

*It is time to restore your ancestral forest. The task is great and you are few, so you must work with the other forest folk to replant your home. However, only one clan will control the new forest when the land is restored.*

## HOW TO WIN

Tenaciously transform the town back into wild forest, using your limited pool of Forest Folk. When a row or column is fully reforested, the one with the most influence there claims the Castle at its edge. Claim the most points worth of Castles to win!



## COMPONENTS

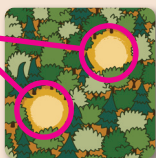
### 66 LAND CARDS

The **value** on the Town side indicates how many **spaces** are on the Forest side.



Town side

Spaces  
Value



Forest side

### 16 CASTLE TILES

Each one has a **Point value**, and a **Priority letter** for breaking ties.



Unclaimed side



Claimed side

Point Value

Priority Letter

### 44 FOLK TOKENS

Eleven for each player. Each one has a **Normal side** and an **Energized side**.



Normal side

Energized side

### 2 STARTING TILES

Each one has a Forest side, and Setup reminders on the back.



Forest side



Back side

### 4 FACTION CARDS

One for each player. Both sides have rules reminders.



### 12 GLADE CARDS

These special Land cards are only used in the Full Game. Full Game rules begin on page 6.



Town side



Sample Forest sides



Space

Scoring Effect

# SETUP (LEARNING GAME)



## What is the Learning Game?

This introductory mode doesn't include the *Glades*. After you've played the Learning Game once or twice, you will be ready for the Full Game (rules start on page 6). You *could* jump right into the Full Game if you want!

For a 2- or 3-player game, return five of each Land card value (1, 2, and 3) to the box before beginning Setup.

- 1 Shuffle the **Land cards** (Town side up), then arrange them into a grid in the center of the play area (return any extras to the box). The grid size is determined by your player count:

2 Players.....6×7

3 Players.....7×7

4 Players.....8×8

For the **top left** and **bottom right** corners of the grid, do not use **Land cards**; instead use the two **Starting tiles**, with their Forest side up. Each Starting tile has helpful setup reminders on its back side.

- 2 Shuffle the **Castle tiles** (Unclaimed side up). Place one at the top of each column, and one to the left of each row. Return extras to the box.
- 3 Give each player a set of **Folk tokens** (called simply *tokens* in the rules) and the **Faction card** in their colour. Tokens start the game Normal-side up.

For a 4-player game, form two teams of two; arrange seating so that each player has an opponent to their right and left.

- 4 Pick a start player however you like. You are ready to begin!



## Strategic Start for experienced players!

Before beginning the game, in reverse turn order, each player flips one Town card of their choice to its Forest side, and fills its spaces with tokens from their supply. You may *not* flip a card that would create an *isolation*.

## Example 3-player Setup



## 3 Each player



# GAMEPLAY (LEARNING GAME)

## ON YOUR TURN

Your turn has three steps: 1. REFOREST | 2. DEPLOY | 3. CLAIM

When you are done, play passes clockwise to the next player.

## 1. REFOREST

Choose a pair of **two** Town cards (of any values) that are next to each other, and flip them both to their Forest side.

- Before flipping, **at least one** of those two cards **must** have been next to an existing Forest card (or a Starting tile).



*Does diagonal count as “next to”?*

Nope. Diagonal doesn't count.

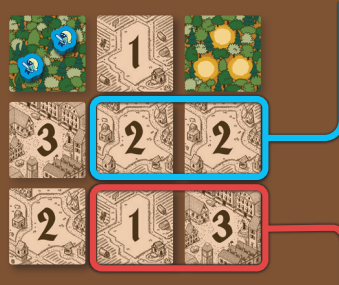
*What are Town cards and Forest cards?*

When a Land card is **Town** side up, it is a **Town card**; when it is **Forest** side up, it is a **Forest card**.

### ISOLATED TOWN CARDS

*Reforesting* may cause other Town cards to become *isolated*. A Town card is *isolated* if it is next to **zero** other Town cards (Castle tiles do **not** count as Town cards). **Flip all** isolated Town cards to their Forest side as well.

*Reforest example:* You could choose to flip this pair of Town cards (among many other valid pairs here), since one of the cards is next to a Forest card.



*This pair (among others) is off limits, since neither card in the pair is next to a Forest card.*

*Isolation example:* Flipping those cards caused this Town card to become isolated, so you must flip it too.



## 2. DEPLOY

Choose any **one** Forest card that you flipped in **Step 1** (even one that flipped due to isolation), and *Deploy* to it by filling **all** of the spaces on it with your own tokens.

- You may use tokens from your supply, and/or from Forest cards where you placed them earlier (in any combination).
- You may **not** use tokens from your claimed Castle tiles.



### *What if my token supply runs out?*

Once you run out of tokens in your supply, you will have no choice but to move tokens off of other Forest cards; you **will** eventually run out... deciding which spots to abandon is a big part of the game!

After you Deploy, the **next player in turn order** chooses a **different** Forest card that you flipped (even one that flipped due to isolation), and **they** Deploy to that card (following the same rules).

**Deploy example:** From among the three flipped cards, you (**Red**) choose the upper card and deploy one token from your supply to fill its space. The next player (**Blue**) chooses a different flipped card, and must fill its two spaces; **Blue** decides to use one token from a Forest card, and one from their supply.

## 3. CLAIM

If during your turn a *line* (meaning a row or a column) became fully restored (meaning that there are now **zero** Town cards remaining there), the player with the most *Influence* in the restored line will claim the Castle at its end.

Tally up your own tokens in the restored line. Each **Normal** token contributes 1 Influence to your total; each **Energized** token contributes 2 Influence (see page 6 to learn how tokens become Energized).



### *What if multiple lines are restored on my turn?*

Resolve them in alphabetical order by their Castle's Priority letter, fully completing each line's process before moving to the next.

**Claim example:** This row has no more Town cards, so it has been **fully restored**; the one with the most Influence will claim its valuable 5-point Castle!

### 3. CLAIM (CONTINUED)

The **winner** is the one with the most Influence in the restored line. They flip the Castle to its Claimed side, and must choose one of their own tokens **from that line** to station **permanently** on that Castle, placing it on the tile.

- Once you claim a Castle it is yours for good, even if the Influence totals in the line change.

Finally, all players **except** the winner (*in turn order after the winner*) choose **one** of their own **Normal** tokens in that line (*if there are any*), and flip it over to its **Energized** side.

#### ENERGIZED TOKENS

Each Energized token should be treated as a single token in all respects (*including for stationing*), except that it contributes an extra point of Influence towards claiming Castles.

**Normal:**  
1 Influence



**Energized:**  
2 Influence



#### What if there is an Influence tie to claim a Castle?

- In the event of a tie, the **active player** wins. *If the active player isn't part of the tie, the tied player that is next in turn order wins.*
- The tie-winner **must** permanently station **two** of their tokens from the line (*instead of one as normal*) in the claimed Castle.
- In the rare case that the tie-winner has only one token in the line, they **must** take the second one from any other place (*except one already stationed on a Castle*).

**Claim example:** Tallying the restored row, we see that **Red** has 4 Influence, **Blue** has 3 Influence, and **Purple** has 2 Influence (remember, Energized tokens count as 2). **Red** is the winner!



**Red** flips the Castle tile and chooses one of their tokens in the row to station on it permanently. **Blue** chooses one of their Normal tokens in the row and Energizes it; note that **Purple** is entitled to do so also, but since they don't have any Normal tokens in the row they miss out on the benefit.



**Tied Claim example:** **Red** and **Blue** both have 3 Influence. Since **Red** is the active player, **Red** wins!



**Red** must station **two** tokens in the flipped Castle (*including a valuable Energized one, since they only have two tokens in the row*). **Blue** Energizes one of their Normal tokens in the row.



# GAME END (LEARNING GAME)

If **four or fewer** Town cards remain at the end of your turn, the game immediately ends. Add up the points of your claimed Castles to get your final score... the player with the highest score wins!

- It is irrelevant how many tokens you have on your claimed Castles, or whether they are Normal or Energized.

*For a 4-player game, teammates add their totals together, and the team with the highest score wins!*

*If it's a tie, the tied player (or team) who claimed the Castle with the **earliest Priority letter** in alphabetical order wins!*

*Scoring example: In this mini grid, **Red** scores 7, **Blue** scores 10, and **Purple** scores 9... **Blue** wins!*



## THE FULL GAME

The **Full Game** introduces the **Glades** to Treeline; they add new scoring opportunities beyond claiming Castles to the game for all players! *You can always return to playing the Learning Game if you prefer a simpler experience.*



## ADDITIONAL SETUP

- 1 Shuffle the **Glade cards** (*Town side up*), then draw **three** random ones (*without looking at them*) and return the rest to the box unseen.
- 2 Replace any three **value-1** Town cards in the grid with your three Glade cards, keeping them *Town-side up*; return the removed Town cards to the box. *You can have one player decide which Town cards to replace, or discuss it as a group; it's up to you.*



## ADDITIONAL GAMEPLAY

A Glade functions like a normal Land card in most respects; it has a Town side and Forest side, and you Reforest it and Deploy to it in the same way as you would any other Land card. Each Glade has **one space** for a deployed token on its Forest side.

Each Glade introduces a unique scoring opportunity, described on its Forest side. *Since they begin Town-side up, players won't know **which** specific Glades are in play until they are Reforested.*

A Glade's scoring effect only becomes active when the card is Forest-side up **and there are no tokens on the card**. *This means that if a token is deployed to it when it is flipped, that player must deploy (or station) that token to somewhere else in order to activate the effect.*



### Who owns an active Glade?

Nobody! Once a Glade becomes active, no specific player controls it; anybody can potentially benefit from its scoring effect.

## ADDITIONAL SCORING

At game end (*in addition to Castle scoring*), check each **active** Glade and calculate the points you earn from it; add those points to your final score!



### What if there's a tie for a Glade?

Some Glades award points to the player with the "most" of something; in the event of a tie, **all tied players** earn the points.

Check the back page of the rulebook for a reference clarifying all of the Glade scoring effects.

*Glade example: This Glade was flipped, and **Red** Deployed onto it. Everyone can see the Glade's effect now, but it won't activate until **Red** moves that token off of it somehow!*



*Glade Scoring example: This active Glade awards 1 point per token you have in cards next to it. **Red** scores 2 points, and **Blue** scores 3 points!*



# GLADE GLOSSARY



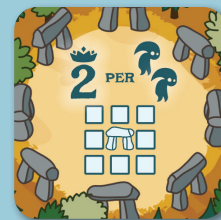
**1 pt** per token of yours on cards next to this Glade.



**1 pt** per token of yours on cards diagonally next to this Glade.



**4 pts** if you have the most Energized tokens on cards surrounding this Glade.



**1 pt** for every two tokens of yours on cards surrounding this Glade.



**2 pts** for every two tokens you have on cards in the same row as this Glade.



**2 pts** for every two tokens you have on cards in the same column as this Glade.



**2 pts** for every two tokens you have on cards that are on the edge of the grid.



**4 pts** if you have the largest connected group of cards with your tokens on them (diagonal isn't connected).



**1 pt** per token of yours on cards with zero tokens of any player's on the Forests or Castles they are next to.



**2 pts** for every Energized token you stationed in a Castle.



**4 pts** if you have the most Energized tokens on non-edge cards of the grid.



**2 pts** per Energized token you have on cards surrounding any remaining Town cards.

## CREDITS & THANKS

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