



A DREADFUL MEADOWS EXPANSION DESIGN BY LUKUS ADAM

Welcome Back Confectioners!

Just when you thought you'd mastered the local competition in Dreadful Meadows, four of the creepiest Coastal Confectioners arrive from the deep to spice up the Spooky Season!

Each brings with them their own unique sweet (and sour solo mode) abilities, their Sugar Sprites, and a custom component.

Each Confectioner in this Expansion is interchangeable with the original cast of Confectioners in the base game of Dreadful Meadows.

Good Luck Confectioner - you're gonna need it!

COMPONENTS

4 CONFECTIONER PLAYER BOARDS



12 SUGAR SPRITES



CORA'S CORAL STORAGE



SIAH'S DIE



NEPT'S SPRITE STAND



MARO'S HARVESTER



For assembly instructions please visit:
<https://www.arkusgames.com/assembleit>

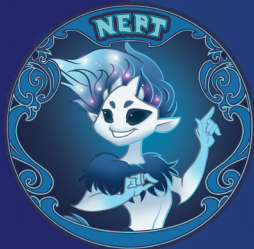


Components: Cora's Player Board, Cora's matching 3 Sugar Sprites, Cora's Coral Storage.

Sweet Ability: Move all Candy from your Patches to your Coral Storage at the start of your turn.

Sour Ability: You are forbidden to overpay when purchasing Patches or Harvesters.

Ability notes: Cora's Candy that is in the Coral Storage can be used just like candy on Patches and is also calculated during final scoring as usual. In the solo mode, multiple Patches may still be purchased using 1 Candy, so long as the total combined cost is not excited when paid. If for any reason there is a discount, it is not optional and the correct total must be paid.



Components: Nept's Player Board, Nept's matching 3 Sugar Sprites, Nept's Sprite Stand.

Sweet Ability: Immediately gain the Sprite Bonus of the Patch you place your 2nd Sprite on.

Sour Ability: After you place your 3rd Sprite, Nept takes an extra turn.

Ability notes: Nept's 2nd sprite still adds Candy when placing on Phantomallow as the bonus describes. When placing your 2nd Sprite, place it on the Nept's Sprite Stand, and then place it on the Patch of your choice. This helps to work as a reminder to claim the Sprite bonus when placing your 2nd Sprite.



Components: Siah's Player Board, Siah's matching 3 Sugar Sprites, Siah's Die.

Sweet Ability: Roll the Die at the start of your turn. Gain the matching Candy to spend this turn.

Sour Ability: Roll the Die at the start of Siah's turn. You must discard 1 matching Candy if able.

Ability notes: Bonus Candy gained from the Die does not get placed on a Patch. It can either be used for the purchase of a Patch or Harvester, or it may be placed on a Concoction Card. Siah's bonus Candy from the Die is lost at the end of the turn. In the solo mode, Candy that is already on a Concoction Card is safe from being discarded.



Components: Maro's Player Board, Maro's matching 3 Sugar Sprites, Maro's Harvester (Yellow Harvester).

Sweet Ability: Maro's Harvester is free to place. You may move 1 Harvester at the start of your turn.

Sour Ability: All Harvesters must be on different Patch types.

Ability notes: Maro may move a Harvester to any patch in their Meadow apart from a Dreadful Tree Patch which is forbidden to have any Harvester on it. Because Maro's Harvester has no cost, it may be placed without having a fully enclosed patch to place it on. It still costs an action to place.



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