

A W h o s

WINTER RABBIT



The Legend

Long ago, when the animals could talk, they all spoke Cherokee...

One year, the animals looked at all the signs of nature and decided that the coming Winter would be longer and colder than any Winter they could remember. Even Terrapin, who had seen more Winters than anyone, agreed with this assessment.

So the animals all gathered together in the council house to decide what should be done. Every animal had their own talent, so they decided the best way to prepare for Winter was to work together. Wolf was a great hunter. Opossum knew where to find wild plants for every purpose. Otter was great at navigating the river. Bear could fell the strongest trees.

Rabbit was in the council house too, but he didn't think he had any special talents. He thought to himself, "How am I going to keep up with the other animals?" Rabbit was clever, though, even if he was lazy, so he came up with a plan. As all the animals went out to work in the forest and fields and rivers, Rabbit went around talking to everyone.

"Hey, Otter," he'd say, "Wolf needs you to go help him hunt in the forest." "Hey, Terrapin, Opossum needs your help in the field," and so on until he'd spoken to everyone.

Soon, all the animals were so mixed up they didn't see Rabbit sneaking supplies off to his burrow...

This game was created on the lands of the Kiikaapoi, Osage, Wichita, Caddo, and Comanche; and on the Cherokee Nation of Oklahoma Reservation.

Contents

Background.....	4	Player Turn Summary.....	11	Story Cards.....	19
The Player Characters.....	5	Starting a Season.....	12	Village Cards.....	20
Goal.....	6	Ending the Game.....	13	Village Card Reference.....	21
The Components.....	6	Producing Resources.....	14	Story Card Reference.....	22
Icons.....	7	Restoring Land.....	17	Action Quick Reference.....	24
Player Boards.....	10	Tasks.....	18	Production Quick Reference..	24

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Sources

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Background

DhEwY (The Cherokees)

The Cherokee people are indigenous to the continent commonly called North America. In our language, we refer to ourselves as C̣WY (Tsalagi) or YSG (Giduwa/Keetoowah). Prior to European contact, the Cherokee inhabited a vast area of land in the Southern Appalachian region, encompassing parts of what are now Tennessee, Georgia, Kentucky, North and South Carolina, and Alabama.

The U.S. federal government recognizes three Cherokee tribes: the Cherokee Nation of Oklahoma (my tribe), the United Keetoowah Band of Cherokee Indians, and the Eastern Band of Cherokee Indians. These are three sovereign nations that share a cultural history and language. The first two tribes are located in Eastern Oklahoma, while ECBI is located in the Cherokee historical homeland in North Carolina. There are currently over 400,000 people belonging to these tribes. Throughout *Winter Rabbit*, you'll find references to Cherokee culture, history, and language.

Introduction

In the world we've come to call the West, history is seen as linear: events happen, someone writes them down, we interpret those texts to learn of the history. For the indigenous people of this continent, the telling of history takes a slightly different form.

Before the 1820s, the Cherokee didn't have a written language. They relied on oral tradition to create knowledge. (And yes, I said "create," not "relay," "pass on," or "profess.") Knowledge was and is created in the act of the story being told, witnessed, and interacted with. This makes history a malleable thing, growing and becoming deeper with each telling.

Storytelling is a shared act between the teller and the audience, where meaning is created from the experience. In this, stories share a deep connection with games. Games create meaning in the experience of play, rather than as simple artifacts on a shelf. The meaning emerges from the experience of the story.

A Model in 4Cs

When I began designing this game, I intended to create an alternative to the problematic 4X — explore, expand, exploit, exterminate — game model. Throughout the rulebook, I've included sidebars as notes on how cultivation, conservation, continuation, and competition figure into the design. Instead of a true analog to 4X, this is an alternate model that is intended to reflect indigenous values through the mechanisms of the game.

What Story Are We Telling?

In *Winter Rabbit*, we are telling a fable of community and overcoming hardship using the animal characters of Cherokee folklore — Bear, Deer, Otter, Opossum, Wolf, Terrapin, and, of course, Rabbit. These tales are intended to be playful, conveying deeper cultural meanings through relatable characters.

So, from here, I take the liberty of creating a story with you: The story of *Winter Rabbit*, where we prepare our village and work together to ensure all have what they need.

Who is Rabbit?

Rabbit (ItōS, Jisdu), the trickster, takes the same role that Raven, Coyote, Anansi, Maui, or Loki might in another culture. It is important to note, however, that Rabbit is in no way considered a god.

Rabbit is smart but lazy. He is mischievous but not cruel. He narrowly escapes the situations that he gets himself into, and always teaches the audience an important lesson in the process.

In modern times, Rabbit (through no choice of his own) has made his way into American culture. He first appeared as Br'er Rabbit in a mashup with African tales and later as Bugs Bunny through an appropriation of these stories. The form of his stories may change, but Rabbit lives on, teaching us important lessons to this day.

The Player Characters

All the characters in *Winter Rabbit* feature prominently in the canon of Cherokee fables. In some sense, these characters are part of playful children's stories, used to teach lessons. In another sense, they represent the primal ancestors of each animal — the first of their kind.

Bear



It is said that bears were once human, but left to live in the forest in a time of famine. There, they became bears, but promised to feed the humans of their own flesh, as long as they were taken in moderation. The bears retreated far into the forest, surviving by their hearty nature and knowledge of the remote and sacred places in the deep woods.

Deer



Deer is swift and stealthy. Therefore, he is a messenger for the animals. Deer won his antlers in a race with Rabbit, after Rabbit was disqualified for cheating.

Deer is also a skilled conjurer. In the end, he banished Rabbit across a great river by summoning up a flood.

Opossum



Opossum isn't as brave or strong as some of the others, but he is learned. Opossum knows much about medicine. The sensitive Opossum has long been a friend to Rabbit, but Rabbit hasn't always been a good friend in return.

Otter



Otter lives up river, far from the other animals. He is a great swimmer and fisher. Otter's proudest possession is his coat, which is warm, soft, and waterproof.

Terrapin



It is said that Terrapin was once a powerful warrior. Over time, though, he lost much of his power. He lost his trophy scalp to Turkey and his whistle to Quail. He lost his powerful rings to Raccoon. Even his shell was cracked fleeing wolves.

But through every loss, this old warrior has survived and learned to rely on his wits more than his strength. He even figured out how to beat Rabbit at a foot race.

Wolf



Wolf is a great hunter and relies on his pack. Wolf is bold and confident, but has problems admitting when he is wrong.

Rabbit has barely escaped Wolf's jaws on more than one occasion. Unfortunately for Wolf, his people are easily distracted with song and dance.

Goal

The goal of *Winter Rabbit* is to collectively prepare the village for winter. If that goal is successful, then the player who contributed the most to the village's success (represented by the highest ★ points at the end of the game) wins! If the collective goal is not met, all players share a collective loss.

The Components

Game Board



12 Conservation Tokens



38 Story Cards



35 Village Cards



42 Task Cards



4 Frost Tokens



4 Rabbit Villager Tokens



3 Storehouse Trackers



1 Season Tracker



1 Cloth Bag



120 Resource Tokens
(20 of each type)



6 Score Trackers



24 Villager Tokens
(4 of each character)



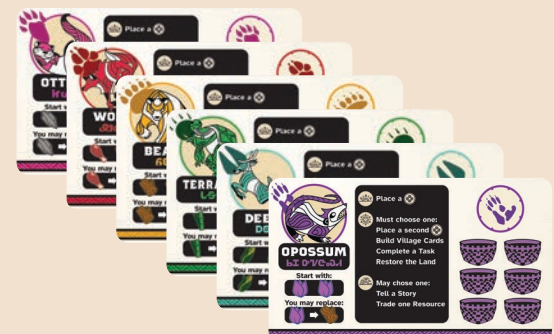
1 Judaculla Rock Token



1 Spider Villager Token



6 Player Boards



Icons

Resources



..... **Game:** Represents any material from animals, including leather, bone, antler, and meat.



..... **Crops:** Represents domesticated crops, including corn (maize), beans, squash, sunchoke, and others.



..... **Medicine:** Represents gathered wild plants and fungi.



..... **Earth:** Represents clay, flint, stone, and other minerals.



..... **Wood:** Represents lumber, bark, sap, and other non-food products from trees.



..... **Reeds:** Represents river cane, a type of bamboo found in Southeastern Turtle Island.



..... **Any Resource:** Represents a resource of any type.

Other Icons



..... **Villager Tokens** are two-sided disks. One side depicts a player/animal icon. The backs of these tokens are identical.



..... **Rabbit:** Icon used for **Rabbit** tokens specifically.



..... **Tools:** One of the 3 provisions needed for the **Storehouse**. Represents farming, crafting, and hunting implements.



..... **Food:** One of the 3 provisions needed for the **Storehouse**. Stored in clay pots for winter.



..... **Clothing:** One of the 3 provisions needed for the **Storehouse**. Clothing for winter, made of hides, fibers, feathers, and other materials.



... **Conservation Token:** Represents clearing and restoring land.



..... **Frost:** Used in the final **Season** of the game to represent impending winter and the game's end.



..... **Points:** Represents points gained by providing for the village.



..... **Rabbit Burrow:** This icon indicates the **Rabbit Burrow** area on the game board.



..... **Basket:** Indicates personal resource storage spaces on **Player Boards** and **Village Cards**.



..... **Instant:** Indicates that an effect happens immediately.



..... **Use in place of:** Indicates that the first resource can be used to pay for any cost that requires the second resource. See *Village Card Reference and Story Card Reference* on pages 21-23.



..... **When X Produces:** This icon is always accompanied by a resource type or the **Rabbit Burrow** icon. It indicates that an effect happens when that **Location** produces. See *Village Card Reference and Story Card Reference* on pages 21-23.

Game Setup

1. Set up the game board in the center of the table.
2. Place the Rabbit-shaped **Season Tracker** on the left-most space of the **Season Track**.
3. Place 3  (**Rabbit Villagers**) in the bag.
4. Place the 4th  on the 3rd space of the **Season Track**.
5. Place the 4  (**Frost Tokens**) on the 4th space of the **Season Track**.
6. Place a  (**Conservation Token**) on 2 spaces of each of the 6 **Production Locations**.
7. Place a **Storehouse Tracker** of matching color on each of the 3 "0" spaces of the **Storehouse**.
8. Shuffle the **Village Card Deck**. Place 1 **Village Card** face-up in each of the 4 **Village Card Spaces** below the game board. Place the rest of the deck in its designated space.
9. Shuffle the **Story Card Deck**. Place one **Story Card** face-up in each of the 3 **Story Card Spaces** to the right of the game board. Place the rest of the deck in its designated space.
10. Shuffle the **Task Card Deck**. Deal 7 **Task Cards** to each player. Place the deck nearby. *In a 2-player game, deal 11 cards to each player instead.*
11. Refer to the chart on the right. Based on the number of players, take the number of  (**Villager Tokens**) indicated on the table to be **Neutral Villagers**. These should be a character that no player selected. Put these **Neutral Villager** tokens in the bag.

In traditional Cherokee ceremonies, participants dance around a central fire in the counterclockwise direction. This is why turn order, the **Season Track**, and the **Score Track** all progress counterclockwise in *Winter Rabbit*.

Player Setup

Each player should do the following:

- A. Pick a character and take the corresponding **Player Board**.
- B. Take the **2 Starting Resources** indicated on your **Player Board** and place them on any 2  (**Baskets**) on your **Player Board**.
- C. Looking at the table below, take the number of  indicated for your player count. Return the rest to the box.
- D. Place 1 of your  on your player board.
In a 6-player game, skip this step.
- E. Place 1 of your  on the 2nd space of the **Season Tracker**.
- F. Place the rest of your  in the bag.
- G. Place your **Score Tracker** at the  space of the **Score Track**.
- H. Choose a **Task Card** from your hand to play for the first **Season**. Place it face-down in front of you. Once all players have chosen a **Task Card**, turn them face-up at the same time.
*In a 2-player game, play 2 **Task Cards** instead.*

Players	 per Player	Neutral 
2	4	4
3	3	3
4	3	0
5	2	2
6	2	0



Production Spaces

Rabbit Burrow

Production Location

Score Track

Active Story

Storehouse

WOLF

Place a ♠
Must choose one:
Place a second ♠
Build Village Cards
Complete a Task
Restore the Land

Start with:
You may replace:

OTTER

Place a ♠
Must choose one:
Place a second ♠
Build Village Cards
Complete a Task
Restore the Land

Start with:
You may replace:

DEER

Place a ♠
Must choose one:
Place a second ♠
Build Village Cards
Complete a Task
Restore the Land

Start with:
You may replace:

TERRAPIN

Place a ♠
Must choose one:
Place a second ♠
Build Village Cards
Complete a Task
Restore the Land

Start with:
You may replace:

BEAR

Place a ♠
Must choose one:
Place a second ♠
Build Village Cards
Complete a Task
Restore the Land

Start with:
You may replace:

OPOSSUM

Place a ♠
Must choose one:
Place a second ♠
Build Village Cards
Complete a Task
Restore the Land

Start with:
You may replace:

Player Boards

On your **Player Board**, you'll track stored resources you have acquired. Each **Player Board** also displays each character's unique ability and the actions you can take on your turn.

Storing Resources

Your **Player Board** provides 6 spaces to store resources, represented by  (**Baskets**). When you gain a resource, place it in one of your . You can get more  by acquiring **Village** cards.

Storage Overrun

Any resources that can't be stored are placed in the  (**Rabbit Burrow**). It is okay to swap out resources in your  with newly acquired resources before placing any in the .

Starting Resources

Each **Player Board** lists 2 starting resources for that character. You'll gain these at the start of the game, placing them in your .

Character Abilities

Each **Player Board** lists an ability for that character. This ability allows you to spend the first resource in place of the second. This applies to all cases where the second resource can be spent.



The diagram illustrates the Opossum Player Board layout. At the top, a **Turn Reference** box and a **Villager token space** box are positioned. The main board area features the Opossum character art and name. Below the name, it specifies **Start with:** two flower resources and **You may replace:** one flower resource with one wood resource. To the right, a list of actions is provided: **Place a** (with a flower resource icon), **Must choose one:** (with four options: Place a 2nd flower resource, Build Village Cards (1-4), Complete Tasks (∞), and Restore the Land (with a wheel icon per a tree icon)), and **May choose one:** (with two options: Tell a Story (x1) and Swap a Resource (x1)). To the right of the board, six **Baskets** are shown, each containing a flower resource. A **Character Ability** box on the left explains that Opossum's ability allows spending a flower resource in place of a wood resource, but the reverse is not true. A **Starting Resources** box points to the initial resources.

Opussum's ability lets them spend  in place of . The reverse is not true. Opussum cannot spend  in place of .

Starting Resources

Character Ability

Turn Reference

Villager token space

OPOSSUM
ᑭᑭᑭᑭᑭᑭ

Start with:

You may replace:

Place a 

Must choose one:

- ◆ Place a 2nd 
- ◆ Build Village Cards (1-4)
- ◆ Complete Tasks (∞)
- ◆ Restore the Land ( per )

May choose one:

- ◆ Tell a Story (x1)
- ◆ Swap a Resource (x1)

Baskets

Player Turn Summary

Turn Overview

The **eldest player chooses the starting player**. Take turns, starting with the first player and continuing counterclockwise.

Each turn has three steps: **Morning**, **Midday**, and **Evening**. On each of your turns, you'll go through these steps in order. At the end of your turn, pass the bag to the player on your right to show you are finished.

Morning

In the **Morning** step, you **must** place a .

Place a Villager

Draw a  randomly from the **bag** or take a  from your player area (if you have any). When drawing from the bag, you may look at the  drawn, but don't show it to other players.

Choose an open space on the board and place the  face-down on that space. Check to see if all active spaces are now full. If so, that location **produces resources** (page 14).

If all spaces in a **Location** are full before you place a , you may place the  by **Clearing Land** (page 15).

On the final **Season** of the game,  will be added to the bag (page 13). If you draw a , set it aside and draw again. The game ends at the end of the current player's turn when the last  is drawn.

Midday

During **Midday**, you'll select **exactly one Midday** action. You can only skip your **Midday** action if you placed **the final token** from the bag during .

Place a Second Villager

You may choose to place a 2nd  as your **Midday** action. If you can take no other action, you must place a 2nd .

Acquire Village Cards

Village Cards (page 20) provide unique benefits available only to the player that acquired the card. As your **Midday** action, you may **acquire one or more Village Cards** by paying resources.

Complete Tasks

Tasks represent chores that require the entire community to complete. Each time a **Task** is fulfilled, the village progresses toward being ready for winter.

As your **Midday** action, you may complete one or more **Tasks** played by other players. You cannot complete your own **Task**.

To do so, pay the resources listed on the **Task Card**. You may complete multiple **Tasks** and/or the same **Task** more than once if you have enough resources. **Task Cards** are explained on page 18.

Restore the Land

 /  are placed in your  by **Clearing Land** (page 15) or to pay the costs on certain **Village Cards** (page 20).

As your **Midday** action, you can restore any number of these tokens by paying  (any resource) for each. When you do so, place the  on any open space.

Restore the Land is explained further on page 17.

Evening

During **Evening** you **may** take **one** of the following **Evening** actions. **Evening** actions are optional.

Tell a Story

You may complete **one** available **Story Card** by paying its cost. All **Story Cards** cost   . **Stories** represent shared knowledge that benefits the whole community. **Story Cards** are explained on page 19.

Swap a Resource

You may trade exactly 1 resource in your  for 1 other resource in the supply.

Starting a Season

If you drew the last ☼ from the bag, the current **Season** ends at the end of your turn. At the end of the **1st, 2nd, and 3rd Seasons**, players need to reset some elements of the board for the next **Season**.

To start the next **Season**, follow these steps:

1. **Reset the Villagers** — Retrieve all face-up and face-down ☼ from the game board. Place one of your ☼ on your **Player Board** and on each **Winter House** you have acquired. Return the rest of the ☼ to the bag.
2. **Refresh the Village Cards** — Discard the 4 available **Village Cards** and draw 4 new cards to replace them.
3. **Refresh the Story Cards** — Discard the 3 available **Story Cards** and draw 3 new cards to replace them. The active **Story** remains in place.
4. **Play New Task Cards** — Discard the current **Task Cards**. Each player secretly chooses a new **Task Card**. Reveal the chosen cards together. **Note:** in a 2-player game, you'll play 2 **Task Cards** each **Season**.
5. **Advance the Season** — Move the **Season** tracker 1 space counterclockwise. Add all tokens on that **Season** tracker space to the bag.
6. **Start the New Season** — Play continues to the right of the person who ended the **Season**.

Player Discussion

Players are encouraged to discuss any decisions, moves, and strategies they wish. You are free to help one another or deceive one another as you see fit. Don't reveal hidden cards and tokens until it is appropriate, but talking is allowed.

Unplayed Villagers

It is important to note that the **Season** ends when the last ☼ is drawn from the bag. If you have an unplayed ☼ on your player board or on a **Winter House** when the **Season** ends, you lose the opportunity to play those ☼ on that **Season**.

New Tasks

Tasks change only once each **Season**, and you won't draw new **Task Cards** unless an effect specifically says to do so. Plan well, because you must work with what you have!

Seasons

The following tokens are added to the bag at the start of the **2nd, 3rd, and 4th Seasons**. These are the tokens you placed on the **Season** spaces during setup.



Summer — Add an additional ☼ to the bag for each player.



Fall — Add the 4th ☼ to the bag.



Winter — Add 4 **Frost Tokens** (❄️) to the bag.

Ending the Game

During the last **Season**, ❄️ will be added to the bag (page 10). Any time a ❄️ is drawn from the bag, set it aside and draw another token. Once the final ❄️ is drawn, the game ends at the end of the current player's turn.

Winter

If the **Storehouse** is not complete with all 3 tracks at 7 when the game ends, then the village does not have enough provisions for everyone to make it through the winter. Consider this a collective loss. There is no winner.

Winning

If all three tracks of the **Storehouse** are full when the game ends, then whoever is farthest along the 🌟 track wins!

The winner has worked hard to prove that they contributed the most to the village's success.

If two or more players are tied, the tied player with the **fewest Village Cards** wins. If there is still a tie, then the tied players share the victory.

Competition

Competition does not mean "winning at all costs." It means striving for victory in a way that leaves your opponent with their honor intact. Our opponents today might be our allies tomorrow. Competition has always been strong within Cherokee society. Ball games, foot races, and contests of wits often stand in for more violent conflicts.

In this game, we aren't trying to exterminate our opponents. In fact, most of the actions that bring us toward victory actually benefit an opponent in some way. Instead of amassing wealth, dominance, or elimination, we are simply showing that we are the most helpful (and maybe bragging about it a little).



Producing Resources

There are 6 resource production **Locations** on the board. Each **Location** has 4 spaces. At the start of the game, 2 of these spaces will be covered with , while the other 2 will be open. The  (page 16) is a special 7th **Location**.

When a Location Produces

When all the spaces of a **Location** are filled (with at least one  present), the **Location produces**.

1. Flip all face-down  face-up.
2. If any  are revealed, go to “**When Rabbit is Revealed**”. Otherwise, continue.
3. Each player gains 1 resource from that **Location**.
4. Each player gains 1 additional resource from that **Location** for each  that was flipped up showing their character. **Note:** each  adds 1 to the total rather than multiplying.
5. **Village** or **Story Cards** with a  icon matching this location also provide resources now.

The resources are produced immediately, and production is not optional.

When Rabbit is Revealed

If a **Location produces** and a  is revealed there, then no resources are generated from **Villagers**. Instead, **for each revealed token** (including ) place a resource of that **Location** in the .

Village or **Story Cards** with a  icon provide resources normally.

Production Example

There are 3 open spaces for gathering . Jessica (playing Bear) places a  face-down in one of the open spaces. Then Verlina (playing Terrapin) places a  in the second open space on her turn. Finally, Will (playing Otter) fills the last open space with a  on his turn.

The **Location** now **produces**. All 3  are turned face-up. 2 of them are Bears (Jessica's), so Jessica takes  from the supply. 1 is an Otter (Will's), so Will takes  from the supply. Verlina and any other players take .



Rabbit Revealed Example

In this example,  is revealed in the **Reeds Location**. No player gains resources. Instead, we will place resources in the . Since 4  were revealed,  are placed in the .



Clearing Land

Clearing Land allows you to replace a 🌲 with a 🍄 when you **Place a Villager**.

When land is cleared:

1. Remove a 🌲 from any space and place it in a 🍵, 🍄 side up. If you have no open 🍵, you can place a resource in the **Rabbit Burrow** to make room.
2. Place a 🍄 face-down on the space.
3. Continue to **"Placing a Villager After Production"**.

Placing a Villager After Production

If a 🍄 is placed in a **Location** that already has any face-up 🍄:

1. Turn the newly placed 🍄 face-up.
2. If the 🍄 belongs to a player, they gain 1 resource from that **Location**. If it is a 🌲 or if there is already a face-up 🌲 at that **Location**, place the resource in the 🍵 instead.
3. **Village** or **Story Cards** with a 🔄 icon matching this location also provide resources now.

Note: no other resources are produced at this time. 🍄 that were already face-up have no effect.

Clearing Land & Placing After Production Examples

This **Location** produced in an earlier turn.



Later, the Opossum player uses their own 🍄 to **Clear Land**.



The Opossum player gains 🌲. Deer and Otter players do not gain resources again. The Opossum player places the cleared 🍄 in their inventory. On a later turn, Opossum will need to **Restore the Land** to get rid of it.

A 🌲 was removed on a previous turn to pay for a **Village Card**. Dave (playing Wolf) decides to place a 🍄 in the open space.



The 🍄 is immediately revealed to be a Wolf. Since Dave is playing Wolf, he gains 🌲. No other resources are produced.



The Rabbit Burrow

The  (**Rabbit Burrow**) is a special **Location** that represents reclaiming stolen resources from **Rabbit**.

Reclaiming Resources

When both spaces in the  are filled:

1. Flip both  face-up.
2. If either token is a , go to the “**Rabbit in the Burrow**” section below. Otherwise, continue.
3. Starting with the player whose  is in the “1” space, each player with a  here chooses a resource from the  and adds it to their **Baskets**. Skip any neutral villagers.
4. Repeat this until all resources have been claimed.

If you cannot store resources reclaimed from **Rabbit**, the excess resources are **returned to the supply**.

Rabbit in the Burrow

If  is revealed in a  space, then **Rabbit** has tricked everyone.

When this happens:

1. Take all resources in the  and return them to the supply.
2. Each player must pay  to the **Rabbit Burrow** for each  there (if they have it).

Resources Added After Reclaiming

If resources are placed in the  after it produces, they remain there until a future **Season** when the  produces again.

Rabbit Burrow Examples

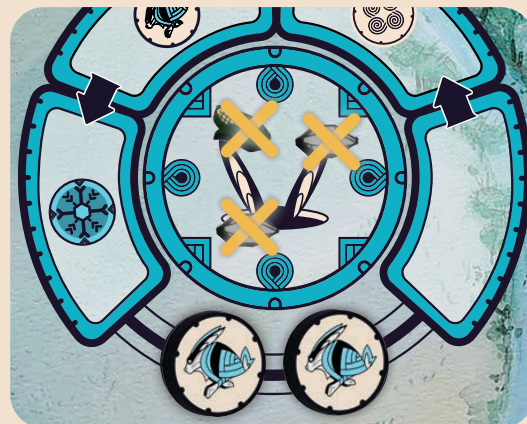
Pamela (playing Deer) places a  in the #1 spot of the Rabbit Burrow on her turn. On his turn, Chris (playing Opossum) places a  on the #2 spot. Both  are revealed.

We see that the #1 spot contains a Deer (Pamela's), and the #2 spot contains a Terrapin, which belongs to another player, Verlina.

Pamela selects a  from the **Rabbit Burrow** and puts it in her , then Verlina selects a  and puts it in her . Pamela has no more available , so she selects the remaining  and returns it to the supply. With the **Rabbit Burrow** empty, the action ends.



In this example, a  has been revealed in each space of the . All resources in the  are discarded. Then, each player must pay  to the  (because there are 2 ).



Restoring Land

Restoring Land allows you to rid yourself of . As a **Midday** action, you may restore any number of from your **Baskets** by paying for each you want to restore. You can place the token side up on any open space, excluding the **Rabbit Burrow**.

If the replaced closes the last open space of a **Location** that has not produced this **Season**, production is triggered normally.

Restoring Land Example

James (playing Bear) has 2 in his that he wants to restore. The **Medicine Location** already has 1 and 1 face-down .

James decides to pay (1 for each). He can place the in any open space, and chooses to put both in the **Medicine Location** (side up). Since this **Location** is now full, the is revealed and **Medicine** is produced!



Conservation

Players can gain resources through clearing land, but this has a lasting effect on all players, making it harder to produce resources in future Seasons. The land must be managed to ensure that essential resources are available now and in the future. Overproduction is discouraged, and a balanced strategy is essential. We must honor the land we have, rather than exploring new places to extract from.

Tasks

Tasks represent chores that are shared by the community. **Tasks** are the main way for players to generate ★. They are also how players fill the **Storehouse** to prepare for winter.

Completing Tasks

As your **Midday** ☀️ action, you may complete 1 or more **Tasks**. You can complete the same **Task** more than once, but you **cannot** complete your own **Task**.

For each **Task** you want to complete, do the following:

1. Pay the cost listed on the **Task** you want to complete.
2. Advance the **Storehouse Track** matching the type of **Task** card completed. If the tracker is at 7, you can continue to complete **Tasks** of that type, but the tracker does not move any further.
3. Advance your score a number of spaces equal to the ★ listed on the card.
4. The player who played the **Task Card** gains the listed benefit.

Completed **Tasks** remain until the end of the **Season** and can be completed multiple times.

Types of Tasks

Tasks are organized into three types: 🛠️ (tools), 👤 (clothing), and 🍖 (food).

Storehouse Track

The **Storehouse** represents the community's overall progress toward winter preparations. It is used to track the overall number of **Tasks** that have been completed.

4. Benefit when another player completes your **Task**.

In this example, the player who played this card can choose to gain 🍖 or 🌿 when another player completes this **Task**.

3. ★ Points



2. Type

1. Cost



Story Cards

Story Cards represent knowledge, legends, and practices passed down through oral tradition.

Story Cards provide powerful effects that either occur immediately or that can be used by all players while the **Story** is active.

Telling Stories

As your **Evening**  action, you may tell a **Story** by doing the following:

1. Pay  (any 3 resources) to the supply.
2. Read the **Story** text on the card aloud.
3. Advance your score a number of spaces equal to the  listed on the card.
4. If the card's effect has a  (instant icon) and has an orange background, the effect takes place immediately. Discard the card after completing its effect.
5. If it is an ongoing **Story** with a turquoise background, place the **Story** card face-up in the **Active Story** space on the board, covering any other **Story** there.
6. Reveal a new **Story** card from the deck and place it in the empty space.

Active Stories

The card showing in the space in the center of the game board is known as the **Active Story**. When a **Story** card is covered, it “ends” and is no longer active.

Active Story effects apply to all players until the story ends.

Explanations of each **Story** effect are covered on pages 22-23.



Continuation

Knowledge is a source of great wealth in indigenous societies — a wealth that is intended to be shared within the community. The focus here is on the continuation of the culture, not its expansion.

Knowledge is the key to the continuation of society. Society is maintained by passing on, through oral tradition, the knowledge of how to avoid danger, find food, organize society, and behave ethically.

In this game, we are modeling continuation through Story cards. These cards represent knowledge being passed down by Elders to help the players succeed.

Village Cards

Village Cards represent both buildings and cultivated natural resources that might be found around a family settlement. **Village Cards** provide you with special abilities, points, and extra . When you acquire a **Village Card**, you may use the listed effect. Explanations of each **Village Card** effect are on page 21.

Acquiring Village Cards

As your **Midday**  action, you can acquire **up to 4 Village Cards** by doing the following:

1. Pay the cost listed on each **Village Card** you want to acquire.
2. Move the acquired **Village Cards** into your area, next to your **Player Card**.
3. If a card's effect has this symbol , the effect takes place immediately.
4. Advance your score tracker a number of spaces equal to the  listed on the cards.
5. Reveal new cards from the deck to replace the cards you acquired. **Note:** New cards are revealed **only after** you've finished acquiring village cards.

Baskets

Many **Village Cards** have  icons on them. These are additional storage spaces. When you gain resources, you may place them on  on your **Village Cards** or on your **Player Board**.

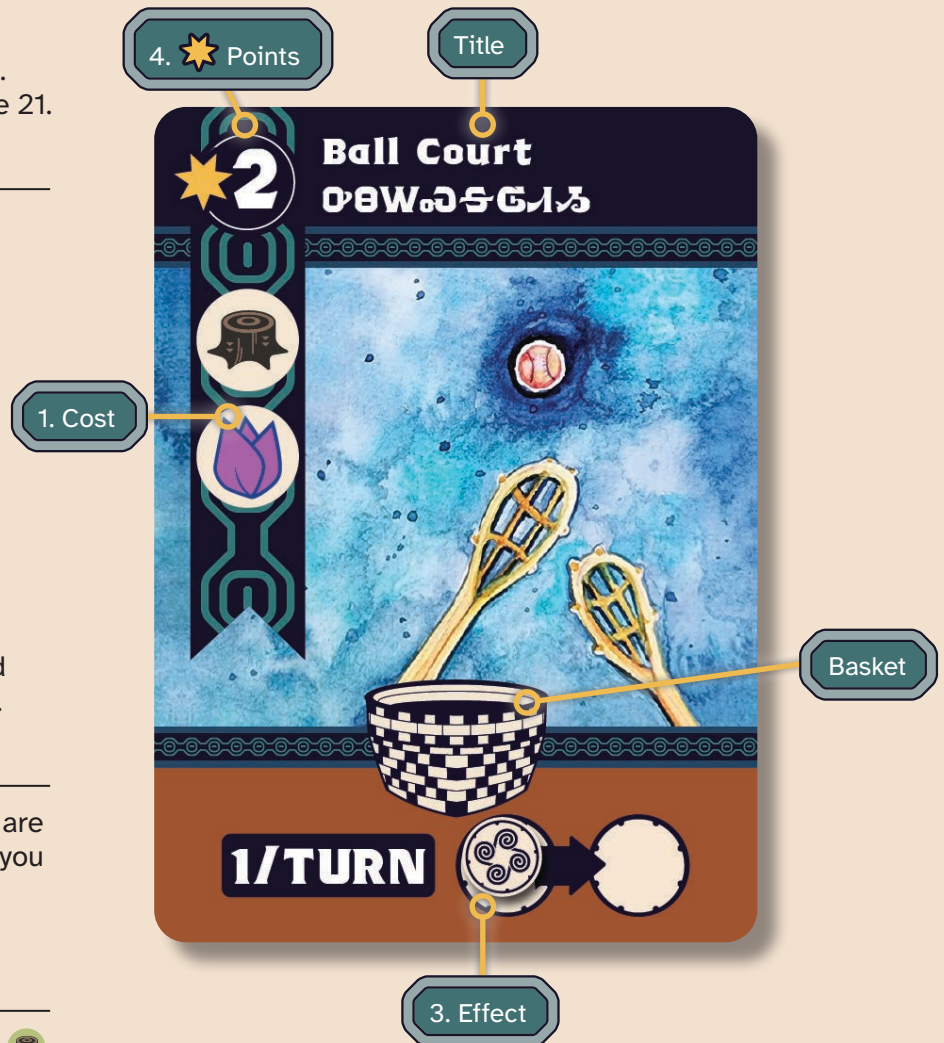
Costs

Some **Village Cards** list this icon as part of the cost: .

As part of the cost to acquire these cards, you must take a  from any space on the board and place it in one of your . If you do not have a  available, you can place a resource in the  to make room.

If there are no  on the board, you cannot acquire the card.

You may acquire up to 4 **Village Cards** as your  action. Refill the card spaces only after you've finished acquiring **Village Cards**.



Cultivation

By cultivating the land, we are able to build Village cards to house people, process resources more efficiently, and provide space for important cultural practices. Many Village cards represent natural features and resources, acknowledging the importance of the benefits they provide.

Village Card Reference

Arbor — When you place a second villager as your **Midday** action, gain  (any resource) from the **(Rabbit Burrow)**. 

Ball Court — Once on each of your turns, you may move a face-down  (**Villager Token**) from its current space to any open space.

Beaver Lodge — You may pay  in place of .

Cane Break — You may pay  in place of .

Cave — Once on each of your turns, you may take a  /  (**Conservation Token**) in place of paying  (any one resource).

Corn Crib — Gain  (a resource of any type) from the supply when the **Rabbit Burrow produces**.

Council House — When you acquire this card, you may immediately play a **Task** card from your hand in addition to your current **Task** card. Discard both cards at the end of the **Season**. At the start of each new **Season**, you may play two **Task** cards instead of one.

Hunting Ground — When Game **produces** (page 14), gain  (2 Game) in addition to any other  you gain.

Irrigation — When Crops **produces** (page 14), gain  (2 Crops) in addition to any other  you gain.

Locust Grove — You may pay  in place of .

Longhouse — Provides 5  (**Baskets**).

Lookout — When **Rabbit** appears, you may take a resource from the **Rabbit Burrow**. You may gain no more than 1 resource on each player's turn from this card.

Mushrooms — You may pay  in place of .

Pottery Station — When Earth **produces** (page 14), gain  (2 Earth) in addition to any other  you gain.

River — Once on each of your turns, you may restore 1  (**Conservation Token**) at no cost. This is in addition to your **Midday**  action.

River Bank — You may pay  in place of .

Slash and Burn — Immediately gain 4 resources of any combination when you acquire this card.

Spring — When you draw a  (**Villager Token**) from the bag, you may draw an extra . Return one to the bag and place the other normally. This stacks with other cards that let you draw additional . If you draw any  (**Frost Tokens**), set them aside normally.

Stompground — Once on each of your turns, you may move a  (**Conservation Token**) on the board from its **Location** to any open **Location**.

Sunchoke Gardens — You may pay  in place of .

Weaving Station — When Reeds **produces** (page 14), gain  (2 Reeds) in addition to any other  you gain.

Wild Strawberries — Once on each of your turns, you may look at a face-down  (**Villager Token**) on the board.

Wild Tobacco — When Medicine **produces** (page 14), gain  (2 Medicine) in addition to any other  you gain.

Winter House — At the start of the next **Season** and each following **Season**, when you retrieve  (**Villager Token**) from the board, place one on each of your **Winter Houses** in addition to the one on your player board.

Woodcutter — When Wood **produces** (page 14), gain  (2 Wood) in addition to any other  you gain.

Story Card Reference

Ball Game of Birds vs. Mammals — If you draw your own  (**Villager Token**) from the bag, you may reveal it to take an additional **Midday**  action this turn. You can only use this ability once each turn.

The First Fire — Find the **Spider Villager Token** and add it to the bag. Treat this token as a **Neutral Villager**. Return the **Spider Villager Token** to the bag at the start of each **Season**.

Flint Visits Rabbit — Immediately, each player gains .

The Frog Swallows the Sun — If you have at least one **Task Card** in your hand, as your **Evening**  action, you may discard your active **Task Card** and replace it with a card from your hand.

The Green Corn Festival — Immediately, each player gains 1  for each **Village Card** they owned when this **Story** was told.

How Rabbit Got His Long Ears — Once on each of your turns, you may pay  (any resource) to the **Rabbit Burrow** () to take a resource from the **Rabbit Burrow**.

How Rabbit Stole Otter's Coat — Immediately, each player gains .

How the Deer Got His Antlers — Immediately, each player gains  (one of any resource) for each **Rabbit** that is face-up on the board when this **Story** is told.

How the Terrapin Beat the Rabbit — When you place a second  (**Villager Token**) as your **Midday**  action, gain 1 .

How the World Was Made — In turn order, starting with the player that told this **Story**, each player may restore all of the  (**Conservation Token**) in their inventory at no cost.

How They Brought Back Tobacco — Immediately, each player gains .

Journey to the Sunrise — You may pay any 3 resources (  ) in place of 1 resource of another type () to pay for any cost. The resources paid do not have to be of the same type.

Judacula Rock — Find the **Judacula Rock token**. The player that told this **Story** places it in any open space. They can also choose to take a  (**Conservation Token**) into their **Baskets** to create an open space for **Judacula Rock**. After the token is placed, that space is considered closed for the rest of the game. No effect can move the rock.

The Legend of Little Deer — Immediately, each player gains .

The Little People — When you place a second  (**Villager Token**) as your **Midday**  action, gain .

The Medicine Lake — For any cost that requires you to take a  (**Conservation Token**), you may pay  (a resource of any type) instead.

Nunnehi, the Spirit Folk —  and  may be used interchangeably.

Opossum Searches for a Wife — Each time you draw a **Villager Token** from the bag, draw an additional token. Place one normally and return the other to the bag. This stacks with other cards that let you draw additional  (**Villager Token**). If you draw any  (**Frost Tokens**), set them aside normally.

The Origin of Bears — When you place a second  (**Villager Token**) as your **Midday**  action, gain .

Origin of Disease and Medicine — All players must immediately return all  in their **Baskets** to the supply and gain the same number of .

The Origin of Strawberries — When you place a second  (**Villager Token**) as your **Midday**  action, gain .

The Origin of the Sunflower — At the start of each player's **Evening**  phase, if they have no  or  in their , they may gain . They may still take an **Evening**  action.

The Owl at the Window — Once on each of your turns, you may look at a face-down  (**Villager Token**) on the board.

Pleiades and the Pine — Immediately, the player that told this **Story** may move any number of  (**Conservation Tokens**) to different open spaces on the board.

Rabbit and the Tar Wolf — Search the bag for a **Rabbit** token. If you find one, return it to the box. If there are no **Rabbits** in the bag, this **Story** has no effect. Put all other tokens back in the bag and mix them well.

Rabbit Dines with Bear — Immediately, each player gains 1  for each of their own  (**Villager Tokens**) that was face-up on the board when this **Story** is told.

Rabbit Escapes from the Wolves — Immediately, add      (1 resource of each type) to the **Rabbit Burrow** from the supply.

Selu & Kanati —  and  may be used interchangeably.

Spearfinger —  and  may be used interchangeably.

Tahlequah — Immediately, the player that told this **Story** chooses two other players. They cannot choose themselves. The chosen players gain two resources chosen by the player that told this **Story**.

Terrapin and the Beaver — Immediately, each player gains .

Terrapin Escapes the Wolves — All players must immediately return all  in their  to the supply and gain the same number of .

The Thunders — Immediately, each player gains .

Uk'tan - The Horned Serpent — When a player restores a  /  (**Conservation Token**) in their **Baskets** to a **Location** on the game board for any reason, they gain 1  for each restored.

When Wolf Wore Shoes — Immediately, when this card is played, the active player may rearrange all face-down  (**Villager Tokens**) on the board. Face-up  cannot be moved. Production is triggered normally after all moves have been made.

Why Deer's Teeth are Blunt — Immediately, the player that told this **Story** discards any number of **Task Cards** in play. These can be their own **Task Cards** or cards played by other players. They then replace those cards with cards from their own hand. The replacement card belongs to the same player as the original card. You cannot discard more cards than what you have in your hand.

Why the Possum's Tail is Bare — Once on each of your turns, you may move a face-down  (**Villager Token**) from one open space to another.

The Wolf's Revenge — Immediately, in turn order, starting with the player that told this **Story**, each player may gain a resource from the **Rabbit Burrow** () if there are any.

and **Effects**

Effect that let you pay one resource in place of another can be "chained" together allowing you to use resources in even more ways.

For example, if you have an effect that says    and another that says   , then you may effectively use  in place of .

Action Quick Reference

Placing a Villager [page 11]

Draw a  from the **bag** or take a  from your player area. You may look at the  drawn, but don't show it to other players. Place the  face-down on any open space. If all active spaces are now full, that location **produces**. You can replace a  with a  by **Clearing Land**. On the final **Season**, if you draw a , set it aside and draw again.

Restoring Land [page 17]

If you have any  in your , you may pay  for each to restore it to the board.

Completing Tasks [page 18]

You can complete as many **Tasks** as you can pay for. Pay the listed cost, move the **Storehouse** tracker, gain the listed , and the player that owns the **Task** gets a benefit.

Telling Stories [page 19]

You can tell 1 **Story** during . Pay , gain , and read the story text. If it is yellow (with ) , complete the effect text and discard it. If it is blue, place it in the **Active Story** area of the game board.

Acquiring Village Cards [page 20]

You can acquire up to **4 Village Cards**. Pay the cost, gain the , and move the card into your area. Fill the display only after you are done.

Swapping Resources [page 11]

During , you may swap one resource in your  with one from the supply.

Production Quick Reference

Producing Resources

- When all spaces are filled, flip all  face-up.
- **Everyone** gains 1 resource from that Location by default.
- Each player gains 1 more resource for each of **their**  that were flipped up.
- Gain resources from Village Cards with a  icon.

When Rabbit Appears

- If any  are flipped up, **no one** gains resources.
- Put 1 resource from that Location in the **Rabbit Burrow** for each  that was flipped up (including ).
- Gain resources from Village Cards with  normally.

Clearing Land

- Remove a  and place a  in that spot.
- Then go to **"Placing After Production"**.

Placing After Production

- If a Location **already** has face-up , only the newly placed  provides a resource.
- Other  don't provide resources again.
- If there is a face-up , the resource goes to the .
- Gain resources from Village Cards with a  icon.

Reclaiming Resources

- If both spaces in the  are filled, players with  there each select a resource until all resources are gone. Skip neutral villagers.
- If you can't store all of the resources you've reclaimed, return overflow to the supply.

Rabbit in the Rabbit Burrow

- If any  are flipped up in the **Rabbit Burrow**, return all resources in the **Rabbit Burrow** to the supply.
- **Everyone** must pay 1 resource to the **Rabbit Burrow** for each .