

autumn - a game of paths and falling leaves

autumn



a game of paths and falling leaves

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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 with the ones on your card. The goal is being the player with the largest connected path of leaves at the end of the game.

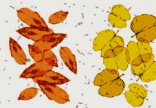
1-3 Players **Age: 8+** **18 minutes**

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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. The winner is the player with the largest connected path of leaves of his color.



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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 second player 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. The winner is the player with the largest connected path of leaves of his color.



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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 paths of leaves. 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 paths (for example 9, 11 and 14). The final score is the lowest of these three numbers (9 in the example).

