

CREATURE COMFORTS

MAPLE VALLEY



1-5



8+



60'

This is a **draft version** of the Maple Valley rulebook. Art, graphics, gameplay, and component tallies are not final.

THE STORY

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

HOW TO WIN

You want to be the critter that brings the most joy to the festival. You'll achieve your score mainly by completing **Favours**, especially ones that combine well for fun activities or lead to other bonus scoring. You can designate each completed Favour to a specific **Festivity**; the more you supply a particular Festivity, the more you'll score. Points can also be earned by assembling a large group of **Friends**, by collecting skill-boosting **Patches**, and from your stash of leftover **resources** when the party starts. There are lots of ways to make the festival special!



Hi there, fellow critter! Please remember that this is a draft version of the Maple Valley rules. Visuals, component tallies, and gameplay are not final. We always continue development of all aspects right up until the moment of manufacture, so that we can bring you the very best possible game for your enjoyment!

GAME DESIGN
ROBERTA TAYLOR

ILLUSTRATION
SHAWNA JC TENNEY

GRAPHICS & RULEBOOK
JOSHUA CAPPEL

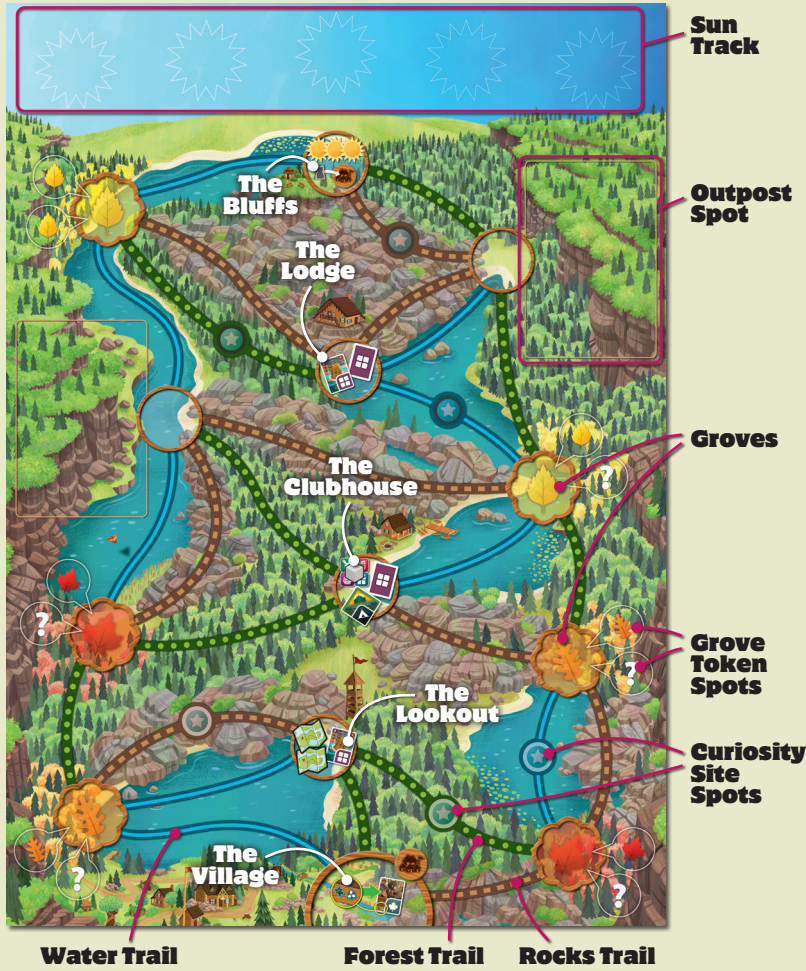
DEVELOPMENT
KTBG

COMMUNICATIONS DIRECTOR
SEAN JACQUEMAIN

PROJECT MANAGEMENT
HELAINA CAPPEL

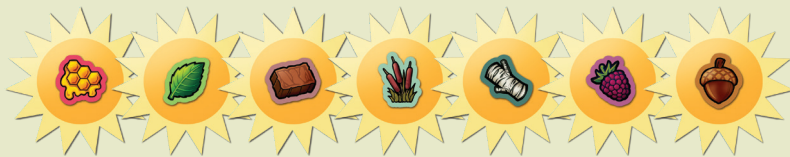
COMPONENTS

1 GAME BOARD



7 SUN TILES

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



5 PACK BOARDS

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



60 FAVOUR CARDS

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



5 FESTIVITY CARDS

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



4 OUTPOST CARDS

Interesting locations that vary from game to game.



24 PATCH CARDS

Collectible badges that indicate your unique wilderness skills!



24 FRIEND CARDS

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

Travel Type

There are three different Travel types:



Name
Special Ability
Score

Curiosity Cost

5 STARTING FRIEND CARDS

This is "you". Your Starting Friend card still counts as a Friend card.

Travel Types

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



Name
Special Ability

5 CRITTER PAWNS



Rabbit

Porcupine

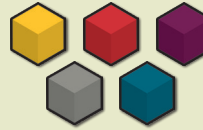
Raccoon

Fox

Squirrel

50 PLAYER MARKERS

Ten for each player.



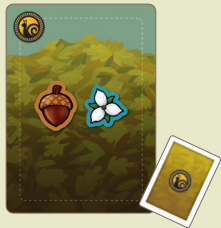
1 WORM

Start player marker.



12 DAWDLE CARDS

Dawdling leads to finding stuff in the woods.



20 Map Tiles

Use them to travel paths your Friends aren't prepared for.



13 GROVE TOKENS

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



General
6x

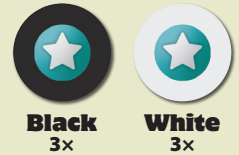
Oak
2x

Maple
2x

Beech
3x

6 CURIOUSITY SITES


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



Black
3x

White
3x

126 GOODS MARKERS

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



18 Acorns



18 Berries



18 Birch



18 Cattails



18 Clay




18 Herbs



18 Honey

54 CURIOUSITY MARKERS

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



18 Bugs



18 Flowers



18 Pebbles

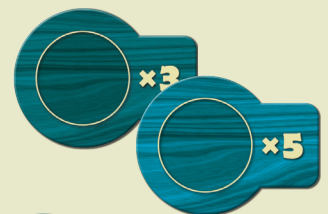
12 MULTIPLIER PLANKS

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

For example, this counts as three Honey:



...and this counts as five Bugs:



BOARD SETUP

- Place the **game board** in the table center.
- Shuffle the **Outpost cards**. Place one random Outpost face up in each **Outpost spot**, then return the rest to the box.
- Shuffle the **Festivity cards**. Place three random Festivities above the game board, and return the rest to the box. Use player markers of an unused colour to block off the rows of Favour spots that are numbered higher than your player count.
- Shuffle the **Favour, Patch, and Friend cards** separately. For each type, make a deck and a display of four face up cards as shown.
 - If any display ends up with a duplicate card, discard the duplicate and draw a replacement until all four cards in each display are unique.
- Shuffle the **Dawdle cards**; make a deck near the Friend deck.
- Place the six black and white **Curiosity sites** randomly face down on their matching trail spaces on the board, then flip them face up.
- Shuffle the **Grove tokens** face down. Place the **Beech, Maple, and Oak** tokens randomly on the matching Grove spots, then flip them face up. Then place the **general** tokens randomly on the remaining spots; there will be one general token left over. One by one, flip the general tokens face up. If you ever end up with two of the same Good at a Grove, swap the duplicating general token with the leftover general token. When you are done, each location will have two different Goods, and there will be one leftover token; return it to the box.
- Shuffle the **Sun tiles** face down and make a stack beside the board. Draw a Sun from the stack and place it face up in the first (leftmost) spot of the **Sun track**. The Good that is showing on the tile is this round's **Sun Good**.
- Make supply piles of all seven **Goods**, all three **Curiosities**, and the **Maps**.

Each row has a number beside it. Using player markers of an unused colour, cover all the spots in rows with a higher number than your player count. For example in a four-player game, you would cover only row 5.

1 Sun track with a sun tile.

2 Outpost spots with cards.

3 Festivity cards: GIFT SWAP, PARADE, SQUARE DANCE.

4 Favour, Patch, and Friend card decks.

5 Dawdle cards: BOOK CLIMBING, BREAKING NEWS, FOREST LORE, RIVER RATTING.

6 Curiosity sites: CURIOUSITY, GIFT SWAP, PARADE, SQUARE DANCE.

7 Grove tokens: BEECH, MAPLE, OAK, and a general token.

8 Sun tiles.

9 Supply piles of Goods, Curiosities, and Maps.

PLAYER SETUP

- 1 Pick an *Early Bird* (starting player) and give them the **Worm**. Then **each player** does the remaining steps:
- 2 Pick a player colour. Take the **Pack**, **critter pawn**, **player markers**, and **Starting Friend** of your colour. Place the player markers in your Pack, and your pawn in the Village.
- 3 Collect **one Map** and **one of each Curiosity** (*Bug, Pebble, and Flower*) from the supply. Store everything in your Pack where it belongs.
- 4 Draw a **Friend** from the deck and add it to your *hand* along with your Starting Friend.
- 5 Draw **two Favours** from the deck. If you draw duplicates, discard one and draw a replacement until you have two different ones. Place them face-up to the **left** of your Pack. These are the Favours that you are currently preparing.



GAMEPLAY

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

A FEW GENERAL RULES

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

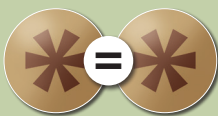
WHAT ARE THESE?



Any Good



Any Curiosity



Two matching Goods



Two different Curiosities



Any Resource



ON YOUR TURN

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

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

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

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

STEP 1: PLAY A CARD

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

You **may** instead play a **Dawdle** card, if you have one. Dawdle Turns skip Steps 2 and 3 of a regular turn. *This is explained in detail in the **Dawdle Turns** section on page 9.*



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

STEP 2: TRAVEL

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

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



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

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



MAPS

Before and/or after you use your Friend's travel type, you may spend Maps for extra movement. For each Map spent, your pawn may travel along **one** trail of **any** type. To be clear:

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

CURIOSITIES ON TRAILS

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

BACKTRACKING

You may **not** travel along the same trail more than once in a single turn. You **may** return to the same location you started in (*if you can figure out a way to get there without using the same trail more than once*).



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

SHARING LOCATIONS

Pawns **may** share locations with no restrictions.

STEP 3: ACTIVATE YOUR LOCATION

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

THE LOCATIONS

GROVES

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

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



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

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

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



THE VILLAGE

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

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



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



THE LOOKOUT

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



THE CLUBHOUSE

Collect **one Favour from the deck**, and add one of your player markers to **any Favour spot** on any **Festivity** (see *Festivities on page 9 for details*), and collect **one Patch of your choice** from the display. Fill the display immediately.

- Keep your Patches below your Pack. You may hold (*at most*) four Patches at once. If you gain a fifth, you must discard one of your existing Patches.



THE LODGE

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



OUTPOSTS

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

- 1 You may use the Outpost's *market*. Each outpost shows a number of trades that it is willing to make with you. You may make as many of the available trades as you wish, in any order; specific trades are unlimited unless the trade indicates that it has a maximum limit per turn.



The “**max 2**” on the arrow of this trade indicates that you may make this trade twice per turn **at most**.

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



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

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

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

THE BLUFFS

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

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



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



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

FRIEND ABILITIES

Most Friend cards describe an ability that you may benefit from during the turn you play it. Each Friend describes what its ability does and when it may be used.

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



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

PATCH POWERS

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

- When you activate a Patch that has limited uses, mark it with one of your player markers as a temporary reminder. *Markers will come off your Patches at the end of each hour.*
- Patch powers that allow you to travel work like Maps... you may **not interrupt** your Friend's travel type with their movement.



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

When you use this power, you would spend those Curiosities, gain the Honey, and mark the Patch with a cube so that you'll remember you already used it.

STEP 4: CRAFT FAVOURS

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

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

FESTIVITIES

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

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

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

FAVOUR BONUS SCORING

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

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

THREE-FAVOUR MAXIMUM

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



DAWDLE TURNS

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

Collect the resources shown on the card (*this does not count as foraging*), and play the Dawdle card to the **bottom** of the Dawdle deck.

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



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

The **Tambourine** belongs to the **Entertainment** category. You place a player marker on an empty Entertainment spot on the **Square Dance** Festivity... this puts you in the lead for most markers there!



If that were the final marker on the Festivity, the **Square Dance** event would have been triggered... but there is still an empty **Decoration** spot to be filled. *Maybe later!*



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



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



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

Dawdle turns aren’t so great compared to regular turns, but they’re better than nothing!

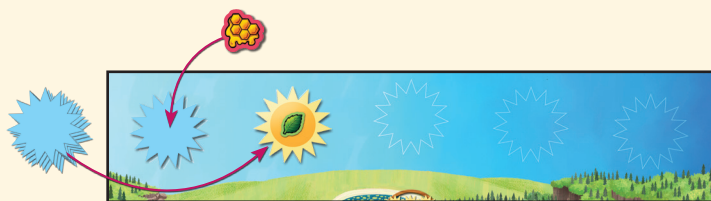


END OF THE ROUND

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

1. ADVANCE THE SUN

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



2. CYCLE THE CARD DISPLAYS

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



3. REFRESH YOUR FRIENDS AND PATCHES

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



4. SEE WHO IS DAWDLING

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

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

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

5. PASS THE WORM

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



FINAL SCORING

When the game is over, calculate final scoring. Flip your Pack over to reveal a score track that you can use to record your score, using a player marker as a score marker (*if your score surpasses 50, place a player marker in the +50 space and wrap around to the beginning*). Scoring comes from **Favours**, **Friends**, **Patches**, **Leftovers**, and **Festivities**, as described below:

FAVOURS

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

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

FRIENDS

Most Friends show a score value. Some of them may also describe some sort of bonus scoring.

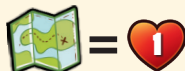
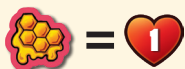
PATCHES

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

LEFTOVERS

Honey and Maps are worth one point each.

All other resources (*Goods and Curiosities*) are worth one point for each group of three resources (*groups may consist of any blend of resources*). Ignore remainders.



FESTIVITIES

Assess each Festivity separately. For each one:

- The player (*or tied players*) with the **most** markers on the Festivity earns one point per marker **plus three**.
- The player (*or tied players*) with the **second-most** markers on the Festivity earns one point per marker **plus one**.
- Any other player with markers on the Festivity earns one point per marker.

Once all Final scoring is complete, the player with the highest score (*the one who brought the most joy to this year’s festival*) is the winner! *In the event of a tie, all tied players win and it’s an **even better** win than winning alone!*



Your **Bug Jar** earns you **6** plus **4** for the two sets of Bug and Herb you’ve stored there. Your two **Tambourines** each earn you **5** plus **2** because you also brought a **Fiddle**. Your **Fiddle** earns you another **5** itself.

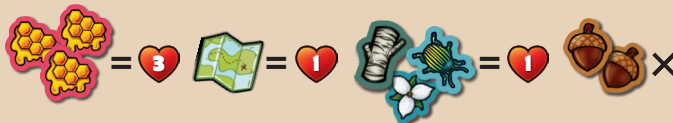


Your **Friends** earn you **10** all together; none of them have any bonus scoring on them.



Your **Patches** earn you **8** as marked, and your **Water Safety Patch** earns you a bonus **6** for your three Water-traveling Friends.

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



Finally each **Festivity** is scored. For the **Square Dance**, you and Yellow are tied for the most markers there with three each, so you both earn **6**.

For the other two Festivities (*not shown*) you earn **3** for placing second on one of them with two markers, and **1** for having a single marker on the other.



Your final score is **63**. Are you the one that brought the most joy to this year’s Spring Festival?

SOLO PLAY

Maple Valley plays very smoothly as a 1-player game, with barely any rules changes!

- Do not set up the **Festivities**; they are not part of the Solo game, so when you craft Favours, you don't get to supply any Festivities.
- Remove any cards from the Friend, Favour, Patch, and Outpost decks that have the “not for solo play” symbol in the top corner.


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

1. Which Favour type did you craft the most of?

If it's a tie, choose the tied type you want.

 Decorations: *Imaginatively*

 Entertainment: *Delightfully*

 Food: *Heartily*

 Gifts: *Generously*

2. What was your final score?

0-25: *Sleepy*

26-50: *Nonchalant*

51-75: *Enthusiastic*

76-100: *Exuberant*

100-125: *Festive*

126+: *Spectacular*

3. How many Patches do you have?

0-1: *Rambler*

2: *Scout*

3: *Trippler*


4: *Ranger*

4. What Travel type do you have the most of?

 : *of the Woodlands*

 : *of the Running Rivers*

 : *of the Rolling Hills*

 : *of Maple Valley*

THREE-WAY TIE