

# BEAR VALLEY

by Carl Chudyk

## CONTENTS



6 Player Cards



6 Player Tokens



15 Valley Cards



79 Wilderness Cards



8 Gold Tokens



18 Equipment Tokens

## OBJECTIVE

Be the first to reach the camp on the opposite end of the valley, but watch out for bears! The faster you explore the vicinity of the river, the farther you can go, but also the greater chance you have of getting lost!

## SETUP

Arrange the Valley Cards in the middle of the playing surface faceup so they form a map of the river with camps on both ends, as shown below:



Each player chooses a color and places the token of that color on the Starting Camp card.

Shuffle the Wilderness Cards. The player with the longest hair goes first.

## VALLEY AND WILDERNESS CARDS

Each Valley Card and Wilderness Card in the game is a space on which Player tokens may pass through or end their turn on. The Valley Cards start the game in play, showing the Bear River, while the Wilderness Cards will be added to the map as players explore.

Each card is placed to form the map in a hexagonal fashion, so that any particular card may eventually border up to six others. Each card has from two to six exits, through which players may continue exploring to add to the map, and through which they may move their tokens. The Starting Camp space has five exits; the direction in which the river flows is not a path players may travel.

As the map forms, generally only one player may leave his Player token on each card, except for the Starting Camp card, on which players all begin and to which players may return to later in the game even if other players are still there. Another exception is cards which have two sections -- the Hedge cards, the Bridge cards, and the Straight River cards; two different players may end their turns on either side of a hedge or a straight river on the same card, or may share a Bridge card with one player

on the bridge and the other on the valley floor below. The Bend River cards and the Bridge River cards can only accommodate one player each.



5 Exits

3 Exits



2 sections,  
3 exits each

2 sections,  
3 floor exits,  
2 bridge exits



2 sections,  
2 exits each

3 Exits



2 Exits

## STARTING THE GAME

Players will take turns clockwise around the map. On the first player's first turn, he is only allowed to move one space. On each subsequent player's first turn, each player is only allowed to move at most as many spaces as his order in the play sequence around the map. On each player's subsequent turn, he may move and explore as many spaces as he chooses.

## MOVING

On a player's turn, he may make any number of moves, one at a time, counting out loud a clock hour (One O'clock, Two O'clock, etc.) as he makes each move, and pointing to the map to indicate his current position. He does not move his Player token as he counts; only at the end of his turn may he relocate it. Each move may be to traverse an already-explored map space or to

explore a new space, in any order as his position changes. Thus, a player's position during his turn moves away from his Player token, until he chooses to or is forced to stop.

A player may not backtrack along the route of progress of his position during a turn. He may not visit each card or section more than once during a turn. He may choose to stop at any time and not move his Player token, and start off in a different direction on a later turn. In rare cases, a player may choose not to traverse or explore at all, for example if other players have succeeded in temporarily blocking all appealing avenues of progress.

## EXPLORING

A player may explore into a new space in a direction from the current position having an exit. The player draws a card from the Wilderness Card deck and places it in the explored position such

that an exit on the newly placed card leads back to the current card, if possible. Each card must line up with the hexagonal pattern of the map, and so has at most two possible orientations. If neither orientation allows an exit back to the current card, the player still places the card either way as desired, but he has “gotten lost.” He ends his turn, and does not move his

Player token. If the placement allows a path between the two cards, the player’s current position becomes the new card (or appropriate section of the new card) and the player may choose to either continue his turn or stop and place his Player token on the new space or section.

*In the example below, Violet chooses to explore east. She places a card (1). Her only avenue of progress is to the northwest, she explores that way and places another card (2). The bridge carries her across farther to the northwest. She explores and places a third card (3). This card has no exit, so Violet has gotten lost. She ends her turn and does not move her Player token.*



## TRAVERSING

A player may traverse to an adjacent space if there is both an exit to that next space on the current card and an exit to the current space on the next card. A player cannot traverse to a space with another player's token, unless the space is the Starting Camp space, or the move would take

the moving player to the other section of a two-section hedge, bridge, or straight river space. After traversing to a space, the player may continue his turn by traversing farther or exploring, or end his turn by taking his Player token and placing it on the space or section.

*In the example below, Yellow is on a bridge and does not want to explore southeast. She instead chooses to traverse the previous space (1) to the northwest in order to explore space (2). She is hoping to connect and traverse the floor below (3) in order to continue exploring northeast (4). Of course, to get to (4) safely Yellow could instead traverse to the Starting Campsite, but as explained later, by doing so she would have to stop and end her turn at the campsite before continuing.*



## SPECIAL CARDS

### Bears

If a player explores and places a Bear card, his turn ends and he leaves his Player token where it is. Players may not traverse a Bear card. *Rahr!*



### Bridges and Hedges

A player may not jump between the bridge section and floor section of a Bridge card when moving. A player may not push between the two separate sections of a Hedge card when moving.



### Lakes and Rivers

Players must always stop when they enter a space with water, as where there is water, there are bears, and players

must slow to circumvent them. *Rahr!* A player must end his turn when he traverses to any River card, whether it is a river bend, a river bridge in the middle of the map, one of the sections of a Straight River card, or the Starting Camp card. Players may revisit the Starting Camp card even if it is occupied by another player or players.



A player must end his turn and place his Player token on a Lake card (or leave his Player token where it is) when he traverses to a lake or explores and places a Lake card.



## Mountain

A player traversing off of or exploring from a Mountain card must either end his turn by placing his Player token on the next card, or by not moving his Player token. A player may choose to end his turn on a Mountain card, like any other card, but if he does he will only be able to move one space on his next turn.



## Woods

A player traversing off a Woods card moves normally. A player attempting to explore from a Woods card indicates his direction as usual and draws the new card, but then counts the number of exits on the new card. If a direction from the Woods card having a number of stepping stones matching this number is unexplored, the player must move in this direction instead of his indicated direction, placing the new card there. If

there are two such directions, the player chooses which to take.



## Equipment, Gold, Trading Posts, Caves, and Enchantments

The twelve cards showing Equipment, the eight cards showing Gold, the three Trading Posts, the four Caves, and the fifteen Enchanted cards are empty spaces in the basic game.

## SUNCLOCK

As a player traverses or explores, he counts hours to keep track of how many spaces (cards) he has moved so far on his turn. If when exploring his hour count is a certain number with a certain card, he receives a boon or a penalty, rewarding slow and careful exploration during daylight, or punishing brazen meandering into the evening.



### **One O'clock**

If a player explores a Bear card at One O'clock, he evades the bear. He may traverse into another card from the Bear card, or explore, after which he ends his turn and places his Player token on the next card (unless he wants to not move his Player token, or there is no exit on the new card, or the second card is a Bear card).

### **Two O'clock**

If a player explores a card at One O'clock or Two O'clock and the new card does not have an exit lining up with the current one, he ends his turn, but he may choose to place his Player token on the new card. He has managed to tunnel through the underbrush. A player may not tunnel after evading a bear.

### **Three O'clock**

If a player explores a card at Three O'clock and the new card has exactly three exits in total, after placing the card the player must stop without

moving his Player token. He has gotten lost.

Sixteen of the Wilderness Cards have three exits.

### **Four O'clock**

If a player explores a card at Four O'clock and the new card has exactly four exits in total, after placing the card the player must stop without moving his Player token. He has gotten lost.

Twenty-four of the Wilderness Cards have four exits.

### **Five O'clock**

If a player explores a card at Five O'clock and the new card has exactly five exits in total, after placing the card the player must stop without moving his Player token. He has gotten lost.

Nineteen of the Wilderness Cards have five exits — thirteen Bridge cards, and six Lake cards.

## Six O'clock

If a player explores a card at Six O'clock and the new card has exactly six exits in total, after placing the card the player must stop without moving his Player token. He has gotten lost.

Twenty of the Wilderness Cards have six exits – six Hedge cards, three Mountain cards, three Woods cards, three Trading Post cards, and five Bear cards, which end a player's turn regardless.

## Seven O'clock and Beyond

If a player explores a card at Seven O'clock or later and the new card has exactly six exits total, after placing the card the player must stop without moving his Player token, just as if it were Six O'clock. He has gotten lost.

If a player explores a card at Seven O'clock or later and the new card is a bear, he ends his turn and places his Player token on the Bear card. He has been eaten by the bear

and is eliminated from the game. *Rahr!*

## ENDING THE GAME

If a player tunnels through underbrush and all subsequent routes of progress become impassable on the map, he is eaten by bears and eliminated from the game.

*Rahr!*

If a player successfully moves his Player token to the Destination Camp card on the other end of the valley, he wins.

If all other players have been eaten by bears, the last surviving player wins. If the Wilderness Card deck is depleted and the current player cannot reach the Destination Camp this turn, the game ends and the bears win.



## EXAMPLE GAME

Red, Yellow, and Blue will play a three-player game of Bear Valley, on an alternate starting map.



Red explores northeast. It is a bear! *Rahr!* Though it is only One O'clock, allowing Red to evade the bear, he must stop after one move because he is the first player and he is going first. He cannot move his Player token onto the Bear card, so he stays at the Starting Camp.



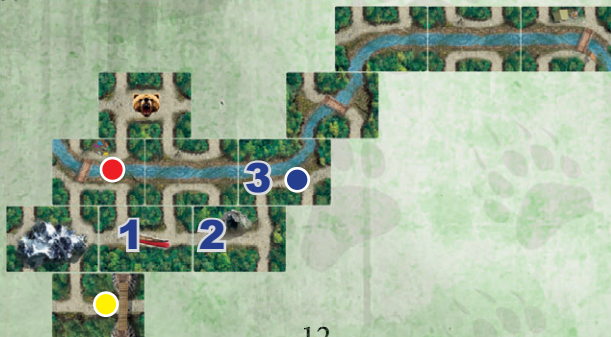
*Note that when placing the Bear card to the northeast Red could not have placed it so that two exits connected back to the Starting Camp. Each card can only line up with each other card in at most one direction.*

## EXAMPLE GAME

Yellow chooses to explore southwest. It is a Mountain card. He explores across to the southeast. He must stop, both because he has moved from a mountain, and because it is the first turn and he is going second.

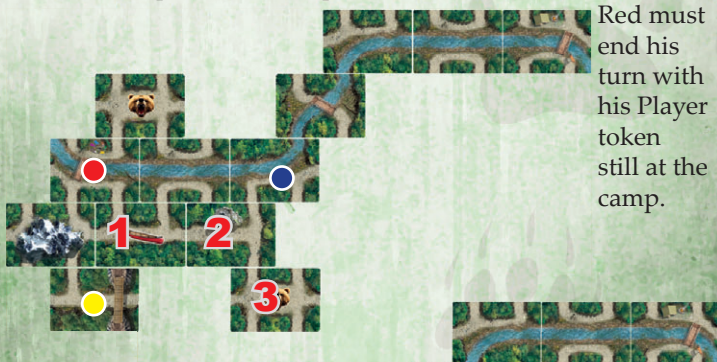


Blue explores southeast from the camp, then east. For his third move he traverses northeast onto the river bend. He must stop, both because he has moved onto a card with water, and because he has moved three times, and it is the first turn and he is going third.



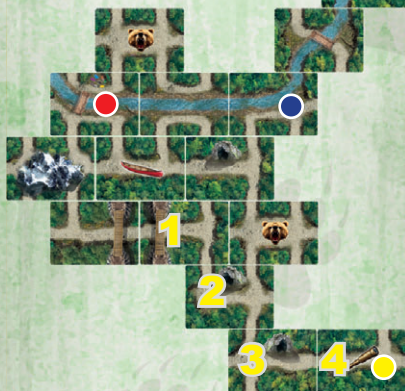
## EXAMPLE GAME

Red traverses southeast from the camp and then east, following Blue's footsteps. He then explores southeast. It is a bear! *Rahr!*



Red must end his turn with his Player token still at the camp.

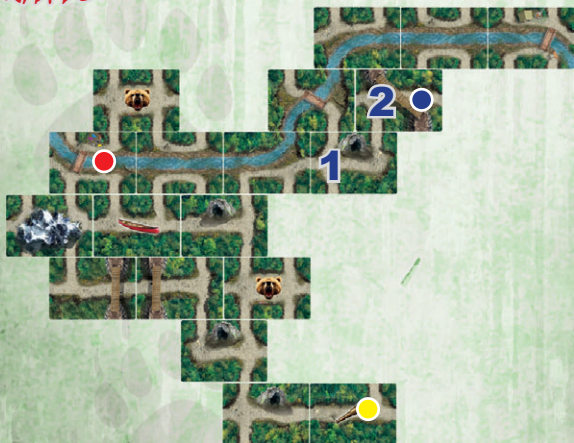
Yellow explores east, then southeast, then southeast again, and then east. He elects to stop here, even though he could continue,



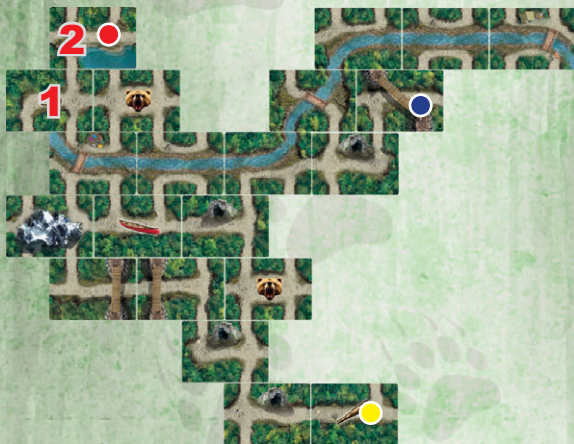
as he is happy with his progress for the day. Note that none of the explored cards have a number of exits matching the time when they were explored; if a card did match, Yellow would have gotten lost, keeping his Player token from advancing at all.

## EXAMPLE GAME

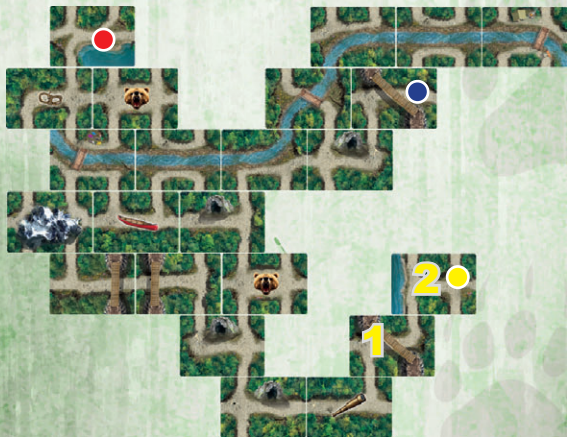
Blue explores east, then northeast. Though he could explore again to the east, and possibly win this turn, he instead decides to play it safe and stop here.



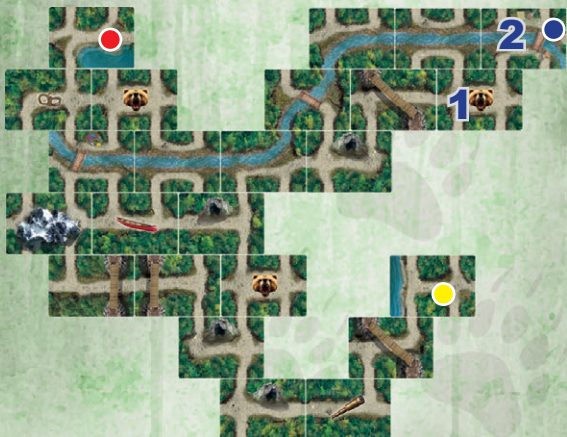
Red explores northwest from camp, then northeast. It is a Lake card. He must stop here for the turn because of water.



## EXAMPLE GAME



Yellow explores northeast, then continues and explores northeast again. He must likewise stop due to a Lake card.



Blue explores east. It is a Bear card! *Rahr!* Luckily, it is only One O'clock, so Blue slips past the bear, deciding to go northeast to the Destination Camp, winning the game.

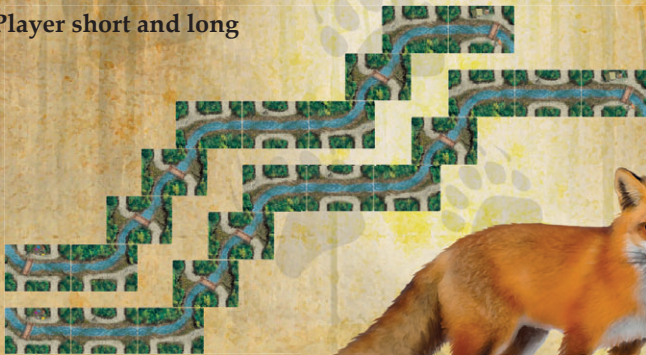
## STARTING MAP SETUPS

When setting up the game, you may deploy the river in any manner desired, as long as the Camp cards are at the ends, and the river flows continuously from one camp to the other. You may include or leave out individual River cards as you see fit. The following rivers are recommended, based on the number of players:

### 6-Player



### 5-Player short and long





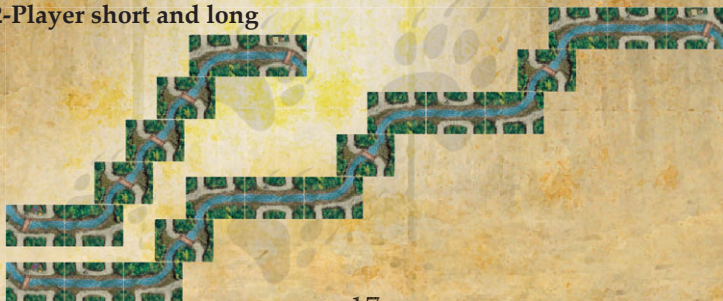
#### 4-Player short and long



#### 3-Player short and long



#### 2-Player short and long



## THE ADVANCED GAME

When playing the advanced game, set up the game the same way as the basic game. There is Equipment and Gold available to players as they explore to help them circumvent obstacles and other players. At the same time, each individual player takes on the role of a different character, which comes with disadvantages listed on his card. Yet, if a player does not progress on his turn, he may use a contingency to make the best of his situation.

## EQUIPMENT AND GOLD

When an Equipment or Gold card is explored and placed as part of the map, place an Equipment or Gold token corresponding to the picture on the card. A player starting his turn on one or more Equipment tokens may use one and only one of those tokens during his turn to

perform its effect. If a player moves his Player token at the end of his turn, he may carry all Equipment and Gold tokens he did not use this turn with him to the new card or section.

A player starting his turn with more Gold tokens than another player may traverse through that other player's space on his turn, but cannot stop there.

If tied in number of Gold tokens accompanying them, a player starting his turn with fewer Equipment tokens than another player may traverse through that other player's space on his turn, but cannot stop there.

A player ending their turn alone at the Starting Camp chooses and places one Equipment token of their choice there to be used or carried next turn.

## Canoe

If a player has a Canoe token with his Player token on his turn, during his turn he may traverse from one River card on his path to another by placing the Canoe token on the first of the two River cards. He may do this instead of ending his turn due to entering a space with water, and then also continue his turn instead of having to stop due to entering the second space with water. A player is not slowed by water for the entire turn during which he uses a Canoe. A player may also traverse from one section of a River card to the other by leaving a Canoe token there, without having to stop for the turn. The Canoe token remains where it is on the map, on both sides of the river at once, usable again by a player later in the game, or to be picked up and moved.

Similarly, a player may



move to or from a Lake card through the side containing a lake by placing the Canoe on the Lake card. A player may use a Canoe on a Lake or River card just to avoid stopping there.

## Machete

If a player has a Machete token with his Player token on his turn, during his turn he may traverse or explore from one card on his path to another in a direction through trees, or through the trees dividing the two sections of a Hedge card, by placing the Machete token on the first of the two cards, or on the Hedge card. A player may traverse to another card even if the direction is blocked by trees on both cards. If a player explores through trees, the second card must still be placed in such a way that there are not trees blocking his path, if possible; however even if blocked the player may



continue to the next card. The Machete token remains where it is on the map, possibly to be picked up and used again by a player later in the game, or moved. A Machete used or left behind on a card with two sections is considered to be in both sections, available for later players that stop on that card. If a player uses a Machete on a Hedge card to move between sections it does not take counted time. If a player uses a Machete on a Hedge card and then stops, he picks up the Machete again immediately in the other section.

### Flashlight

If a player has a Flashlight token with his Player token on his turn, during his turn he may cave dive into a Cave card on his path by placing the Flashlight token on the Cave card. He stops counting time and moves his Player token three times from the Cave card, in any



direction each move, so long as the third move is to explore a new space. He is considered to be underground when cave diving, and so may move ignoring all terrain restrictions shown on the cards, and all character advantages and disadvantages, if playing as a character. He may then place his Player token on the third space, resurfacing and placing his Player token, unless it is a Bear card, in which case he does not move his Player token. The Flashlight token remains where it is on the map, possibly to be picked up and used again by a player later in the game, or moved.

If during a cave dive a player explores a space and it is another Cave card, the cave dive ends. The player may place his Player token on the new Cave card.

A player may opt to cave dive and not explore any new spaces, instead placing his Player token on any other unoccupied Cave card on the map.

## Picnic Basket

If a player has a Picnic Basket token with his Player token on his turn, during his turn he may traverse through a Bear card by placing the Picnic Basket token on the Bear card. He must continue through the Bear card on his turn, if he moves; he cannot place his Player token on the Bear card, even with the Picnic Basket. If a player explores and discovers a Bear card during his turn, he may place the Picnic Basket token on it to continue his turn as if the space were open, again not stopping on the Bear card. Once placed on the Bear card, the Picnic Basket token remains where it is for the rest of the game, allowing movement past the bear. Players cannot stop on a Bear card, even if it has a Picnic Basket token.



## Rope

If a player has a Rope token with his Player token on his turn, during his turn he may move down from the bridge section to the floor section of a Bridge card on his path, or up from the floor section to the bridge section, by placing the Rope token on the Bridge card. The Rope token remains where it is on the map, available to both sections of the Bridge card at once, possibly to be picked up and used again by a player later in the game, or moved. If a player uses a Rope on a card to move between sections it does not take counted time. If a player uses a Rope on a card and then stops, he picks up the Rope token again immediately in the other section.



## Telescope

If a player has a Telescope token with his Player



token on his turn, before moving, he may observe with the Telescope. If he does, for each direction from his card not yet explored, regardless of whether there is a path in that direction, in any order, he draws a card and places it there. The Telescope token remains where it is on the map, possibly to be picked up by any player later in the game, to be moved and used again.

## **DISCARDED OR USED EQUIPMENT**

Whenever an Equipment token is used or dropped on a card of the map with more than one section, after the player leaves, as long as there is no player on the card, the piece is considered to be on both sections of the card. When a player stops on the card with the Equipment token, it is picked up by the player and is considered to be with him on his section, until used again or carried somewhere else.

## **Gold**

If a player has collected three Gold tokens and ends his turn at the Starting Campsite, he wins the game.



Gold also allows a player to bypass other players having fewer Gold tokens, as previously described.

## **Trading Post**

A player may only traverse onto or explore and move onto a Trading Post if he is able to make a trade. If he does, he must move his Player token there and end his turn. If he does not, and he explored and revealed the Trading Post this turn, he has gotten lost and does not move his Player token.



At a Trading Post, all Equipment tokens are of equivalent value. Gold tokens are worth two Equipment tokens each. A Trading Post

will honor any trade in which the Post makes a profit, and no token type is present in both sides of the trade.

For example, a player can trade two Equipment tokens for a different Equipment token currently available in stock (not yet placed on the map). A player could trade a Gold token for an Equipment token. A player could trade three Equipment tokens for a Gold token. A player could trade two Gold tokens for three Equipment tokens; and so on. In all cases the tokens traded for must be available for trade, that is, not yet on the map. The traded-in tokens return to the stock, off the map.

If later when an Equipment or Gold token space is explored on the map and there are none of that token in stock due to previous trading, no token is placed on that space.

## CHARACTERS

**Forrest (green)** *"The bark is worse than the bite."*

Forrest is allergic to trees. He cannot enter Woods cards. If he explores and places a Woods card, his turn ends and he does not move his Player token. Forrest cannot tunnel into a space through trees at One or Two O'clock when blocked, unlike other players. Forrest cannot use or carry a Machete.



**Fozzie (brown)** *"They're animals!"*

Fozzie is afraid of bears. He cannot slip past bears at One O'clock, unlike other players. In addition, whenever he enters a card next to a Bear card, whether there is a path between the two cards or not, he must stop for the turn.



Fozzie cannot use or carry a Picnic Basket. Fozzie cannot traverse through Bear cards already having a Picnic Basket token.

### **Rocky (gray)**

*"It's huge!"*

Rocky is out of shape. He cannot enter Mountain cards. If he explores and places a Mountain card, his turn ends and he does not move his Player token. Rocky cannot carry more than one piece of Equipment. Whenever he enters a card with an Equipment token and he already has one, he must continue moving, if possible. He cannot stop there. He cannot use a Trading Post or the Starting Camp to gain more than one piece of Equipment.



### **Sunny (yellow)**

*"No way Jose!"*

Sunny is claustrophobic. She cannot use Flashlights to cave dive, and cannot carry them. In addition, she cannot traverse cards with cave entrances on them. If she explores and places a card with a cave entrance, her turn ends and she does not move her Player token.



### **Vertigo (sky blue)** *"Woah."*

Vertigo is afraid of heights. She cannot enter the bridge section of Bridge cards. She cannot use Rope. If she explores and places a Bridge card such that the bridge section is along her path, she stops and ends her turn without moving her Player token.





## Violet (violet)

*"So thirsty!"*

Violet is always thirsty. Whenever she enters a card with an Equipment token that is not water or next to a card with water, as the crow flies, she must continue moving, if possible. She cannot stop there. She can use a Trading Post or gain Equipment from the Starting Camp normally.



## CONTINGENCY

Whenever a player does not move his Player token on his turn, due to getting lost, or simply choosing not to, he may make a contingency move. He may make any legal move without exploring, and only traversing spaces or sections of spaces not moved through during his previous aborted move. Otherwise he may do all things normally possible on a move, including using a piece of Equipment, passing other players carrying

more Equipment, making a trade at a Trading Post if he stops there, etc.

## CONTINGENCY EXAMPLE

Rocky is on the floor section of a Bridge card in a three-player game. It is his second turn. Rocky explores northeast. It is a Mountain. "It's huge!" Rocky cannot enter Mountain cards, and so ends his main move without moving his Player token. Rocky then decides to make a contingency move back to the Starting Camp. Since he ends his turn alone there, he chooses a piece of Equipment, a Canoe, and places it with him at the camp.

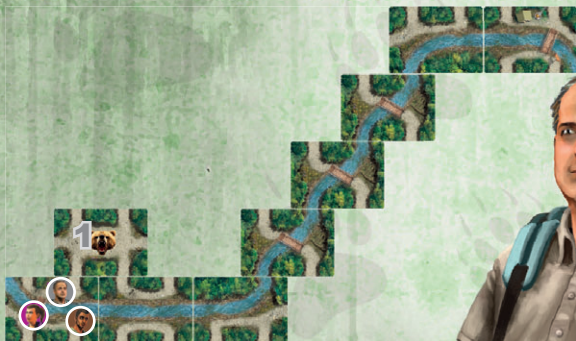


## EXAMPLE ADVANCED GAME

Rocky, Fozzie, and Violet will play a three-player advanced game of Bear Valley, on the standard short-game map for three players.



Rocky explores northeast. It is a Bear card! *Rahr!* Though it is only One O'clock, allowing Rocky to evade the bear, he must stop after one move because he is the first player and he is going first. He cannot move his Player token onto the Bear card, so he stays at the Starting Camp.



## EXAMPLE ADVANCED GAME

Fozzie explores southeast. It is a Trading Post. Fozzie has nothing to trade, so he must stop without moving his Player token.



Violet explores northwest. It is a Mountain card. She must stop after her next move. She explores northeast, and then moves her Player token onto the new space.



## EXAMPLE ADVANCED GAME

Rocky explores southwest. It is another Bear card! *Rahr!* As it is only One O'clock, Rocky sneaks past the bear to the southeast. There is Gold showing on the card, so he places a Gold token on it. He places his Player token with the Gold to end his turn.



Fozzie decides to stay put at the Starting Camp. He ends his turn alone there, and so has his choice of Equipment. He places a Flashlight token with him at the camp.

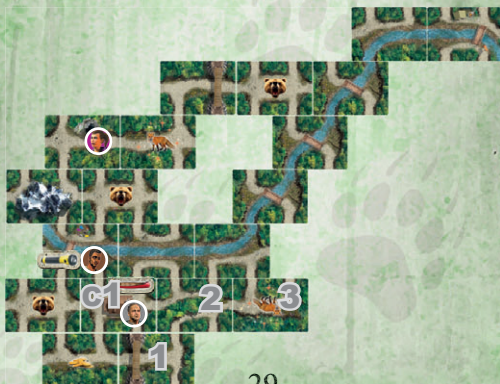


## EXAMPLE ADVANCED GAME

Violet explores east, northeast, and then east again. The third card is a Bear card! *Rahr!* Violet leaves her Player token where it is.

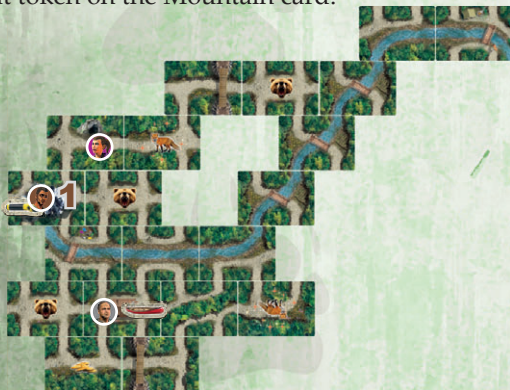


Rocky explores east, then northeast, then east. The third card at Three O'clock has three exits, so Rocky gets lost. Rocky makes a contingency move to the northeast, trading his Gold token for a Canoe token at the Trading Post, and placing his Player token there with it.



## EXAMPLE ADVANCED GAME

Fozzie traverses onto the mountain to the northwest. The mountain is next to a Bear card so Fozzie cannot move again (*"They're animals!"*). He places his Player token and the Flashlight token on the Mountain card.



Violet traverses east and northeast, then explores west. It is a Lake card. She must stop there due to water. She places her Player token on the Lake card.



## EXAMPLE ADVANCED GAME

Rocky traverses east then northeast to the river bend. He places the Canoe token on the river bend in order not to stop for the turn. He explores east from the bend, then northeast, then



east. Having already moved five spaces Rocky decides to stop for the turn, although he could continue. He places his Player token on the fifth card.



Fozzie traverses northeast to the cave entrance. He has a Flashlight and would like to cave dive, but the card is next to a Bear card and so he must again stop for the turn ("They're

animals!"). He places the Flashlight token and his Player token on the Cave card.

## EXAMPLE ADVANCED GAME

Violet explores northeast. It is a Trading Post. She has nothing to trade, so she cannot continue. Violet makes a contingency move,



traversing east and then southwest, leaving her Player token on the Fox card (which has no effect, as the game is being played without Enchantments).

Rocky explores northeast, then west. The second card is a Bear card. *Rahr!* Rocky ends his turn without moving his Player token.





## EXAMPLE ADVANCED GAME

Fozzie cave dives. He travels northeast, underground, three times. The third move is to an unexplored card so he must draw one and place it. It is a Cave card. He must stop, both because it is his third move, and because he has explored a Cave card while cave diving. He moves his Player token onto the third card, and leaves the Flashlight token at the cave entrance.

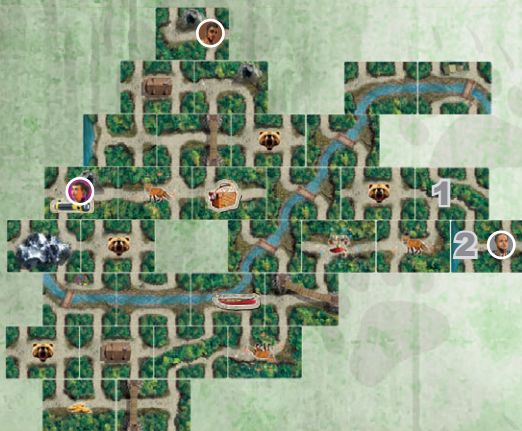


## EXAMPLE ADVANCED GAME

Violet explores east. There is a Picnic Basket pictured on the card, so she places a Picnic Basket token there. She continues by traversing northwest onto and across a bridge out to the



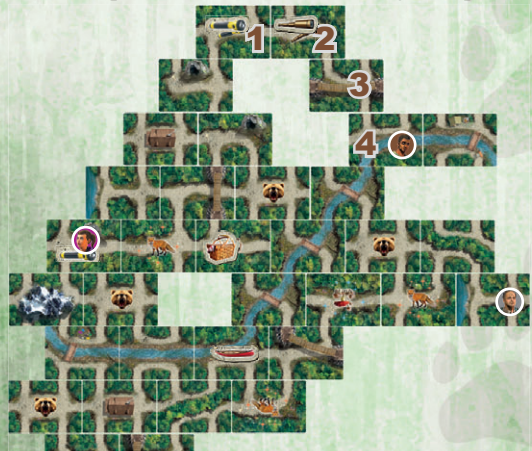
northeast, exploring and placing a Cave card with three exits at Three O'clock. She gets lost. As a contingency move, she instead traverses west to the cave entrance used by Fozzie earlier, and places her Player token there with the Flashlight token.



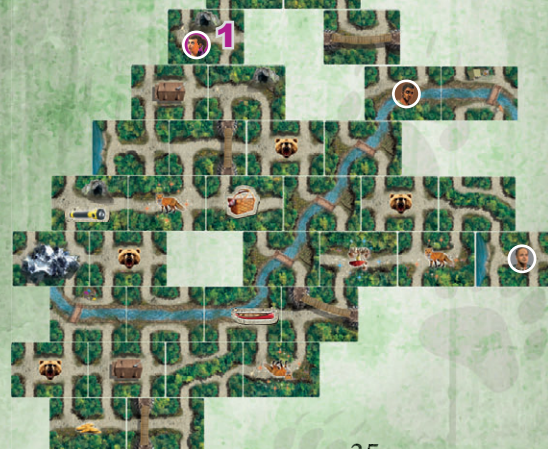
Rocky traverses northeast, then explores southeast. It is a Lake card. Rocky must stop due to water. He places his Player token on the Lake card.

## EXAMPLE ADVANCED GAME

Fozzie explores northeast, revealing and placing a Flashlight token, east, revealing and placing a Telescope token, and southeast. He traverses southeast again as his fourth move, and stops at the river bend, placing his Player token there.



Violet cave dives using the Flashlight token. She places her Player token directly on the Cave card already revealed three spaces to the northeast.



## EXAMPLE ADVANCED GAME

Rocky explores northeast. It is a Woods card. He opts to traverse west next, to avoid possibly exploring in a direction he does not want from the Woods card. He then explores northeast onto a Lake card. He must stop. He places his Player token on the Lake card. The Lake card has an open route to the Destination Camp, so he is in position to win on his next turn.



## EXAMPLE ADVANCED GAME

Fozzie must try to win this turn. He explores northeast. It is a Bridge card. He explores east from the Bridge. He places a card showing a Rope and a corresponding Rope token on top of it. He traverses southwest from the Rope card to the Destination Camp, placing his Player token there for the win.



## VARIANTS

### No Gold

You may play the advanced game without Gold if preferred. Treat the Gold and Trading Post spaces as clear spaces, just as in the basic game.

### Enchantments

You may play either the basic or the advanced game with Enchantments, if you like.

When starting a turn in an Enchanted space, a player gains a benefit automatically for that turn.

Each character also gains a unique advantage related to the Enchantments.

### Butterfly

Starting on and moving from a space enchanted with a Butterfly, a player is guided by the spirit of the forest. He does not count exits on cards as he cannot get lost this way. If he explores and finds a bear at Seven O'clock or later, he is still eaten, however.

### Fox

Starting on and moving from a space enchanted with a Fox, a player is light on his feet. He may traverse through spaces inhabited by other players, though he may not stop on those spaces.

### Mushrooms

Starting on and moving from a space enchanted with Mushrooms, a player has hallucinations. Once during his turn, after exploring and drawing a card, if he does not like the card, he may return it to the bottom of the deck and draw a different one to replace it.

## CHARACTERS AND ENCHANTMENTS

When playing with Enchantments, characters gain the advantages listed on their respective character cards (see next page).

If playing the basic game with Enchantments, players do not use the character cards.

If playing the advanced game

but not with Enchantments, characters have only disadvantages.

If playing the advanced game with Enchantments, characters have both advantages and disadvantages.

Playing with or without Gold has no effect on character abilities.

### **Forrest**

Whenever Forrest ends his turn and moves his Player token onto a Fox card, he immediately takes an extra turn. If it is the first turn of the game, Forrest is again restricted in how far he can move as if the extra turn is his first turn.

### **Fozzie**

Whenever Fozzie begins his turn on a card next to a Bear card, as the crow flies, he gains the Mushrooms card benefit for the turn. This is in addition to whatever benefit the card he is on provides, if it is enchanted.

### **Rocky**

Whenever Rocky begins his turn on a card next to a

Mountain card, as the crow flies, he gains the Butterfly card benefit for the turn. This is in addition to whatever benefit the card he is on provides, if it is enchanted.

### **Sunny**

Whenever Sunny explores or traverses into a Butterfly card, she gains the Butterfly card benefit for the rest of the current turn, without having to stop. Additionally, Sunny never gets lost when exploring a Butterfly card.

### **Vertigo**

Whenever Vertigo begins her turn on a Mushrooms card, she gains an enhanced benefit from the Mushrooms. Once for each explore move made, after drawing a Wilderness card, if she does not like the card, she may return it to the bottom of the deck and draw (and keep) a different one to replace it.

### **Violet**

Whenever Violet begins her turn on a card with water, she gains the Fox benefit for the turn.

Check out the very first Pocket Line game from Stronghold!

# DIAMONDS

By Mike Fitzgerald



**A new classic family card game  
by Mike Fitzgerald!**

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