HUNKER: FIERCE FRIENDSHIP, FROSTY FORTITUDE V3.1T

Bear, Squirrel, Deer, Beaver, Rabbit, and Fox all lived in the Great Bosk Woods and were, perhaps surprisingly, rather good friends. One evening in late summer, with the wind turning brisk and the leaves beginning to change colors all around, Fox gathered everyone together for an announcement.

"Autumn is nearly upon us," he proclaimed to his friends with a flourish of his handsome tail, "and that means, I think you'll agree… winter preparations."

Bear grimaced, Rabbit's ear twitched, Deer snuffled, and Beaver just squinted warily. It was Squirrel who grumpily squeaked their common complaint, "But the leaves aren't even crunchy yet! It's time for fun, not work!"

"My dear friend, I agree wholeheartedly. That's why, this year, I propose…" Fox circled around, then paused for dramatic effect, "…a grand contest!

Who among us will weather winter best?"

GAMEPLAY OBJECTIVE

Players take on the roles of woodland animal friends competing to see who will be the best prepared for winter. The player who has earned the most points at the end of the game is the winner. Gain points by stashing away food, interacting with other players using Friendship Cards, and earning end-game bonuses. During the game players place snow tiles on the board, rendering spaces impassable. The final round is triggered when all snow tiles have been placed. Then score all stashed food and completed Friendship Cards, tally end-game bonuses, and declare the winner!

CHOOSING THE STARTING PLAYER AND BEGINNING

Whoever most recently visited a forest is the starting player. Or, if you prefer, place each player's animal pawn into the black Discard pouch and draw one at random to decide (but make sure you give them all back to the players afterward so you can actually play the game ;)). Give the *Nature's Whims* die and two remaining Snow Dice to the starting player. Then each player places their pawns in turn order on any unoccupied space along an outer edge of the board. <mark>4-player game difference: Game begins with eight snow tiles already placed on the board.</mark>

Have each player draw two friendship cards, then you are ready to begin!

INITIAL SETUP

1. Animal reference card	8. Swamp region (purple)	15. Season Tracker
2. Animal pawn	9. Floodplains region (blue)	16. Scoring Path
3. Shelter cubes	10. Hollow region (red)	17. Snow Tile stacks
4. Outsider pawn	11. Nature's Whims die and starting Snow Dice	18. Additional Snow Dice
5. Food Token pouch (yellow, green, purple, blue, red)	12. Friendship Card deck	19. Event cards
6. Meadow region (yellow)	13. Actions/Abilities reference	20. Hunkered! Emblems
7. Grove region (green)	14. Turn Structure reference	21. Discard pouch (black)

HOW TO PLAY

ROUND OVERVIEW

A round consists of play proceeding clockwise with each player taking a turn.
A turn consists of three phases:

1) *Forest Phase:* roll the Nature's Whims die
2) *Actions Phase:* take three actions
3) *Snow Phase:* roll snow dice and resolve triggered events

I. FOREST PHASE

The first thing you do on your turn is roll the eight-sided Nature's Whims die, which describes what is happening in the forest (see below). Resolve the result before moving on to the Actions Phase.

Nature's Whims
8-sided die

THE WHIMS OF THE WOODS

(appears on 2 sides)

The Outsider – The Outsider is a non-player character that prevents players from Foraging at the region where it is placed. **When rolled, take the Outsider pawn, place it at a forage zone of your choice, then draw a token from that region's pouch.** Add this token to your pile of un-stashed tokens. You may choose to place the Outsider at the same location as before.

Players may still move through the Outsider's area unimpeded. However, if a player is ever stopped in a forage zone with the Outsider (either they end a Move action in the forage zone where the Outsider is located, or the Outsider is placed at a forage zone where they are located), the affected player must do the following in this order:

1. Move your pawn to an adjacent space of your choice <u>outside</u> the forage zone
2. Drop one un-stashed food token at random.

   Sidebar: If you must drop tokens, randomly choose tokens from your un-stashed pile to place face-down on empty spaces on the board adjacent to your pawn (no player pawns, shelter cubes, or other dropped tokens).

3

(appears on 2 sides)

Sudden Squall – **When rolled, any un-hunkered player with**
• **less than eight un-stashed food tokens must Drop one at random, or**
• **eight or more un-stashed food tokens must Drop half of them at random.**
(You are "un-hunkered" if your pawn is not on a space with a complete shelter.)

Bountiful Regions – Four faces correspond with regions in the game. **When rolled, take a food token from that region's pouch and place it face-down on an empty space in that region's forage zone** (if there are no empty spaces, place it one space away). You may look at it. Treat this token as a Dropped Food Token. Any player who moves through a space containing a dropped token may take it. If the rolled region is not currently in play, do this at the Grove region instead.

II. ACTIONS PHASE

You "do" things in the game world using *Actions* and *Abilities*. In general, Actions can be used only on your turn, while Abilities can be used on any player's turn.

TAKING ACTION

These represent the main feats your animal can perform in the game.
Choose up to <u>three</u> Actions on your turn from the following:

- **Move**: Move your pawn.
- **Forage**: While at a forage zone, draw food tokens from that region's pouch.
- **Build**: Place one shelter cube on your current space.
- **Dig:** Move up to two snow tiles at once from anywhere within your movement range to anywhere else within your movement range.
- **Socialize:** Draw two new Friendship Cards, choose two to keep, then discard the others to the bottom of the deck in any order.

Each animal's stats are different; check your animal reference card to see the maximum number of spaces you can move on a Move action, how many tokens you draw for a Forage action, and how many cubes your animal needs for a complete shelter.

Unless stated otherwise, you may repeat an Action as many times as you wish.
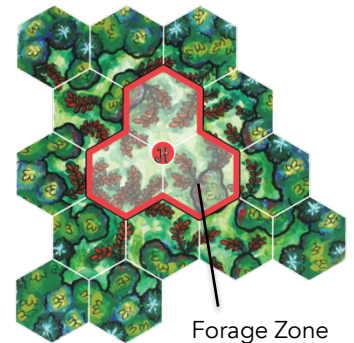
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MOVING

The Great Bosk Woods is a big place and Moving is how you'll get around. **To Move, declare your action then move your pawn up to the maximum number of spaces for your animal.** Some animals are "faster" (can go more spaces per move action) than others. Rabbit, for example, can move up to 6 spaces for one Move action, while Fox can move up to 4 spaces for one Move action.

While moving, you may pass through spaces occupied by other players or their shelters. Spaces with snow tiles placed on them, however, are impassable; you can either find another way through or use a Dig action to move some snow tiles out of the way.

FORAGING

Forage Zone

Foraging is the main way you acquire Food Tokens and earn points at the end of the game. **To Forage, you must first be in a Forage Zone, then declare your action and draw up to your animal's allotment of tokens from that region's pouch.** Check your animal reference card to see how many tokens your animal may draw when foraging. After drawing, keep tokens face-up in your play area. These face-up tokens represent food you are carrying around with you. Only Food Tokens that have been "Stashed" at one of your shelters by the end of the game will be scored. Stashing also protects these food tokens from being dropped when detrimental game events occur. Read more about Stashing in the next section on Abilities.

Foraging Restrictions:
- You may not Forage at the same region more than once per turn.
- You may not Forage at the region where the Outsider is located.

Types of Food Tokens

Points Token   Action Token

Some of the food tokens you find will have simply +1 or +2, but others may have +2 and an icon. The tokens with icons are called Action Tokens and may be Stashed for points or "Eaten" to do something for free. Read more about Eating in the next section on Abilities.

Differences in Regions

Different types of food tokens can be found in the various regions. Primarily, these differences have to do with the effects found on the Action Tokens there.

- *The <u>Grove</u> (green)*: <u>G</u>enerally useful effects (Outsider, Build, Move)
- *The <u>Hollow</u> (red)*: effects focused on <u>H</u>unkering
- *The <u>Meadow</u> (yellow)*: effects focused on <u>M</u>ovement
- *The <u>Floodplains</u> (blue)*: effects focused on <u>F</u>oraging and <u>F</u>riendship cards
- *The <u>Swamp</u> (purple)*: effects focused on dealing with <u>S</u>now

Barren Regions

A region's food token supply is limited and may eventually run out. You may feel a pouch at any time to estimate the number of tokens remaining, but you may not look inside. If a region's pouch is emptied, that region is considered barren; look for food elsewhere or find something else to do.

> *Action Phase Example (moving/foraging)*
> *Rabbit first 1) Moves six spaces from her starting location to a space in the Grove Forage Zone. Next, she 2) Forages, taking three Food Tokens from the Grove Food Token pouch. Rabbit then 3) Moves again, four spaces this time to the Hollow Forage Zone to be ready to Forage there on her next turn.*

BUILDING

The name of the game is Hunker, but to "hunker down" you'll first need to have a shelter. Shelters protect you from bad weather and allow you to store your food tokens to protect them. **To Build, declare your action and place <u>one</u> shelter cube from your supply on your current space.** Depending on your animal's requirements, it may take multiple Build actions (one cube placed per action) to complete your animal's shelter. Check your animal reference card to determine the number of cubes your animal needs. For animals requiring a 2- or 3-cube shelter, you don't have to complete your shelter all at once; you can start Building, go do something else, and come back later to finish.

> *Building Restrictions:*
> - You may not Build in a Forage Zone.
> - You may not Build on a space where another player has already Built.
> - You may not Build on a space where you already have three cubes.

DIGGING

As the game progresses, players will place more and more impassable Snow Tiles on the board, complicating your ability to traverse the forest or forage for food. While snow tiles cannot be removed completely, you *can* Dig to displace them elsewhere on the board. **To Dig, declare your action and choose up to two snow tiles within your movement range to move to any other legal location(s) within your movement range**. ("Within your movement range" refers to the maximum number of spaces your animal may move with a Move action. For example, Squirrel has a movement range of 5, so she may Dig snow tiles anywhere up to 5 spaces away.)

> *Action Phase Example (building/digging)*
> *Bear starts in the Floodplains Forage Zone. He wants to prepare a shelter in case the weather turns but can't Build in a Forage Zone. He decides instead to finish a shelter he started on a previous turn that he can reach on a single Move. Only problem: an impassable Snow Tile has been placed on the space with his incomplete shelter! So, Bear 1) Digs up the snow tile and places it far, far away. He then 2) Moves to the space with his incomplete shelter. Bear previously placed two cubes, but needs one more to meet his requirements, so he 3) Builds to place one cube and complete his shelter. Phew!*

SOCIALIZING

In Hunker, Friendship Cards represent the ways you interact with or help other players. Depending on the game state, the objectives on your cards may be difficult to accomplish. Socializing lets you draw new ones. **To Socialize, declare your action, draw two cards from the Friendship Card deck, choose two to keep, then discard the others to the bottom of the deck.** You may play the new cards you draw. FREE SOCIALIZE: You may Socialize <u>once</u> on your turn for free (does not cost an action) if you reveal two identical Friendship Cards to all players.

NATURAL ABILITIES

Abilities are things you can do in the game that do not require an action, that are passive or even automatic. You may use Abilities anytime on your turn before the snow dice roll. If it's not your turn, you may use Abilities during the Snow Phase, but only before the snow dice are rolled.

- **Hunker:** Stop on a space with a complete shelter (automatic).

- **Stash**: While at one of your shelters, select un-stashed food tokens you want to be protected for later scoring, then flip those tokens face-down to show they are now stashed.
- **Eat**: Discard one of your un-stashed food tokens to a) use its effect or b) **Borrow** the effect of another player's un-stashed food token. *Note: no one may Eat after the snow dice have been rolled.*
- **Befriend**: Play after completing the task on a Friendship Card, then draw a replacement. You may play up to <u>two</u> Friendship Cards per turn. *Note: This Ability may be played anytime in the game regardless of phase or turn.*

HUNKERING

Whenever you are stopped on a space with a complete shelter, you automatically enter the shelter, or **Hunker**. Hunkering in your own shelter provides protection from weather events, makes you eligible for a bonus when events are triggered, and allows you to Stash food tokens to be scored at the end of the game.

> *A **complete shelter** is a number of cubes on a single space meeting or exceeding the Hunkering requirement of its <u>owner</u> (check requirements on animal reference cards). For example, a complete shelter for Fox is 2 orange cubes on a single space, while a complete shelter for Squirrel is one gray cube. If desired, players may Build past their required shelter size on a space, up to a total of three cubes.*

You may Hunker in another player's complete shelter regardless of your own shelter size requirements and whether any other players are hunkered there. Permission from its owner is <u>not</u> required. If you Hunker in another player's complete shelter, your un-stashed food tokens are safe. However, you won't be able to Stash and you won't be eligible for event bonuses. This means that, while Hunkering is valuable regardless of whose shelter you use, there are distinct benefits to Hunkering in your own shelter. Sidebar: *As the saying goes, you sleep best in your own den.*

> *Hunkering Example*
> *Deer is carrying a pile of un-stashed food tokens and has one Action left on her turn. It would be safest to Hunker, but she has not yet Built a shelter. Because a complete shelter for Deer is three cubes, she doesn't have time to complete one of her own. However, she sees that Beaver is Hunkered in one of his one-cube*

*shelters nearby, so she moves there for her last Action. Although Deer normally requires a three-cube shelter, she can Hunker in Beaver's one-cube shelter (even with him Hunkered there) because it is a **complete shelter** for Beaver. (Don't worry about the size—they are friends and will just squeeze in and make it work.)*

STASHING

When you obtain food tokens, keep them face up in your play area. These are considered "un-stashed" food tokens and represent food you are carrying around with you. To gain points at the end of the game from these tokens and avoid the danger of Dropping them, you may **Stash**. While Hunkered in one of your complete shelters, announce a Stash then select tokens and flip them face-down. Stashed food tokens are protected from being dropped but may no longer be Eaten/Borrowed. Once Stashed, you may not flip/peek at your—or anyone else's—Stashed tokens.

Dropping Food Tokens

If you are not Hunkered when detrimental game events occur, you may have to **Drop** some of your un-stashed food tokens. If so, choose that number of tokens at random and place them face-down on empty spaces adjacent to you, one per space (empty spaces contain no player pawns, cubes or dropped tokens, but may contain snow tiles). If there are not enough empty spaces adjacent to you, place tokens two spaces away, then three after that, and so on as needed. Any player who moves through a space containing a dropped token may pick it up and add it to their un-stashed food token pile. No player may peek at the value of a dropped token. If multiple players must drop tokens, do so in turn order.

You Drop un-stashed tokens if you are not Hunkered and…
- A seasonal event is triggered (drop half, rounded down)
- Sudden Squall is rolled on the Nature's Whims die (8 or more un-stashed food tokens, drop half rounded down; less than 8, drop 1 token)
- You are stopped in the same forage zone as the Outsider (move to an adjacent space outside of the forage zone and then drop 1).

Scoring Reminder

Stashed food tokens are kept face-down in your play area, but don't worry about moving your scoring marker—**all scoring takes place at the end of the game.**

EATING/BORROWING

To **Eat**, discard one of your un-stashed tokens (put it in the black Discard pouch) to immediately use its effect. OR you may choose to discard one of your un-stashed tokens and instead **Borrow** the effect of another player's un-stashed token. If you choose to use the effect of another player's un-stashed token, you discard one of your <u>own</u> tokens; the other player keeps their token whose effect you borrowed.

Four of the Action Token icons correspond with Actions you can normally take only on your turn: **Move, Build, Dig,** and **Socialize**. Eating/Borrowing one of these tokens lets you take the Action indicated as if you were taking an Action on your turn. The fifth icon allows you to take the **Outsider** pawn and place it at a forage zone of your choice, similar to the effect of the Nature's Whims die. Unlike the Nature's Whims die effect, however, you do <u>not</u> draw a food token from the pouch of the region where you choose to place the Outsider.

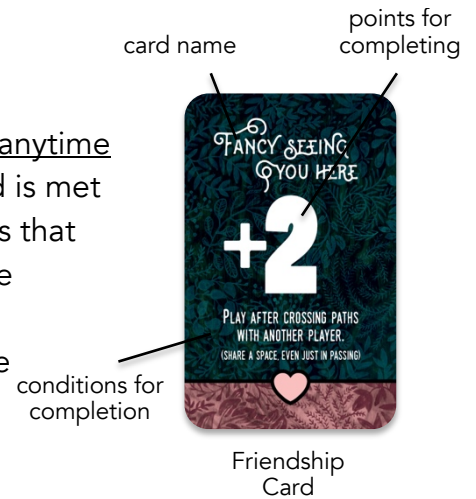| Move	Build	Dig	Socialize	Move Outsider
Regions: M, H, S	H, G, F	S, M, G	F, S, H	G, F, M

common | occasional | rare

When Can I Eat?

When it's your turn, you may **Eat** anytime and as much you like, so long as it's before the Snow Dice roll, but you may only ever **Borrow** once on a turn. When it's *not* your turn, you may use the **Eat/Borrow** ability only once, and only during another player's Snow Phase before the Snow Dice roll (if multiple players want to Eat at once at this time, resolve in turn order).

BEFRIENDING

Friendship Cards represent how the animals of the forest interact with or help each other in the game. You should have two of them in-hand at all times. To use the **Befriend** ability, simply meet the condition on one of your Friendship Cards, reveal it to all players, place it nearby in your play area for end-game scoring, and draw a replacement. Friendship Cards vary in difficulty to complete, reflected by the point values of +1 to +4. You may complete a maximum of two Friendship Cards per turn.

When Can I Befriend?

Unlike other Abilities, the Befriend ability can be played <u>anytime</u> on <u>any player's turn</u>—whenever the condition of the card is met (so long as you have not yet played two Friendship Cards that turn). This is because some of these cards include passive conditions that other player's actions may meet for you. For example, if another player moves through your space on their turn, you could reveal/play the "Fancy Seeing You Here" card immediately following their Move.

card name

points for completing

conditions for completion

Friendship Card

Befriend Combos

With a little luck and planning, you may be able to play two Friendship Cards at once. Combos only work for Friendship cards with different names; if you have two of the same card, you may only complete one at a time. Various combos exist; see the <mark>complete list of Friendship Cards on page 22</mark> to find them!

III. SNOW PHASE

CALM BEFORE THE STORM

The beginning of the Snow Phase is the last chance for players to Eat/Borrow before the Snow Dice roll. It's a short window, so players should be ready to act! If you're the active player, announce that you're about to roll the Snow Dice.

LET IT ROLL, LET IT ROLL, LET IT ROLL

As the last part of each turn, players roll the **Snow Dice** to see if it is snowing around them. Nothing happens on a blank face. But **for each "Snowy" face rolled, you must take a Snow Tile from the current stack on the Season Tracker and place it on the board <u>within two spaces of your pawn</u>.** The Snow Dice roll is the only way that Snow Tiles are placed on the board. Once placed, they may be displaced by Digging but never completely removed from play.

Blank face

"Snowy" face: place a snow tile!

SNOW WOES

A space containing a Snow Tile is impassable and—if in a forage zone—foraging is not possible.

Note: snow tiles may be placed on spaces where players, shelter cubes, and/or dropped food tokens are present. They may not be stacked. If a snow tile is placed on the same space as a player's pawn, that player may move without penalty to any adjacent space without a snow tile when they next Move (if you are completely surrounded by snow, you can Dig your way out).

Players start the game with just two Snow Dice. Additional Snow Dice are placed on the **Season Tracker** beside the snow tile stacks corresponding to the first two events. When one of these events is resolved, take any Snow Dice placed there and add them to the Snow Dice roll for the rest of the game.

A SNOW-LESS FIRST ROUND…
Do not roll Snow Dice for the first round of the game. After all players have completed their first turn, *then* start rolling the Snow Dice as the last part of every player's turn. If it helps, think of the first round of the game as the tail-end of summer, when it's still too warm to worry about snow just yet.

SEASONAL EVENTS
There are three seasonal events that take place over the course of the game. **Events are triggered when a player empties a season's snow tile stack and take effect at the end of that player's turn.** All players who are Hunkered in their <u>own</u> shelters when an event is resolved earn a bonus of a **Hunkered! Emblem**, while un-Hunkered players must Drop some un-stashed food tokens. Players who are Hunkered in other players' shelters don't have to Drop tokens but do not receive an emblem.

Hunkered! Emblems
These are rewards for being hunkered in your own shelters when seasonal events strike. A Hunkered! Emblem not only counts toward an end-game bonus—it also grants one bonus action on your turn (flip to use). These emblems can only be used for their +1 action once. Used emblems still count for the end-game bonus.

EVENT RESOLUTION
At the end of the turn an event is triggered, check which players are Hunkered and whether or not they are in their own shelters. Have players take emblems or drop tokens as needed. If multiple players must drop tokens, have them do so in turn

order. Finally, take any snow dice present, turn the resolved event card face down, and place any unclaimed emblems in the black Discard pouch.

THE BILLOWING DRIFTS

The third and final event, "Billowing Drifts," is resolved slightly differently. **When triggered, remaining players in the <u>round</u> will still get to take their turns as normal before final scoring and declaring a winner.** This ensures each player gets an equal number of turns over the course of the game, and also allows players to Eat/Borrow right up till the end.

EVENTS

I. <u>Rattling Leaves</u> – Hunkered in own shelter: take an emblem; Un-Hunkered: Drop half un-stashed food tokens; Add 1 Snow Die to Snow Dice roll
II. <u>Shivering Cold</u> – Hunkered in own shelter: take an emblem; Un-Hunkered: Drop half un-stashed food tokens; Add 2 Snow Dice to Snow Dice roll
III. <u>Billowing Drifts</u> – Hunkered in own shelter: take an emblem; Un-Hunkered: Drop half un-stashed tokens; Tally endgame bonuses

ENDING THE GAME

When the last snow tile is taken, the final event, "Billowing Drifts," is triggered. As mentioned above, the "Billowing Drifts" event is resolved at the end of the <u>round</u>. After all remaining players take their turns, resolve the event like normal, then it's time for final scoring. Note: un-stashed food tokens players are still holding at the end of the game will not count toward final scoring—stash 'em, use 'em, or lose 'em!

END-GAME BONUSES

The Billowing Drifts includes an additional card that includes additional end-game bonuses that players may work toward over the course of the game.

a. <u>Forest Developer</u>: +7 for placing the most shelter cubes, +3 for second-most
b. <u>Well Rested</u>: +9 for earning three emblems, +5 for two, and +2 for one
c. <u>Diverse Diet</u>: re-add the points of your stashed tokens from your scarcest region. Your scarcest region is the region with the fewest food tokens in your stash (if tied, choose one). *Note: if you have no tokens from one or more regions present in your game, your Diverse Diet bonus will be 0.*

If multiple players qualify for any of these bonuses, each player who meets the condition receives the full allotment of points.

After all players have finished their final turns, it's finally time to start moving those scoring markers on the season Tracker. Tally all stashed tokens and completed friendship cards from each player, award end-game bonuses, and declare a winner!

IN THE EVENT OF A TIE…
If there is a tie after final scoring, whoever has <u>played the most unique types (different names) of Friendship Cards</u> is the winner. If that fails to break the tie, the player who has the <u>most +1 Food Tokens in their Stash</u> is the winner. If there is *still* a tie and you aren't interested in a shared win… you should probably just play another game to settle it. ☺

Appendix A: DENIZENS OF THE FOREST

Many animals call the Great Bosk Woods "home." The game will follow these four animals, though there may be others who join in later. (In particular, Beaver and Deer are keen to join, and maybe even a particularly cantankerous Magpie, too…)

Design Note: Each animal lists a unique Instinctive Ability. Think of them as a sneak peek; these abilities are planned to appear in a future expansion. ☺

BEAR

Despite Bear's imposing figure, he is a gregarious and jovial friend to the other animals in the forest. He is also rather clumsy, a result of his great girth, and there was once a near-calamity with Squirrel. "He just doesn't know his own size," Deer asserts in Bear's defense. Bear is a strong forager with good speed, though he requires a large shelter to Hunker.

MOVE up to 5 spaces | FORAGE 4 tokens | SHELTER 3 cubes

INSTINCTIVE ABILITY "Forest-Quaking Roar": Once per round, you may re-do the Nature's Whims or Snow Dice roll before resolving. If it isn't your turn, you must have permission from the active player to re-roll.

FOX

Fox needs no finery or accoutrements other than his supple red-orange coat and mesmerizing tail to retain his title as Most Dapper from year to year. He carefully grooms his genteel image with equal shares courtesy and chivalry. "Let's not get carried away!" interjects Squirrel. To be fair, Fox is prone to over-thinking situations, and may at times regard his own ideas a little too fondly. "Better, hmph," she concedes. Fox is well-rounded with strong foraging, slightly sub-par movement, and average Hunkering.

MOVE up to 4 spaces | FORAGE 4 tokens | SHELTER 2 cubes

INSTINCTIVE ABILITY "Cunning Decoy": Once per round, you may move the Outsider to the forage zone you are nearest.

RABBIT

Those who say rabbits aren't known for their brains clearly have never met this one. Rabbit is the inventor, the tinkerer, the brainiac of the group. It's no wonder, then, that she and industrious Beaver have become fast friends. Really, the only things that might be as quick as her brain are her feet. "That's virtually impossible to quantify," dismisses Rabbit. "I think it was a compliment," whispers Beaver. Rabbit is another fairly balanced character, trading some foraging power for extra movement.

MOVE up to 6 spaces | FORAGE 3 tokens | SHELTER 2 cubes

INSTINCTIVE ABILITY "Take the Underground": During Move actions, treat your complete shelters as if they are adjacent to one another (you may essentially "warp" between them). Any animal may use your shelters in this way until the start of your next turn.

SQUIRREL

Squirrel is the forest's font of irrepressible, boisterous enthusiasm. She teases other animals incessantly (especially Fox) and is prone to fits of disgruntled boredom when things aren't exciting enough for her. "Aw, but Squirrel's so tiny and cute, you just wanna squeeze her," grins Bear. "ABSOLUTELY NO SQUEEZING!" clarifies Squirrel. She's a little sensitive about her petite stature, but it does have its advantages. Squirrel only needs a small shelter to Hunker and has good speed; her weak point is foraging.

MOVE up to 5 spaces | FORAGE 3 tokens | SHELTER 1 cube

INSTINCTIVE ABILITY "LOOK I MADE IT SNOW!": Once per round, you may move one placed snow tile from anywhere within your movement range onto your current space.

Appendix B: FRIENDSHIP CARD LIST

MY, YOU'RE LOOKING WELL! +1 (x3)
Play after giving a compliment to another player.

IN CASE YOU DIDN'T KNOW… +1 (x3)
Play after relating a "fact" or story about your animal. (Make one up if you like!)

FANCY SEEING YOU HERE +2 (x3)
Play after crossing paths with another player (share a space, even just in passing).

HOWDY, NEIGHBOR +2 (x3)
Play after Building on a space adjacent to where another player has Built.

OUR GUEST HAS BEEN… MISDIRECTED +2 (x3)
Play after placing the Outsider pawn at a region where no players are present.

THAT'S EVER SO KIND OF YOU +2 (x3)
Play after someone Borrows one of your tokens, or after you Borrow one of theirs.

FINDING ANYTHING GOOD HERE? +3 (x3)
Play after Foraging at a region where another player is present.

SEEMS WE'LL MISS THE BRUNT OF IT +3 (x3)
Play after placing two or more snow tiles at once along an outer board edge.

TRULY, I COULDN'T EAT A BITE MORE +3 (x3)
Play after drawing fewer than your maximum token allotment while foraging.

IT'S NOT CROWDED, IT'S COZY +4 (x3)
Play after sharing a shelter with another player to Hunker.

SNOWED IN, EH? ALLOW ME +4 (x3)
Play after moving a snow tile off of a space where another player has a shelter cube.

Appendix C: GAME CREDITS

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