

## Leaf Rules

### Components:

- Leaf Tiles (32)
- Leaf Cards (36)
- Animal Cards (48)
- Tree Board
- Animal Board
- Leaf Board
- Acorn Tokens (35)
- SunTokens (25)
- Mushroom Tokens (15 per player)
- Player Boards (4)
- Season Track Token (1 disc)
- Squirrels (1 in each player color)

After the hot sun of summer, the nights are cooling and the trees are alive with color. The winds of autumn shake the leaves from the trees and they build up on the forest floor creating a dazzling pattern of shapes and colors. This layer of leaves provides important habitat for forest animals and mushrooms.

In the game *Leaf*, 2-4 players embody the wind, guiding leaves to the forest floor and arranging them connected to other leaves. By connecting to other leaf shapes, players grow mushrooms, attract animals, gain sun, and send their squirrels climbing up the mighty tree. As the sun advances through the sky, the frosts begin and animals start to migrate and hibernate in their Winter Dens. Guide your leaves wisely to ensure that there will be new growth in the following year. The player who contributes most to the forest's health wins!

### Setup:

1. Place the Tree board and Leaf board on the top of the play area (leaving the center of the play area open).
2. Place the Animal board next to the Leaf board (Check to see that the correct side is face up for 2 players or 3-4 players).
3. Each player takes a Player Board, 15 Mushroom tokens and 1 squirrel of one color.
4. Shuffle the leaf cards and deal 3 leaf cards to each player and place them on the Leaf board to form the Leaf deck.
5. Place the Acorn and the Sun tokens on the Animal board.
6. Shuffle the Animal cards and place them in a facedown deck on the Animal board. Reveal 5 Animal cards, placing them into the spaces on the Animal board.
7. Place the -3 Acorn tokens next to the Animal board.

## SETUP DIAGRAM



- |                                    |   |
|------------------------------------|---|
| 1. Tree Board                      | 7. Leaf Board with Leaf deck.                               |
| 2. Animal Deck and Animal Pool     | 8. Leaf Stacks (At least one of each color leaf is on top.) |
| 3. Sun and Acorn Tokens            | 9. Starting Leaves (marked with an S on back)               |
| 4. Season Track and Marker         |   |
| 5. Player Board                    |   |
| 6. Mushroom Tokens (15 per player) |   |

### Leaf Piles Setup

1. Place the starting leaves (Green "Sweetgum" and Orange "Silver Maple" marked with an "S" on back) in the center of the play area with two leaf tips touching.
2. Sort the remaining leaves into facedown stacks based on shape. Randomize each stack and then place them face up onto the matching spaces on the Leaf board.
3. Check to see if all colors are present (Red, Orange, Yellow, Green, Brown). If one or more colors are missing, choose a leaf pile with a color that shows up more than once. Take the top leaf of that pile and place it on the bottom of the pile. Repeat this process until all colors are present at least once (*One color will appear twice.*)

**First Player:** The player who most recently touched a tree goes first.

## Turn Overview

Each turn you will choose a Leaf card from your hand and place it onto the forest floor (central play area). You will gain actions from each tip of another leaf that your leaf is touching. (*Stems are considered leaf tips*).

Note: You will not take the action of the leaf you choose.

### Player Turn

- Choose a Leaf:** Play a card from your hand and take the top Leaf of that shape.
  - Leaf Boost: You may discard a matching leaf card to place a baby mushroom onto the leaf you are placing.
  - If you have no Leaf cards, gain a -3 Acorn token and draw 2 Leaf cards.
  - If the leaf stack that matches the card you played is depleted, you may choose the top leaf of any stack.
- Place Leaf:** Place your leaf, connecting its tips to the tips of leaves already in play. At least two of its tips must be connected.
  - Ginkgo:** These leaves have less tips that connect, so come into play with a baby mushroom token on them.
- Leaf Actions:** For **each** leaf tip that your leaf is touching, gain 1 action of that leaf's color.
  - It should be clear in most situations if the leaf tips connect. But if there is any doubt, leaves are considered to be touching any leaf tip within the thickness of the edge of mushroom token.



### Reactions:

- Other players may gain reactions from your leaf placement. Each of the largest mushrooms on an adjacent leaf rewards its player with one Sun (from the supply).
  - Baby mushrooms on adjacent leaves will give 1 Sun as long as there are no full mushrooms on that leaf.
  - Each mushroom gains only 1 Sun per leaf placement.
  - Players may gain multiple Sun if more than one of their leaves with a mushroom was touched.
  - Players do not gain Sun for touching their own leaves with mushrooms.



### No Action:

If you would gain no benefit from an action you instead gain 1 Sun.

(*Example: If you are on the top of the tree board and cannot move up, you instead gain 1 sun.*)

### End of Turn

After you have resolved all actions from your leaf placement:

- Refill any empty animal card spaces.
- The next player in clockwise order begins their turn.

## Leaf Actions

For **each** tip or stem of a Leaf that your placed leaf is touching, take one of that leaf color's actions. (Note: A single tip of your leaf may be touching multiple leaves.)



1. **Green:** Draw one Leaf card.
  - a. If the Leaf deck is empty, shuffle all discarded Leaf cards to form a new deck.



2. **Yellow:** Gain one Sun token.
  - a. Once per turn, you may spend 3 Sun to advance the Season track.



3. **Orange:** Gain one Animal card.
  - a. You may choose a faceup Animal card, or draw the top card of the Animal deck.
  - b. Place the gained Animal in your forest (area above your player board).
  - c. The faceup animals are only refilled at the end of your turn.
  - d. At game end you will gain points for sets of matching animals in your Winter Den.
  - e. Some animals have an acorn bonus in the bottom right corner. At game end, you will gain 1 point for each acorn on an animal in your forest or Winter Den.



4. **Brown:** Move your squirrel up 1 space on the Tree.
  - a. Gain any visible rewards of spaces that you pass through or land on. You do not gain rewards that are covered by other players. (*The Animal card symbol with the "?" means "Draw the top card of the animal deck."*)
  - b. If you would move onto a space occupied by another player, instead skip that space and move into the next open space.
  - c. The track has several branching paths. When you come to a branching path you may choose which path to take, and stay on that path until the next intersection.



5. **Red:** Grow a mushroom.

When taking the "grow a mushroom" action you may add a baby mushroom to a leaf, or flip a baby mushroom to a full mushroom.

  - a. You may add a baby mushroom to any leaf that does not already have one of your mushrooms. Multiple players may have mushrooms on the same leaf, but each player may only have one mushroom per leaf.
  - b. If a leaf with any mushroom(s) is touched by a newly placed leaf, the player(s) with the largest mushroom on the leaf, gain 1 Sun. (*Example: If the Green player places a leaf touching a leaf where the Red player has a baby mushroom and the yellow player has a full mushroom, the Yellow player will gain 1 Sun.*)
  - c. Groups of full mushrooms will score points at game end. Baby mushrooms will not score.

(See diagrams at the end of the rules for leaf placement, action and scoring examples).

## Season Track

All players are collectively advancing the Season marker along the Season track. Once per turn, you may pay 3 Sun to move the Season token forward one space and gain the reward shown.

**Cold Snap:** If a player takes the last leaf from a stack, they immediately advance the Season track one space, but do not gain the reward. *(They may still advance it one space later on their turn by paying 3 sun.)*

**Frost:** If the Season token crosses a Frost line, all players immediately send their largest group of animals to hibernate in their Winter Den (placing them under their player board).

**Winter:** When the “Winter” line is crossed it triggers the end of the game.

1. Continue taking turns, until all players have taken an equal number of turns.
2. Then, all players send their largest group of animals to their Winter Den.

The final space on the Season track may be advanced any number of times. Players may still only advance it once per turn.

**\*IMPORTANT:** *The Season track is different lengths based on the number of players.*

*Make sure you are playing with the right side of the animal board for your player count and the Season marker starts on the correct space.*

## Winter Dens

Only groups of animals in Winter Dens will score. Thus, each player will only be able to score 3 sets of animals in a game. Each group of animals is placed into a separate Winter Den and will score independently, even if they are the same type of animal.

## Game End

The game end is triggered when the “Winter” line is crossed. Players continue taking turns until all players have taken an equal number of turns. Then all players move their largest group of animals to a Winter Den. Then score according to the rules below.

**Acorns:** Each acorn is worth 1 point. For each -3 Acorn, you lose 3 points.



**Animals:** Each group of animals in your Winter Den will gain points based on the group size.

- 1 animal = 1 point
- 2 animals = 3 points
- 3 animals = 6 points
- 4+ animals = +1 point for each additional animal



Gain 1 point for each Acorn icon on animals in your forest and Winter Den. Groups of animals in your forest will not gain points based on group size.

**Mushrooms:** Groups of full mushrooms that are on leaves with connected tips score based on the group size.

- 1 full mushroom = 1 point
- 2 full mushrooms = 3 points
- 3 full mushrooms = 8 points
- 4+ full mushrooms = +1 point for each additional mushroom.



*Groups of mushrooms are considered connected if at least one leaf point is touching. Baby mushrooms do not connect groups of full mushrooms, and do not contribute to scoring.*

**Tree:** The player whose squirrel is highest up on the tree gains 6 points. The player whose squirrel is second highest on the tree gains 3 points.

**Sun/Leaf Cards:** Each two Sun tokens and/or Leaf cards equals 1 point.



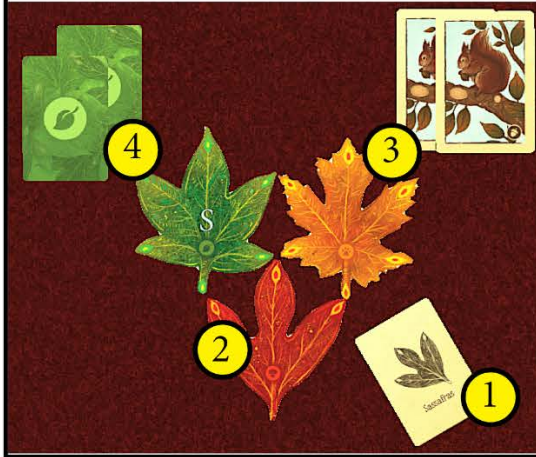
The player with the most points has contributed the greatest amount to the renewal of the forest and wins! In case of a tie, the player with the most unplayed Leaf cards and Sun tokens wins! If still tied the victory is shared.

### SCORING EXAMPLE

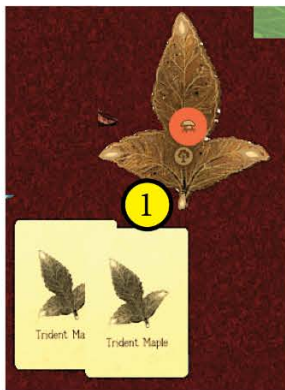
1. **Acorns:** The Yellow player has 18 Acorns so gains 18 points.
2. **Animals:** She has a pair of squirrels and a pair of turtles which each score 3 points. Her three owls score her 6 points, for a total of 12 points.
3. **Animal Acorns:** Her hedgehogs do not score, but she does gain 1 from the acorn on her hedgehog and 2 from the acorns on her squirrel and owl.
4. **Mushrooms:** She has a group of 3 connected full mushrooms which scores 8. Her single full mushroom scores 1. Her baby mushroom does not score.
5. **Sun and Leaf Cards:** She has 3 Sun tokens and 2 Leaf cards so she gains 2 points.
6. **Tree:** The yellow squirrel is 2nd highest in the Tree so she gains 3 points.



## 1st Turn Diagram: Yellow Action



1. The Yellow player plays a Sassafras Leaf card.
2. She selects the top Sassafras leaf and places it with two points touching the green starting leaf and two points touching the orange starting leaf.
3. She gets to take two "Orange" actions gaining 2 Animals from the forest and placing them above her player board.
4. She gets to take two "Green" actions, drawing 2 leaf cards.



## 2nd Turn Diagram: Mushroom Action

1. The Yellow player plays a Trident Maple Leaf card and takes the top Trident Maple leaf (brown). She discards another Trident Maple card to boost the leaf and places a baby mushroom on it.

2. She then places her leaf touching the red leaf one time and gets one mushroom action. She decides to grow a baby mushroom on the green Sweet gum leaf as it has lots of open points. *(She could have flipped the baby mushroom that she just placed on the Trident Maple leaf, but decided to wait to do that.)*

3. She touched the orange leaf two times so draws two animal cards, picking two owls.



### 3rd Turn Diagram



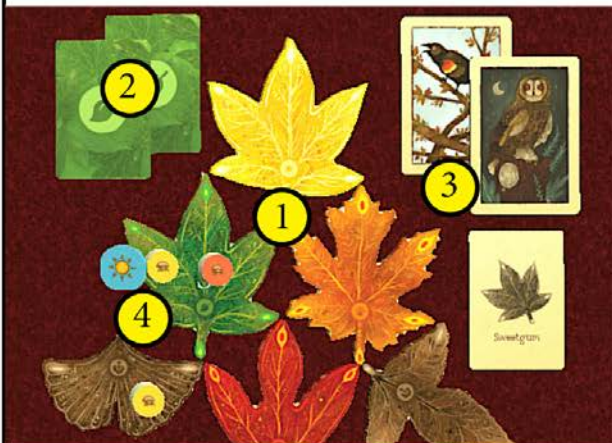
1. The Yellow player plays a Gingko leaf card and takes the top Gingko leaf (brown), and because it is a Gingko it comes into play with a baby mushroom on it.

2. She gains 2 leaf cards from touching the green leaf twice.

3. Touching the red leaf lets her grow a mushroom. She chooses to place a mushroom onto the green Sweetgum.

4. The Gingko leaf touched the green Sweetgum where the Red player has a mushroom, so the Red player gains 1 Sun.

### 4th Turn Diagram



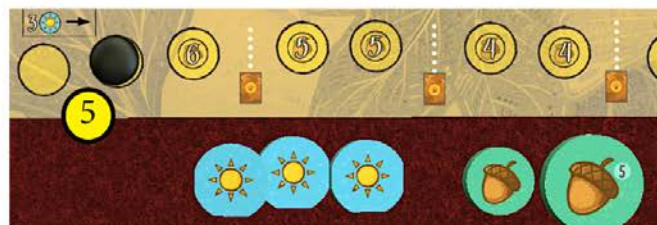
1. The Red player plays a Sweetgum card and places the yellow Sweetgum leaf touching Sweetgum and Silver Maple.

2. She gains 2 Leaf cards from the two green points she is touching.

3. She gains an Owl and a Blackbird card from the two orange points she is touching.

4. The leaf she placed is touching the green Sweetgum where the Yellow player has a mushroom so the Yellow player gains 1 Sun.

5. She then spends 3 Sun to advance the Season track. She moves the Season marker forward 1 space and gains 6 Acorns as a reward.



### 5th Turn Action



1. The Yellow player plays a Trident Maple card and places the yellow Trident Maple leaf touching the green Sweetgum and the brown Ginkgo.
2. She draws 2 leaf cards for her the two tips of the green leaf she is touching.
3. She moves two on the Tree for the two brown leaf tips she is touching. She chooses to go up the side path gaining 1 Sun from each space she moves onto.
4. Her leaf touched the green Sweetgum where the Red player has the largest mushroom, so the Red player gains 1 Sun. (*Players cannot gain Reactions from their own leaves, so she does not gain a Sun from her mushroom on the brown Ginkgo even though it is the largest mushroom on the leaf.*)

## Leaf Placement Rules



1. Leaves must be placed with at least one tip connected to another leaf.

2. Leaves may not overlap each other.

3. If there is any doubt if points connect use the side of a mushroom token to measure. If they are within the thickness of mushroom token they touch.

4. Only the stems and leaf tips marked with the oval highlight (green circle) grant actions. The points highlighted with a blue circle cannot be connected to.

4. The red leaf point (white circle) connects to the orange stem, and the yellow and brown center leaf tips. The Red player would gain 3 actions (1 orange, 1 yellow and 1 brown).



## Season and Frost Example

1. The Yellow player pays 3 Sun to advance the Season track.

2. She gains 5 Acorns as a reward.

3. The Season marker crossed a Frost line so all players have to move their largest group of animals in their forest to a Winter Den.

4. The Yellow player moves her pair of squirrels to her Winter Den.