

INDIAN SUMMER

Fall in New England

15 MIN/	10+	1-4

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

On our walks through the woods we discover all kinds of little treasures. 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 once again. There, a good game and a hot tea are already awaiting.

www.pegasus.de/indian-summer

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

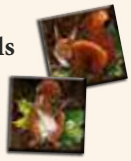
29 red fives

A comprehensive list of all puzzle tiles can be found on page 16.

20 Animal tiles
puzzle pieces without a Hole



32 Squirrels
tokens



4 Backpacks
player aids



1 Berry Bush
assemble before the first game



1 Hiking shoes
start player marker



80 Treasures *tokens*



30 Berries

24 Nuts



18 Mushrooms

8 Feathers

Each Treasure 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.

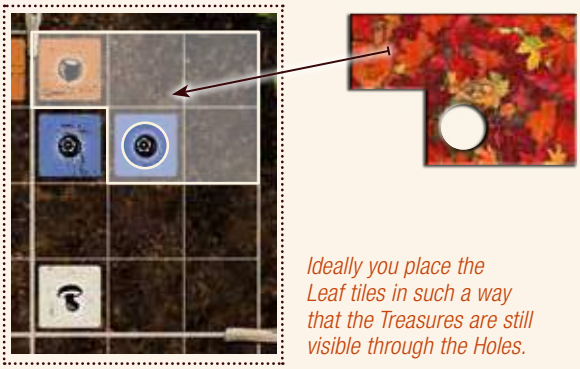
Aim of the game *What am I actually supposed to do in this game?*

On your way home from your hiking tour you cross a piece of Forest Floor. Each Forest Floor is divided into 6 Areas depicting various Treasures. In your turn you place Leaf tiles on your Forest Floor and this way fill up these 6 Areas.

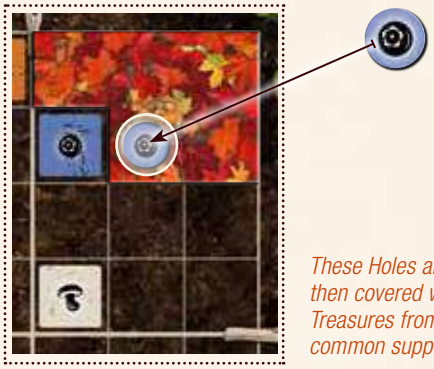


Each of the 6 Areas consists of 12 square spaces.

Each Leaf tile has 1 Hole, through which you can peek at an empty space or at Treasures, after you have placed it 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 still visible through the Holes. These Holes are then covered with Treasures from the common supply.

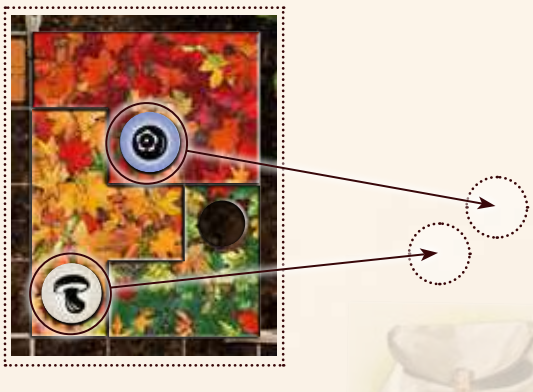


Ideally you place the Leaf tiles in such a way that the Treasures are still visible through the Holes.



These Holes are then covered with Treasures from the common supply.

Every time you completely cover 1 of the 6 Areas, you collect the Treasures that are lying on top of the Leaf tiles in this Area. With the Treasures 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. Treasures are only used to resolve draws, 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 every player 1 Forest Floor board, hereafter called Forest Floor. Give 1 Backpack to each player and place it next to the bottom left corner of your Forest Floor. Put the remaining Forest Floors and Backpacks back into the box, they are no longer needed in 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 Treasures on the **3 specially marked** Animal tiles (Racoon, Fox, Badger).

D Place the Treasures and Squirrels separately 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 in the order from left ("front") to right ("back") on the bottom edge of their Forest Floor in front of them, starting directly next to their Backpack. On the left with 2 green threes, followed by 2 orange fours and 1 red five on the very 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**. At a place of your choice, leave an empty space of about 1 hand. This incomplete circle of Leaf tiles is called the "**Common Path**".

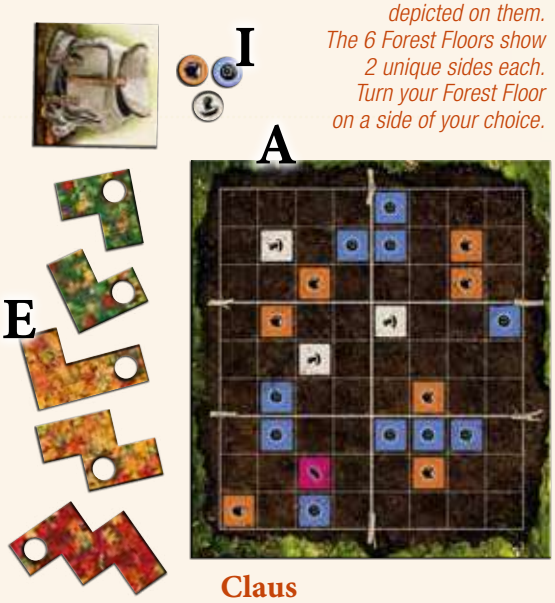
G Put the Berry Bush, hereafter only called **Bush**, in the empty space of the Common Path.

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 Treasures above their Backpack.

K 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



Claus, Tini, Matilda and Hubert are meeting to play a game of Indian Summer. They set up the game, take their Leaf tiles and Treasures. Hubert is the start player.

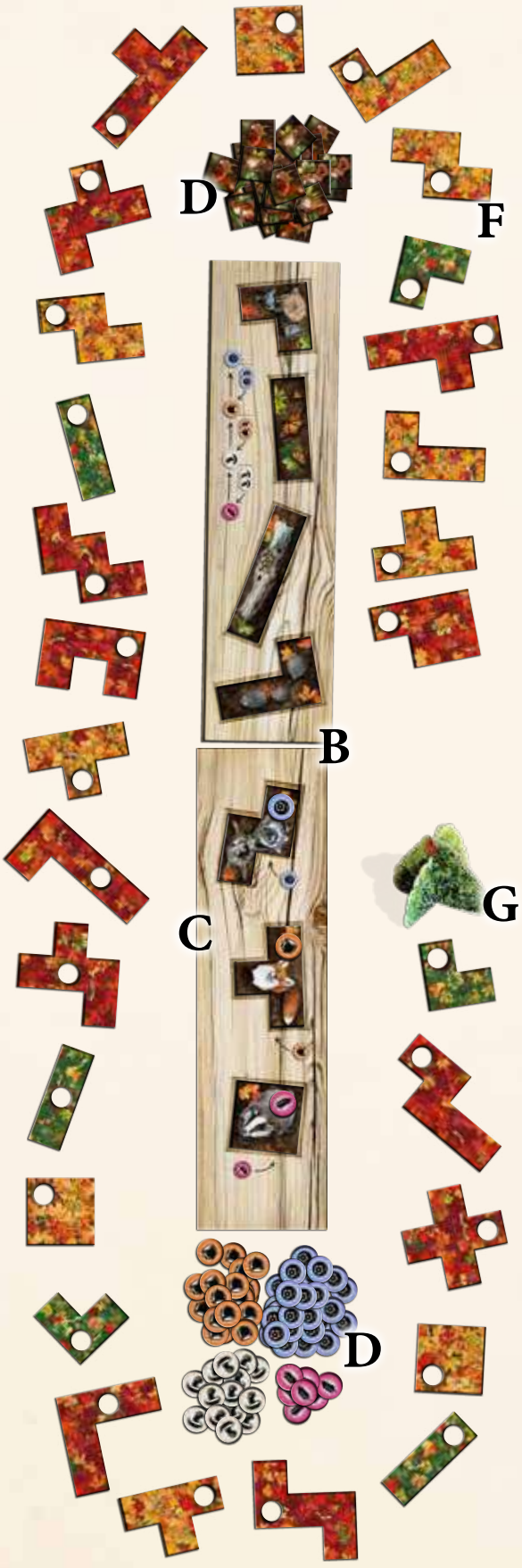


Matilda

Game flow *How does a game run?*

Beginning with the start player you each take **1 turn** in clockwise order. In your turn you execute **1 Main Action**. Before and/or afterwards you can execute as many Special Actions as you like.

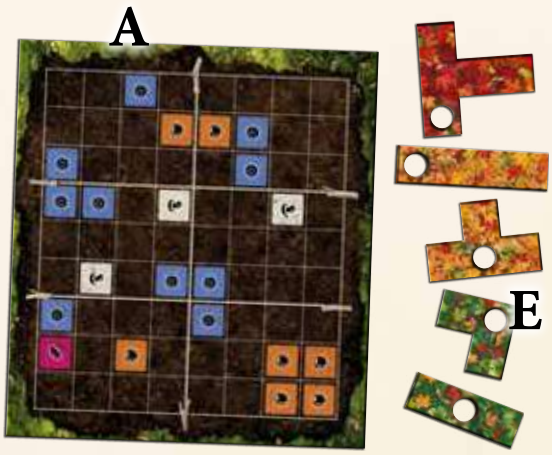
As soon as 1 player has covered their **entire** Forest Floor with Leaf tiles, the round is played until all players had the same number of turns, and then the game is over. Count the number of empty spaces on your Forest Floors to find out who played how well. Treasures are only needed to resolve draws.





Tini

The Backpack marks the beginning of your Leaf tile line.



Hubert



Tile placement rules *How can I place Leaf tiles, Squirrels & Animal tiles?*

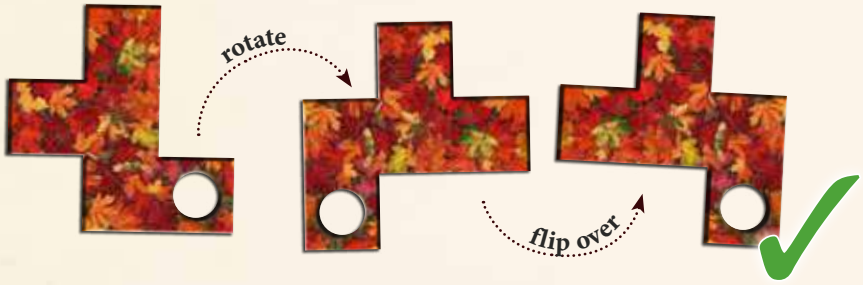
With **Leaf tiles**, you may

- place them on empty spaces.
- place them on spaces with printed-on Treasures.
- flip over and rotate them any way you like.
- only place them on your own Forest Floor.
- place them with their Hole over empty Forest Floor.
- place them with their Hole over printed-on Treasures.
- place them on the line between 2 or more Areas.
- only place them in your Main Action.

- not place them on Animal tiles.
- not place them on Squirrels.
- not place them overlapping or onto others.
- not place them in a way that they protrude over the edge of your Forest Floor.
- never move them again as soon as your Main Action is executed.



Leaf tiles do not have to be placed adjacent to another.
The same rules apply to **Squirrels**.



With **Animal tiles**, you may:

- only put them on **free** Holes in the Leaf tiles whose outline corresponds to the shape of the Animal tile.

For Animal tiles the same **restraints** apply as for Leaf tiles and Squirrels.







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

Execute in your turn **1** of the two following Normal Main Actions. Follow the tile placement rules while doing so. You are **not** allowed to pass. Note! Only in certain cases it is 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.

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



OR

Take 1 Squirrel from the common supply and place it on 1 empty space on your Forest Floor. **Never** place the Squirrels into your supply.

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. Then return the Leaf tile to the same space.

Treasures *What happens if I cover a Treasure?*

If you cover 1 Treasure depicted on your Forest Floor with the Hole of a Leaf tile, take 1 Treasure of the same type from the common supply and place it onto this Hole.

Nothing happens if you cover an empty space on your Forest Floor with a Hole in a Leaf tile or place 1 Squirrel onto 1 depicted Treasure.

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



Claus placed 1 Leaf tile from his Player Path onto his Forest Floor. The Hole covered an empty space, therefore nothing happened.



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

Each Area consists of 12 spaces (3 x 4) and is regarded as complete when all spaces of this Area are covered with Leaf tiles and/or Squirrels. Spaces that are covered by Holes in Leaf tiles are also regarded as **covered**.

Whenever you have **completed** 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 Treasures 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** when you are taking the last Leaf tile from your Player Path. To do this, follow these steps:

1. Take the Leaf tile from the Common Path that is directly next to the Bush and place it **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 step 2 and 3 until you have **exactly 5** Leaf tiles on your Player Path.

In doing so, **do not change** the order of the Leaf tiles! Neither on the Common Path nor on your own Path.



You can 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?*

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

At any time during your turn place 1 Animal tile over a continuous outline of **free** Holes. The shape of the Animal tiles has to correspond to this outline. It doesn't matter if these Holes cover **depicted** Treasures or not.

For each Treasure covered this way take another 1 Treasure **of this type** from the common supply and put it in your personal supply. The shape of Holes must **not** contain any empty spaces and there must **not** be any Treasures on the 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 Treasures from the common supply.



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



If you place 1 of the 3 Animal tiles (Racoon, Fox, Badger) that got a Treasure on top at the start of the game, you also take the corresponding Treasure and put it in your supply. You take this Treasure **in addition** to the other Treasures 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 picked Leaf tiles as soon as it contains **less than 7** Leaf tiles. To do this, 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 longer any 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 neither any more Leaf tiles on the Common Path nor on your own Player Path, you 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?*

Place 1 Treasure from **your own** supply back into the common supply to execute its Action. The Treasures have different powers. Berries and Nuts grant you **Special Actions**. Mushrooms and Feathers grant you an **Alternative Main Action**.

Before and after your Main Action you may execute as many Special Actions as you like.

INSTEAD of your Normal Main Action you may execute 1 Alternative Main Action.
You may **never** execute more than **1** Main Action in your turn. Which means you can use a **maximum** of 1 Mushroom **or** 1 Feather in your turn.



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

Place 1 Berry back into the common supply and execute this **Special** Action.

Refill your Player Path to 5 Leaf tiles. To do this, 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 once. To do this, execute step 3 described under **Player Path**. You can **never** have more than 6 Leaf tiles in your personal supply.

Matilda has 3 Leaf tiles in her Player Path. She places 1 Berry back into 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.



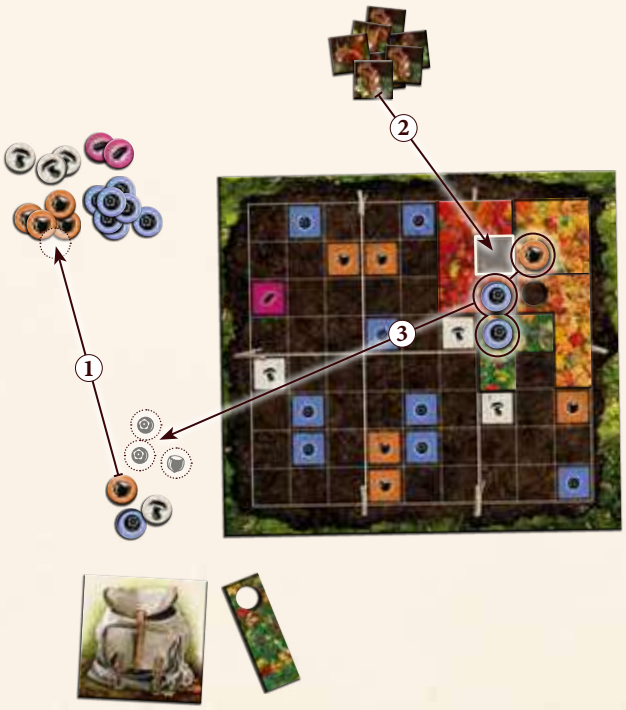


Nut *How can I fill gaps between Leaf tiles?*

Place 1 Nut back into the common supply and execute this **Special** Action.

Take 1 Squirrel from the common supply and place it on 1 **empty** space on your Forest Floor.
If this completes 1 Area, immediately take all Treasures from this Area and put them into your own supply.

Tini places 1 Nut back into 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 Treasures (2 Berries, 1 Nut) from that Area and places them above her Backpack.





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

Place 1 Mushroom back into the common supply and execute this **Alternative** Main Action.

Take the 1st Leaf tile from **2 fellow players**, the one directly next to their Backpack, and place these tiles in the order of your choice onto your Forest Floor. Only if there is no more space for them on your Forest Floor you are allowed to forgo taking one of the two Leaf tiles.

In the **two-player-game** you get the Leaf tile directly next to the other player's Backpack and the 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 follows steps 1 - 4 described under **Player Path**. If 2 players should be affected, they both refill their Player Paths in turn order.

Claus places 1 Mushroom back into the common supply and executes the corresponding Alternative Main Action. From Hubert as well as from Tini he takes the Leaf tile next to their Backpacks and places this Leaf tile on his Forest Floor. As Hubert has now no more Leaf tiles on his Player Path, he refills it immediately.

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

Place 1 Feather back into the common supply and execute this **Alternative** Main Action.

Place **2 Leaf tiles** from your Player Path in an 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 places 1 Feather back into 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.

We advise you not to save up too many Treasures over the course of the game. The winner is often the player who repeatedly uses his Treasures in order to be able to place more or better suited Leaf tiles onto their Forest Floor.

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

You may exchange Treasures from your supply for those in the common supply. Each Treasure 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. Then exchange all Treasures, according to the exchange rules, for Nuts and use them to place Squirrels onto the empty spaces on your Forest Floor.

If you complete Areas this way, take Treasures if appropriate, which you can once again exchange for Nuts and so on. Squirrels are not limited, if they run out in a game, please replace them.

The player who covered his 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 draws. The winner is the player with more 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 then count the empty spaces on their Forest Floors. The player with less empty spaces gets the higher ranking.



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 puts 1 Feather back into the 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 places 1 Berry back into the common supply and refills her Path to 5 Leaf tiles. Then she also places the 2nd Berry into 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 places the Nut back into 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 places 1 Berry back into the common supply to refill her Leaf tiles to 5.



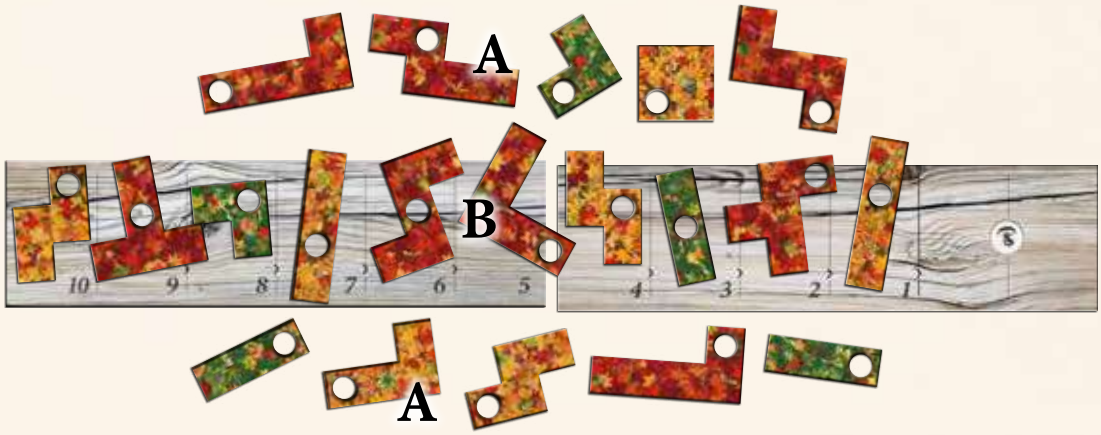
Solo game rules *How can I play Indian Summer on my own?*

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. Put the remaining Forest Floors, Backpacks, the start player marker and the Bush back into the box. You do not need them for your solo game(s).

Turn the two game board halves on the solo game side and place them next to each other in the middle of the table. Split up the Leaf tiles randomly in 3 stacks of 25 tiles. In each of your (up to 3) games you are playing with **25 puzzle tiles**. That way, 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 Above and below the game board, place 5 random Leaf tiles each in a line. These two lines form the **Top** and **Bottom Path** respectively.

B On each of the 10 spaces labeled "X" place also 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, 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 on the special 3 Animal tiles (Racoon, Fox, Badger). Place the Treasures and the Squirrels separately next to the shorter sides of the game board.

Take **1 Berry, 1 Nut and 1 Mushroom**. Place these Treasures 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 one Leaf tile that is 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 the other. For the placement of the Leaf tiles the same rules apply 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?*

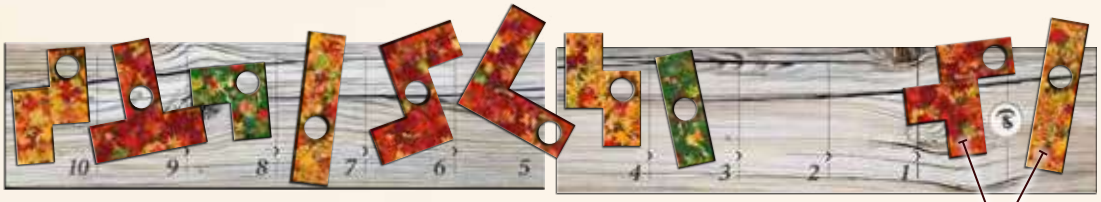
Refill your Player Path immediately when you take the last Leaf tile from your Player Path.
To do this, follow these steps:

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, on 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 pay 1 additional Berry to take the missing Leaf tiles from the other Path.



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



Place 1 Mushroom back into the common supply and execute this Alternative Main Action.

Take the 2 Leaf tiles on the **Mushroom spaces** and place them in an order of your choice onto your Forest Floor. Only when you have no more space for them on your Forest Floor can you forgo to take 1 of the 2 Leaf tiles. If there is only 1 Leaf tile on the Mushroom spaces, you may also take this tile alone. 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?*

Place 1 Berry back into the common supply and 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 you end your game. Continue filling your Forest Floor by exchange Treasures for Nuts and these Nuts again for Squirrels.

If you should not succeed in covering all the spaces of the Forest Floor, the game is considered lost and all spaces that are not covered count 1 minus point.

If you manage to cover all spaces of the Forest Floor, the game is considered as won. You win points for every Treasure you still have in your supply. Every Berry is worth 1 point, every Nut 2 points, every Mushroom 3 points and every Feather 4 points. An overall score of 0 points you can definitely treat as a success.

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

Scoring of 3 games

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

SPRING MEADOW
Welcome spring on your hike over lush mountain meadows.



COTTAGE GARDEN
Create a small garden paradise from a diverse arrangement of flowerbeds.

Ready for more?

Try the first and the third game of the Puzzle-Trilogy!

Credits

Designer: Uwe Rosenberg
Graphics designer: Andrea Boekhoff
Graphics: Martin Kleinke
Realisation: Julian Steindorfer
Animated rule video: Holger Zimmermann
Translation & Copy Editing: Board Game Circus
Special thanks to: Klaus Ottmaier, Rolf Raupach, Roman Rybiczka

© 2018
Edition Spielwiese
Kopernikusstr. 24
D-10245 Berlin
www.edition-spielwiese.de

Distribution:
Pegasus Spiele GmbH,
Am Straßbach 3
D-61169 Friedberg
www.pegasus.de

Wir machen Spaß!
www.pegasus.de
/pegasusspiele

Reproduction or publication of the manual, the playing material, or the illustrations is permitted only with prior permission.