

1

Arborea

Welcome to the world of Arborea, where a cataclysmic event destroyed most of its former fertile lands, and scared all the creatures living on them. You are a Patron Spirit, guiding your villagers to heal and regrow the landscape around them by sending them on pilgrimages to build your personal ecosystem.

You will regenerate forests, meadows, rivers... in order to create an attractive ecosystem for several creatures to make it their homes. Creating the perfect environment for those creatures, while trying to satisfy the challenges each season will bring, will reward you with many Regeneration Points (RP). Your actions will heal your lands, and if you manage to gain the most RP in the process, **you will win the game.**

2

Setup

- 1. Board:** Place the board in the middle of the table.
- 2. Pilgrimage Track Tiles:** Randomly place the 8 pilgrimage track tiles on the 4 tracks on the board (1), 2 of them on the outermost spaces on each pilgrimage track. Make sure to place the tiles showing season icons so the space with no icon is closest to the center of the board.
- 3. Ecosystem Cards:** Shuffle each ecosystem deck separately, and place them with the icons face up, over the top right side of the board (2). Place them as in the image, so the ones with less biome requirements are on the left, and the ones with more are on the right.
- 4. Borderland Tiles:** Randomly place 6 of the borderland tiles, each one on the top spot of each column on the borderlands (3). Return the remaining borderland tiles to the box.
- 5. Season Tiles:** Randomly place 4 of the season tiles, each one on a season spot on the board (4). Return the remaining season tiles to the box.
- 6. Biome Tiles:** Place both pieces of each biome tile (5) on their matching '0' spot on the biome reserve (6).
- 7. Creatures:** Place the creatures over the top left side of the board (7), known as the outer regions.
- 8. Creature Counter:** Place a sun counter (8) on the time track, on the corresponding spot according to the amount of players. Stack the other 2 sun counters at the end of the track (9).

Player Setup (Each Player)

Randomly select the first player, and then:

- 1. Player Board:** Take the player board and all the components of a chosen color. Place the 8 gift cubes on their designated space (10), the 2 elder villagers (11), and a young villager (12) on your supply, and the other 2 young (13) and the 3 veteran villagers (14) on their respective reserves.
- 2. Spirit Counter:** If you are the first player, place your spirit counter on the '0' spot of the spirit track (15) on the board. If you are the second player, place it on the '2' spot. If you are third player, place it on the '4' spot, and so on.
- 3. Season Counters:** Place one of your season counters at the start of each of the 4 seasons tracks (16).
- 4. RP Counters:** Place one of your RP counters on the '0' spot of the regeneration track (17), and another on the '000' spot (18).
- 5. Player Aid:** Take a player aid card (19).
- 6. Starting Ecosystem:** Randomly take a starting ecosystem card (20), and place it with the grid face up, nearby your player board. This is your ecosystem.
- 7. Starting Ecosystem Task:** Starting with the first player, each player, in turn order, takes the first card on the leftmost ecosystem deck (the one with 3 biome requirements). Place it, on one of your 3 spots on your player board: it becomes one of your current ecosystem tasks (21).
- 8. Starting Workers:** In counter clockwise order, starting with the last player, each player sends a villager from their supply on a pilgrimage track (22), and moves that track one step towards the center (23). You may step villagers off of the track with this movement, as explained on chapter 5.
Note: Ignore season icons on the tracks when placing these villagers.





1. $\rightarrow / \uparrow + \otimes \times 2$
 2. $\downarrow + \downarrow (+ \otimes \downarrow)$
 3. \rightarrow
 4. $\square + \square \rightarrow \rightarrow \rightarrow$

3

Game Overview

Arborea is a worker placement game, that uses time as a game element. The board has 4 pilgrimage tracks (24), and each of those tracks is tied to 2 different actions you can take, one shown above, and the other one below the track (25).

During the game, you will send villagers on a pilgrimage on these tracks. The tracks will advance, moving the villagers with them, which represents the time they spend on their pilgrimage. The farther they move, the better rewards they will get when you activate those villagers.

Once you decide to activate your villagers, they will follow a trail on one of the actions, and you will gain all the rewards they move through.










Goal of the Game

1. During the game you will regenerate different types of biomes, which will be added to a **common** biome reserve all players can use.
2. You will need to spend a certain combination of those biomes, in order to complete ecosystem cards, which will give you rewards, and more importantly, they will become part of your ecosystem, increasing its size.
3. The size and the habitats on your ecosystem will then become very important in order to invite creatures to your ecosystem, as they can reward a huge amount of RP at the end of the game, if you place the right type of creatures on the right spots.
4. While working on all of the above, you may also want to prepare for each season and their requirements, which can also be a big source of RP at the end of the game.

Actions

Each action has its main reward, which you will gain at least once no matter which trail you follow.

5 of the actions let you regenerate a type of biome: tree , flower , mushroom , weed , sponge  and water . Doing these actions will usually also have the extra benefit of attracting creatures to the borderlands.

The other actions let you gather more ecosystem cards , train extra villagers , and invite previously attracted creatures  from the borderlands to your ecosystem.

4

Turns

Turns are played in clockwise order, starting with the first player. On your turn, follow these 4 steps, in order:

1. You **must** either send a villager to a pilgrimage track, or advance a pilgrimage track one step. You **may** spend 3 spirit to choose one of these 2 options a second time.
2. You **may** activate up to 3 of your villagers waiting at the beginning of trails, although the third one will have a 2 spirit cost.
3. You **may** complete a current ecosystem task.
4. You **must** update the biome reserve, and advance pilgrimage tracks.

Keep playing turns, until a turn ends with the sun counter on the last spot of the time track (26). Then, all players play two more turns (27), and endgame scoring starts (28).



When a player causes the sun counter to reach the last spot of the time track, they take the 2 sun counters on this space (27). At the end of their next turn, discard one of the tokens, and at the end of the turn after that, discard the last token, which indicates it's time for endgame scoring.



5

Turn Step 1: Pilgrimage

At the start of your turn, you **must** either send a villager to a pilgrimage track, or advance a pilgrimage track one step.

Then, as long as you have enough spirit to spend, you **may** spend 3 spirit (moving your counter on the track 3 steps to the left), to choose one of those options again, either sending a villager or advancing a pilgrimage track (you may repeat the same option or choose a different one).

Your spirit counter represents the health of your village's ecosystem, and you want it to end as high as possible, as it will reward you with RP at the end of the game. Performing extra actions will spend some of your valuable spirit, but it may have bigger benefits in the long run.

Sending a Villager on a Pilgrimage

Take any one of your villagers from your supply, and place it on the square below the send villager icon on a track (29). You **can't** place a villager on a square that already has one, nor send a villager if you don't have any villagers on your supply.

If you place a villager on a square with a season icon (30), advance your disc on the matching season track on the board (31), as long as you haven't reached the last space of the track yet. Seasons are a source of RP at the end of the game, so keep an eye for these opportunities when sending villagers.



Advance a Pilgrimage Track

If you choose this option, select one of the 4 tracks, and advance it one step, pushing both pilgrimage tiles towards the center of the board, which will also move the villagers on top of them.

After a track moves for any reason (including during setup and on the 4th step of your turn), all players may take any number of their villagers off of that track, placing them at the beginning of any trail (top or bottom) they moved through or to, where they will wait to be activated. Any amount of villagers can be placed at the start of each trail.

If one of your villagers reaches the last trails of the track, you **must** take that worker off of the track and place it on a trail.

All players may take their villagers off of tracks simultaneously, but if a player requests it, follow the villagers' order on the track, starting with the villager closest to the center of the board.

Once a track has moved 4 total steps, the swap tile icon will be visible. When that happens, take the inner pilgrimage tile on that track, and place it covering the first 4 spaces of the track.



Notice how the **track** moves 2 spaces on this example (images 1 and 2), which may happen if a player decides to spend **spirit** to advance the same **pilgrimage track** twice.

Red player decides to step off on a space the red **villager** moved through (32), although the 4th trail is also an option.

Purple has to step the **elder villager** off of the **track**, as they have reached the last **trail** (33), but decides to leave the **young villager** on the **track**.

As the **swap tile** icon is now visible due to the **track** movement (34), the **inner tile** is placed at the start of the **track** (image 3).

6

Turn Step 2: Activate Villagers

During step 2, you may **activate up to 3** of your **villagers** currently waiting at the beginning of **trails**. The first 2 are free to **activate**, but you must spend 2 **spirit** if you want to **activate** a third one. You may **activate** them in any order.

When **activating** a **villager**, follow the **trail** with that **villager** towards the **remove villager** icon (35), gaining all the rewards you find along the way (36), in the order you find them.

Main Rewards

Each **action** has its main reward, which you will gain between 1 and 3 times, depending on which **trail** you follow. Depending on the **action**, these rewards are:

- Biome Rewards:**

You **must** increase the **top half** of the corresponding **biome** tile on the **biome reserve**, once per icon on the **trail**. These biomes represent recovered areas, which become available to complete **ecosystem** tasks. If a **biome** tile reaches the '8' spot, it can't be increased anymore.

For example, as the red **villager** follows this **trail** (36), 2 **tree** icons are crossed, half of the **tree** tile on the **biome reserve** must move 2 steps up (37). The reason the **top half** moves will become clear later in this rulebook.



- Ecosystem Rewards:**

For every card icon you find on the **trail**, you **may** take one of the exposed **ecosystem** cards (38). Place the card taken face up, on an empty **current ecosystem** task space on your player board (39). You can only have up to 3 **current ecosystem** tasks, and you **can't** discard them once taken.

- Train Villagers Rewards:**

You **may** move as many **young** (40) and **veteran** villagers (41) as indicated by the icons, from their respective **reserves** on your player board to your **supply**. If there aren't enough **villagers** on a **reserve**, simply move as many as you can.

- Invite Creatures Reward:**

For each of these icons you cross, you **may** take a **creature** from the **borderlands**, increasing your **spirit** as indicated on the **row** where the **creature** was (42), and placing it on the **invited creatures** space on your player board (43). If there's more than one **creature** of the type you want to take, you must always take the bottom one (44).



Secondary Rewards

Besides the **action's** main reward, most **trails** also have secondary rewards. They can be:

- **Attract a Creature:**

*Note: Skip this step if there are no more **creatures** of that type on the **outer regions**, or if there are no spots available for that **creature** type.*



Whenever you cross one of these icons, you **must**:

1. **Advance the sun counter one step** towards the last spot of the **time track** (45). This will eventually cause the end of the game.

Note: Skip this step if the timer has already reached the last spot.

2. Take the **creature** shown on the icon from the **outer regions**, and place it on the **borderlands**, on the topmost empty spot on its column, **gaining the reward** printed on it (46).

If it's the first time that type of **creature** has been **attracted** this game, gain the reward shown on the **borderland tile** (47), **instead** of the reward printed on the board. Remove the **borderland tile** after gaining its reward, and place the **creature** on the space the **tile** was.



As you regenerate biomes, creatures are more willing to come back to your villages

- **Improve your Spirit:** You **may** increase your **ecosystem counter** as many steps as indicated.

- **Send a Villager on a Pilgrimage:** You **may** send a **villager** on a **Pilgrimage track**, following the rules explained on chapter 5.

- **Refresh the Ecosystem Cards display:** You **may** take the top card **from all 4 ecosystem decks**, and place them as the bottom card on their respective decks. You must either refresh all 4 cards or none.

- **Gift a Sage:**

You **may** give one of your **gifts** from your player board, to the '1' spot of any **sage** (48), or move one you have already placed, one step to

the right (49) (unless it's already on the '3' spot). Each gift space can hold gifts from multiple players.

Sage Rewards



When you reach this icon on a trail, you **may** gain as many rewards from the **sage of the action you are doing**, as your current gift value on that sage. You can choose any of the 4 rewards, in any order you want, but you can't choose the same reward twice with the same villager.

The bottommost reward of each sage is special (50). You can only choose it as a reward if a **young** or a **veteran villager** is doing the action, but not if it's an **elder villager**.

For example, if you do the train villagers action with an elder villager, while you have 2 (49), you may choose up to 2 different rewards, but you can't choose a young or veteran villager can gain it.



Each action has a sage, which increases the amount of rewards you get when performing that action, based on the amount of times you have gifted them.

Water Cost



If you are doing the water action, you must first spend between 2 and 6 spirit, depending on the trail you are following. You can't activate a villager on a water trail if you can't spend the spirit cost shown.

In the extremely rare case you end with all your villagers waiting on water trails, with no spirit to pay for any of them, you are allowed to return one of your elder villagers to your supply.

Remove Your Villager



At the end of each trail you will find this icon. Once you reach it, take your villager from the trail.

If it is an **elder villager**, it goes back to your supply (51), ready to be used again. If it's a **young** or a **veteran villager**, they go back to their respective reserves (52), and you will need to train them again if you want to send them to more pilgrimages.



7

Turn Step 3: Complete an Ecosystem Task

On the third step of your turn, you **may** complete **one** of your current ecosystem tasks. To do it, you must spend as many biomes from the biome reserve, as indicated on the bottom part of the card. Each symbol there, represents a biome you **must** spend. If there aren't enough of the required biomes to spend, you can't complete that task.

To spend a biome, move the top half of the corresponding biome tile (or both the top and bottom halves, if they are on the same spot), one step down on the biome reserve.

Water is a wild biome, that can be used both as water, and also as any other biome. You can only use water as another biome, once that biome's tile has reached the '0' spot on the biome reserve, though.

In order to complete this task (53), you must spend 2 trees, 1 weed, 1 sponge and 1 water. You move the water tile 2 steps down (54), and the weed and sponge tiles, 1 step down (55). There's only 1 tree available, so you decrease the tree tile 1 step (56), and move the water tile one more step down (57), to cover for the missing 1 tree.

Gain the Task Rewards

After spending the required biomes, you get all the rewards shown on the top part of the ecosystem card (58). Once you have gained all the rewards, **flip** the card, and place it on the completed tasks spot on your board (59).



8

Turn Step 4: Update Biome Reserve and Advance Pilgrimage Tracks

You may have gained and not spent some **biomes** during your turn. You will recognize them, as the top and bottom halves of those **biome tiles** won't be on the same spot on the **biome reserve**.

You **must** move up all the **bottom halves** of those **biomes**, until they reach the same spot as their top half, and gain all the **RP** shown on all the spots you move through or to. These **biomes** are now available for all players to spend.



*This is the **biome reserve** situation at the end of your turn. You must increase **flower biome** 2 spots (which will earn you 3 **RP** on the first movement (60), an more on the second movement (61)), and the **sponge biome** 1 spot (which will earn you 2 more **RP** (62)).*

Advance Pilgrimage Tracks

This step is the end of your turn. Check which of the **pilgrimage tracks** to advance:

- For each of your **elder** or **young villagers** on a **pilgrimage track**, you must advance that **track** one step.
- For each of your **veteran villagers** on a **pilgrimage track**, advance that **track** two steps.

*Red player is finishing the turn, and proceeds to advance a **track** on which there is a red **elder** and a red **veteran villager**, thus moving the **track** 3 steps.*

As explained on chapter 5, when advancing a **pilgrimage track**, push both **track tiles** towards the center of the board, and after moving them, **all players** may take any number of their **villagers** off of that **track**, placing them at the beginning of any **trail** (top or bottom) **they moved through or to**.

9

Adding Cards and Creatures to your Ecosystem

After your turn has finished **and the next player is taking the next turn**, check your player board. If you have completed a **task** and/or **invited** any **creatures** during your turn, you **must** first add the **task card** to your **ecosystem**, and then the **creatures**.

Growing your Ecosystem

You start the game with a single **starting ecosystem card** on your **ecosystem**. Each completed **task** is added to your **ecosystem**, increasing its size and the room for **creatures** to live in it.

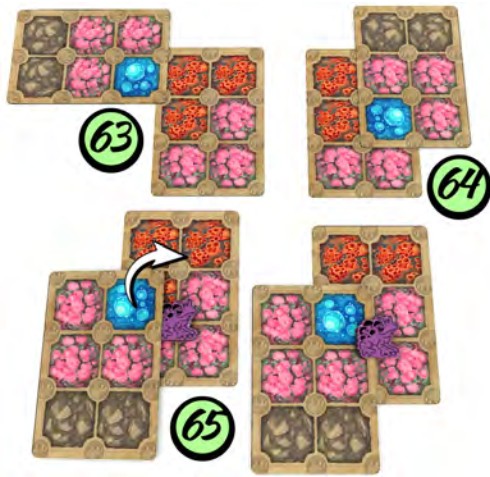
Both your **starting ecosystem card** and all the **ecosystem cards'** backs, show 6 **habitats** in a 3x2 grid. When adding a new card to your **ecosystem**, you must place it so:

- The edge of **at least** one of its **habitats** touches the edge of an existing **habitat** (63), or
- **At least** one of its **habitats** covers an existing **habitat** (64).

There are some other rules to keep in mind when placing these cards:

- You **may** rotate the card 90° or 180° in any direction (63).
- You **can't** completely cover a card. At least one of its **habitats** must be visible at the end of the game.
- You **can't** place a card below a previously placed card.
- You **can't** place a card that would **completely** cover **creatures** already on your **ecosystem**, but you **can** place cards that **partially** cover **creatures**. In that case, keep the **creature** on the same position it was, but on top of the new card (65).

Habitats on ecosystem cards match the biomes needed to complete the task. For example, a task requiring 2 trees and 1 mushroom to be completed, will have 2 tree and 1 mushroom habitats once flipped. Everything else will be a rock habitat.



Placing Creatures

Creatures on your ecosystem can score you a huge amount of RP at the end of the game, if you place them on the right spots (the needs of each creature are explained on next chapter). Creatures are placed **on the intersections between 4 habitats**. When placing a creature:

- You must place it on an empty intersection (with no other creature on it) on your ecosystem.
- The intersection **must** have 4 habitats surrounding it, so you **can't** place a creature on the edges of your ecosystem.
- You **can't** place a creature orthogonally adjacent to another creature.
- The type of habitats doesn't matter when placing a creature. Any creature can be placed on the intersection between any combination of habitats.



Following these rules, this intersection (66) would be the only one available as other intersections are either not complete, or orthogonally adjacent to another creature.

Once placed on your ecosystem, creatures can't be moved, but as seen before, their surrounding habitats can be changed placing ecosystem cards that don't completely cover them.

If you can't, or don't want, to place one or more of your invited creatures on your park, slide them to the left on your player board, where they are kept in captivity (67), waiting for a better space for them on your ecosystem.

When placing creatures, if you have invited **at least one new creature** this turn (68), you may also place **one** of the creatures in captivity on your ecosystem (69). Be careful not to keep them in captivity for too long though, as any creatures still in captivity when the game ends will cost you 3 spirit.



After all players, including the player who caused the end of the game, have finished their last 2 turns, endgame scoring begins. Score the following, in this order:



1. For each creature you still have in captivity, lose 3 spirit.
2. The section your counter is on, on the spirit track (70). Depending on your position, this may make you lose RP (71), instead of gaining them.
3. Each season tile, from left to right (see 'Score Seasons' below).
4. Creatures on your ecosystem, in order (see 'Score Creatures' below).



After all players have done their endgame scoring, the player with the most RP wins the game. In case of a tie, use the following tiebreakers, in order:

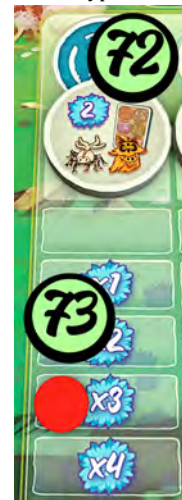
1. The player with the most creatures on their ecosystem wins.
2. The player with the most spirit wins.
3. The player who has advanced more steps on the season tracks wins.
4. Tied players share victory.

Score Seasons

Each season has a season tile placed during setup, which shows a condition, and the amount of RP you gain for each time that condition is met. Each season tile can reward a maximum of 8 RP, regardless of the amount of times its condition has been met.

Season tiles will check your personal achievements on their specific condition, so each player must calculate their own value. Once you know the RP value of a season tile (which can't be higher than 8 RP), times it by your counter's position on that season track, and score that many RP. Repeat the process with all 4 seasons.

paths in both directions. Follow this list (or your player aid card), to score all the creatures of the same type, before moving to the next type.



This season scores 2 RP for each Spiderant and Wiseowl on your ecosystem (72) 10 RP, but as seasons are limited to a maximum of 8 RP, that season is worth 10 RP, but as seasons are limited to a maximum of 8 RP, that season is worth 8 RP. If you are on the third step on that season (73), you times that by 3, for a total of 24 RP.

Score Creatures

Each type of creature on your ecosystem will score RP based on their needs. Most of them will score RP depending on which are their 4 adjacent habitats, and some of them will also check which creatures they can find following their intersection's vertical and horizontal



Each Mushfrog scores 3 RP for each adjacent tree habitat.
Each Antlerworm scores 3 RP for each adjacent sponge habitat.
Each Grimster scores 2 RP for each adjacent flower habitat, plus 3 RP for each Mushfrog on their paths.
Each Tailcat scores 2 RP for each adjacent weed habitat, plus 3 RP for each Antlerworm on their paths.
Each Spiderant scores 2 RP for each different adjacent habitat (including rock and water habitats).
Each Wiseowl scores 2 RP for each adjacent mushroom habitat, plus 1 RP for every 2 gifts you have given. <i>Note: A gift on the 2nd / 3rd spot would count as 2/3 gifts for this scoring.</i>
Creatures double their RP, if they have at least one adjacent water habitat. <i>Note: Extra adjacent water habitats doesn't increase the multiplier.</i>

Note: *Grimsters* and *Tailcats* will check all the *creatures* they can find on their paths in all directions, even if the *intersection* icons on that path are not complete. They will only stop searching when they reach the edge of a card that stops the path.

Scoring Example

This ecosystem would score as it follows:

1. This *Mushfrog* (74) is adjacent to 3 *tree habitats*, for a total of 9 RP, and this one (75) is adjacent to only 2 *tree habitats*, that would score 6 RP, but is also adjacent to a *water habitat*, so that amount is doubled to 12 RP.
2. This *Antlerworm* (76) is adjacent to 2 *sponge habitats* and a *water habitat*, so that makes 6 RP doubled, for a total of 12 RP.
3. This *Grimster* (77) scores 4 RP because of the 2 adjacent *flower habitats*, and 6 RP because it can find 2 *Mushfrogs* following the vertical and horizontal paths from its *intersection* (74)(75), for a total of 10 RP. As it has one adjacent *water habitat*, this amount is doubled, which makes it 20 RP.
4. This *spiderant* (78) has 4 different adjacent *habitats*, so it scores 8 RP, while this one (79) has only 3 different adjacent *habitats*, for 6 RP.






So, in total, this ecosystem would score 67 RP.



Icons Summary

You will find these icons on different places: on **trails, sages, ecosystem cards**, the **borderlands**... They always reward the same benefit regardless of where you find them.

	<p>You must increase the top half of the corresponding biome tile on the biome reserve. If a tile shows one of these icons twice, you must do it twice.</p>		<p>Advance once on the season track shown.</p>
	<p>You may take one of the exposed ecosystem cards (unless you already have 3).</p>		<p>You may move a young villager from your reserve to your supply.</p>
	<p>You may discard the top card from all 4 ecosystem decks, placing the cards at the bottom of their respective decks.</p>		<p>You may move a veteran villager from your reserve to your supply.</p>
	<p>You may take a creature from the borderlands, increasing your ecosystem as indicated on that creature's row.</p>		<p>Activate a villager.</p>
	<p>You must advance the time counter one step (if possible), and place the shown creature on the topmost empty space on its column of the borderlands, gaining the reward you cover.</p>		<p>Send a villager on a pilgrimage.</p>
	<p>You may gain sage rewards on the action you are taking.</p>		<p>Return the villager to your player board.</p>
	<p>You may gift any sage.</p>		<p>You may only gain this reward if a young or a veteran villager is taking the sage reward.</p>
	<p>You may gift the sage of the shown action.</p>		<p>Spend one weed biome to increase the water biome once.</p>
	<p>Gain the amount of spirit shown.</p>		<p>Spend one flower biome to increase the water biome once.</p>
	<p>Spend the amount of spirit shown (you must have enough to spend it).</p>	<p>(missing)</p>	<p>Complete a current ecosystem task.</p>

	Gain the amount of RP shown.		Update the biome reserve.
	Advance any pair of pilgrimage tiles on a track 1 space.		Swap the inner pilgrimage tile on the track.
	Advance pilgrimage tiles, one step for each young or elder of your villagers, and 2 steps for each of your veteran villagers on them.		

2

Season Tiles

	Score 1 RP for each gift you've given to sages (gifts at spots 2 or 3, count as 2 or 3 when scoring this season).		Score as many RP as your positive spirit value (don't score anything if it's 0 or negative).
	Score 1 RP for each advancement done on all the season tracks.		Score 2 RP for each water habitat on your ecosystem.
	Score 2 RP for each creature in the straight path with more creatures on your ecosystem.		Score 1 RP for each card on your ecosystem.
	Score 1 RP for each rock habitat on your ecosystem.		Score 2 RP for each different type of creature on your ecosystem.
	Score 2 RP for each creature adjacent to at least 1 water habitat on your ecosystem.		Score 3 RP for each Mushfrog and Antlerworm on your ecosystem.
	Score 2 RP for each creature adjacent to no water habitats on your ecosystem.		Score 3 RP for each Grimster and Tailcat on your ecosystem.
	Score 3 RP for each current ecosystem task you have.		Score 3 RP for each Spiderant and Wiseowl on your ecosystem.
	Score 3 RP for each young and veteran villagers on your supply.		