



Leaves are beginning to fall from the trees: fall will soon be here! It's about time we start preparing our burrow for winter and build up the colony's reserves. Let's get to work, harvesting berries and honey to fill our tummies, and straw to make our beds cozier.

But watch out, there are still dangers in the prairie!

# Contents

1 Prairie board  
*Harvest table*



1 Burrow board



1 Season board



4 Prairie Dog figurines



20 Shrub tokens



20 Tunnel tokens



12 Hedgehog tokens



10 Hay tokens



8 Weasel tokens



14 Danger cards



8 Beaver cards



2 bags



*Spoiled Berry*



*Ripe Berry*



# Goal of the game

Fluffy Valley is a cooperative game, which means everyone is working together. Stock the Burrow with all the resources you'll need for winter before the end of the 9<sup>th</sup> round.

# Setup



**1** Place the Prairie board in the open box by lining up the holes in the board with those in the plastic insert. Then place the Burrow and Season boards as shown above.

**2** Shuffle the Beaver cards and place them facedown next to the Beaver on the Prairie board.

**3** Shuffle the Danger cards and place them facedown on the Danger space of the Season board.

**4** Place the arrow on the Season board in the green summer zone.

**5** Place the Hay and Hedgehog tokens nearby as shown above, then place the Weasel tokens near the Season board. Place the Shrub tokens in the green bag and the Tunnel tokens in the black bag.

**6** Place 4 Prairie Dog figures faceup in the Shrub, Viper, Hedgehog, and Tunnel spaces of the Prairie board.

**7** Prepare the Burrow board with Hedgehog and Hay tokens according to your chosen difficulty level:

**Easy:** place 1 Honey, 2 Hay, 4 Berries

**Normal:** place 1 Honey, 1 Hay, 2 Berries

**Difficult:** do not place any tokens

*The last person who has seen a wild animal is the first player.*

**Note:** with 1 player, the set-up and the following rules are identical.

# Gameplay overview

The game plays over a series of rounds. Each round, taking turns going clockwise, players will move and flip over a Prairie Dog to take an action on the Prairie board. The round ends once all Prairie Dogs are facedown.

## TURN OVERVIEW

On your turn, if you have a Prairie Dog in front of you, you must play it. Otherwise, you must move 1 of the Prairie Dogs on the Prairie board whose head is peeking above the board.



**Note: You can never move a facedown Prairie Dog!**

When you move a Prairie Dog, place it facedown in an unoccupied hole on the board (you cannot stay in the same hole) and apply the effect for that hole:



Draw a Shrub token from the green bag and place it on the Harvest table of the Prairie board. If it is a ripe Berry 🍇, you will be able to store it in the Burrow later. If it is a spoiled Berry 🍏, you will be able to exchange it for another resource when you visit Roger the Hedgehog.



Choose a type of resource on the Harvest table (Honey, Berry, or Hay) and slide all the tokens of the chosen type into the slot in the Prairie board. When they come out on the Burrow board, move them to the matching spaces if there is room. If all of the spaces on the Burrow board are now full, **you win the game!** Extra tokens have no effect. **Note: You can never store spoiled Berries.**



You can spend a Hay token from the Harvest table to draw a Beaver card and place it faceup near the Burrow board. From now on, all players may use this upgrade until the end of the game (the Beaver cards are explained on p. 12).



Exchange spoiled Berries from the Harvest table for 1 of Roger's resources. So, for 1 spoiled Berry, you receive 1 ripe Berry; for 2 spoiled Berries, 1 Hay; for 3 spoiled Berries, 1 Honey.



Remove a Weasel token from the Prairie board.



Take a Hay token and place it on the Harvest table.



Take the action for a facedown Prairie Dog in another hole on the board.



Draw a Tunnel token from the black bag and apply its effect (the Tunnel tokens are explained on p. 12).

Once all the Prairie Dogs on the Prairie board are facedown, start preparing for a new round as described in the next section.



Marie moves a Prairie Dog to the Hay hole, which lets her add a Hay token to the Harvest table. Then Pierre visits the Beaver and spends the Hay that Marie harvested to draw an upgrade (it's the beginning of the game, so it's extra useful!). On his turn, Jean goes to the River to take Marie's action again and adds a new Hay to the Harvest table. Finally, Leah heads to the Shrubs to draw a Berry. It's a ripe one!



## PREPARING FOR A NEW ROUND

At the start of a new round (except for the first one), follow these 3 steps in order:

**1** Flip over all Prairie Dogs on the Prairie board so they are faceup, but leave them in their holes. If any Prairie Dogs are on the Season board, hand them out one-by-one to each player, starting with the player to the left of the last player to move a Prairie Dog in the last round.

**2** Draw a Danger card and apply its effect:



Take 1 of the ripe Berries stored in your Burrow and place it in the black Tunnel bag. What a bothersome Badger!



Oh no, the Eagle has taken one of you far away! You'll have to return on foot... Take any Prairie Dog from the Prairie board and move it to the haystack on the Season board. It cannot be used this round.



The Fox has stolen your resources before you could store them! Return all the tokens you have on the Harvest table to the black Tunnel bag.  
*Note: Any resources in your Burrow are permanently protected from the Fox. Only resources on the Harvest table can be stolen.*



Oops, a Weasel is sleeping in the hole shown: you can't use it anymore. Place a Weasel token on that hole. If a Prairie Dog is in this hole, move it to the haystack on the Season board. It cannot be used this round.

**3** Move the arrow on the Season board 1 space to the right. If you reach the red winter zone, the game ends after finishing the round you are currently preparing to play.

Now it's time for the next player (the one to the left of the last player of the previous round) to play a Prairie Dog.

# End of the game

The game ends when one of the following happens:

- if you have successfully stored all the resources you need for winter in the Burrow. If you did, you win!



You filled  
the Burrow



Bravo! You're ready for a cozy winter: large beds of hay wait for you and you have something to feast on every day!

- or if the arrow on the Season board is pointing to the red winter zone.

Finish the round you are currently preparing to play, then count your resources to find out your score (see the table below).

You have between  
16 and 17 resources



You're so close to a perfect winter, but no need to panic! You planned for emergencies, so you have plenty to last through winter.

You have between  
13 and 15 resources



Winter arrived sooner than expected and you had to rush to replenish your reserves. Thankfully you'll have what you need for winter after all!

You have between  
10 and 12 resources



You count your resources and separate them by day so you can get through winter. You should not stray far from this plan, even if you don't get dessert every day...

You have  
less than 10 resources



The winter is harsh and we shouldn't overdo it, but the most important thing is that we're all together! Happy winter, everyone!

# Cards and tokens

## BEAVER UPGRADES



**Shrub:** Draw 2 tokens (instead of 1) when you take the Shrub action.



**Burrow:** Store 2 types of resources (instead of 1) when you take the Burrow action.



**Viper:** Remove all the Weasels from the board when you take the Viper action.



**Beaver:** You can pay the Beaver with any resource from the Harvest table when you take the Beaver action.



**Tunnel:** Draw 2 tokens (instead of 1) when you take the Tunnel action.



**Field:** Draw 1 Shrub token in addition to the Hay token when you take the Field action.



**Hedgehog:** Spend 1 less spoiled Berry when you trade with the Hedgehog. Ripe Berries are therefore free.



**River:** In addition to the River action, you can choose 1 (and only 1) token on the Harvest table and store it in the Burrow.

## TUNNEL TOKENS



**Resource:** Place the token on the Harvest table.



**Eye:** Look at the top card of the Danger deck. If it's an Eagle, ignore it when you prepare for the next round.



**Shroom:** Place the Shroom token on the Harvest table. The next time the Fox enters play, he only steals the Shroom! Your other resources are protected.

**Note:** Once a Tunnel token is played, remove it from the game permanently (unless it's a resource, then place it on the Harvest table).



**Badger:** Take 1 of the ripe Berries stored in the Burrow and place it in the Tunnel bag. That dang Badger is back at it!



**Weasel:** Place a Weasel token on the Tunnel space. If there's a Prairie Dog there, place it on the Season board, on the haystack.



**Super Beaver:** Play the top card of the Beaver deck for free.

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