



BOREAL

A Tile-Laying Game for 2-5 Players (v5.1)

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).



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 box face down. They will not be used for this game.

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

Choose Animal Tokens: Each player secretly chooses 10 tokens from their available Animal Token pool and makes a **supply** under their player aid. Set the remaining tokens out of sight (but keep them handy).

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

-  6 Insect
-  5 Vole
-  3 Hare
-  4 Fish

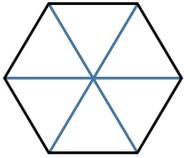
-  1 Wolf
-  2 Moose
-  2 Raptor
-  1 Mushroom

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 Animals to start. Also, do not use the *Bid for First Player* rules.

Select Start Player: The player that most recently saw one of the planets in our solar system in the sky 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.

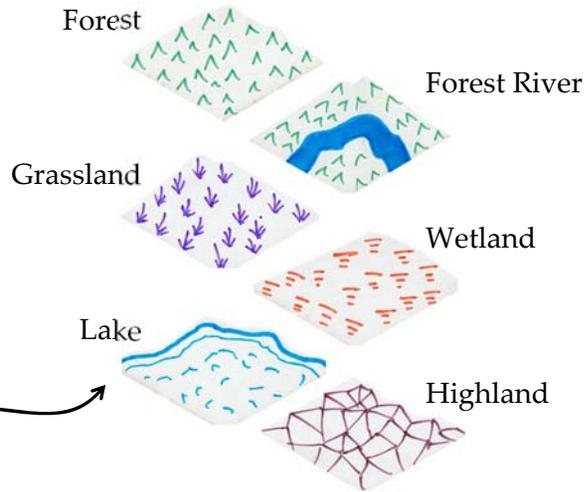
The Landscape Tiles

Imagine each landscape tile as divided into 6 sectors:



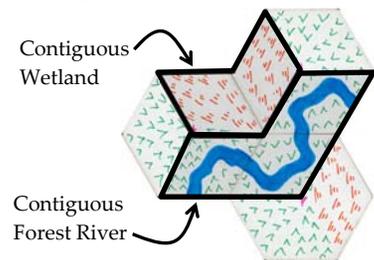
2 sectors of each habitat shown here

Each sector is assigned one of 6 habitat types:

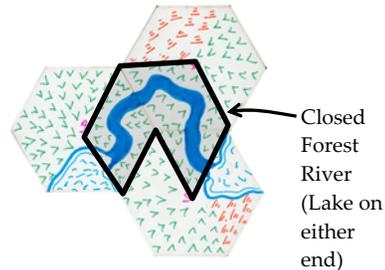


Note: Though some Forest River and Lake habitats are drawn as connected on the tiles, they are considered separate habitats for Animal placement and scoring. Likewise, though some Forest River and Forest sectors may be adjacent on tiles, they are considered separate habitats for Animal placement and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

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 other tiles can be added, that contiguous habitat is said to be **closed**.



Player Turn

Perform the following steps in order on your turn:

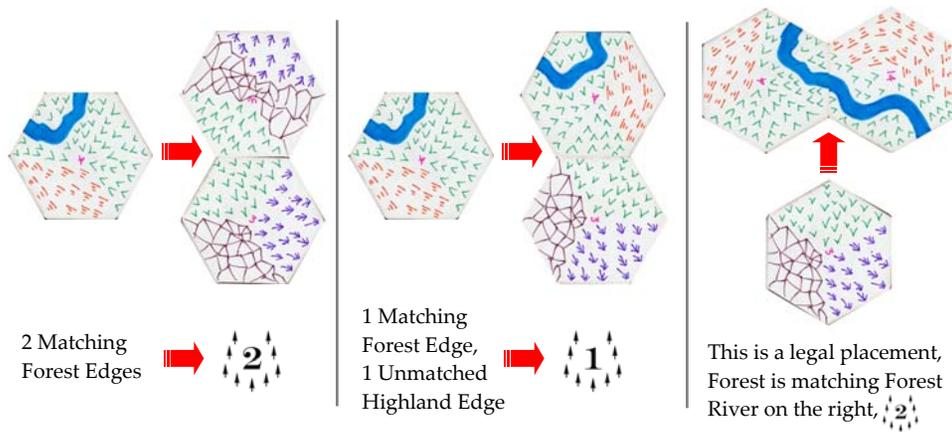
0. (*Bid for First Player* only) Before playing, the current First Player checks for unresolved bids for First Player. **Resolve First Player bids** before continuing.
1. **Add a Landscape Tile** from your hand to the map and score that tile.
2. Optional: **Place a Vole** in a contiguous habitat with 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.
5. (*Bid for First Player* only) Optional: **Bid for First Player**.

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, or Fish token from your supply into an allowed habitat sector on the tile just placed and score.
- **Place** 1 Wolf or Raptor token from your supply into an allowed habitat sector on the tile just placed, Move that token and (optionally) score.
- **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 Animals already on the map. Choose one:
 - Move** 1 Hare up to 3 sectors and score IF moved to a Wetland or Grassland habitat that it did not start on.
 - Move** 1 Wolf up to 6 sectors and score and/or remove an Animal token in the last sector of its move.
 - Move** 1 Raptor up to 3 tiles (move to any sector up to 3 tiles away) and score an Animal token in its ending sector.
- **Move** 1 Moose up to 4 sectors. Then, optionally **Hide** it (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) and score the Moose.
- **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 Animal tokens from your supply with the same number of Animal tokens from your pool. Remember: 10 total tokens in your supply and on the map.

4. Draw a Landscape Tile

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

5. 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.

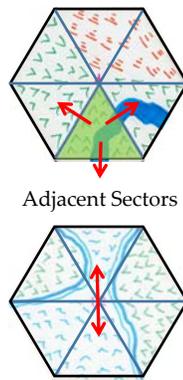
Placing, Moving and Scoring Animals

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

Only 1 Animal 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 Animal, if the Predator will score and remove an Animal such that the predator can end the turn on an unoccupied sector.

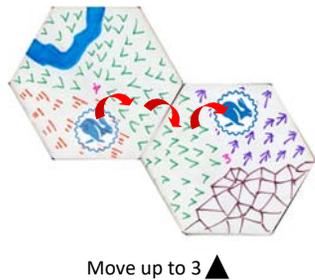
Animals may move through other Animals and not-allowed habitats. Exception: Only Raptors may move through the Highland habitat. Hare may end a move in any habitat, but only score in Wetland and Grassland.

When moving one or more sectors, **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. **Exception:** Forest River and Lake habitats that are drawn through the center of the tile are also considered adjacent.

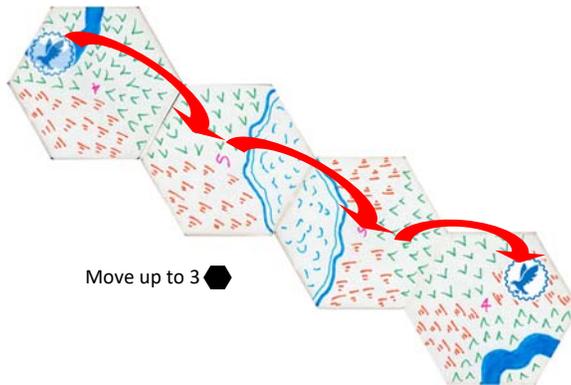


Moving 3 sectors:

Moving 3 tiles:



Move up to 3 ▲



Move up to 3 ●

Placement, movement and scoring rules for each Animal 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 points equal to the number of Voles **of any player** in the contiguous habitat times itself when placed (e.g. 2 Voles is $2 \times 2 = 4$ points, 3 Voles is $3 \times 3 = 9$ points, etc.). 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 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 Animal. Hare may move 3 sectors. To score by moving, Hare must end movement in a different contiguous Wetland or Grassland habitat than it started in. Hare may end a move in any habitat but Highland.



Fish – Fish may only be placed into River or Lake habitats. They score $2 \times$ 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. A player may score ALL of their fish in a closed habitat if that player placed the tile that closed the habitat. 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 on a later turn, Wolf may move up to 6 sectors. Wolf scores by ending a move in the same sector as a prey Animal: 2 points for a Vole and each adjacent Vole, 6 points for a Hare and 12 points for an unhidden Moose. Any Animals thus scored are removed from the map and returned to their respective player's supply. 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).



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 AND there is no Wolf in the destination habitat, 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) and score 2 points for each sector in their current habitat that is not occupied by another Animal, up to 3 sectors adjacent to one another from the Moose's current sector in any direction (i.e. maximum score 18 points, since you can score up to 9 adjacent sectors).



Raptor – Raptors may be placed or moved into any habitat. When placed or on a later turn, Raptors may move up to 3 tiles. Raptor scores by ending a move in the same sector as a prey Animal: 2 points for a Vole and each adjacent Vole, 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.



Mushroom – Mushroom may be placed into Forest or Forest River habitat. On a later turn, the placing player may double one score in that contiguous habitat one time only. When used, flip the Mushroom over to its non-Mushroom side.

Bid for First Player (optional - 3 to 5 players)

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. This can lessen the impact of player order on the game. To become First Player, players may bid their ability to choose which Landscape Tiles and Animal Tokens they play in 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 this player as shown on the token.

Making a Bid

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.

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, then those players, in turn using the current player order, may increase their bid or pass. Players

may add Landscape Tiles from their hand or Animal Tokens from their supply to their bid on the table, one per turn. If any current or former First Players still have tiles or tokens showing from previous bids, these become their opening bids in the new bidding for First Player. 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 wins. If any ties stand after all players have passed, then those players are eliminated from consideration and any other bidders are considered (i.e. lower bidders could become First Player). If all bids are eliminated, then 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 wins. However, if Sally were to bid one more token and Alice passed, Sally would win.

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.

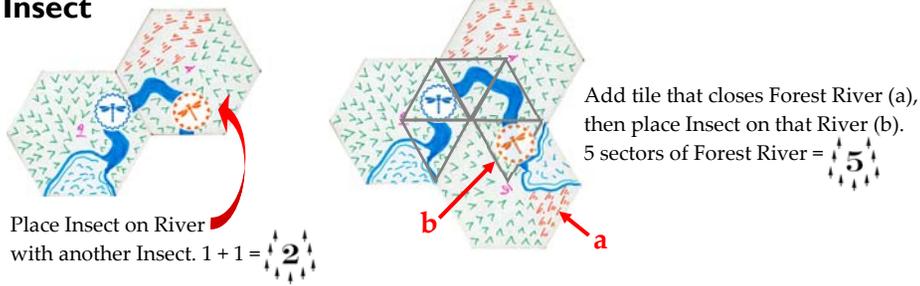
Ending the Game

After the turn when the last tile is 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 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.

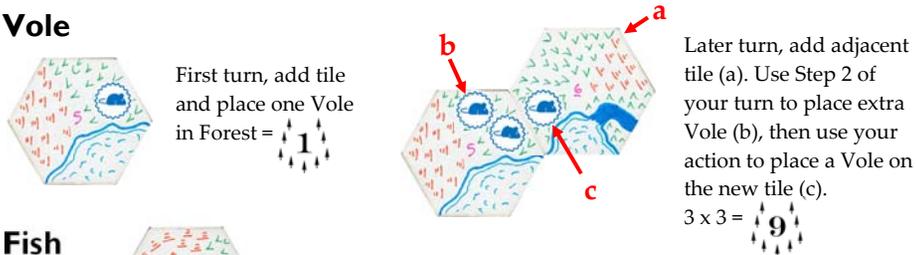
Scoring Examples

Here are a few examples of how Animal Tokens score.

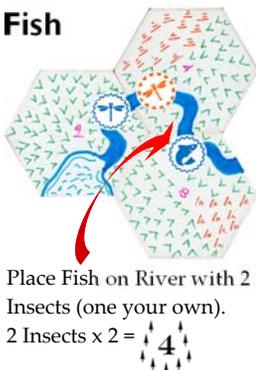
Insect



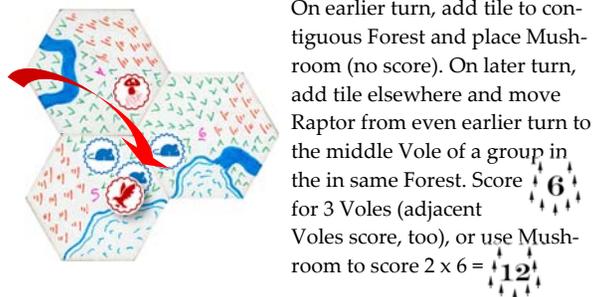
Vole



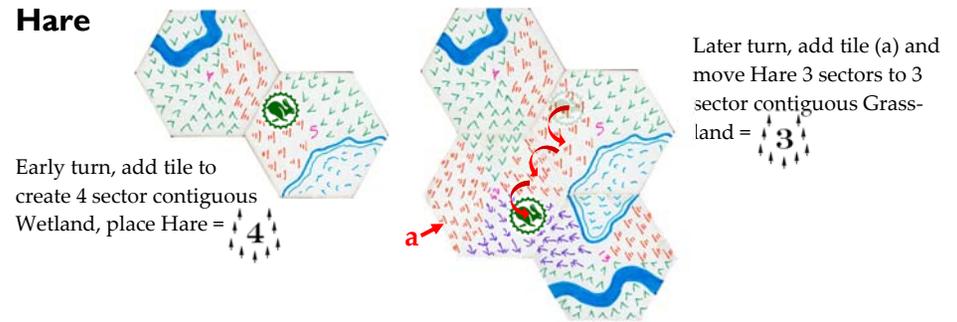
Fish



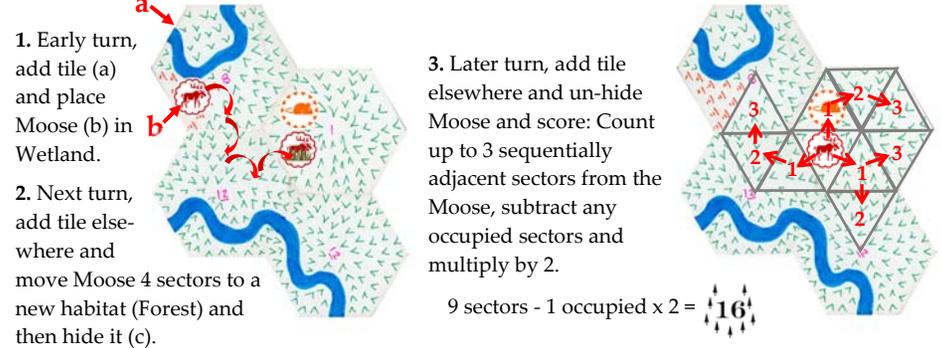
Raptor & Mushroom



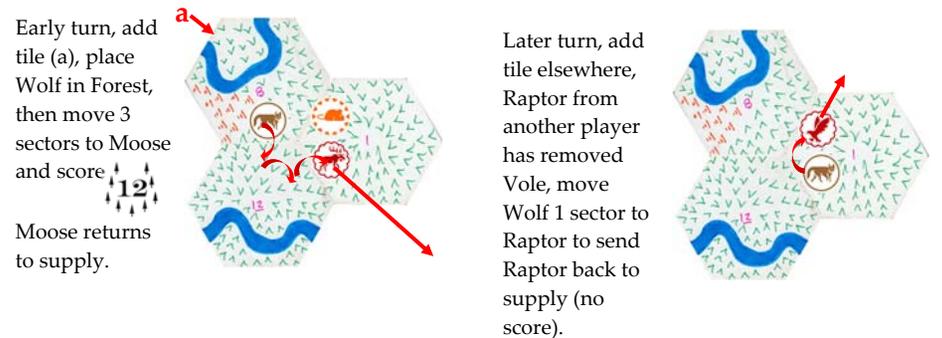
Hare



Moose



Wolf



Credits

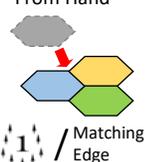
Game design by Jim Muratzki, send any questions or comments to jim@archipelagocreative.com. Icons are from the Noun Project (thenounproject.com). Icons created by ani (all pines), Bakenetsu Kaito (insect), Iconic (raptor), Martins Ratkus (fish), sumhi_icon (mushroom), achmad (grass), Ludovic Riffault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



Setup: Same number of tiles per player in bag. Draw 3 tiles to your hand. Choose 10 Animals 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:

0. Before 1st Player: Resolve First Player bids
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
5. Place First Player bid (optional)

Actions (choose one):

- Place** 1 Insect, Vole, Hare, or Fish token from your supply into an allowed habitat sector on the tile just placed and score.
- Place** 1 Wolf or Raptor token from your supply into an allowed habitat sector on the tile just placed, Move that token and (optionally) 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 Animals already on the map.
 - Move 1 Hare up to 3 sectors and score IF moved to a different allowed contiguous 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. Then optionally **Hide** it (flip it to its hidden side) IF moved to a different habitat than it started on and no Wolf.
- Reveal** 1 hidden Moose (flip token to its revealed side) and score the Moose.
- Exchange** 1 or 2 landscape tiles from the bag with the same number of tiles from your hand.
- Exchange** any number of Animal tokens from your supply with the same number of Animal tokens from your pool.

Scoring:

	Forest	Grassland	Forest River	Wetland	Lake	Highland
 Insect						
	When Placed, 1 x  in habitat OR 1 x  if habitat closed. If closed, return all  .					
 Vole						
	When Placed, x in habitat =  .					
 Hare						
	When Placed or Moved up to 3  in allowed habitat if no other inhabitants.					
 Fish						
	When Placed, 2 x  in habitat OR 1 x  x  if closed. If > 2  in habitat, return.					
 Wolf						
	Place and/or Move up to 6  . In  2 x  , 6 x  , 12 x  (return to supply).					
 Raptor						
	Place and/or Move up to 3  . In  2 x  , 4 x  , 6 x  (return to supply).					
 Moose						
	Place OR Move up to 4  and opt.  (hide) OR  (unhide), 2 x  (up to 9  .					
 Mushroom						
	Place. 2 x  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