

Lignum

Rules (basic game)

Overview: goal, game variations, basic game, play

Goal

Starting with only 4 dollars and a mill worker every player tries to run their lumber mill as economically as possible, so that at the end of the 2nd year they have more money than their competitors. Secure the best cutting areas and make use of your workers and your equipment in the best possible way. Sell your wood at the right time and make the necessary preparations (food and firewood) for winter.

Game Variations

The game can be played at **3 difficulty levels**:

A) basic game

B) advanced game: + tasks

C) expert game (experienced players):
+ tasks + planned work

} see
special
rules

The game is explained for 4 players (**Harold**, **Nicole**, **Victoria** und **John**). The differences to the 2-player and 3-player versions are explained under “2+3 players”.

Basic Game

The following areas are **not used** in a basic game, i.e. they are simply ignored:

- On the supply path: **location 8** (planned work) and **location 13** (tasks)

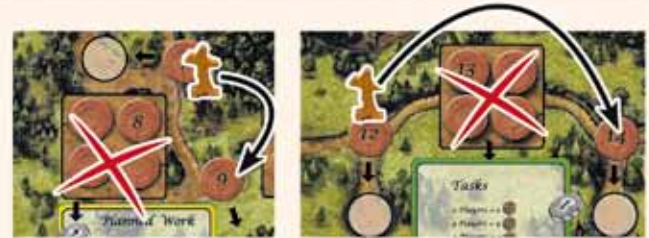
-

On the phase track: **position 5** (tasks) for “spring, summer and fall” and also **position 4** (tasks) for “winter”.

-

The 10 task cards, the 10 planned work cards, and the 24 planned work tokens are **not** used in the basic game.

Skip location 8
(planned work)
and location 13
(tasks) with your
foreman on the
supply path.



Skip position 5 (spring/summer/fall) and position 4 (winter) on the phase track with the phase marker.

Play: Overview

Play in years:

There are 2 years in the game with **each season** being **a round**. This means there is a total of **8 rounds** in the game (spring – summer – fall – winter x2 years). As can be seen on the game board, the seasons spring, summer and fall are played in the same way with only winter being different. **After the second winter** (i.e. the second year) the game ends and the player with the most dollars wins.

Play in each season (except winter):

The following steps are played in this order in each round:

- ① fill up supply path
- ② mark wood to be cut
— gather food supplies (starting 2nd round)
- ③ select cutting area (starting 2nd round)
- ④ “travel along” supply path
- ⑤ wood work phases (see phase track “spring/summer/fall”)
- ⑥ determine player order

Play in Detail

1 Fill up supply path

The supply path consists of 20 locations and the final forest clearing (A-D).

Place the worker and fodder pieces on the **locations 4, 6, 10 and 16** accordingly (as in the image to right).

Place **1 equipment token** from the following selection of 13 tokens **on each of the remaining 13 locations** of the supply path:

Take **10 equipment tokens** (as in the image to right) and **3 craftwork tokens** from the supply. Then turn them face down, shuffle them, and then randomly place them face up on the locations.



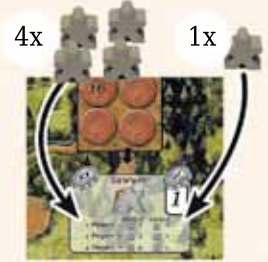
All purple bearers are placed on location 4.



2 yellow wheat pieces are placed on location 6.



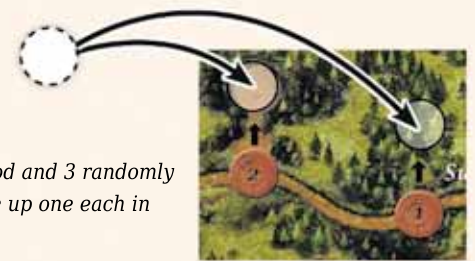
All 16 brown woodcutters are placed on location 10.



All 5 gray sawyers are placed on location 16: 4 sawyers on "cost 0" 1 sawyer on "cost 1"



2 wagons, 2 rafts, 2 saws, 1 sledge, 1 dollar coin, 2 food and 3 randomly selected craftwork tokens are shuffled and placed face up one each in the 13 token spots next to the locations.



2 Mark wood to be cut - gather food

Replaced by game preparation in the very first round (spring)!

Starting with the 2nd round (summer/1st year):

Due to woodcutting in the previous round there is now fewer "marked" wood in the cutting areas. Additional wood is now released for cutting by marking it. Also, food supplies are now revealed. Draw and reveal **3 placement cards** from the deck. Place wood and food pieces as indicated on these cards in the shown cutting areas. This is not a separate move but belongs to the general preparation for this round.

IMPORTANT! After this, place **1 additional firewood** in each cutting area that has **no wood**.



Example: 1 softwood is placed in cutting area 1. 2 firewood is placed in cutting area 2. 1 food each is placed in cutting areas 3 and 6.



3 Select cutting area

Replaced by game preparation in the very first round (spring)!

Starting with the 2nd round (summer/1st year):

Players must now **choose a cutting area**. For this, they use the cutting area tokens with the foreman in their color (areas 1-6 on back).

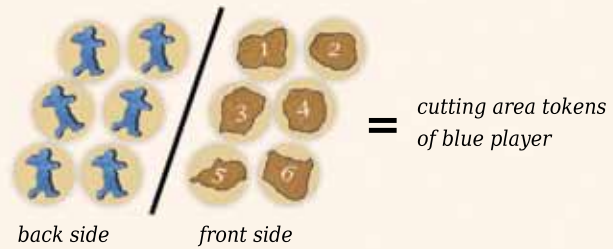
Each player takes his **cutting area tokens** and **secretly** selects the token with the number of the area in which he wishes to cut wood this round. He places this token face down (foreman side up) in front of himself. When all players have done this, then all tokens are revealed. Now every player places his token in the selected cutting area. It can happen that 2 or more players select the same area.

Every player who is alone in a cutting area may immediately take the **entire supply of food** in his selected area and place it in the food storage area of his mill.

Food supplies are always **distributed evenly**. Remaining supplies stay in the cutting area. If distribution is not possible, then all pieces that cannot be distributed remain in the cutting area.

Woodcutting in an area with another player is explained in detail under “woodcutting” of the wood work chapter.

Please note: For those who prefer to be less dependent on luck when selecting their cutting area (you never know what the other players will choose) there is a more tactical variant. This is explained in the “expert variant” section (see special rules)!



Example: **Nicole** has selected cutting area 2, **Harold** cutting area 4, **Victoria** cutting area 6 and **John** cutting area 5.

Nicole gets 2 food and **Harold** gets 1 food, **Victoria** gets none and **John** gets 1 food.



Nicole

Harold

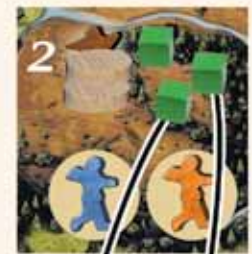
Example: There are exactly 2 food pieces. **Nicole** and **Harold** each receive 1 food.



Nicole

Harold

Example: There is only 1 food available. **Nicole** and **Harold** each get nothing. The food remains in the cutting area.



Nicole

Harold

Example: There are 3 food pieces. **Nicole** and **Harold** each get 1 food, the third one stays in the cutting area.

4 “Travel along” supply path

While traveling along the supply path to the clearing in the forest you have to acquire the equipment and workers you need in order to finish the subsequent wood work as efficiently as possible.

Each player moves his “foreman pawn” **in player order (as per the starting player order track)** starting from location 0 along the supply path. Every player may move onto **any location** along the path. This means players may **skip** locations.

Most acquisitions are **free** and can simply be taken. **Bearers** (location 4), **fodder** (location 6) and **woodcutters** (location 10) must be paid immediately (this is indicated by the dollar coin image next to the location).

IMPORTANT! You may **never** move a foreman **backwards!** Once you skip a location you cannot activate that location and get its acquisitions anymore.

These are the rules by which you must move:
Again: you may **never move backwards.**

You **must move** (you may not stay nor pass).

There may only be **one player** (“foreman, pawn”) per location.

Exception: locations 4, 8, 10, 13, 16 and 19 – there is room for 4 players here each; location 6 – there is room for 2 players here

A player may only move to a location where he will **activate the according action.**



dollar coin image =
action costs money



1:1
location 4: buy
bearers for 1
dollar each
(unlimited)



1:1
location 10: buy woodcutters for 1 dollar
each (maximum is number of wood
pieces in player selected cutting area)



1:1
location 6: buy 1 fodder for
1 dollar (maximum
1 per player)

Sawyers (location 16) are a special case. Every player gets **one sawyer for free** in every round (if he activates that location). When a player arrives here he takes his sawyer from the “price 0” area and does not pay anything for that. The sawyer from the “price 1” area can be hired **in addition** to this. The player must pay 1 dollar for this — the other players then do not get the opportunity to hire an additional sawyer this round.



location 16: first
sawyer per player
is free; 1 additional
sawyer for 1 dollar
(maximum 1x)



At the market (location 19), players may **purchase the saws and food** they need or **sell things**. They may purchase and sell as many things as they wish.



Joker tokens can be used like any craftwork token.

Please note: 3 different craftwork tokens can be used to construct a hut (for details see “Hut Construction”, pages 13-14).

Purchases:

- 1 saw = 1 dollar (please note: maximum of 4 saws allowed per mill)
- 1 food = 1 dollar

Selling (craftwork tokens):

- 2 identical craftwork tokens = 2 dollars
- 3 identical craftwork tokens = 4 dollars
- 4 identical craftwork tokens = 6 dollars

Where do you place all your new acquisitions from traveling along the supply path?

Fodder is placed on the sawmill pad in the **fodder storage area** (stable) on fodder value "3".

Food is placed on the sawmill pad in the **food storage area**.

Food tokens are exchanged for food pieces. The tokens are returned to the supply.

Craftwork tokens are placed face down on the sawmill pad in the **craftwork area**. You may inspect your own craftwork tokens at any time of course.

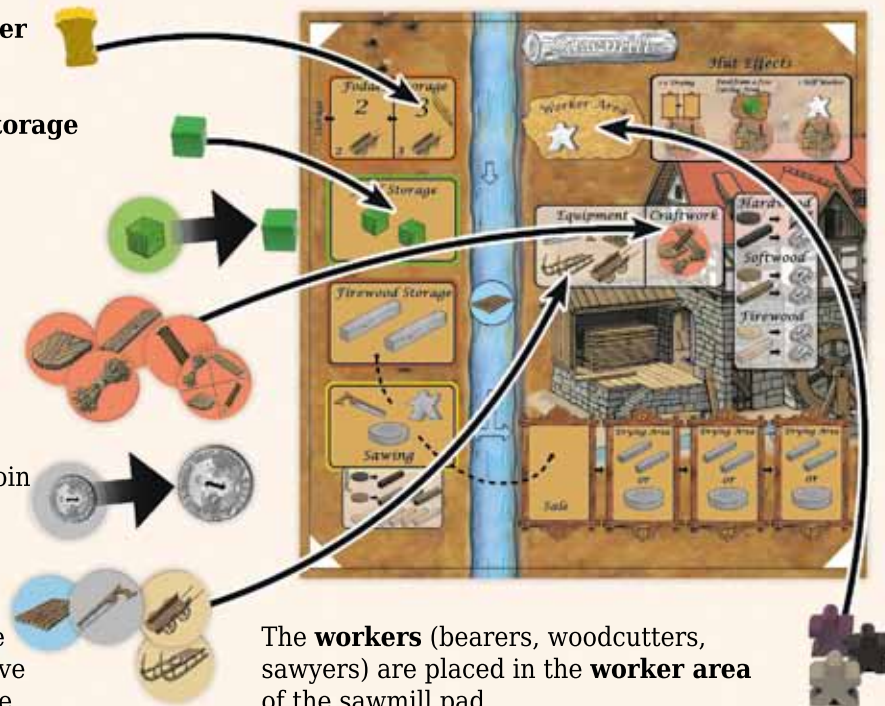
A **dollar coin token** is exchanged for a dollar coin from the supply and added to your own **money supply**. The token is returned to the supply.

The **other equipment tokens** are placed on the sawmill pad in the **equipment area**. You can have a **maximum of 4 saws**. All other equipments are unlimited.

End of supply of path:

The supply path ends after location 20. The first player to reach the "**forest clearing**" places his foreman pawn on the position "A", the second one on position "B", and so on. Players wait **until all** others have arrived at the forest clearing. Only then do they start with the wood work phases.

IMPORTANT! The order in which the players are now standing at the **forest clearing** determines the **turn order in the wood work phases**: first A, then B, then C, then D (this is very important when you have selected the same cutting area). Also, the reverse of this order determines the **starting player order** in the next round (see page 12): 1st = D, 2nd = C, 3rd = B, 4th = A.



The **workers** (bearers, woodcutters, sawyers) are placed in the **worker area** of the sawmill pad.



Example: **Victoria** has finished the supply path first and now stands at position A. **John** arrived as second at the forest clearing and now stands on position B. **Harold** arrived as third on position C. **Nicole** is still going along the supply path. She will arrive in the forest clearing at position D.



Example: the turn order in the wood work phases in this round is **Victoria - John - Harold - Nicole**

The starting player order is determined for the next round by using the reverse order:
Nicole - Harold - John - Victoria

5 Wood Work (see phase track)

The wood work phases are the part of a game round in which the players (should) reap the rewards of their plans and make money. Now the **track** next to “spring/summer/fall” is used with its 7 phases.

When a phase has been completed the **phase marker** is moved to the next position on the phase track until all phases have been completed.

In each phase each player takes a turn according to the **order in the forest clearing** (A, B, C, D). This is only important for the “woodcutting” phase though, if they are multiple players in the same cutting area or somebody has a planned work “woodcutting” for this round. All the other phases can be done simultaneously.



The phase marker is always moved one position to the right (skip position 5 in the basic game).

VERY IMPORTANT! You can use the **mill worker** of your own color for **all types of work** (woodcutting, transportation and sawing). He is an “all rounder”, does not cost anything, and can be used instead of **one** worker in every round.



1: WOODCUTTING (the phase marker is moved to position 1 (WOODCUTTING)!)

The woodcutters transfer wood pieces **from the cutting area to their woodpile card (not to the saw mill!)**.

Starting with the first player (A) everyone places their **woodcutters** (possibly including their own mill worker) into the cutting area where their own **cutting area token with foreman** is.

For every woodcutter placed, players may take 1 wood piece (firewood, softwood or hardwood) from there and place it on their woodpile (**1 woodcutter can only harvest/cut 1 wood!**).



Example: **Nicole** (A) starts and places her 2 acquired woodcutters in the cutting area, where her cutting area token (with foreman) is standing. Since each woodcutter can only cut 1 wood, she gets 2 wood from this area and places these on her woodpile.

What happens, when 2 or more players have selected the same cutting area with their token?

In this case the **order in the forest clearing** (A-B-C-D) is very important. The player who is first according to this order, does his “woodcutting” first as described previously. The subsequent player now has 2 choices:

1. He makes use of **whatever wood is left**, using the woodcutters he has there according to the same rules as above.

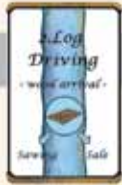


2. He pays one dollar and moves his cutting area token with foreman to a **different, free cutting area** and does his woodcutting there.

Please note: Any **food supplies** left in the cutting area may **not** be taken anymore now! Should a player have **more woodcutters** than needed, then they are **not used** this round and remain in the worker area. After the round they are returned to the supply path though.



When all players are finished with the “woodcutting” phase, the phase marker is moved to the next phase. Player A (see forest clearing) starts again:



2: LOG DRIVING — wood arrival

In the “log driving - wood arrival” phase players receive the wood they placed in the river in the previous round with the transportation method “log driving” at their sawmill. They may distribute this wood **in any way between the sawing area and the sale area** of their sawmill pad. You do **not need a worker** to receive wood in this way!



Example: We are in the fall of the first year. **Nicole** chose the log driving transport method in the summer and transported 4 wood with her raft. (See section “3: Transportation” for how transportation works with a raft!) She now takes the 4 wood from her raft and decides to put 3 wood up for sale and put 1 wood (hardwood needs to be sawed first) into the sawing area.

Please note: In the first round of the game (spring, 1st year) there is no wood that can arrive here, because it needs to be placed here first **with a “LOG DRIVING - WOOD PLACEMENT” action.**



When all players have finished with the “log driving - wood arrival” phase, then the marker is moved to the next phase. Player A (see forest clearing) then starts again:



3: TRANSPORTATION

In transportation phase the wood **from the woodpile** is transported **to the sawmill**.

There are 4 different methods by which can be done:

- using bearers
- using wagons
- log driving (on the river)
- using sledges (only in winter)

Players can also **combine** various methods (e.g. wagons and bearers), as long they have the means **(worker and equipment)** to do this.

IMPORTANT! After transporting wood it needs to be placed on one of the following **2 areas of the sawmill** or **distributed** among these areas **in any way**:

I. Onto the **sawing area** with the yellow outline. This wood stays here until it is milled (sawed). Once here it may **never be put up for sale unless milled**. Milled wood is also needed for heating (in winter).



II. Onto the framed area **directly for selling** (not the drying areas!). This wood may be **sold** in this round in the “selling phase”. It may also be **dried** (see “drying phase”) instead to increase its value.

See sections “4:Sawing” (page 10), “6:Sale” (page 11) and “7:Drying” (page 12) for further explanations.

Play in Detail: 5 wood work phases — transportation (bearers, wagons)

Please note: The decision where to place your wood is very important, because...

- ...wood in the **sawing area** needs to be **milled** (sawed) **first** before it can be sold. Once placed here it cannot be put up for sale unmilled!
- ...conversely wood once placed into the **sale area** cannot be milled (sawed) anymore!
- ...so wood - once placed - **cannot switch places** anymore!

Transportation by bearer



Players may use bearers to carry the wood **from the woodpile to the sawmill**.

If a player chooses this method, he places his bearers (and possibly his mill worker) on the woodpile card.

For every worker used, he may move 1 wood from the woodpile to the sawmill.

Transportation by wagon



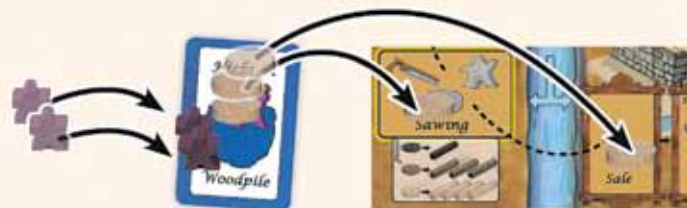
Players may use a wagon to carry **3 or 2 wood from the woodpile to the sawmill**.

For this, a player needs to place **1 bearer** (or possibly his mill worker) on the woodpile and needs to have **fodder** (for the oxen) and a **wagon equipment token**.

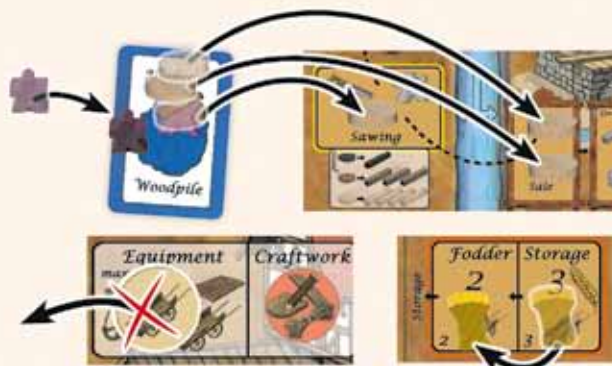
Now he may move wood from the woodpile to the sawmill. The wagon equipment token is then returned to the supply.

Fodder may be used twice (i.e. for two transports): after the first use (transporting 3 wood) the **value drops** from 3 to 2, so that the second time it allows only 2 wood to be transported. After that the fodder is used up and returned to the supply.

You may have an unlimited amount of wood in area though! **Hardwood** (black) must always be placed in the **sawing area**, because it cannot be used unmilled, neither for selling (see phase “6:Selling” on page 11) nor for completion of tasks (see advanced game).



Example: **Nicole** has acquired 2 bearers and places them on the woodpile from which she may now transport 2 wood to her mill. Nicole decides to place 1 wood in the sawing area and 1 wood in selling area. She cannot transport the remaining wood on the woodpile so it stays there. It can be transported in the next round.



Example: **Nicole** is using wagon transportation (she previously got 1 bearer, 1 fodder and the wagon equipment token). She places 1 bearer on the woodpile, uses up the “wagon” equipment token (returns it to the supply) and moves her fodder to value “2”. She may now move 3 wood from her woodpile to the sawmill. She decides to put 2 wood up for sale and to put 1 wood in the sawing area.

IMPORTANT! As long as a player has **fodder valued at 3** in their fodder storage, he may **not acquire additional fodder** (there not enough room in the stables). It is possible however with fodder at value 2. However, any transportation by wagon must **first use up the fodder at value 2**. There may **never be two fodder of the same value** in the fodder storage. Players may also never buy 2 fodder at the same time!

Log Driving — wood placement



Log driving is the only transportation method in which there is a **delay** (namely exactly one round or season later) of the arrival of the wood at the sawmill. Log driving is lucrative, because only one bearer is needed to transport **many wood pieces from the woodpile to the sawmill**.

The player places **1 bearer** (or possibly the player's mill worker) on the woodpile. For every **raft equipment token** a player currently has and chooses to use now he may transport one wood piece. The player then accordingly moves the **number of wood pieces** from the woodpile to the river area on the sawmill pad. Every raft equipment token used goes back to the supply. This wood is not available **until the next round** when it is placed either on the sale or sawing areas as described in the section "**2: LOG DRIVING — wood arrival**" (see page 7).



Example: **Harold** places 1 bearer on the woodpile. He has gathered 4 raft equipment token in the course of the game so far. He may now move 4 wood pieces from the woodpile to river area. These pieces remain there until the next "log driving - wood arrival" phase in the next round (next season). They can then be put up for sale or placed in the sawing area.

Please note: Transporting wood by log driving means that the wood will arrive in the next round and thus cannot be sold and give you money until the next round! **Also, there is no log driving in winter** (the river is frozen). So if you start placing wood into the river in the fall of the first year, then you will not get your wood until the spring of next year! If you decide to start log driving in the fall of the second year, they will also not arrive in winter. Players may sell wood pieces of one kind in the river during the "final sale" though (see "final sale" on page 16).

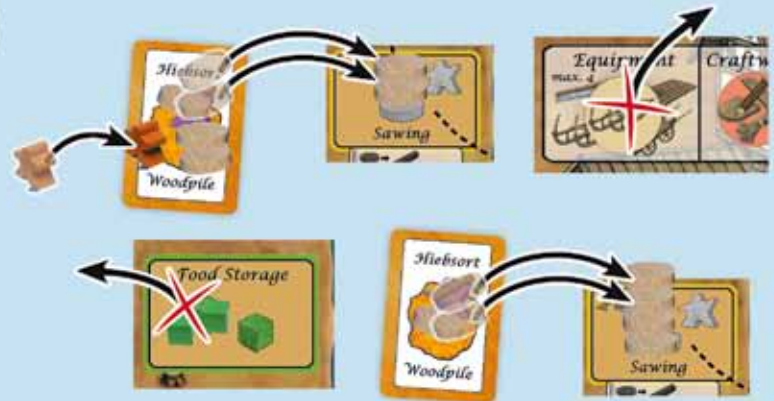
Transportation by sledge (only in winter!)



Transportation by sledge is **only possible in winter** and also the only method of transportation in winter (no bearers, wagons or log driving!).

Players may use a sledge and their mill worker to may transport 2 wood pieces **from the woodpile to the sawmill**.

The **mill worker** is placed on the wood pile. The **sledge equipment token** is now used and put back into the supply. Now **2 wood pieces** may be moved from the woodpile to the sawmill. If a player has food supplies he may increase the number of wood pieces to be transported by using them (**1 additional wood piece per food piece** returned to the supply).



Example: There are 4 wood pieces on **Harold's** woodpile. He decides to use transportation by sledge and can use his mill worker to bring 2 wood pieces to his sawmill. He has 2 food pieces he does not currently need, so he returns these to the supply, and thus increases the transportation capacity by 2. Now he can transport all 4 wood pieces and places them in the "sawing area".



4: SAWING



For every **wood piece (disc)** that needs to be milled (sawed), a player needs **1 sawyer** (or possibly his mill worker) and **1 saw equipment token**. The worker is placed in the sawing area, the equipment token is returned to the supply. Every wood piece (disc) that is processed in this way is exchanged for a number of milled wood pieces (logs) of the same type in the following manner:



- 1 hardwood = 1 milled hardwood
- 1 softwood = 3 milled softwood
- 1 firewood = 4 milled firewood

Milled wood has the following **advantages**:

1. It can be used for **heating** in winter.
2. Milled wood can be sold for a **higher price** (see “selling” page 11).



Example: 1 firewood can be sold for 3 dollars. If it is milled, then the 4 milled firewood pieces this generates can be sold for a total of 4 dollars.



3. You can store **twice the number of milled wood pieces as unmilled pieces in the drying area**, to generate the drying bonus.



Please note: Milled wood has additional uses in the **advanced game** (see special rules).

IMPORTANT! For every wood piece you must use 1 worker and 1 saw. The equipment token then immediately goes back to the supply. The newly milled wood must immediately be placed onto one of the following 2 areas in the sawmill (or distributed in any way among these):

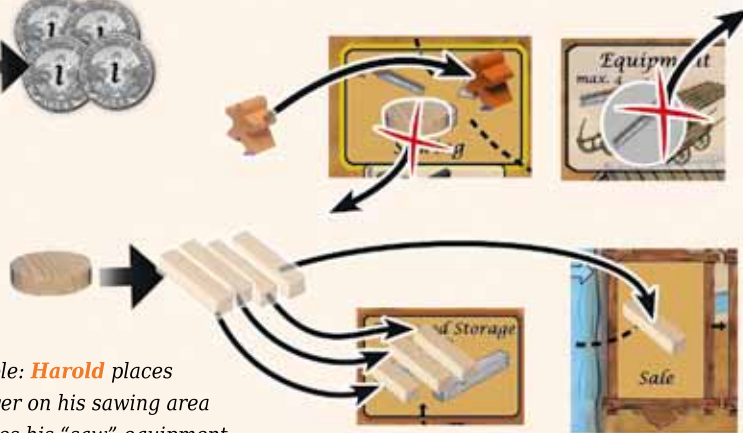
1. Firewood storage area for fulfilling the requirements in winter (heating).



2. Sale area - the milled wood can be sold later or increased in value through drying.



Please note: Once you have placed the newly milled wood in its area, it cannot be moved to somewhere else!



Example: Harold places 1 sawyer on his sawing area and uses his “saw” equipment token. Now he may take one wood piece from the sawing area and exchange it. He removes a firewood and decides to place 3 milled firewood in the firewood storage (for heating) and 1 milled firewood into the “sale area”.



When all players are finished with the “sawing” phase, the phase marker is moved to the next phase. Player A (see forest clearing) starts again:



6: SELLING (5: Tasks are not used in the basic game!)

Now players may **sell any or all** of their wood. They get a basic amount of dollars for each piece sold according to the following prices (also listed on the sawmill pad):

IMPORTANT! Only wood in the **sale area** and the **3 drying areas** may be sold. Any sold wood is returned to the supply.



- 1 hardwood** = cannot be sold, must be milled
- 1 milled hardwood** = 5 dollars
- 1 softwood** = 4 dollars
- 1 milled softwood** = 2 dollars
- 1 firewood** = 3 dollars
- 1 milled firewood** = 1 dollar

Players may get a **drying bonus** to the price of each piece sold (the appropriate bonus is listed for each drying area at the top and bottom of the frame; how wood is dried is explained the next phase “drying”).



$$3+3+1=7$$

Example: **John** sells 2 firewood and 1 milled firewood for 7 dollars; he does not get a price bonus for milled firewood in the first drying area.



$$3+1+2+4(+1)+1+1 (+2+2)=17$$

Example: **Victoria** sells 1 firewood, 1 milled firewood, 1 milled softwood, 1 hardwood, and 2 more milled softwood for 12 dollars. She also gets a bonus of +1 for the milled softwood in the second drying area and two times a bonus of +2 for the two milled firewood in the third drying area. This means she gets a total of 17 dollars.

Hints and Tips:

It is important to get at least 1 wood into the sale area in the first round.

If you cannot sell some wood then you might be missing money to buy things you need in the next round such as: woodcutters, fodder, saws, etc. These things need to be paid again in the next round.

Do not always sell all your wood, but try to dry some of it, because this gives you a valuable drying bonus.

Do not despair if you cannot increase your amount of money or it even decreases in the beginning. The true value at this time already lies within your sawmill.



IMPORTANT! Any wood on the **last** (third) drying area **must always** be sold!



When all players are finished with the “selling” phase, the phase marker is moved to the next phase. Player A (see forest clearing) starts again:



7: DRYING

Drying **increases the value** of wood (= drying bonus). Wood that is not sold in the selling phase may be **moved** one drying area to the right.

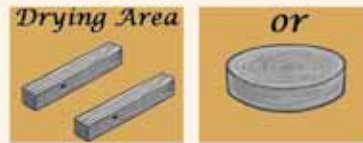


drying bonus
— from 0 to 2

Example: **John** moves all of his wood pieces on his sale and drying areas each one area to the right. He must leave his milled firewood on the sale area though.

The following rules must be adhered to for this:

- The **selling area** may contain **any amount** of wood.
- The **drying areas** each may only contain **either 1 (unmilled) wood piece** (either softwood or firewood) or **at most 2 milled wood pieces** (no matter which kind, even two different kinds).



Every drying area may only hold either 1 (unmilled) wood piece or a maximum of 2 milled wood pieces.



before the “drying phase” movement



after the “drying phase” movement

When all players are finished with the “drying phase”, then all the wood work is finished!

6 Determine player order

To determine the player order for the next round, use the **inverse order in the forest clearing**: The last player in the forest clearing puts his marker on position 1 of the starting player order track, the second-to-last player on position 2, and so on. After this the foreman pawns are put back on the supply path.



Example: In the forest clearing, **Victoria** is on position A, **John** on position B, **Harold** on C, and **Nicole** is on D.



Therefore, **Nicole** will be the starting player in the next round, followed by **Harold** on 2, **John** on 3 and **Victoria** on 4.



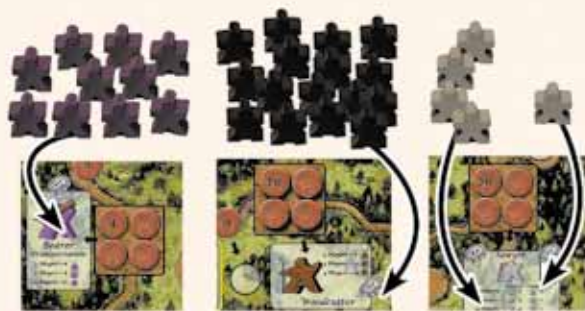
All players place their foreman pawns back on the starting location “0” of the supply path.

— END OF GAME ROUND —

Before the next round

Before the next round starts...

- ...place **all workers** (woodcutters, bearers and sawyers) **back** on their appropriate places on the supply path.

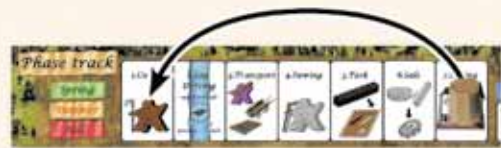


- ...everybody places their own **mill worker** back onto their **sawmill** pad into the worker area and the **cutting area token with foreman** next to the sawmill pad.

- ...put all **remaining equipment tokens** on the supply path **back into the supply**. (players keep the acquired equipment tokens in their sawmill and can use them in later rounds of course). The **remaining craftwork tokens** are removed **from the game**!



- ... place the **phase marker** back on the **first position** of the phase track, move the **season marker** to the **next season**.



Example: The woodwork phases in "spring" have been completed, the phase marker is placed back onto "phase 1: woodcutting".



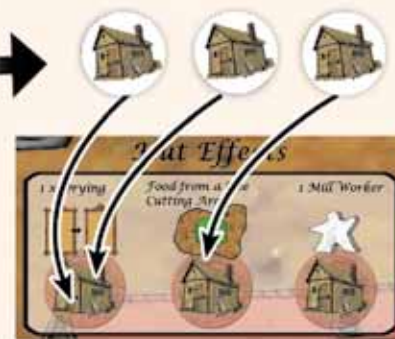
Example: Spring has been completed, the season marker is moved forward to "summer".

Start the new round again with **filling up the supply path**:

Put together 13 tokens again as described in section "fill up supply path", shuffle them face down and place these face up along the supply path (see page 2).

Special action "hut construction"

A player who has collected **3 different craftwork tokens** ("stake", "board" and "shingle") can immediately turn these **into huts (one for each token)** anytime during his turn. A "reed bundle" cannot be used for this though. It can only be sold at the market! A **joker token** may be used **like any craftwork token** of the player's choice.



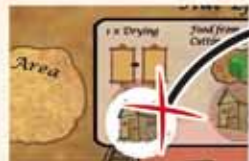
Example: 2 huts are built on area 1, 1 hut on area 2, area 3 is left vacant.

IMPORTANT! The player flips the tokens to the **hut side** face up and may then **distribute them on any of his 3 hut effect areas** (he may place all 3 tokens on one hut area, 1 token on each area, or 2 tokens on one area and 1 token on the other area). After he has made his decision he may not move around these tokens anymore!

Play in Detail: hut construction; Play in Winter

The hut areas represent **various advantages** that a player may use **anytime during his turn** (by putting the token out of the game).

When all tokens have been used up, there are no more advantages available.



Hut tokens are removed after using their advantage.



A token on this area means that the hut is used as **food storage**.

Advantage: For every token here you can take the **entire food supply of a free cutting area**.

Free cutting area means a cutting area with no cutting area token of another player!

This can be used **anytime in your own turn** when traveling along the supply path or during the wood work phases.



A token on this area means the hut is used for drying.

Advantage: For every token here you can **move 1 wood** (milled or not) **by 1 area to the right** in the drying areas, ignoring the amount limitations! (i.e: you may have more wood pieces lying there because of this than normally allowed).

The wood piece can be moved from any area to the right.

This can also be done **multiple times** depending on the number of hut tokens used. This can be used **anytime in your own turn** when traveling along the supply path or during the wood work phases.



A token on this area means the hut is used as a **worker accommodation**.

Advantage: Every token here counts as an **additional worker** from the sawmill (like an additional mill worker), which can be used like any worker in the game. Using a hut token here replaces **one** WOODCUTTER, BEARER, or SAWYER. Of course you still need the appropriate equipment tokens to do the work (e.g.: a saw when using a sawyer).

Using this advantage you can **do various work in winter** too. e.g.: woodcutting, sledge transport and sawing. This can always be used whenever workers are needed in the wood work phases.

After the fall season comes the winter round. The winter round is a **special round** (with its own phase track), in which the wood work can only be done as follows.

The two **winter cards** display the **supplies** the players need to have for the first and second game years.

Example: To make it well through the first winter, players will need 6 food and 3 milled firewood.



Play in WINTER:



Please note: The supply path is not used in winter and since you need to have food supplies and wood for heating as shown, it is important to have already collected (or purchased) the necessary supplies **in advance**!

Heating Remark: It is also possible to use **milled softwood or milled hardwood for heating**. Since these have a higher value for selling though, it is **not economical** to do this.

Play in Winter

The phase marker is placed on the position titled "Winter". Now each of the following 6 phases is done step by step. In each phase players take their turn according to the **order in the forest clearing**.

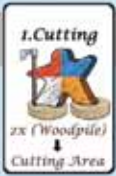


Bonus:

Every player may take **1 wood of his choice** (from the supply) and place it on their woodpile.



Note: Since players cannot acquire workers in winter, they **only** can use their **own mill worker** (exception: hut as "accommodation"). So if you only have your own mill worker, you need to choose between woodcutting, transportation or sawing.



1: WOODCUTTING

2x (Woodpile)
Cutting Area

The player places his **mill worker** on the woodpile and may now take **2 firewood** (only firewood is allowed) from the supply and place them **on his woodpile**. **Note:** For every hut (accommodation) used the player may place 1 additional firewood on his woodpile!



2: TRANSPORTATION (sledge) – for details see page 9

The player places his **mill worker** on the woodpile and may use sledge transportation to transfer **2 wood pieces** (or more using food) **from the woodpile to the sawmill**.



3: SAWING — for details see page 10

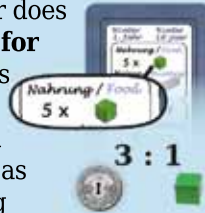
(4: tasks are not used in the basic game!)

Sawing can be used to **mill 1 wood**, to use for heating or for selling. The **mill worker and a saw** must be used accordingly. Instead of a mill worker an "accommodation" hut may be used. For 2 sawing actions you need 2 saw equipment tokens of course.



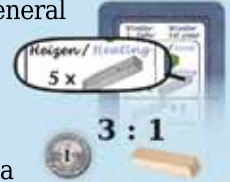
5: FEEDING

All players must now hand in the **necessary amount of food** as given by the winter card (back into the general supply). If a player does not have enough food, he must pay **3 dollars for every missing piece of food**. If a player does not have enough money to pay for this, he must take out a **loan card** (or even 2). If even this is not enough he must sell as much wood as necessary from the mill (even from the sawing and heating areas if necessary; for prices see "Selling"), so that the required amount can be paid and so that he has also some money available for the next season..



6: HEATING

All players must now hand in the **necessary amount of wood for heating** as given by the winter card (back into the general supply). If a player does not have enough wood for heating, he must pay **3 dollars for every missing piece of wood**. If a player does not have enough money to pay for this, he must take out a **loan card** (or even 2). If even this is not enough he must sell as much wood as necessary from the mill (even from the sawing and heating areas if necessary; for prices see "Selling"), so that the required amount can be paid and so that he has also some money available for the next season.



Please note: Any **excess amount of food** cannot be kept for the next round. All food pieces go **back to the general supply**.



Please note: Any **excess amount of wood** can be kept and used for the next winter.



Play in Winter, Game End, Loan Cards, Changes for 2 and 3 Players

When the first winter is finished, then play starts for the spring of the second year. For the second year the winter conditions of the second winter card is used.

Game End - Final Sale

After the second winter is done, there is a final sale: Players sell **all their remaining wood** that is for sale (= **in the sale area and the 3 drying areas**).

Additionally they may sell all the wood of one kind **on the river** (firewood OR softwood). If they have different kinds of wood on the river, they must decide which kind to sell.

Unmilled hardwood and wood in any areas other than the sale/drying areas and the river (sawing area, woodpile, heating storage, ...) may not be sold!

Loan Cards

Do not forget: Any loan cards **must be paid back!**

A loan card works like credit: anytime during your turn you may take a loan card. You take the loan card and get **4 dollars from the supply**. You place the loan card next to your sawmill pad and it remains there until the end of the game.

To return the loan card you must **pay 7 dollars**.

If you want to take a **second loan**, you turn over your existing loan card and take **another 4 dollars** from the supply. At game end you must then **pay 16 dollars** to the supply instead.

The player who now has the most dollars wins the game!

Changes for 3 Players:

Place the following on the **supply path** every round:



4 sawyers (location 16):
8 bearers (on location 4) 12 woodcutters (on location 10) 3 workers at "price 0" 1 worker at "price 1"

2x 2 fodder (on location 6)

Preparation for the first round: 2 firewood each onto any 3 cutting areas, 3 firewood + 1 cutting area token each on the 3 other cutting areas.



Example: 3 firewood are each placed on the cutting areas 1, 5, and 6. Place a cutting area token here each for the 3 players, too. 2 firewood are placed each into the remaining areas (2,3,4).

Changes for 2 Players:

Place the following on the **supply path** every round:



3 sawyers (location 16):
6 bearers (on location 4) 8 woodcutters (on location 10) 2 workers at "price 0" 1 worker at "price 1"

1x 1 fodder (on location 6)



Shuffle the **13 tokens as shown on the right** face down and place them on the 13 locations of the supply path. Locations marked with an X-token cannot be used!

3x craftwork (face down!), 2x food, 1x dollar coin, 1x saw, 1x wagon, 2x rafts, 1x sledge, 2x X-token

Preparation for the first round: 2 firewood each onto any 4 cutting areas, 3 firewood + 1 cutting area token each on the 2 other cutting areas.

IMPORTANT! With 3 players **only draw 2 placement cards** during the "mark wood to be cut" step.

IMPORTANT! With 2 players **only draw 1 placement card** during the "mark wood to be cut" step.