AN UWE ROSENBERG BOARDGAME

SPRING MEADOW



RULEBOOK

SPRING MEADOW

The first delicate flowers herald the end of a harsh winter. The sun shines longer day by day and pushes the snow back. Lush meadows bloom and curious marmots slowly awake from hibernation. Finally, spring is coming into the mountains. The perfect time for a hike.

Choose your route carefully, watch out for the burrows of the marmots, and pack enough snacks. Your chances to earn an edelweiss hiking pin are rather low if you sit hungry in the snow.

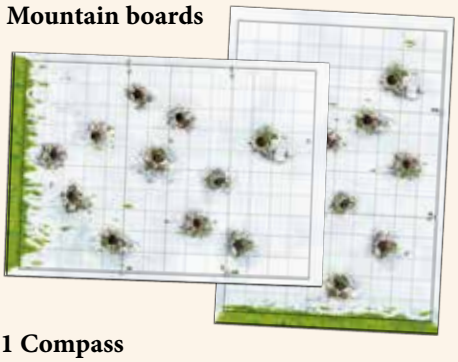
Find our **animated video** on:
www.pegasus.de/spring-meadow

Components *What's in the box?*

1 double-sided Hiking Map



4 double-sided Mountain boards

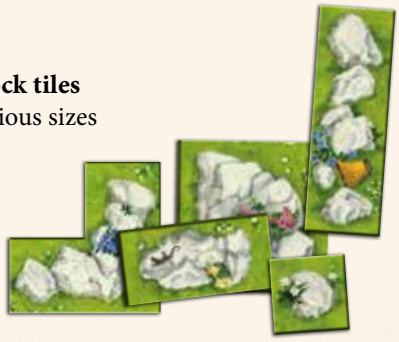


1 Signpost

Assemble before the first game.

1 Compass

72 Rock tiles
in various sizes



100 Meadow tiles
in various sizes



25 Marmots





5 Picnics / Hiking Pins

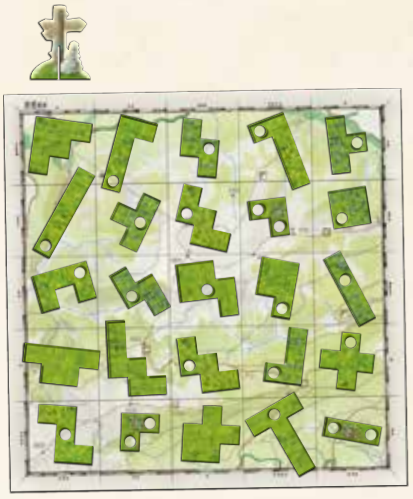
In many tourism regions in middle Europe there are hiking pins as a reward for disciplined wanderers that successfully complete a number of tours and document them.

1 Manual

These are the rules for the multiplayer game.
The changes for the solo game can be found on page 10.

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

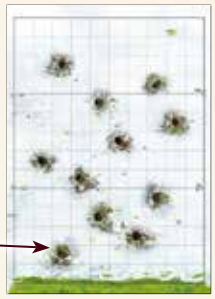
A dream come true for every hiker—a spring meadow in the lofty mountains without a patch of snow.
Place your Meadow tiles skillfully to create the largest snow free area before a Scoring.
The first player who is triumphant in 2 Scorings, wins the game.



Game overview *What am I doing in Spring Meadow?*

Choose 1 Meadow tile from the **Active Line** on the Hiking Map, marked with the Signpost, and place it on your Mountain board.

Pay attention to the Holes in the Meadow tiles and the Burrows on the Mountain board. Burrows challenge your puzzle skills and **adjacent** Holes let you place extra Rock tiles.



This is a Burrow.

If you want to cover a Burrow, you must place a Marmot on top of an already **cleared** Burrow.



When the Signpost stands in an Active Line on the Hiking Map where there are/is zero or one Meadow tile(s) left, a Scoring is triggered.



Beginning from the **bottom** of your Mountain board count all fully covered rows and the covered spaces of the **first** incomplete row to tally your points.

The player with the most points, earns a Hiking Pin and must place Marmots on top of all her cleared Burrows.



Refill the Hiking Map with randomly drawn Meadow tiles afterwards.



The first player who earns her second Hiking Pin wins the game.





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

A Place the Hiking Map with the side that corresponds to the number of players face up in the center of the table.

2/4 players 1/3 players

B Shuffle all Meadow tiles and randomly place one on each of the 25 spaces of the Hiking Map.

C Place the remaining Meadow tiles back into the box.
You will need them later to refill the Hiking Map.

D Place the Rock tiles, Marmots, Picnics / Hiking Pins,
and the Compass within reach of the players in a common supply.

E Place the Signpost outside of the Hiking Map next to
the player count icon.

F Shuffle the double-sided Mountain boards and give one to
each player. Orientate the double-sided Mountain board
in a way that the arrow is pointing up.





F

Depending on your table space, choose if you want to orientate
the double-sided Mountain boards vertically or horizontally. For a better game,
we recommend that all players use the same orientation.
All examples in the manual show a vertical orientation.

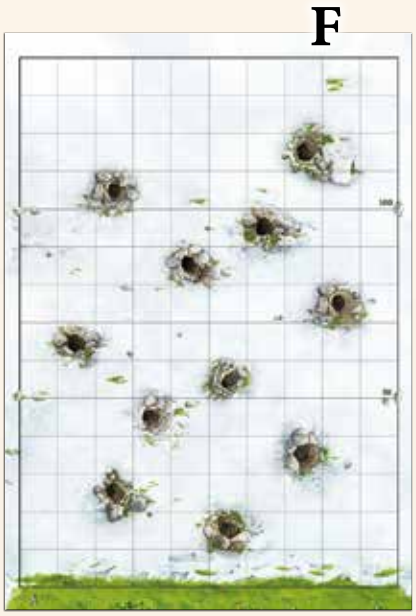
G The player who was on a mountain most recently is the
start player. The other players take a Rock tile, which size
depends on the player count and the player order,
as a compensation.

The second player takes a 2 space Rock tile.

The second player takes a 1 space Rock tile
and the third player takes a 3 space Rock tile.

The second player takes a 1 space Rock tile,
the third player takes a 2 space Rock tile,
and the fourth player takes a 3 space Rock tile.

Place this Rock tile on your **first** turn.



F

G


C


D

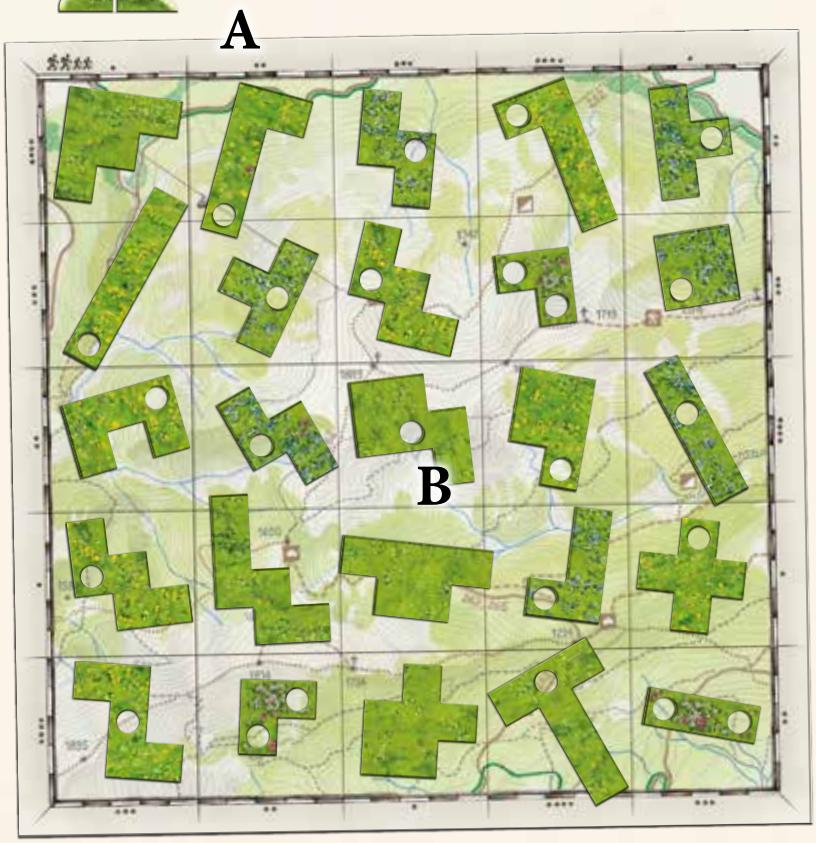

E




+2


G


F


A
B

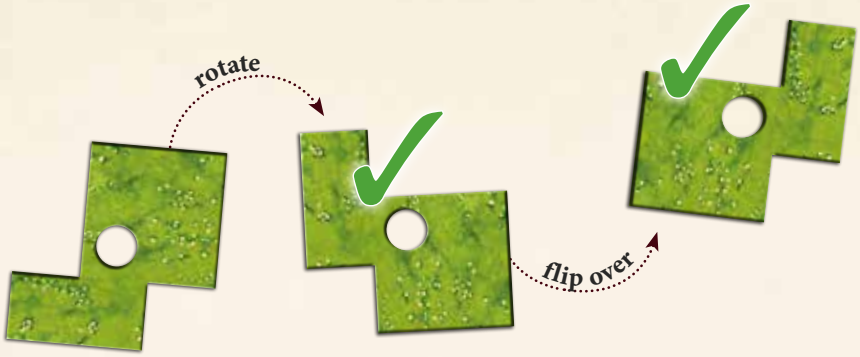

F


G


D

The placement rules

What is important?



These rules are valid for Meadow and Rock tiles
You may:

✓ place tiles only on your own Mountain board.

✓ flip and rotate the tiles.

✓ place tiles adjacent or scattered.

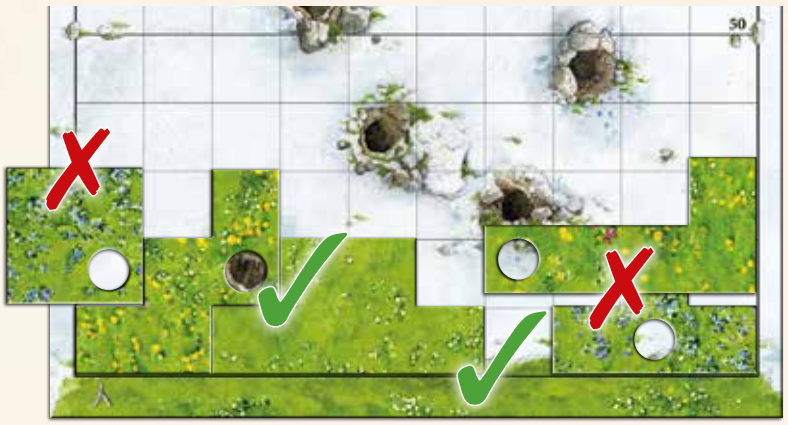
✓ place a tile with its Hole opening over a Burrow.

✗ not move tiles after placement.

✗ not place tiles on top of, or overlapping other tiles.

✗ not place tiles such that they extend over the edge of your Mountain board.

✗ not place a tile that covers a Burrow, unless you have another cleared Burrow (see example in the following section).



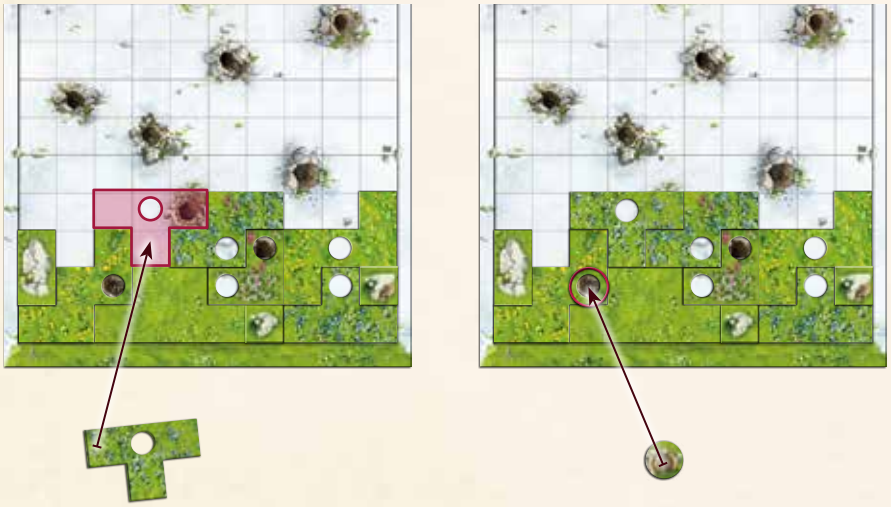
Burrows *What's up with those spaces?*

You can see Burrows on every Mountain board. These Burrows count as **covered** spaces for the Scoring and therefore do not need to be covered in the first place.

A Burrow, that is visible through the Hole of a Meadow tile is called a **cleared** Burrow.
Each cleared Burrow is worth 1 Point for the Scoring.

When you cover a Burrow with a Meadow tile such that it isn't visible anymore, you **must** place a Marmot on top of one of your cleared Burrows. In other words you are only allowed to cover a Burrow if you already have a cleared Burrow.

Burrows covered by Marmots do **not** count as cleared Burrows anymore.



Astrid places a Meadow tile and covers a Burrow with it. She must place a Marmot on top of a cleared Burrow.



Marmots are rather shy!

The player turn *What can I do when it's my turn?*

Starting with the start player the game proceeds in clockwise direction.

On your turn

1) determine if a Scoring is triggered
2) choose a Meadow tile and place it
3) determine if you receive Rock tiles
4) move the Signpost



1) Signpost *When is a Scoring triggered?*

The Signpost marks the **Active Line**.

If at the **beginning** of your turn, there are/is zero or one Meadow tile(s) left in the **Active Line** on the Hiking Map, a Scoring is triggered.

With 2 players a Scoring is triggered if there are 2 or less Meadow tiles left in the Active Line.

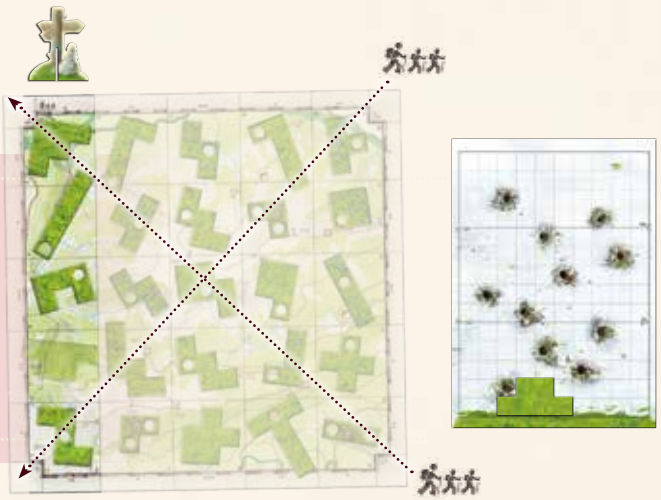
The Scoring will be described in detail later.

2) Active Line *Which Meadow tile may I choose?*

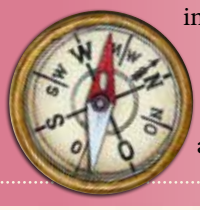
Choose a Meadow tile from the Active Line of the Hiking Map and place it, respecting the placement rules, on your Mountain board. **Note**: If you cannot place any of the Meadow tiles legally, you must skip the placement.

In the Solo game and with 3 players you also use the diagonals as Active Lines.

Players that received a Rock tile as compensation place it in addition to their Meadow tile during their **first** turn.



If you want to just test a Meadow tile on your Mountain board, mark its position in the Active Line with the Compass.
That way you can easily find it again if you want to choose another tile.



Use the markers on the border of the Hiking Map to see when it will be your turn again.

In the 3 and 4-player game it is the start players turn at ●,
the second players turn at ● ●,
the third players turn at ● ● ●,
the fourth players turn at ● ● ● ●.

In a 2-player game, it is the start players turn at the odd ● and ● ● ●
and the second players turn at the even ● ● and ● ● ● ●.



3) Rock tiles *What happens if I place Holes side by side?*

If the Hole (or Holes) of a newly placed Meadow tile is horizontally **and/or** vertically adjacent to at least one other Hole, that is called a **Group**. When you create or expand a Group take **one** Rock tile from the supply and place it immediately on your Mountain board.

The size of the Rock tile is dependent on the number of Holes in the Group. For 2/3/4/5+ adjacent Holes, take a 1/2/3/4 space Rock tile. Holes with snow or cleared Burrows count towards the number of Holes. Burrows with a Marmot on top do **not** count as Holes.

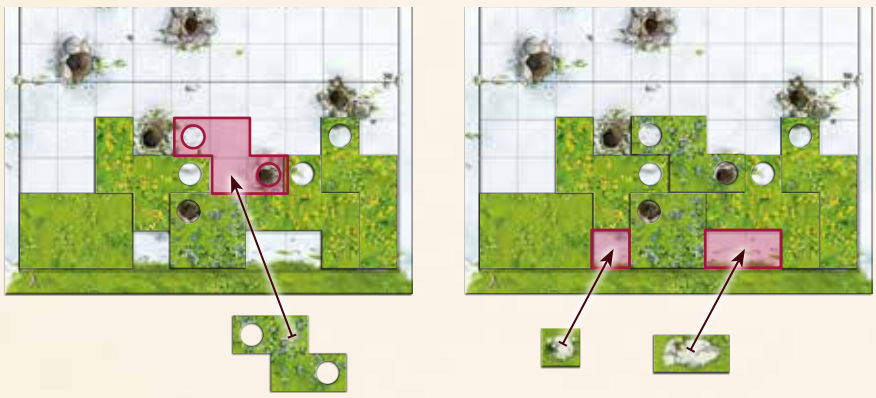
If there are more than 5 Holes in your Group after expanding it, you still only take one 4 space Rock tile. You **may** always choose to take one smaller Rock tile instead. You may **not** split a bigger Rock tile into multiple smaller ones.



Niki places the Meadow tile on her Mountain board in a way that she creates a Group with 4 Holes. She may take one 3 space Rock tile from the supply. She chooses to take a 2 space Rock tile instead and places it immediately to close a gap.

Some of the Meadow tiles have 2 Holes. If you expand a single Group you take one Rock tile. If you expand 2 separate Groups you take 2 Rock tiles.

The number of Rock tiles is considered to be unlimited. When a specific size is not available use multiple smaller Rock tiles to form that shape. The 4 space Rock tile is only available in square shape. In the seldom event that the 1 space Rock tiles are all used, improvise please.



By placing the Meadow tile with 2 Holes here, Eva expands 2 Groups simultaneously and takes 2 Rock tiles from the supply. She places them on her Mountain board immediately.

4) Move on *What am I doing at the end of my turn?*

Move the Signpost at the end of your turn one step further in clockwise direction. After that it is the next player's turn.





Scoring *How do I get the Hiking Pins?*

If at the **beginning** of your turn there are/is zero or one Meadow tile(s) left in the Active Line of the Hiking Map, a Scoring is triggered.

With 2 players, a Scoring is triggered if there are 2 or less Meadow tiles left in the Active Line.

The active player takes a Picnic (Hiking Pin on the other side) as a compensation because she does not get a turn before the Scoring. The Picnic counts as 2 additional points during Scoring.

Count the fully covered rows starting from the **bottom** up to the **first incomplete** row.

Note: Burrows already count as covered spaces. Each fully covered row is worth 10 points.

Add the covered spaces of the first incomplete row. Each covered space in that row is worth 1 point.
Note: Fully covered rows above the first incomplete row do **not** count in the Scoring!

If you chose to play with a horizontal orientation, you count the fully covered columns from **left** to right.

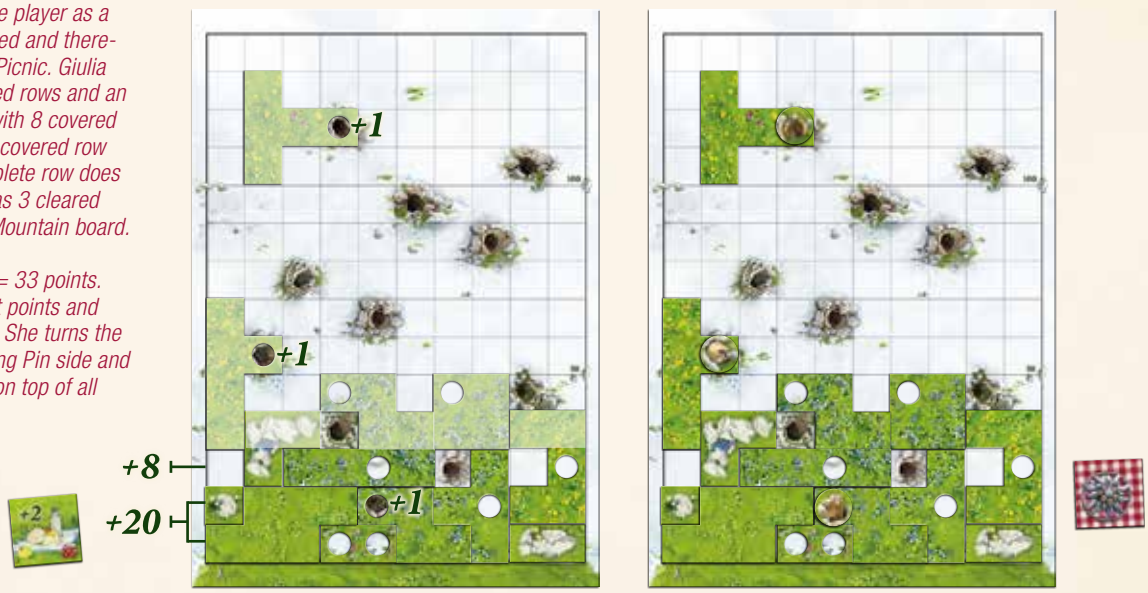


Finally, add all your **cleared** Burrows independent of their position on your Mountain board. Each cleared Burrow is worth 1 point.

The player with the most points in total wins the Scoring.
She takes the Picnic of this Scoring and turns the Hiking Pin side face up.
In case of a tie, the tied player who has not placed a Meadow tile the longest wins.

The winner must place Marmots on top of **all** her cleared Burrows.

Giulia is the active player as a Scoring is triggered and therefore she takes a Picnic. Giulia has 2 fully covered rows and an incomplete row with 8 covered spaces. The fully covered row above the incomplete row does not count. She has 3 cleared Burrows on her Mountain board. In total Giulia has 2 + 20 + 8 + 3 = 33 points. She has the most points and wins the Scoring. She turns the Picnic to the Hiking Pin side and places Marmots on top of all cleared Burrows.



Refill *When do we refill Meadow tiles?*

After the Scoring, refill the empty spaces of the Hiking Map with **randomly** drawn Meadow tiles from the box. When all 25 spaces are refilled, the game continues. The active player whose turn got interrupted continues as usual by choosing a Meadow tile.

Game end *Who won?*

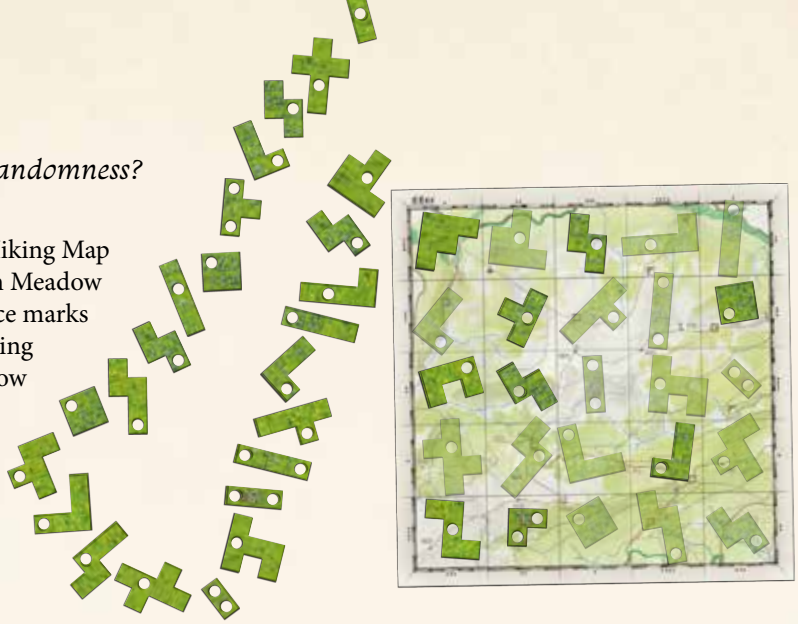
The first player who earns her **second** Hiking Pin wins the game!
Depending on the player count, the game ends latest after 3 to 5 Scorings.



Expert Variant *How can I refill without randomness?*

If you do not want any randomness when refilling the Hiking Map with Meadow tiles follow these rules: Build a queue with Meadow tiles next to the Hiking Map. The corner of the start space marks the beginning of the queue. Refill the empty spaces starting top left in the start space to bottom right with the Meadow tiles from the queue. Slide the remaining tiles to the corner and refill the queue.

There should always be 20 Meadow tiles in the queue.



Solo rules *What changes?*

In the Solo game, the Signpost moves one time around the Hiking Map. You want to fully cover the rows in the right order as early as possible. Turn by turn the points you earn as a reward are decreasing. Place the maximum 20 Meadow tiles skillfully to master the game and try out the campaign for a bigger challenge.

Set-up Solo game *What do I need to prepare?*

Place the Hiking Map with the side face up in the center of the table. Fill the spaces with 25 random Meadow tiles and place the rest into the box as they will not be needed, unless you want to play a campaign (see Campaign rules). Place the Rock tiles and the Marmots in a common supply. Take a Mountain board of your choice. Keep pen and paper close to write down your points.

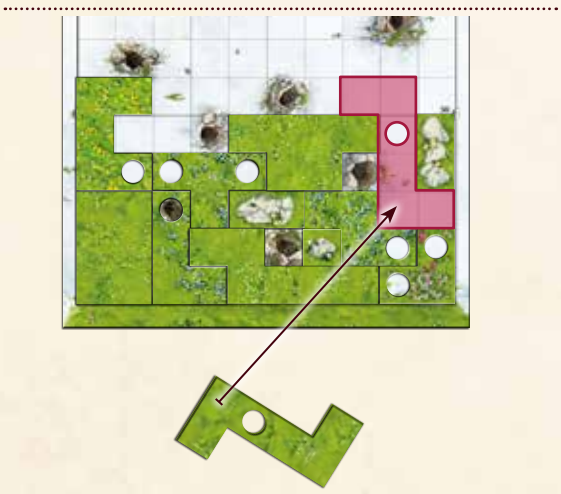
Game flow Solo game *What am I doing?*

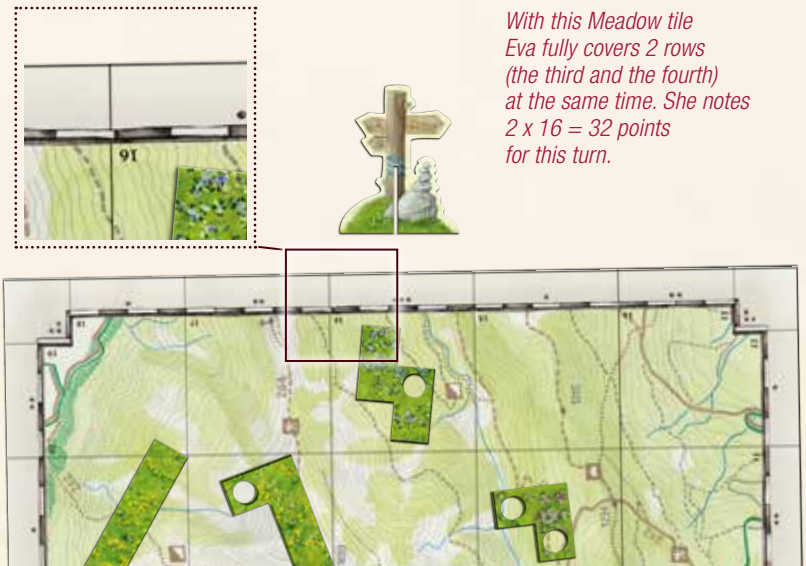
The turns in the Solo game are the same as in the Multiplayer game with the exceptions that there are no Scorings and the Hiking Map is never refilled. On your turn you take a Meadow tile, if available, from the Active Line. Whenever you move the Signpost into a Line where there are no Meadow tiles left, simply skip this turn and move the Signpost one step further. This still counts as 1 of your maximum 24 turns. In the Solo game you also use the diagonals as Active Lines.

Points Solo game *What's the best way to place?*

As soon as you **fully cover** the **first** row on the bottom of your Mountain board write down the points noted in the Hiking Map border of the Active Line. Write down points again when you have fully covered the **second** row. Continue to note your points when you fully cover subsequent rows. It is possible to fully cover multiple rows in a turn. In that case just write the points down multiple times.

At the end of the game, tally the points you wrote down and additionally add 1 point per cleared Burrow.





With this Meadow tile Eva fully covers 2 rows (the third and the fourth) at the same time. She notes 2 x 16 = 32 points for this turn.

Game end Solo game *How long do I keep playing?*

The game ends either as soon as there are only 5 Meadow tiles left on the Hiking Map or after 24 turns, whichever occurs first.

Point objective *How well did I play?*

A total of 140 points is a good game. Earning 150 points is an extraordinary achievement.

Campaign *Bigger challenge needed?*

Shuffle all the Meadow tiles before your first game and create 4 piles with 25 Meadow tiles each. Play 4 games with 4 different Mountain boards. The point objective for the campaign is 600 points.



Ready for more?

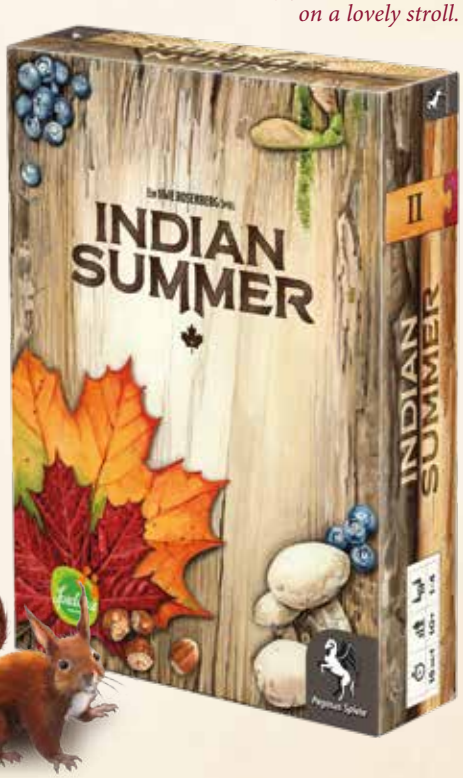
Try the first and the second game of the Puzzle-Trilogy!

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



INDIAN SUMMER
Discover colorful foliage and shy forest inhabitants on a lovely stroll.





Credits

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