

Welcome to Burrowdale!

Winter is approaching, and you need to gather and store as much food as you can for you and your rabbit family. Place your worker bunnies in the best places, store resources in the burrows, and build routes between your burrows to secure supplies and score points – the first to 40 points wins.

Burrowdale is a trading and route-building game, where you are trying to gather food for the winter for your rabbit family. The object of the game is to place your bunnies and resources in burrows, then store matching resources through those burrows to score points. The first to 40 points wins.

Print & Play Setup

Cut out the 32 warren cards, the 25 resource tokens and the 4 family emblem tokens. Use meeples or other tokens as your bunnies (4 for each player – 3 as workers and one to keep score with). If you want to, cut out the scorecard too.

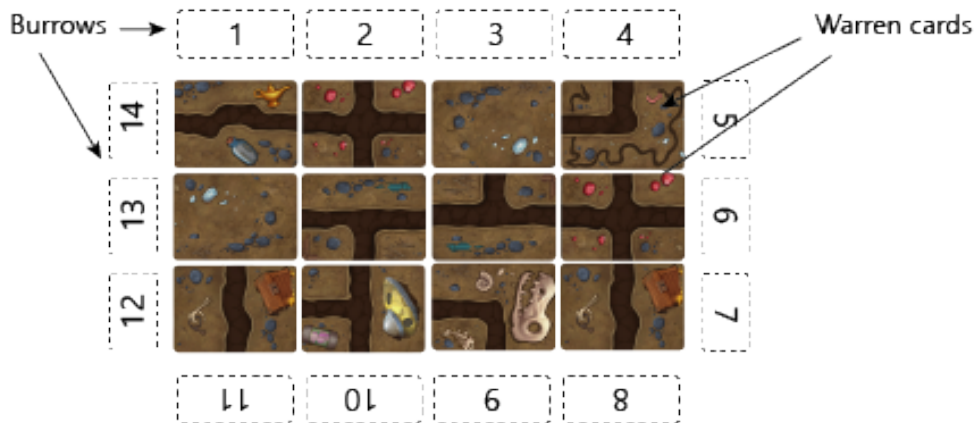
Game Setup

1. Shuffle the main deck of 32 warren cards and deal three cards face-down to each player.
2. Deal out 12 warren cards from the deck, face-up, in a 3x4 landscape grid. The remaining route cards form a face-down draw pile. Leave room for a discard pile alongside.
3. Shuffle the 25 resource tokens and place them in a face-down stack within reach of all players. Turn over the top two resources and place them face-up next to the stack – two resources will always be visible. There are five different resources: Lettuce, Hay, Radishes, Berries and Carrots.
4. Each player should then choose a colour and take the associated bunny meeples (3 for each player), and the matching player marker. If you are using the scorecard, use an extra meeple or other counter as a score marker – otherwise, keep score on a piece of paper.



Gameplay

The outer edge of each card in the valley forms a burrow – four along each long edge and three along each short edge. There are 14 burrows in a game.



The youngest player goes first and play then proceeds clockwise. On their turn, each player may take three actions, from the following choices. Actions can be repeated:

- **Move** a bunny to an unoccupied burrow location. A burrow can never have more than 1 bunny.
- **Supply:** Take one of the two visible available resources and place it on a burrow location. Deal a new resource from the stack to replace the one taken. You can place resources in an unoccupied burrow, but not one occupied by another player's bunny. Each burrow can have a maximum of two resources. A resource can only be removed from a burrow when stored (see below).
- **Build:** Replace one of the twelve visible warren cards with one from your hand. Place the old card on the discard pile and draw a new card into your hand. If the draw pile runs out, shuffle the discard pile to form a new draw pile.
- **Claim** a warren on the board by placing your family emblem token on it, as long as there is no emblem there already. Any routes you make that pass through that card gain you an extra point. If any player plays a warren card on top of an emblem token, the emblem token is returned to its player and can be used again.
- **Store** a resource by connecting two burrows that you occupy, as follows:

How to store: In order to store, all of the following must be true:

- There is an unbroken tunnel connecting two burrows;
- You have a bunny in each of the two burrows;
- You have matching resources in each of the two burrows.

In a store action, you score a point for each route card that the route passes through (so if your connecting route consists of five cards, you score five points). Only the shortest unbroken route between the two burrows counts. When you store, you must discard one of the two resources used in the action (you choose which) – place that resource at the bottom of the resource stack.

You cannot store using the same resource token twice in the same turn (but you can store the same resource type again, if you have two further tokens of that type that have not been used that turn)

Here, Blue can store lettuce for 1 point, as the connecting route passes through just one route card.

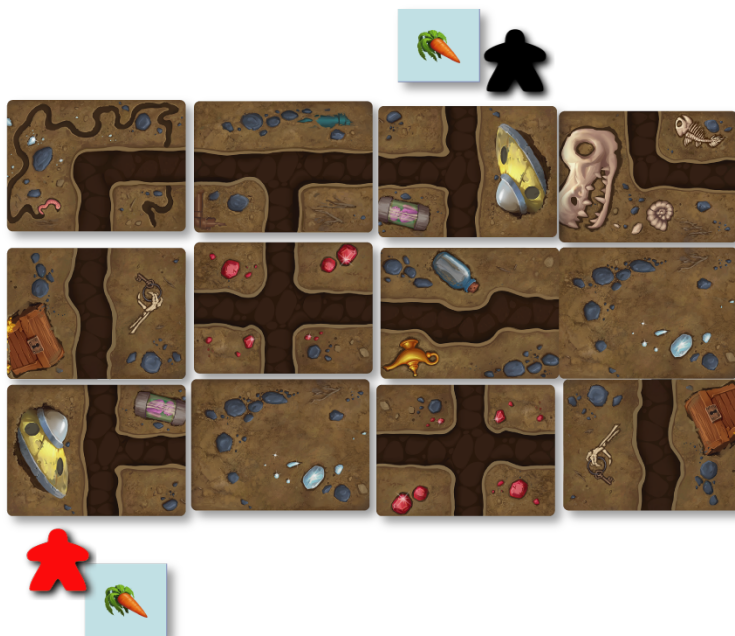
Red can store carrots for 4 points. In each case, the player discards one of the resources forming the store action on the connecting route. Red cannot make a second carrot store that turn, even though they have two carrots at burrow 12, as the carrot in burrow 2 can only be used once in a turn.



Route bonus: If your store route passes through a warren card with a matching 'resource' symbol, score one extra point for each (so if you store radishes, and the route passes through a warren with a radish symbol, score +1);

Family bonus: Whenever you store using a route that passes through a warren that you have previously claimed with your unique family leaf emblem, you score +1.

In a store action, you can alternatively offer a shared store with another player if you each have the same resource connected by a route. If the other player agrees, points are split - if it's an odd number then the extra point goes to the player initiating the store. Route bonuses are scored by both players; family bonuses only by the player they apply to. The player offering the store discards their resource token.



Here, red offers to share carrots with black along a shared route. It's a five-point route, so red would get three points and black would get two.

Endgame: When a player reaches 40 points, play continues until all players have completed the same number of turns. The highest scoring player wins the game. If players are still tied, those players only take a further turn each, until one has a higher score after an equal number of turns.

Burrowdale - Solo rules

In solo mode, you will play against a bunny opponent over 24 rounds. Your aim is to get to 120 points before any of the following happens:

- The opponent bunny reaches 120 points (at the end of 24 rounds); or
- You run out of storeable resources (when there is just one of each resource left);

Solo setup

1. Deal out 12 warren route cards, as for a multi-player game. Deal yourself three cards and leave the rest in a face-down pile nearby.
2. Shuffle the resources tokens, and deal one onto each burrow around the outside of the route cards – 14 in all.
3. Deal another two resources and place them face up next to the rest, which form a face-down stack.
4. Give yourself four meeples and put one above the '1' space on the scorecard. Put a different colour meeple above the '5' – this will mark your opponent's progress.

During a solo game, your opponent will replace each warren card in turn, one per round, by taking the top warren card from the deck and putting it in place of one of the existing cards. In the first and thirteenth round, the top-left card will be replaced, in the following round the second card in the top row and so on, as shown here:

1/13	2/14	3/15	4/16
5/17	6/18	7/19	8/20
9/21	10/22	11/23	12/24

Each round, your opponent will go first, they will change one of the visible route cards and will automatically move forwards five points (you move their meeple down a row). You choose the orientation of the card they place. Then you will take your turn, as per the multiplayer rules – any three actions per turn. Go through the scorecard three times in all. If you can reach 120 points before time or resources run out, you win. If you run out of warren cards, shuffle the discard pile to form a new deck.