may therefore build any one of the Improvements in the bottom four slots.

*Of the ones in those slots, Fox can only afford the **Herb Garden** or the **Wildwood**. Fox likes the Herb Garden because other players are crafting a lot of Food Comforts.*

To build it, Fox pays the two Wood to the supply, takes the Herb Garden near their Home board, and places their lowest remaining Cottage on it.

To wrap up, Fox slides all of the remaining Improvements in higher slots down to fill the gap, and deals a new one face up into the top slot.



The Inn

Each month a different random Traveler will be present in the Inn. When you send a worker to the Inn, the die you assign will determine what benefit you gain from the options along the right side of the Traveler card.

- When a benefit displays a green arrow with a multiplier on it, this means that you may perform that interaction **up to** that many times. If the green arrow has a ? symbol on it, that means you may perform that interaction up to a number of times equal to your die's value. If no multiplier is shown, you may only perform the interaction **once**.
- Resources spent at the Inn return to the supply. Resources gained at the Inn come from the supply.



*For example, Raccoon has sent a worker to visit **Black Bear** at the Inn, and the interaction depends on his assigned die:*

⚀, ⚁, or ⚂: *Raccoon may spend one Fruit for one Good of his choice from the supply. He may do this a number of times up to the value of his assigned die. For example, if he assigned a ⚂, he could do it up to three times.*

⚃ or ⚄: *Raccoon gains one Story.*

⚅: *Raccoon can spend one Fruit to gain one Coin up to three times!*

The Market

Assign one die of **any** value, then make trades with the supply. You may make as many trades as you wish in any order you like, as long as you have the Goods or Coins to continue. There are three types of trades:

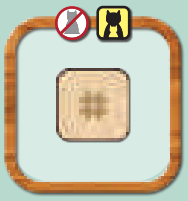
- Trade one Coin for any one Good.
- Trade two **matching** Goods for any one Good.
- Trade **any** three Goods for one Coin.



Porcupine can assign any die to the Market and then engage in however many trades they are willing and able to.

Glades

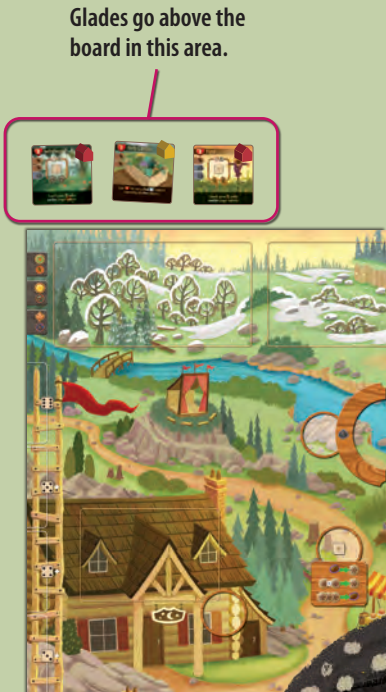
Certain Improvements when they are built become *Glades* above the game board. **Workers** may **not** be sent to Glades during the Placement phase, but players may assign available **Family dice** (***not*** *Village dice*) to Glades on their turn (*one per Glade at most*), without needing to have sent a worker.



Each Glade has a spot on it similar to a location, but it's shaped differently. It has symbols on top to remind you that no workers may be placed there, and that only Family dice may be assigned.

Each Glade card describes how it is resolved. Often the owner of the Improvement gains some sort of benefit when someone **else** assigns a die there.





*For example, Fox built the Wildwood card earlier. Rabbit has a hankering for fungi and a **Family die** that she doesn't need for anything else, so she sends it to the Wildwood. Rabbit gains two Mushrooms, and Fox (the owner) gains one Mushroom as indicated.*

STEP 6: UPKEEP

Some Travelers have a power that activates at the ***End of the Month***. If that's true for the current Traveler, carry it out now.

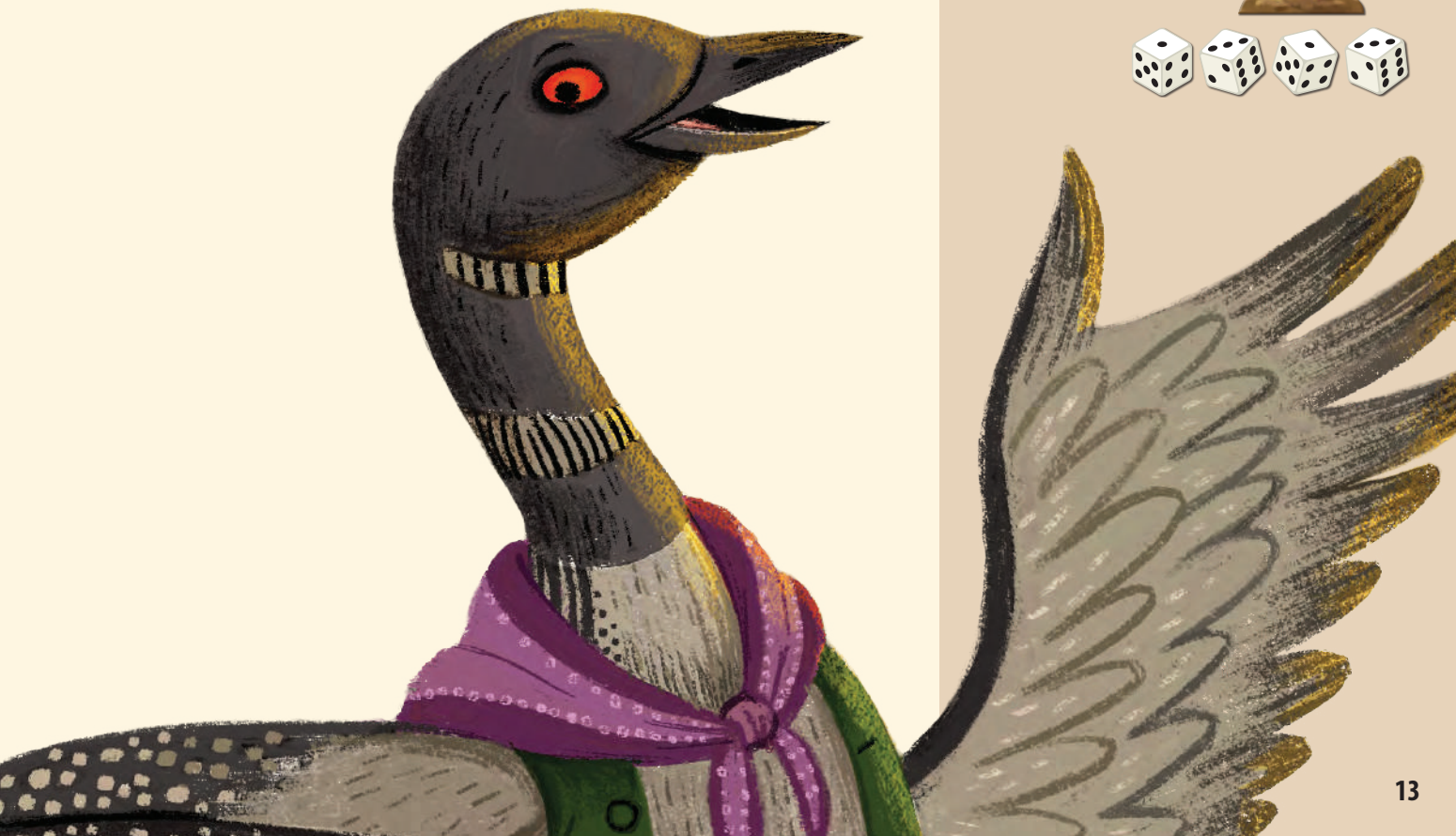
Discard the top **Forest and Meadow** cards on the Valley stacks from the game, revealing the new ones for the upcoming month and progressing further through the seasons. If there are no new ones to reveal, you will see that the first snowfall of the winter has arrived, and the game is over… proceed to ***Scoring*** immediately and skip the rest of ***Upkeep***. Otherwise, proceed with the following steps:

1. Rotate the River dial one notch clockwise.
2. Discard the leftmost Comfort from the Owl's Nest, slide the other three cards one slot left, and deal a new Comfort from the deck face up into the empty rightmost slot.

   Discard the Improvement in the bottom ladder slot from the Workshop, then slide the five remaining Improvements down a slot and deal a new Improvement from the deck face up into the top slot.
3. Discard the Traveler from the Inn.
4. The Early Bird passes the Worm clockwise. That player is the new Early Bird. The Early Bird takes the Village dice to roll later.

   Start the new month with ***Step 1: New Traveler***.





SCORING

When the game ends, first all players **may freely craft any Comforts from their hand** if they have the resources to do so. Then all players tally up their scores to see who built the most comfortable home for the long winter ahead!

Flip your Home board over, and use the score track to tally your points.

- Use any token from the game as a scoring marker.
- If you had any Cottages remaining on your Home board, replace them on the topmost Cottage slots on the Home board back.
- If you exceed 50 points, lap around back to the beginning of the track and continue counting. Place a marker on the +50 space to remind yourself that you lapped the track.

Points are earned in a variety of ways:

COMFORT CARDS

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

- Some Comforts allow you to store resources on the card for bonus scoring. You can move resources around between your Comforts and your Home to make sure you have the best score now, but each resource may only be used to score one card. Resources stored on Comforts are **not** considered "leftover resources" for scoring below.

IMPROVEMENTS

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

COTTAGE SLOTS

Score the revealed ♥ values in the empty Cottage slots of your home board. Scores still covered by cottages are not earned.

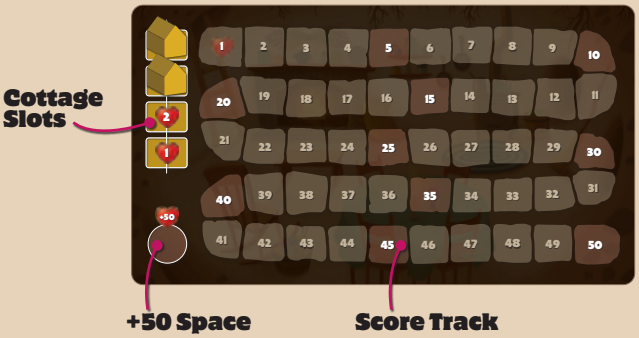
LEFTOVER RESOURCES

= 2 ♥

= 1 ♥

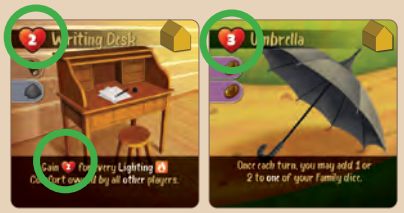
= 1 ♥

The player with the highest score has built the coziest, most well-stocked winter home, and wins the game! In the event of a tie, all tied players win and it's an **even better win** than winning alone.





*Your **Hearth** earns you 6 ♥ plus 4 ♥ for the two sets of Wood you've stored there. Your **Bread** earns you 4 ♥ plus 2 ♥ because you also have Soup. Your **Soup** earns you another 5 ♥ itself.*



*Your **Writing Desk** earns you 2 ♥; the other players' Lighting Comforts earn you a bonus 4 ♥. Your **Umbrella** earns you 3 ♥.*



*Your empty **Cottage Slots** earn you 3 ♥.*



*Your three **leftover Stories** earn you 6 ♥, your one **leftover Coin** earns you 1 ♥, and you have five **leftover Goods** which allow you to form only one group of three that is worth 1 ♥.*

Your final score is 41 ♥. Will that be enough to crown your home the coziest?

SOLO PLAY

Creature Comforts plays very smoothly as a 1-player game, without any rules changes! The only thing you need to do is remove these items from the game:

- From the ***Travelers*** deck, remove the ***Canada Lynx***, the ***Common Loon***, and the ***Moose***.
- From the ***Improvements*** deck, remove **both** copies of the ***Barrel Sauna***, ***Guest Cottage***, ***Herb Garden***, ***Spinning Wheel***, and ***Writing Desk***. Then remove **one copy of each other Improvement**, so that there are no duplicates in the deck.





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 *Snugly Prepared Critter of the Fields*!

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

- Clothing: *Snugly*
- Food: *Deliciously*
- Lighting: *Glowingly*
- Outdoor: *Frostily*

2. How many Comforts did you craft?

0-3: *Frugal*
4-6: *Prepared*
7-9: *Well-stocked*
10+: *Pampered*

3. How many Improvements did you build?

0-1: *Critter*
2: *Creature*
3: *Denizen*
4: *Protector*

4. What was your final score?

0-25: *of your Den*
26-40: *of the Fields*
41-55: *of the Woods*
56-65: *of the Village*
66-75: *of Maple Valley*
76+: *of Comfort*!



CREATURE COMFORTS AT A GLANCE
THE ENTIRE GAME EXPLAINED ON ONE SIMPLE PAGE

SETUP

Lay out the **game board**, with the **River Dial** and **Hilltop** in place. Create *Forest* and *Meadow* **Valley card stacks** in their spots so when face up they are Spring/Summer/Fall from the top down. Make supply piles of all **resource tokens**. Shuffle the **Comforts** deck and deal four into the *Owl's Nest*. Shuffle the **Improvements** deck and deal six into the Workshop's ladder slots; **Improvement tokens** nearby. Shuffled **Travelers** deck face down in the *Inn*. Pick an *Early Bird* to get the **Worm** and the four **Village dice**.

Each player takes the **Home board**, **workers**, **Cottages**, and **Family dice** in their colour. Cottages onto *Cottage slots*. Each player draws three **Comforts**, keeps two, and discards one. Some players may get a **bonus Coin** to start; see the chart on page 5.

GAMEPLAY

1. NEW TRAVELER

Flip the next **Traveler** in the Inn face up. Activate "*Immediate*" powers now.

2. FAMILY DICE

All players roll their own **Family dice**; values are set for the month.

3. PLACEMENT

All players at the same time place their workers into **locations** on the board.

4. VILLAGE DICE

Early Bird rolls the **Village dice** and places them on **Hilltop**.

5. PLAYER TURNS

Clockwise from Early Bird, players take turns. On your turn, in this order:

- **A)** Add your **Family dice** to Hilltop to form your dice *pool*.
- **B)** Assign dice from the pool to your workers' locations, ***Family*** *dice may also be assigned to* ***Glades***. Adjust dice with **Lesson Learned** tokens.
- **C)** Resolve locations and Glades where you have the correct dice assigned. Bring workers and Family dice home as they are resolved.
- **D)** Bring home unresolved workers and gain one **Lesson Learned** for each.
- **E)** Craft **Comforts** from your hand by spending the indicated resources.
- **F)** Return **Village dice** to Hilltop. Discard down to **three** Comforts in hand.

6. UPKEEP

"*End of Month*" **Traveler** powers activate. Discard both **Valley cards** (*if it's now Winter, the game ends; proceed to* ***Scoring***). Rotate **River dial** clockwise. Discard the leftmost **Comfort** from the Owl's Nest and refresh. Discard the lowest **Improvement** from the Workshop and refresh. Discard the **Traveler**. Pass the **Worm** clockwise; new Early Bird takes **Village dice**. Begin a new round!

SCORING

Game ends when winter arrives. Tally your score on the back of your Home board. Get points from:

- **A)** Your **Comforts** as marked, including bonus scoring as described.
- **B)** Your **Improvements** as marked, including bonus scoring as described.
- **C)** Your **revealed Cottage slots** as marked.
- **D)** Your **leftover resources**; 2 for **Stories**, 1 for **Coins**, 1 for **groups of three mixed Goods**.

Highest score has the coziest home and wins the game! If it's a tie, all tied players win together!

LOCATIONS

THE VALLEY

Gain **Wood**, **Fruit**, **Mushrooms**, **Grain**, **Yarn**, **Coins**, and **Stories** as displayed, by meeting dice requirements as marked in your location.

THE RIVER

Gain **Stone** and **Coins** as displayed, by meeting dice requirements of your location as marked on the dial.

THE OWL'S NEST

Gain **Comforts** into your hand; one of your choice **or** up to two blindly, depending on your location and assigned die.

THE WORKSHOP

Build one **Improvement** by spending resources as marked. Your die determines how high you can climb. Add one Cottage from your Home to your new Improvement; some Improvements become **Glades**.

THE INN

Get **Traveler's benefits** based on the die you assign.

THE MARKET

Swap Goods and Coins with the supply as marked.

GLADES

Assign **Family dice only**. Gain rewards as marked.

