

Starting

Every person gets 1000 coins and 2 forest tokens.

Every time a player passes the starting point, they can get 200 coins and 1 forest token.

1. Natural vs. Non-Natural Places

- **Natural Places:**
 - Owning these places gives you **forest tokens** when certain conditions are met (e.g., landing on them, ~~passing through~~, or drawing a relevant card).
 - **No building allowed:** These locations remain pure, in line with their natural theme.
 - Rewards: Each natural place can grant 1 forest token when landed on by other players. Or (50 coins, 100 coins, 150 coins, 200 coins according to the side).
 - Players earn a Forest Token only when stepping on owned natural places, not when they purchase one.
 - **Non-Natural Places:**
 - Work like traditional Monopoly properties. Players can build houses (or thematic alternatives like cabins) on these locations to collect rent.
 - Players need to own all spaces in the same label (natural vs. non-natural) group to build (similar to traditional rules)
 - **Goal:** These places represent community structures, so they are associated with earning money rather than forest tokens.
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2. Forest Tokens

- **Purpose:** An **alternative currency** used for special actions like summoning the Catbus, avoiding penalties, or advancing toward victory.
 - **Earning Forest Tokens:**
 - Landing on natural places (owned or unowned) grants 1 token.
 - When another player lands on a natural place that you own, you gain 1 forest token (instead of rent).
 - If the space is unowned, the player earns 1 forest token directly.
 - Completing certain challenges or drawing specific cards rewards tokens.
 - Trading money for tokens is allowed. To prevent exploitation, no reverse exchange (tokens back to coins) is allowed.
 - **Using Forest Tokens:**
 - Summon the Catbus: Spend 2 tokens to teleport to any Bus Stop.
 - Avoid penalties: Pay 1 token to ignore weather effects or certain rent fees.
 - Totoro Tree Access: Need **10 tokens** to approach Totoro's Tree and fulfill the final condition for winning.
 - Pay Forest Management Fees (Taxes): Players can choose to pay taxes in tokens instead of coins, offering an alternative that preserves their wealth.
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3. Bus Stops and Weather Effects

- **Bus Stops:**
 - Players can **buy Bus Stops** to earn “transport fees” when other players land

- on them (similar to railroads). Owning multiple Bus Stops increases fees.
 - Transport Fee: Players landing on a Bus Stop must pay a transport fee to the owner:
 - 1 stop owned: Pay 25 coins.
 - 2 stops owned: Pay 50 coins.
 - 3 stops owned: Pay 100 coins.
 - 4 stops owned: Pay 200 coins.
 - Owners of all 4 Bus Stops can use the Catbus for free during their turn, bypassing the regular transport fee.
 - **Catbus Travel:**
 - Players can summon the Catbus by spending 2 forest tokens.
 - The Catbus allows you to travel to any Bus Stop or the Totoro tree (if you claim you want to win through the forest token goal).
 - You can use catbus travel to escape from fine.
 - **Weather Effects:**
 - Weather changes every **3 turns** (tracked using a small token on the board).
 - **Rainy Weather:**
 - ~~Rent on Bus Stops doubles. Too powerful~~
 - Catbus becomes unavailable for travel.
 - **Sunny Weather:**
 - Normal gameplay; Catbus operates as usual.
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4. Dust Sprite Activities

- **Dust Sprite Spaces:**
 - Draw a Special Dust Sprite Card
 - Alternatively, they can trade coins for tokens at a favorable exchange rate (e.g., 25 coins = 1 token).
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5. Utilities

"Dust Sprite Coal Delivery" Cost: 150 coins.

- Not owner lands here can either :
 - Pay the rent (4x or 10x dice roll if both utilities are owned).
 - Trade one Forest Token (if they have any) to avoid paying rent, gaining favor with the Soot Sprites. (50: 1 ratio)
 - If this trade is done, the owner receives 1 Forest Token per forest token trade (one-time for one place & person bonus), alternatively, the owner earns 20 coins per natural property they own (one-time for one place & person bonus). Example: If the owner has 3 natural properties, they earn 60 coins per token traded.
 - it means if one day the owner sells, other person who buys it van again get this bonus.
 - Punishment Interaction:
 - During Rainy Weather, landing on this utility results in an extra 10% rent, at least 10, due to slippery coal paths.
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6. Final Winning Condition

- There are **two possible victory conditions**:

1. Forest Tokens Goal:

To win, players must reach **Totoro's Tree** by fulfilling **one of two paths**:

a) **The Hidden Path**

- Collect **10 Forest Tokens**.
- Obtain the **"Dust Sprite's Help" card**
- Once you have **10 tokens** and the **"Dust Sprite's Help" card**, announce you're aiming for Totoro's Tree.
- After declaring:
 - You **cannot buy properties** or **collect tokens intentionally** (e.g., trading, purchasing).
 - You **can still gain tokens** by:
 - Landing on **Natural Places**.
 - Drawing **Chance Cards** that grant tokens.
- **Journey to Totoro's Tree**:
 - You must land on **Hidden Path** first.
 - move to **Totoro's Tree** to win.

b) **The Catbus drive**

- Collect **10 Forest Tokens**.
- Obtain the **Umbrella Tool**
- Land on any **Bus Stop** and announce you're **"waiting for Big Totoro"**
- move to **Totoro's Tree** to win.

Interruption Rules (Shared for Both Paths)

Players can disrupt a declared victory attempt in two ways:

1. **Steal Tokens:**

- If a claimant is on the **Forest Tokens Path**, opponents can steal **1 token** by landing on their properties.
- If the claimant drops below **10 tokens**, they **must recover** to 10 before reaching Totoro's Tree.

2. **Block the Tree:**

- If **any player** reaches Totoro's Tree before the claimant, the claimant's attempt **fails**:
 - **Forest Tokens Path**: Lose **2 tokens** and restart.

3. **Sabotage Declarations:**

- Opponents can use **cards** to cancel a declaration (e.g., "Rainstorm" cancels the Umbrella attempt).

2. Traditional Wealth Goal: If one player bankrupts all others, they win as in classic Monopoly.