

autumn

A game of paths and falling leaves



1-2



18 min



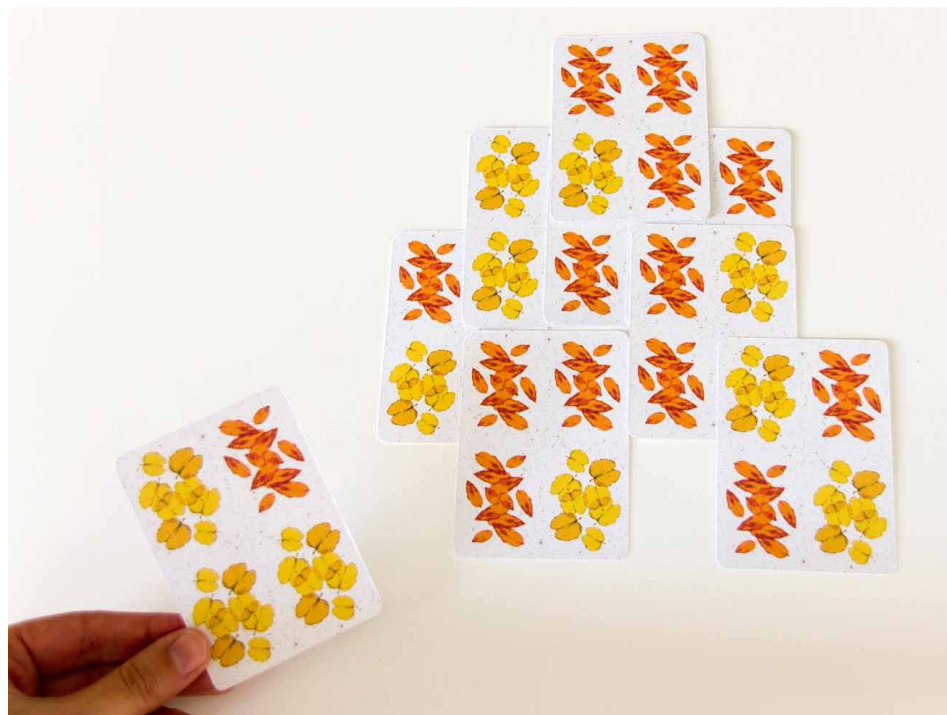
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Find your path among the falling leaves!



Content: 18 cards

Each card shows four groups of leaves:



Initial setup:



Anna plays a card:



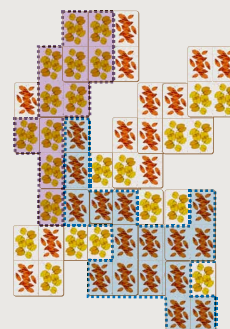
Beth chooses to go with red and places a card that connects four red groups:



Anna plays with yellow and manages to cover two red groups and extends the yellow area:



The game continues until the last card is played. Anna scores 11 points and Bea wins with 16:



Setup and play

Shuffle the cards to form a deck and place it face down. Reveal the first card and place it on the table.

The first player reveals another card and plays it overlapping the first card.

Now the second player chooses one of the two colors to play with (red or yellow). After this decision reveals a new card, plays it and passes the turn.

The game continues alternating turns, revealing and placing cards, until the 18 cards have been placed.

How do you play a card?

A card is always placed overlapping other cards in play, maintaining the orientation. You can rotate it 180° but not 90°.

When you place a card it must cover one or two groups of leaves. No more, no less.

The overlapping groups do not need to match.

How do you win?

You win if you have the largest area of orthogonally connected groups of leaves of your color.

Two diagonal groups are not considered connected.

A complete game

Autumn is better if you play three games in a row. Change the first player for each game and add the scores to find the winner of the session.

Solo game

You do not play with any color but with both, 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).