

A whimsical winter scene with a cabin, snow-covered trees, and a pink rabbit. The scene is set in a snowy landscape with a wooden cabin in the background, snow-covered evergreen trees, and a pink rabbit in the foreground. A path leads from the rabbit towards the cabin. The sky is a soft, pastel mix of pink and blue, suggesting a sunrise or sunset. The overall style is soft and illustrative.

8<sup>th</sup>

# *Snowfall over Mountains*

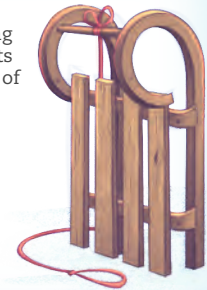
*Rulebook*

## *Winter Awaits*

Discover the beauty of nature in the peaceful silence that fills the mountains in the wake of freshly fallen snow. Set out from your cabin walking along trails, looking for animal tracks, and finding plants amidst a new winter morning. Enjoy the solitude of a calm walk through the snow.

### *Objective*

Explore the mountains around your cabin by placing tiles. Find ways to earn points by arranging natural features and connecting walking trails in the woods.



# Components



**1 CABIN TILE**  
(DOUBLE-SIDED)



**30 SNOW TILES**



**15 SCORING CARDS**



**8 TOOL CARDS**

## Setup

**A** Place the double-sided **Cabin tile** in the middle of the table, either side up. Leave extra room around it to expand the woods as you play.

**B** Shuffle the **Snow tiles** and place them in a face-down stack.

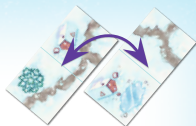
**C** Then, remove the top 4 tiles and place them in the game box without revealing them; they will not be used.

**D** Separate the **Scoring cards** by type (**Bear, Bush, Pond, Rabbit, and Tree**). Then, select 1 random scoring card for each type and place the 5 cards face-up so you can easily reference them. Place the remaining scoring cards in the game box; they will not be used.

**E** Shuffle the **Tool cards** and draw 3. Choose 2 to keep, then discard the other. Place the remaining tool cards (including the discarded one) in the game box; they will not be used.

**▲ For a harder game, choose to keep only 1 tool card.**

**F** Draw 2 tiles from the stack. These tiles make up your hand.





## Gameplay

Over the course of **Snowfall Over Mountains**, you expand the woods around your cabin by placing connected tiles or using tool cards. Your scoring cards and keeping the walking trail connected will help guide your decisions.

Once all available tiles have been played, the game ends and you score based on your scoring cards, unused tool cards, and disconnected trail penalties. Compare your score to the Wanderlust Table to see how you did!

### A GAME TURN

Each turn, you will choose to either **Expand the Woods** OR **Use a Tool**. Your placed tiles will score based on various criteria. (See page 10)



### **Expand the Woods:**

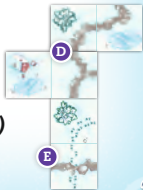
Choose a tile in your hand and place it directly adjacent to any previously placed tile.

- Tiles may never overlap or be placed diagonally. **A**
- Tiles must be orthogonally adjacent to each other. **B**
- A tile may align with 1 square of another tile. **C**

After you place a tile, refill your hand back to 2 tiles from the stack.

**▲ If there are no more tiles to draw, proceed to Start a New Turn with less than 2 tiles in your hand. (See page 8)**

**Important:** You do not have to connect walking trails on tiles, but you typically want to connect as many walking trails as you can to the cabin tile. **D** At the end of the game, there is a penalty for each tile with a trail that doesn't connect to the trail on the cabin tile. **E** (See page 9)



### Use a Tool

Choose an available face-up tool card.

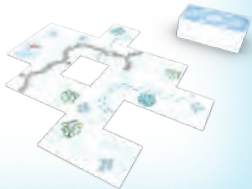
Follow the instructions on the tool card and then flip it over to indicate it's been used. **(See page 16)**

Each of your tool cards may only be used once during the game.

**⚠ As you expand the woods and use tools, keep your 5 scoring cards in mind. (See pages 10-15)**

### START A NEW TURN

Continue playing turns by expanding the woods or using a tool until all tiles have been placed, including tiles in your hand. When you have placed all of the tiles, the game is over. Proceed to **Game End & Scoring**.



## Game End & Scoring

The game ends when you place the last tile.

### FINAL SCORING

Total your points (●) from these sources:

- **Scoring Cards:** Score each of the 5 scoring cards (Bear, Bush, Pond, Rabbit, and Tree) by following the text on each card.
- **Available Tools:** Score 1● for each unused tool card.  
*Remember: For a harder game, you only have 1 tool card to use.*
- **Disconnected Trails:** Lose 3● for each tile with a trail that doesn't connect to the trail on the cabin tile.

### Wanderlust Table

<46	Lost Traveler
46-55	Wayward Hiker
56-65	Cozy Sightseer
66-75	Experienced Explorer
76+	Master Trailblazer

Compare your total score to see how you did!

# Scoring Concepts

## Tiles, Squares, and Features

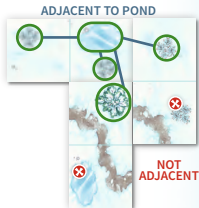
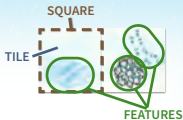
- A tile is made up of 2 squares.
- Each square contains up to 2 features: Bear, bush, pond, rabbit, and tree.
- A trail is **NOT** a feature.

## Features and Adjacency

- Features on the same square or orthogonally adjacent squares are adjacent.
- A square located orthogonally next to another square is adjacent to that square.
- Diagonal squares or features are **NOT** adjacent.

## Special Feature: Bear and Rabbit Paths

- The length of a bear or rabbit path is equal to the number of squares containing tracks.
- There is no penalty for disconnected bear or rabbit paths, unlike disconnected trails.





# Tree

- ▷ **SHADY GROVE** - Score **1** per tree in a row with no other trees in it. + **3** if this is true for all trees.
- **FAIR FOREST** - Score **1** per tree in a column with no other trees in it. + **3** if this is true for all trees.
- **LONELY PINES** - Score **1** per tree not adjacent to any other tree(s).

□ **DIAGONAL IS NOT ADJACENT**

▷ **THIS ROW HAS 2 TREES**

▷ **THIS ROW HAS 1 TREE**

▷ **THIS ROW HAS 2 TREES**

○ **THIS COLUMN HAS 1 TREE**



○ **THIS COLUMN HAS 1 TREE**



○ **THIS COLUMN HAS 1 TREE**



○ **THIS COLUMN HAS 1 TREE**



**Shady Grove** - **1** for 1 tree in rows with no other trees.

**Fair Forest** - **8** for 5 trees in columns with no other trees (**5** + **3** for all trees in unique columns).

**Lonely Pines** - **5** for 5 trees not adjacent to any other tree(s).

○ **THIS COLUMN HAS 1 TREE**



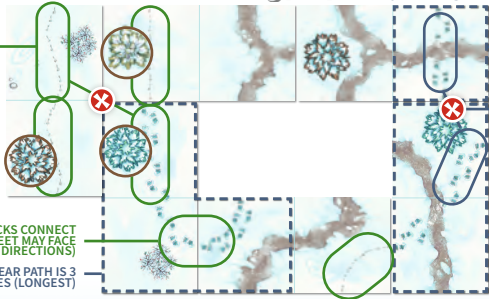
# Bear

▷ FOLLOW THE SCENT - Score 2 per square of rabbit tracks adjacent to your longest bear path.

○ HONEY HUNT - Score 2 per tree adjacent to your longest bear path.

□ URSINE TRACKER - Score 1 per square on your longest bear path.

▷ DIAGONAL IS NOT ADJACENT



□ THIS BEAR PATH IS 1 SQUARE

□ THESE TRACKS DO NOT CONNECT (2 SEPARATE BEAR PATHS)

□ THIS BEAR PATH IS 2 SQUARES

▷ THESE TRACKS CONNECT (TRACKS THAT MEET MAY FACE DIFFERENT DIRECTIONS)

□ THIS BEAR PATH IS 3 SQUARES (LONGEST)

**Follow the Scent** - 6 for 3 squares of adjacent rabbit tracks.

**Honey Hunt** - 6 for 3 squares of adjacent trees.

**Ursine Tracker** - 3 for the longest bear path (3 squares).

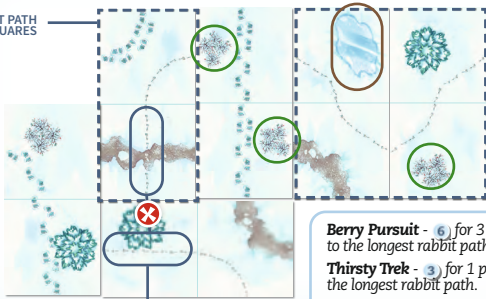
# Rabbit

▷ **BERRY PURSUIT** - Score 2 per bush adjacent to your longest rabbit path.

○ **THIRSTY TREK** - Score 3 per pond adjacent to your longest rabbit path.

□ **HOPPING HOME** - Score 3 per rabbit path that is 3 or more squares long.

□ THIS RABBIT PATH IS 2 SQUARES



□ THIS RABBIT PATH IS 4 SQUARES (LONGEST) (TRACKS THAT MEET MAY FACE DIFFERENT DIRECTIONS)

□ THESE TRACKS DO NOT CONNECT (2 SEPARATE RABBIT PATHS)

**Berry Pursuit** - 6 for 3 bushes adjacent to the longest rabbit path.

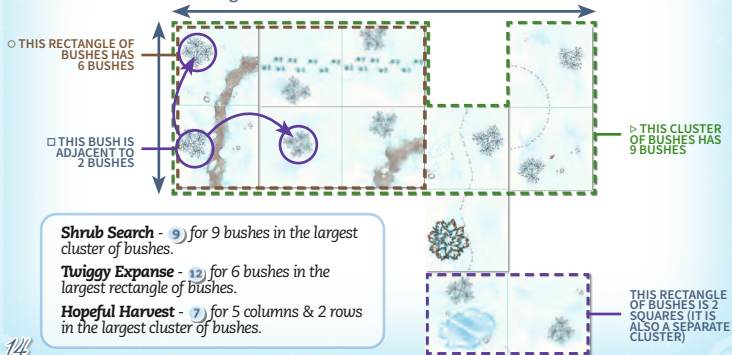
**Thirsty Trek** - 3 for 1 pond adjacent to the longest rabbit path.

**Hopping Home** - 3 for 1 rabbit path that is 3 or more squares long.



# Bush

- ▷ **SHRUB SEARCH** - Score **1** per bush in your largest cluster of bushes.
- **TWIGGY EXPANSE** - Score **2** per bush in your largest rectangle of bushes.
- **HOPEFUL HARVEST** - Score **1** per column and 1 point per row in your largest cluster of bushes.





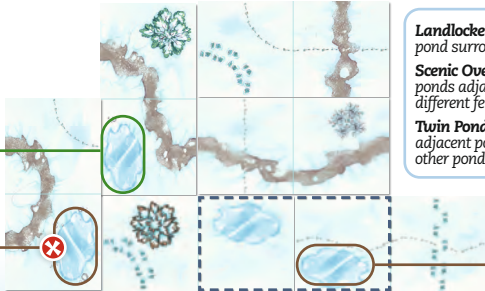
▷ **LANDLOCKED LAKE** - Score **4** per pond that is surrounded on all 4 sides.

○ **SCENIC OVERLOOK** - Score **4** per pond that is adjacent to 4 or more different features: bear, bush, pond, rabbit, tree.

□ **TWIN PONDS** - Score **6** per pair of adjacent ponds not adjacent to any other pond(s).

▷ **THIS POND IS SURROUNDED ON ALL 4 SIDES (NOT DIAGONALLY)**

○ **THIS POND IS ADJACENT TO ONLY 3 DIFFERENT FEATURES (BEAR, RABBIT & TREE)**



**Landlocked Lake** - **4** for 1 pond surrounded on all 4 sides.

**Scenic Overlook** - **8** for 2 ponds adjacent to 4 or more different features.

**Twin Ponds** - **6** for 1 pair of adjacent ponds not adjacent to other pond(s).

○ **THIS POND IS ADJACENT TO 4 DIFFERENT FEATURES (BUSH, BEAR, POND, & RABBIT)**

□ **THIS PAIR OF ADJACENT PONDS IS NOT ADJACENT TO ANY OTHER PONDS**

## TOOL CARD ADDITIONAL NOTES



### **BINOCULARS**

Choose the order to put the 2 tiles back on top. Place all tiles face-down.



### **COMPASS**

Choose 1 tile you placed that is not covered.  
**(See Snowshoes)**



### **MAP**

After you place the new tiles, take the set aside tiles into your hand and continue.



### **SLED**

The tile may remain in its space, or be placed adjacent to any previously placed tile.



### **SNOWSHOES**

The tile may completely cover 2 squares, or 1 square and an empty area.



### **SNOW SHOVEL**

Choose 2 tiles you placed that are not covered. **(See Snowshoes)** You will not redraw these tiles.



### **TALL BOOTS**

This applies to a tile, not a square.  
**After using this tool card, rotate it 90° as a reminder for final scoring.**



### **WORK GLOVES**

The tiles must be placed in the exact same spaces, but you may first rotate either or both 180°.