

The Glade

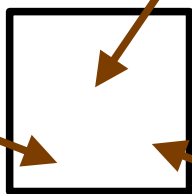
The Tiles

- 3 characteristics
- 4 icons of each

Leaf & colour



Creature



Forage



Every combination appears twice:
(2 × 64 = 128 tiles)

ignore background colour & top-right icon

Toadstool supply (line of toadstools along the edge of the glade board)

Single toadstool for sets with only one characteristic same across tiles



Double toadstool if more than one characteristic same across tiles

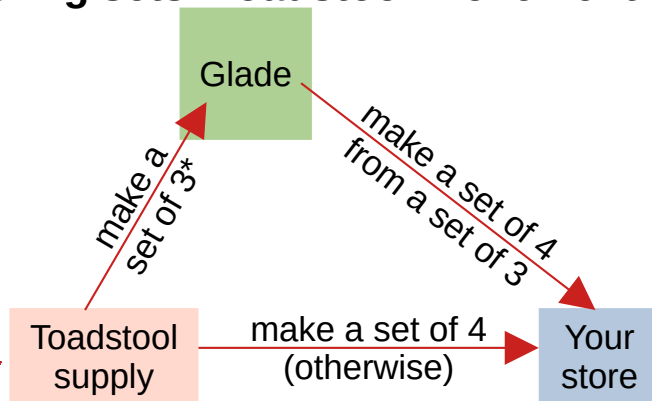


Sets

- 1 – 4 tiles (more than 4 is impossible!)
- At least one characteristic: Same icons on all tiles
- Others: Different icon on every tile



Making sets: Toadstool movement



* If the glade space already has a toadstool, put it in its owner's store and put yours in its place

On your turn, do one of the following actions:

Place 1-4 tiles

Placement rules: Same as Scrabble (set = word) EXCEPT they don't have to connect to existing tile groups

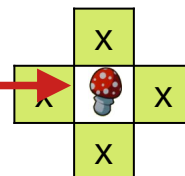
- Start at the centre: this is your *main tile group*
- Unconnected tile groups will cost points at the end
- (as in Scrabble:) Placing tiles might create other sets as well as the main one you're playing. It must not create any invalid sets.

Claim a toadstool with a tile matching a toadstool in the Glade

- The toadstool goes in your store, regardless of colour
- If possible, the tile must be used to complete a set of the toadstool's original owner
- If it can't be placed to complete a set, then you must put it somewhere on your board (see placement rules)

Your store

Put a toadstool in an enclosure to get an extra action



End of turn: Refill tiles to 8

Scoring

The following is equivalent to the scoresheet, but a different way of thinking about it. You get +1 point for each of the following actions:

- Removing a toadstool from the lineup
- Creating a set of 3-4 tiles with more than one characteristic the same for all tiles
- Getting a toadstool (any colour) in your store
- Putting a toadstool in an enclosure

Each unconnected tile group loses you 1 point

The Glade

Advanced rules: Matching

Setup

Use the side of the board which has a leaf in each corner and a ring of animals & forage in the middle

- Leaves are identical on all boards
- Animals & forage are unique to each board (e.g. brown frog appears on one board)

Gameplay

If you put a tile on a matching board icon (e.g. brown frog on brown frog) then take the corresponding “match counter”

- For leaves, take the highest numbered match counter available

Enclosures:

- Use match counters like toadstools for extra actions (& points)

Scoring

- Animals & forage counters are 1 point each
- The point score is on each leaf
- +1 point for each match counter in an enclosure