



BOREAL

A Game for 2-5 Players

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
- 24 Inhabitant Tokens in 5 Player Colors
- Tile Bag
- 5 Player Aids/Score Keepers

Overview

Boreal is a game in which you build a Boreal Forest landscape and place and move wildlife, called inhabitants, 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).



Place Landscape Tiles in the Bag: Shuffle the remaining landscape tiles face down, then count out an equal number of tiles for each player: See the table below for recommended tile counts (the number of tiles per player plus 1 is the number of turns in the game). Place all the player tiles in the bag without looking at them. Return the remaining tiles to the game face down. They will not be used for this game.

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

Draw Landscape Tiles: Each player randomly draws 3 landscape tiles from the bag, keeping them secret, as their hand.

Choose Inhabitant Tokens: Each player chooses 10 tokens from their available inhabitant pool and makes a supply on the table in front of them. Set aside the remaining inhabitant tokens (but keep them handy).

Quantity of inhabitants in each player's pool (24 total):

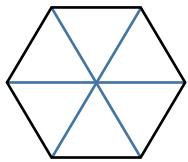
	6 Insect		1 Wolf
	5 Vole		2 Moose
	3 Hare		2 Raptor
	4 Fish		1 Mushroom

First Game? If this is your first game, we recommend having all players start with 4 Insect, 4 Vole and 2 Fish. This way you do not need to worry about moving inhabitants to start.

Select Start Player: The player that most recently saw one of the planets in our solar system in the sky is the first player. Players take turns clockwise from the first player. The first player starts with 5 victory points, the second 3 victory points, the third 1 victory point. All other players start at 0 victory points.

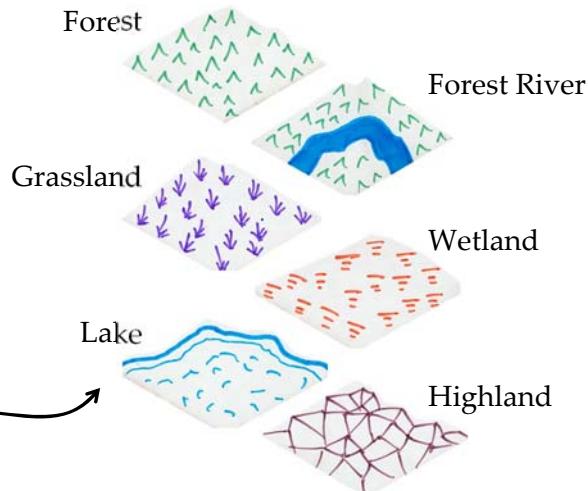
The Landscape Tiles

Each landscape tile is divided into 6 sectors:



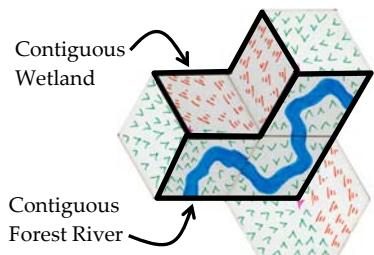
2 sectors of each habitat shown here

Each sector is assigned one of 6 habitat types:

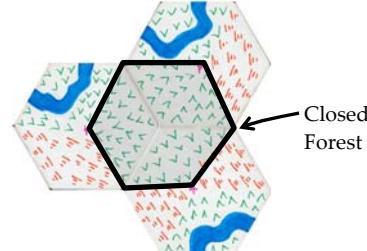


Note: Though some Forest River and Lake habitats are drawn as connected on the tiles, they are considered separate habitats for inhabitant placement and scoring. Likewise, though some Forest River and Forest sectors may be adjacent on tiles, they are considered separate habitats for inhabitant placement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

When tiles are placed, uninterrupted adjacent sectors of the same habitat are called *contiguous habitat*.



If a contiguous habitat has no open edges to which another tiles can be added, that contiguous habitat is said to be *closed*.



Player Turn

Perform the following 4 steps in order on your turn:

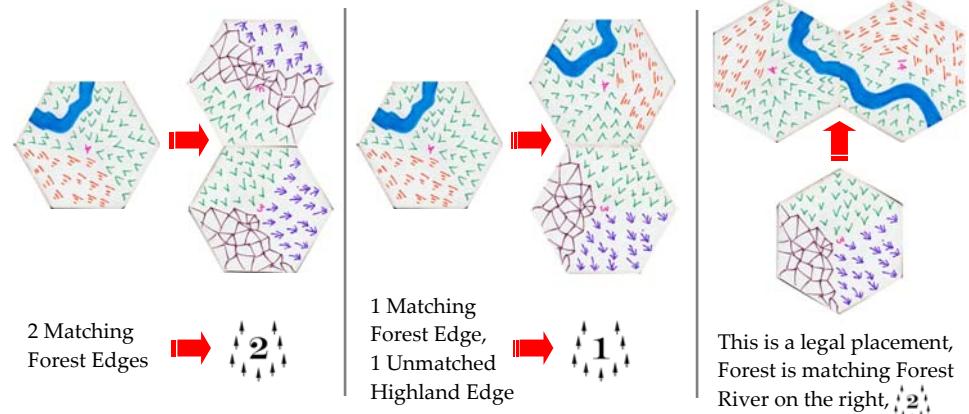
1. Add a Landscape Tile from your hand to the map and score that tile.
2. Optional: Place a Vole in a contiguous habitat with another of your Voles. This Vole does not score.
3. Optional: Take One Action (see list below).
4. Draw a Landscape Tile from the bag and add it to your hand, if possible.

I. Add a Landscape Tile

You must choose one of the 3 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 touches another tile must match, except:

- a. Highland edges are wild: Any other habitat may be placed next to a Highland edge (note that non-matching edges do not score, though).
- b. Forest River edges where the river flows off the edge must match with another Forest River edge that flows off the edge. But sometimes the river does not flow off the edge of the tile, and these edges can match with other similar Forest River edges OR Forest edges.

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



2. Place a Vole (optional)

If you already have a Vole on the map, you may add another Vole from your supply (if available) into an open sector in the same contiguous habitat as that of one of your Voles already on the map. This Vole does not score when placed.

3. Take One Action (optional)

You may choose ONE of the following actions:

- **Place** 1 Insect, Vole, Hare, Fish, Wolf, or Raptor token from your supply into an allowed habitat sector on the tile just placed and score the placed inhabitant (see *Placing, Moving and Scoring Inhabitants* below).
- **Place** 1 Moose or Mushroom token from your supply into an allowed habitat sector on the tile just placed (these do not score when placed).
- **Move** and score inhabitants already on the map. Choose one:
 - a. **Move** 1 Hare up to 3 sectors and score IF moved to a different habitat than it started on.
 - b. **Move** 1 Wolf up to 6 sectors and score.
 - c. **Move** 1 Raptor up to 3 tiles (move to any sector up to 3 tiles away) and score.
- **Move** 1 Moose up to 4 sectors and flip it to its hidden side IF moved to a different habitat than it started on.
- **Reveal** 1 hidden Moose (flip token to its revealed side), score the Moose, then move the Moose up to 4 sectors.
- **Exchange** 1 or 2 landscape tiles from the bag with the same number of tiles from your hand. The tiles returned to the bag must have been in your hand before the exchange.
- **Exchange** any number of inhabitant tokens from your supply with the same number of inhabitant tokens from your pool. Remember: 10 total tokens in your supply and on the board.

4. Draw a Landscape Tile

Draw one landscape tile randomly from the bag, if any remain, to return your hand to 3 tiles.

Placing, Moving and Scoring Inhabitants

As an action, you may **place** an inhabitant from your supply onto the map, or **move** an inhabitant already on the map to a new sector.

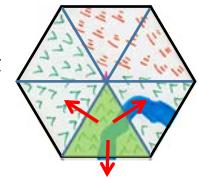
Only 1 inhabitant may be placed or end movement on any one sector.

Exception: Predators (Fish, Wolf, Raptor) may be placed or moved into a habitat where every sector has an inhabitant, if the Predator will score and remove some of those inhabitants and the predator can end the turn on an unoccupied sector.

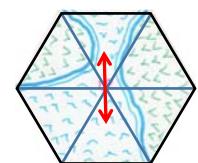
Inhabitants that can be moved must **always end their move on a sector of an allowed habitat**. Inhabitants may move through other inhabitants and not-allowed habitats. Exception: Only Raptors may move through the Highland habitat.

When moving one or more sectors, **count movement**

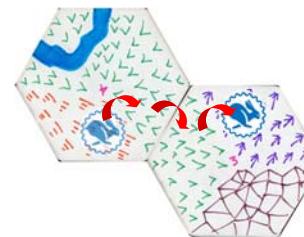
through adjacent sectors. Sectors are considered adjacent if they share an edge or outside corner of a landscape tile. Sectors that only meet in the middle of a tile are NOT considered adjacent. **Exception:** River and Lake habitats that are drawn through the center of the tile are also considered adjacent.



Adjacent Sectors

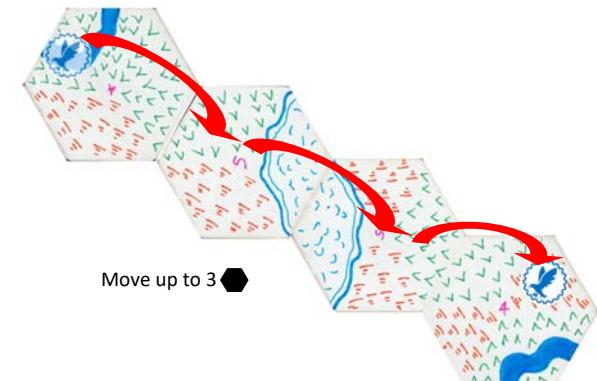


Moving 3 sectors:



Move up to 3 ▲

Moving 3 tiles:



Move up to 3 ◆

Placement, movement and scoring rules for each inhabitant type:



Insect – Insects may only be placed into River, Wetland or Lake habitats. They score 1 point per Insect of any player in the contiguous habitat when placed OR 1 point per sector if the contiguous habitat is closed. If the habitat is closed, all the Insects in that habitat are returned to their respective player's supply, whether they were scored or not. Insects do not move.



Vole – Voles may only be placed into Forest, River, Wetland or Grassland habitats. They score 1 point per Vole of any player in the contiguous habitat when placed. If after scoring more than one player has a Vole on the map and no player has a Vole in their supply, all Voles on the map are returned to their respective player's supply. Before their normal action in a turn, a player with a Vole on the map may place another Vole in the same contiguous habitat as one of their own Voles, though that Vole does not immediately score. Voles do not move.



Hare – Hare may only be placed or moved into Wetland or Grassland habitats. They score points equal to the number of sectors in the contiguous habitat only if that contiguous habitat is not occupied by any other inhabitant. Hare may move 3 sectors. To score by moving, Hare must end movement in a different contiguous habitat than it started in.



Fish – Fish may only be placed into River or Lake habitats. They score 2 x the number of Insects in that habitat when placed (remember: Forest River and Lake are separate habitats) OR 1 point per sector if the contiguous habitat is closed. After scoring, if there are more than 2 Fish in the contiguous habitat, return all Fish in that habitat to their respective player's supply. Fish do not move.



Wolf – Wolf may be placed or moved into any habitat except Lake and Highland. When placed or moved into a habitat, Wolf scores 1 point per Vole, 2 points per Hare and 5 points per unhidden Moose in that contiguous habitat including the player's own inhabitants. All inhabitants thus scored are removed from the map and returned to their respective player's supply. Wolf may move up to 6 sectors.



Moose – Moose may be placed or moved into any habitat except Highland. Moose must be placed on their revealed side. On a subsequent turn, 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. On a subsequent turn, Moose may become unhidden (flip token to unhidden side), score 2 points for each sector in their current habitat that is not occupied by another inhabitant, and then move up to 4 sectors.



Raptor – Raptors may be placed or moved into any habitat. When placed or moved into a habitat, Raptors score 1 point per Vole and 2 points per Hare or Fish in that contiguous habitat including the player's own inhabitants. All inhabitants thus scored are removed from the map and returned to their player's supply. Raptors may move up to 3 tiles.



Mushroom – Mushroom may be placed into Forest or Forest River habitat. When a Mushroom is present, any scoring in that contiguous habitat is doubled one time only. Once the Mushroom is used, flip it over to its non-Mushroom side.

Ending the Game

After the turn when the last tile is played, each player, in order, gets 1 more turn to perform one of the optional actions (step 3 above only). For this turn only, you may place inhabitants 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 inhabitant 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), Luvdovic Riffault (hare), monkik (moose), Kevin (mouse/vole), ArmOkay (wolf), Milena Smrekova (token borders).

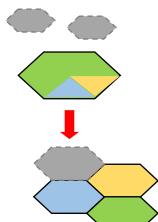
BOREAL

Setup: Same number of tiles per player in bag. Draw 3 tiles to your hand. Choose 10 Inhabitants from pool as supply. Place start tile in center of table. Choose starting player. 1st player starts with 5 points, 2nd 3 points, 3rd 1 point.

0 100 200

Your Turn:

1. Place Tile From Hand



2. Place from Supply in same Habitat as a already placed (optional, no score)

3. Perform ONE Action (optional)

4. Draw 1 Tile from the bag to return Hand to 3 if possible

Actions (choose one):

- Place 1 Insect, Vole, Hare, Fish, Wolf, or Raptor token from your supply into an allowed habitat sector on the tile just placed and score.
- Place 1 Moose or Mushroom token into an allowed habitat sector on the tile just placed (these do not score when placed).
- Move and score inhabitants already on the map. Choose one:
 - Move 1 Hare up to 3 sectors and score IF moved to a different habitat than it started on.
 - Move 1 Wolf up to 6 sectors and score.
 - Move 1 Raptor up to 3 tiles (move to any sector within 3 tiles) and score.
- Move 1 Moose up to 4 sectors and flip it to its hidden side IF moved to a different habitat than it started on.
- Reveal 1 hidden Moose (flip token to its revealed side), score the Moose, then move the Moose up to 4 sectors.
- Exchange 1 or 2 landscape tiles from the bag with the same number of tiles from your hand.
- Exchange any number of inhabitant tokens from your supply with the same number of inhabitant tokens from your pool.

Scoring:



Insect



Vole



Hare



Fish



Wolf



Raptor



Moose



Mushroom



Forest



Grassland



Forest River



Wetland



Lake



Highland

When Placed, $1 \times \text{Insect}$ in habitat OR $1 \times \text{Vole}$ if habitat closed. If closed, return all Insect .

When Placed, $1 \times \text{Vole}$ in habitat. If no player has $< \text{Vole}$ in supply, return ALL Vole .

When Placed or Moved up to 3 Δ , $1 \times \text{Hare}$ in habitat if no other inhabitants.

When Placed, $1 \times \text{Fish}$ in habitat OR $1 \times \text{Wolf}$ if closed. If > 2 Fish in habitat, return all.

When Placed or Moved up to 6 Δ , $1 \times \text{Wolf}$, $2 \times \text{Vole}$, $5 \times \text{Hare}$ (return to supply).

When Placed or Moved up to 3 Δ , $1 \times \text{Raptor}$, $2 \times \text{Vole}$, $2 \times \text{Hare}$, $2 \times \text{Wolf}$ (return to supply).

Place OR Move up to 4 Δ and Moose (hide) OR Moose (unhide), $2 \times \Delta$ and Move up to 4.

Place. $2 \times \text{Mushroom}$ in habitat one time (flip when used).

0 10 20 30 40 50 60 70 80 90

0 1 2 3 4 5 6 7 8 9