BOREAL

A Tile-Laying Game for 2-5 Players (v7.1)

One of the largest biomes on earth, the Boreal Forest covers a circumpolar region between 50 and 60 degrees north latitude including much of Canada, Russia, Alaska, Finland and Norway. It primarily consists of spruce, pine and fir trees to the north and mixed tree species including birch, poplar and aspen to the south. 30% of the biome is wetland, and it is dotted with lakes and flowing with rivers, featuring more fresh water than any other biome. Not surprising since it only emerged from under glaciers a little over 11,000 years ago. It has little human habitation, and is home to a wide variety of animals including moose, bear, wolves, beaver, owls, foxes, insects, rodents of all sizes and many other birds. The forest is abstracted heavily in this game but hopefully it will give you a sense of this amazing part of our planet!

Parts
- 60 Landscape Tiles
- 120 Animal Tokens in 5 Player Colors
- Tile Bag
- 5 Player Aids/Score Keepers
- 1 First Player Token

Overview

Boreal is a game in which you build a Boreal Forest landscape and place and move animals in that landscape to score victory points.

The player with the most victory points when the landscape is complete is the winner.

Setup

Start Tile: Place the start tile face up in the middle of the table to begin the landscape map (the start tile has 1 sector of each of the habitats and a black dot in the middle).

Select Start Player: The player that has visited the farthest north latitude is the first player. See *Bid for First Player* if using those rules, otherwise players take turns clockwise from the first player. The first player starts with 5 victory points, the second 3 points, the third 1 point. All other players start at 0 victory points.

Place the Landscape Tiles in the Bag: Mix them up well.

Choose the Length of Your Game:

Using this table, choose the number of tiles you will use for the player count and desired length of game.

Tiles per Player	# of Players			
Length of Game ↓	2	3	4	5
Short	10	8	7	5
Medium	15	12	10	8
Long	20	16	14	10

Draw Landscape Tiles: In turn order, each player randomly draws the agreed number of landscape tiles from the bag, keeping them secret, as their **hand**. When done, again in turn order, each player may perform an Exchange Landscape Tiles action if they wish (see actions below).

Choose Animal Tokens: Each player secretly chooses 10 tokens from their available Animal Token reserve and makes a **supply** under their player aid. You must choose the lowest value Voles first. Set the remaining tokens out of sight (but keep them handy).

Quantity of Animals in each player's reserve (24 total):

- 6 Insect
- 5 Vole
- 3 Hare
- 4 Fish
- 1 Wolf
- 2 Moose
- 2 Raptor
- 1 Mushroom

First Game? For a quick learning game, draw 4 Landscape Tiles and use 3 Insects, 2 Fish, 1 Hare and 1 Raptor per player. Read *The Landscape Tiles*, *Player Turn*, *General Animal Rules*, and the *Specific Animal Rules* for **only** the four Animals selected. Do not use the *Bid for First Player* rules.

The Landscape Tiles

Imagine each landscape tile as divided into 6 triangular sectors:

Each sector is assigned one of 6 habitat types:

2 sectors of each habitat shown here

Forest

Forest River

Grassland

Wetland

Lake

Highland
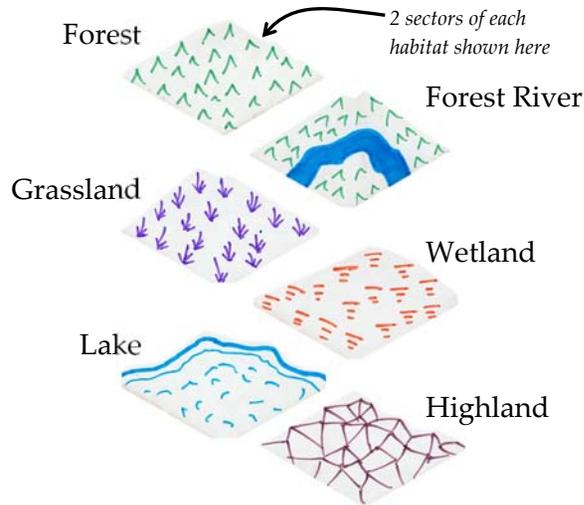
Player Turn

Perform the following steps in order on your turn:

0. (*Bid for First Player* only) Before playing, the current First Player checks for unresolved bids for First Player. **Resolve First Player bids** (see below) before continuing.
1. **Add a Landscape Tile** from your hand to the map and score that tile.
2. **Take One Action** (see list below).
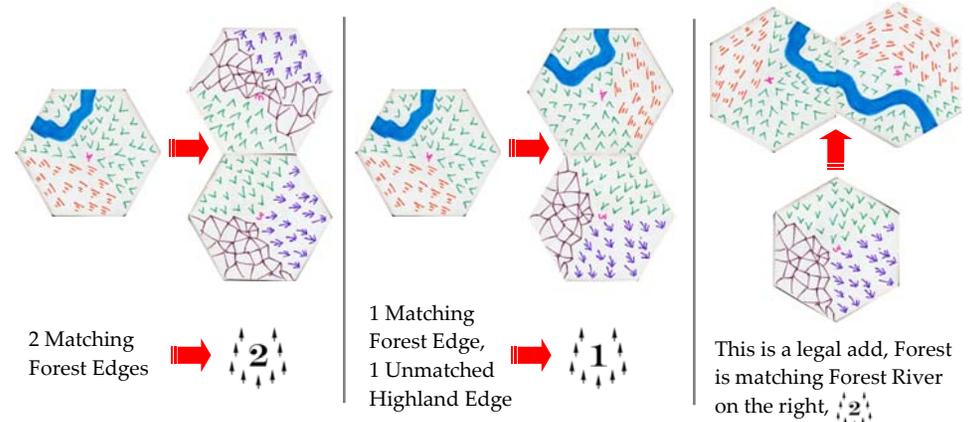3. (*Bid for First Player* only) Optional: **Bid for First Player**.

1. Add a Landscape Tile

You must choose one of the landscape tiles in your hand and add it to the map so that it touches one or more edges of landscape tile(s) already played. The habitat(s) on any edge that touch another tile **must match**,

with the following exceptions:

1. **Highland edges are wild:** Add any habitat next to a Highland edge (non-matching edges do not score, though).
2. **Forest can match Forest River where the river flows through:** You must connect River edges with River edges. But sometimes the River flows through the tile, and these edges can match with other similar Forest River edges OR Forest edges.

When a tile is added, you **score points equal to the number of matching edges** the new tile touches on already played tiles.
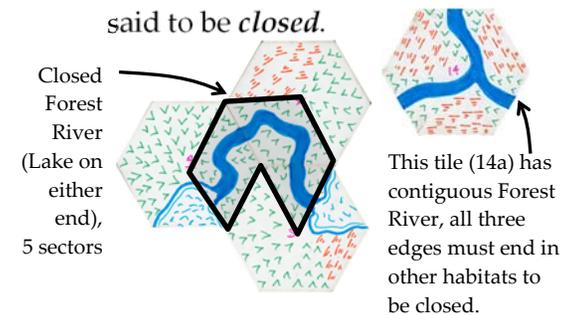

2 Matching Forest Edges ➡ **2**

1 Matching Forest Edge, 1 Unmatched Highland Edge ➡ **1**

This is a legal add, Forest is matching Forest River on the right, **2**

Note: Though some Forest River sectors are drawn as connected to Lake habitats on the tiles, they are considered separate habitats for Animal placement and scoring. Likewise, though some Forest River and Forest sectors may be adjacent on tiles, they are considered separate habitats for Animal placement and scoring.

Separate Habitats
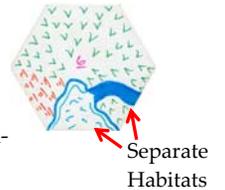
When tiles are added to the map, uninterrupted adjacent sectors of the same habitat are called ***contiguous habitat***.
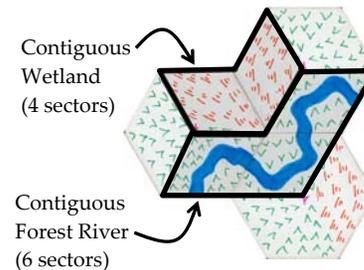
If a contiguous habitat has no open edges to which other tiles can be added, that contiguous habitat is said to be ***closed***.

Contiguous Wetland (4 sectors)

Contiguous Forest River (6 sectors)

Closed Forest River (Lake on either end), 5 sectors

This tile (14a) has contiguous Forest River, all three edges must end in other habitats to be closed.

2. Take One Action

You may choose **ONE** of the following actions:

- **Place** one Animal from your supply onto the tile you just added. You may place more than one Insect. Some Animals may immediately Move when placed. If possible, you may score the placed Animal.

- **Move** one of your Animals that is already on the map. You may move all your Voles. If possible, you may score the moved Animal.

- **Exchange Landscape Tiles:** Draw up to the number of tiles in your hand from the bag. Look at all your tiles secretly, then replace tiles back in the bag until your hand has the same number of tiles as when you started.

- **Exchange Animal Tokens:** Replace any number of Animal tokens in your supply with the same number of Animal tokens from your reserve. Return replaced Animals to the reserve. Remember: There is a total of 10 Animal tokens in your supply and on the map.

3. Bid for First Player (optional)

If you are using the *Bid for First Player* rules, you may place a bid at the end of your turn.

General Animal Rules

Once placed, animals remain on the map until a "return to supply" rule is triggered. This may be triggered by another player's action.

Only one Animal may be placed or end movement on any one sector.
Exception: Predators (Fish, Wolf, Raptor) may be placed or moved onto a sector containing an Animal that will become prey (and the predator will end the turn as the sole occupant of that sector).

Animals may move through other Animals.

Animals may only move in and through allowed habitats.

Count movement through adjacent sectors. Sectors are considered adjacent if they share an edge. Sectors that only meet at the corner of a sector (e.g. in the center of a Landscape Tile) **are not** considered adjacent.
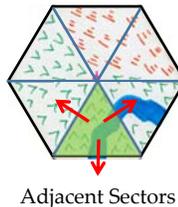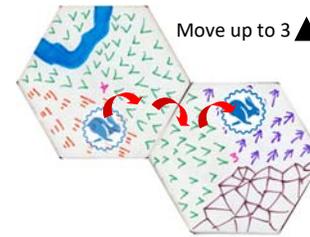
Adjacent Sectors

Exception: Forest River and Lake habitats that are drawn through the center of the tile **are** considered adjacent.
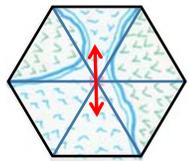
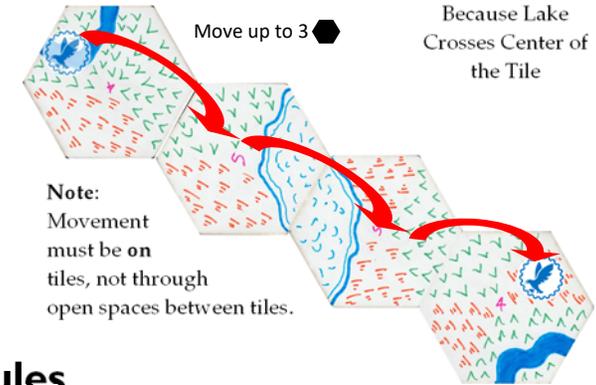Adjacent Sectors Because Lake Crosses Center of the Tile

Movement Examples:

Move 3 **sectors**:

Move up to 3 ▲

Move 3 **tiles**:

Move up to 3 ⬢

Note: Movement must be **on** tiles, not through open spaces between tiles.
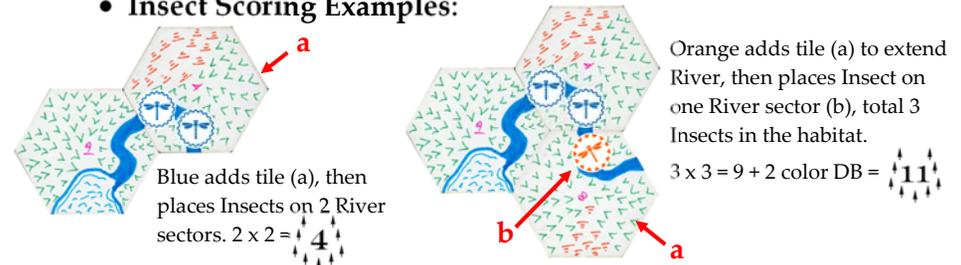
Specific Animal Rules

Note: Scoring opportunities below marked with **+DB** are eligible for the **Diversity Bonus**. When scoring Insects, Voles, Hare or Fish involving other player's Animals, the current player (only) adds points equal to *the number of player colors* to their score. See examples below.

Insects

- **Allowed Habitats:** River, Wetland or Lake. Place Insects from your supply on **any or all** sectors of **one open habitat** on the tile just added. Insects must be placed on **open** habitat.
- **Move:** Insects do not move.
- **Score as Hatches:** Score points equal to the total number of Insects *of any player* multiplied by itself (**+DB**) in the contiguous habitat where you just placed Insect(s).
- **Return to Supply When Habitat Closed:** If the habitat is closed at the end of any player's turn, all the Insects in that habitat are returned to their respective player's supply.
- **Insect Scoring Examples:**

a

Blue adds tile (a), then places Insects on 2 River sectors. 2 x 2 = 4

Orange adds tile (a) to extend River, then places Insect on one River sector (b), total 3 Insects in the habitat.
3 x 3 = 9 + 2 color DB = 11

b

a

Voles

- **Allowed Habitats:** Forest, River, Wetland or Grassland. You must place the **lowest** point value Vole from your supply.
- **Move:** When placed **or** on a later turn, Voles may move 1 sector. If you move one of your Voles, you may move **all** of your Voles. You may not move other player's Voles.
- **Score by Community:** The Voles *of any player* in a contiguously adjacent group **that includes the Vole you just placed** score. Add the point values of all Voles in the group to your score (**+DB**). A solitary Vole does **not** score.
- **Reproduce:** Once at the end of your turn, if you have 2 or more Voles adjacent on the map, you may place one additional Vole from your supply adjacent to that group. No scoring occurs.
- **Vole Scoring Examples:**

First turn, add tile and place the 1 point Vole in Forest, no score.
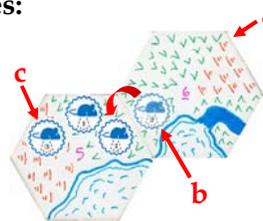
Later turn, add tile (a). Place 2 point Vole (b), then immediately move adjacent to previous Vole to score **3**.

At end of turn, place 3 point Vole (c), no scoring (this Vole can score later if Blue has another Vole).
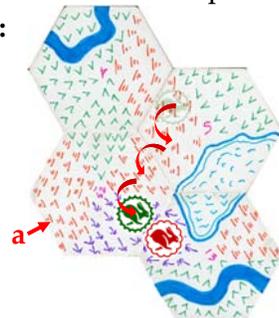
Hare

- **Allowed Habitats:** Place and score in Wetland or Grassland only, may move through Forest and River.
- **Move:** When placed or on a later turn, may move up to 3 sectors.
- **Score by Solitude:** If placed into Wetland or Grassland habitat or movement ends in a different Wetland or Grassland habitat than it started in, a Hare scores points equal to the number of sectors in the contiguous habitat if that contiguous habitat is **not** occupied by any other Animal except other Hare (**+DB**).
- **Hare Scoring Example:**

Early turn, add tile to create 4-sector contiguous Wetland, place Hare = **4**

Later turn, Green adds tile (a) and moves Hare 3 sectors to 3-sector contiguous Grassland with Red Hare.

3 sectors + 2 color DB = **5**

Fish

- **Allowed Habitats:** River or Lake.
- **Move:** Fish do not move.
- **Score:** Choose ONE of the following scoring options:
  Score by Eating Insects: When placed in an **open** habitat, score 2 x the number of Insects in that habitat (**+DB**). Insects are returned to their respective player's supply.
  Score by Maximizing Habitat: When placed in a **closed** habitat, **all players** with Fish in the habitat score 1 point per sector of the contiguous habitat multiplied by the number of Fish they have in that habitat (**+DB**).
- **Return to Supply if More Than 2:** After any scoring, if there are more than 2 Fish in the contiguous habitat, return all Fish in that habitat to their respective player's supply.
- **Scoring Example:**
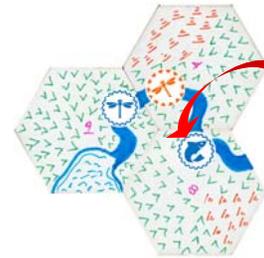
Place Fish on River with 2 Insects (one your own). 2 Insects x 2 = 4 + 2 color DB = **6**

Insects are returned to their player's supply.
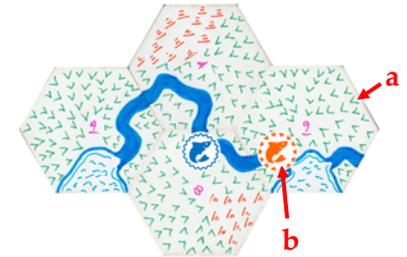
Orange player places tile (a) to close a 7-sector River, then places Fish (b).

The blue player scores **7**

The orange player scores 7 + 2 color DB = **9**

Wolf

- **Allowed Habitats:** Forest, River, Wetland, Grassland.
- **Move:** When placed **or** on a later turn, move up to 6 sectors.
- **Score by Eating Prey:** Wolf scores by ending a move in the same sector as a prey Animal: 2 points per Vole (and each adjacent Vole, **+DB**), 6 points per Hare and 12 points per unhidden Moose. Any Animals thus scored are removed from the map and returned to their respective player's supply.
- **Territorial:** If Wolf ends a move in the same sector as another player's Wolf or Raptor, the other player's token is removed from the map and returned to that player's supply (there is no scoring for this move, however).

- **Wolf Scoring Example:**

Early turn, add tile (a), place Wolf in Forest, then move 3 sectors to Moose and score 12

Moose returns to Red supply.
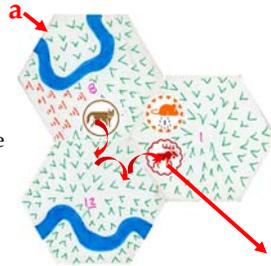
Later turn, add tile elsewhere, Red Raptor has removed Vole, move Wolf 1 sector to Raptor to send Raptor back to Red supply (no score).
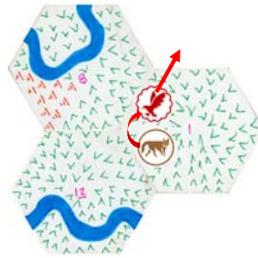
Raptor
- **Allowed Habitats:** All.
- **Move:** When placed **or** on a later turn, Raptors may move to any sector up to 3 tiles away.
- **Score by Eating Prey:** Raptor scores by ending a move on the same sector as a prey Animal: 2 points per Vole (and each adjacent Vole **+DB**), 4 points per Fish and 6 points per Hare. Any Animals thus scored are removed from the map and returned to their respective player's supply.
- **Scoring Example:**

On earlier turn, add tile to contiguous Forest and place Mushroom (a) (no score). On later turn, add tile elsewhere and move Raptor from even earlier turn to middle Vole of group of 3 in same Forest.
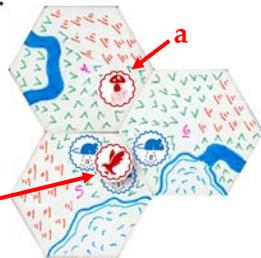
Score for 3 adjacent Voles 6

OR use Mushroom to score 6 x 2 = 12

Mushroom
- **Allowed Habitats:** Forest or River.
- **Move:** Mushrooms do not move.
- **Assist Other Scoring:** On a later turn, the placing player may **double** one total score in that contiguous habitat one time only. When used, flip the Mushroom over to its non-Mushroom side.
- **Scoring Example:** See Raptor.

Moose
- **Allowed Habitats:** Any *except* Highland. Moose must be placed on their revealed side.
- **Move:** On a later turn after placement, Moose may move up to 4 sectors. If Moose ends its move in a habitat different from the habitat it started in it may become hidden (flip token to hidden side). Hidden Moose may not move.
- **Score by Surviving:** On a later turn after being hidden, Moose may become unhidden (flip token to unhidden side) and score 1 point for each sector in their current habitat that is **not** occupied by another Animal, **maximum 36 points**.
- **Scoring Example:**

1. Early turn, add tile (a) and place Moose (b) in Wetland.

2. Next turn, add tile elsewhere and move Moose 4 sectors to a new habitat (Forest) and then hide it (c).
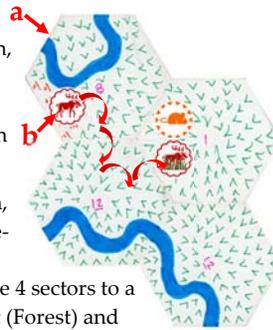
3. Later turn, add tile elsewhere and un-hide Moose and score:

15 Forest sectors - 1 occupied = 14

Bid for First Player (optional)

Once you are familiar with the game, you can add these rules to change the first player and the direction of turns during the game. To become First Player, players bid their play options for future turns.

Start of the Game

At the beginning of the game the First Player takes the First Player token and places it in front of their place at the table with the direction of play they have chosen shown face up. Turns pass to the left or right of the First Player as shown on the token.

Making a Bid to Become First Player

During a round of turns, any player except the current First Player may bid to become First Player. To indicate your intent to bid, place one Landscape Tile from your hand face up on the table in front of you at the end of your turn. This tile is also your opening bid. If you have tiles or tokens remaining in your play area from previous bids, move those aside during bidding: They are not considered during this round of bids (but you must return them to play after the bidding is completed).

Resolving Bids

Before the current First Player's next turn, bids are resolved.

- If only one player has indicated they want to bid, they immediately become First Player.

- If more than one player wants to bid. Those players, in turn using the current player order, may **increase their bid** or **pass**.

Increase your bid: Players may add Landscape Tiles from their hand or Animal Tokens from their supply to their bid on the table, one per turn. Bidding continues until all players have **passed**.

The player that bids the largest quantity of Landscape Tiles plus Animal Tokens immediately becomes the First Player. If there is a tie in quantity, the player that bid the largest number of Landscape Tiles becomes First Player. If ties between largest bidders stand after all players have passed, then those players are eliminated from consideration and any remaining bids are resolved (i.e. lower bidders can become First Player in the event of a tie). If all bids are eliminated, the current First Player remains. For example, Sally adds one token to their opening bid (of one tile), then Alice adds a second tile to their opening bid. If Sally were to pass, Alice becomes first player (2 tiles beats a tile + token). However, if Sally were to bid one more token and Alice passed, Sally would become first player (3 items bid beats 2 items bid).

Becoming First Player

When a new player becomes First Player, they:

1. Take the first player token and place it in front of them, choosing which direction of turn order they would like to use from then on.
2. Leave all of the Landscape Tiles and/or Animal Tokens they bid on the table in front of them. They take future turns as usual, however **they may only play from the tiles and tokens they bid** until those tiles and tokens have all been played, whether they remain First Player in later rounds or not. Newly drawn Landscape Tiles are added to the First Player's hand and cannot be played until **all** bid tiles have been played. No Animal Tokens from the player's supply may be played until **all** bid tokens are played.
3. Take the first turn of the new round.

Losing a Bid

A player that bids but does not become First Player returns all bid Landscape Tiles to their hand and all bid Animal Tokens to their supply.

Ending the Game

After the turn when the last tile is added, each player, in order, gets 1 more turn to perform one **Place** or **Move** action. For this turn only, you may place Animal Tokens from your supply **in any allowed sector on the map**. Then, the game is over. The player with the highest score wins. If there is a tie, the player with the most Animal Tokens still on the map is the winner. If there is still a tie, the player with the most predators (Wolf, Raptor, Fish) on the map wins. If there is still a tie, repeat the end game turn for all players until a winner is determined.

Credits

Game design by Jim Muratzki, send any questions or comments to jim@archipelagocreative.com. Icons are from the Noun Project (thenounproject.com). Icons created by ani (all pines), Bakenetsu Kaito (insect), Iconic (raptor), Martins Ratkus (fish), sumhi_icon (mushroom), achmad (grass), Ludovic Riffault (hare), monkik (moose), Kevin (mouse/vole), ArmOkay (wolf), Milena Smrekova (token borders). More info at archipelagocreative.com/boreal.

BOREAL

Your Turn:

0. Resolve First Player Bids
(current 1st Player only)

1. Add a Tile to the Map

$\boxed{1}$ / Matching Edge
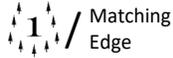
2. Perform One Action:

↱ **Place** an Animal (some may also move) and score.

▶ **Move** one of your Animals and score.

⬡↔⬡ **Exchange** Landscape Tiles.
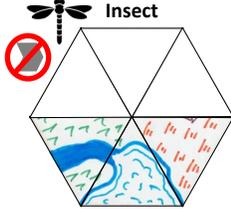
🐭↔🐟 **Exchange** Animal Tokens.

3. Offer First Player Bid

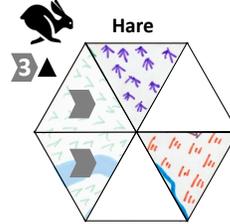---

+DB = Diversity Bonus
(add # of player colors to score)

Animals:

Insect ⊘

Place in all ▲ of one habitat on added tile. $\boxed{1}$ = ✕ x ✕ in habitat (+DB). Return if habitat closed or when eaten.
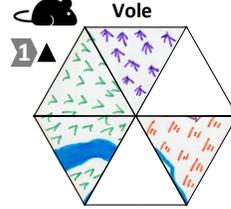
Vole ⊡1 ▲

Place and/or Move smallest value from supply. You may move all your 🐭 on map. $\boxed{1}$ = sum of all values contiguous with placed 🐭 (+DB). Return when eaten.

Hare ⊡3 ▲

Place and/or Move. Must move to new habitat to score. $\boxed{1}$ = ▲ in allowed habitat if no other animals (except 🐇). Return when eaten.
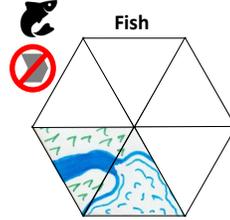
Fish ⊘

When Placed in **open** habitat, $\boxed{2}$ x ✕ in habitat (+DB). When Placed in **closed** habitat, $\boxed{1}$ x ▲ x # of 🐟 for players in habitat (+DB). Return if > 2 🐟 in habitat.
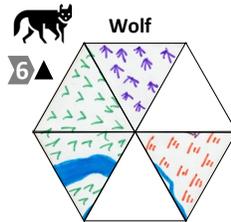
Wolf ⬡6 ▲

Place and/or Move. In ▲:
$\boxed{2}$ x 🐭 + adjacent 🐭
$\boxed{6}$ x 🐇, $\boxed{12}$ x 🦌 (+DB)
(return eaten animals to supply).
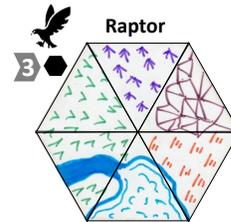
Raptor ⬡3 ⬡

Place and/or Move. In ▲ :
$\boxed{2}$ X 🐭 + adjacent 🐭
$\boxed{4}$ x 🐟, $\boxed{6}$ x 🐇 (+DB)
(return eaten animals to supply).
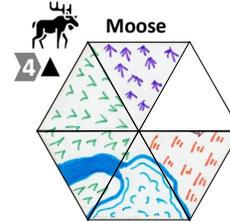
Moose ⬡4 ▲

Place **OR** Move up to 4 ▲ and optionally 🌿 (hide) **OR** 🖌 (unhide), $\boxed{1}$ x ▲ in habitat without other animals (up to $\boxed{36}$).
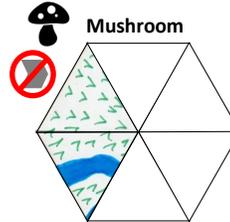
Mushroom ⊘

Place. 2 x $\boxed{1}$ in habitat one time (flip when used).

V7