

## **Autumn**

*a game of paths and falling leaves*

**1-3 Players**

**Age: 8+**

**18 minutes**

### **Summary**

In Autumn each player takes turn placing a card on other previously played cards. Each card shows four groups of leaves and, in order to play it, you should place it overlapping other cards in play, parallel to them, never perpendicular, and covering one or two symbols that do not need to match the ones on your card. The goal is being the player with the largest area of orthogonally connected groups of leaves at the end of the game.

### **3 players**

Shuffle the 18 cards and place the deck face down. The first player takes one card and places it on the table. The player on his left takes another card and plays it on the first one. Now the first player chooses one of the three colors to play with. Then the third player plays a card and the second player chooses another color.

The game continues until the 18 cards have been placed. Every player scores as many points as groups of leaves on his largest connected area. The winner of this round is the player with the largest area of connected leaves of his color.

Shuffle the cards again to start another round. The first player is the one that has won the previous round. The game continues clockwise but you don't need to assign new colors. Each player keeps the one from the first round until the end of the game.

After the third round the game ends. The points from every round are added. The winner is the player with the high score.

### **2 players**

Shuffle the 18 cards and place the deck face down. The first player takes one card and places it on the table. The second player takes another card and plays it on the first one. Now the first player chooses one of the two colors to play with and plays another card.

The game continues until the 18 cards have been placed. Both players score as many points as groups of leaves on his largest connected area. The winner of this round is the player with the largest area of connected leaves of his color.

Shuffle the cards again to start another round. The first player is the one that has won the previous round. The game continues but you don't need to assign new colors. Both players keep the one from the first round until the end of the game.

After the third round the game ends. The points from every round are added. The winner is the player with the high score.

### **1 player**

The player chooses to play with the 3 player side of the deck or the 2 player one, shuffles the cards and places the deck face down. He does not play with any color but with all of them trying to create areas of connected leaves of the same color. The game ends when all the 18 cards are placed on the table. The player counts how many groups of leaves are in the three largest areas (for example 9, 11 and 14). The final score is the lowest of these three numbers (9 in the example).