

ASPENS

Temporary Rulebook



OVERVIEW

Aspens is a 2 player strategy game where you'll have to play the forces of the wind and the sun, and balance rapid expansion with resource generation to outwit your opponent and cover the most of the forest floor in your trees by the end of the game to win.

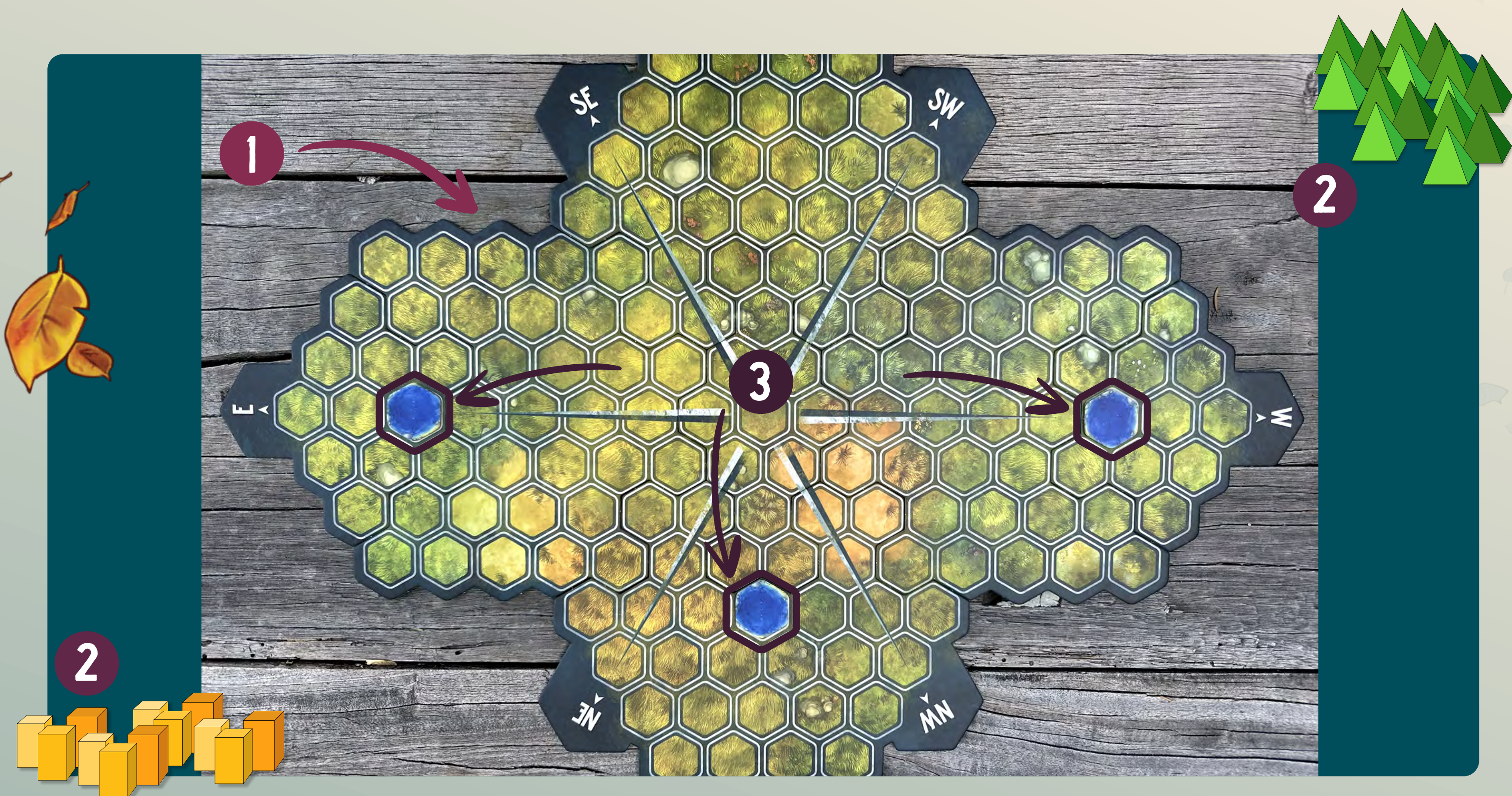
The crux of the game is summed up in that constant balancing act, "how much do I invest in growing tall forests to give me more trees down the line?" vs "I need to expand quickly enough so my opponent doesn't get too far ahead of me". While incredibly easy to learn, teaching in under 5 minutes, the depth of mastery and replayability is near endless.

GOAL OF THE GAME

Your goal is simple. To grow the largest forest.
The player who has grown their trees on the most tiles at the end of the game wins.

SETUP

1. Put the board together, using the 7 board tiles, and place it between you.
2. Pick colors and take the corresponding bag of tree pieces (yellow aspens or green pines).
3. Place the 3 water tiles on the empty spaces as shown below.



HOW TO GET STARTED

I. Seed your Forests

1. Each player takes **3 trees** from their supply.
2. Alternate placing them on any space adjacent to each of the 3 water tiles. You **MUST** place **1 tree next to EACH** water tile.

Strategy tip for beginner's:

- It's best to place your trees on the inner edges facing the center of the board, rather than on the side nearest the outer edges of the board



Ex.: Players take turns to seed their 3 starting forest tiles.

II. Grow your Forests

3. Each player takes **4 trees** from their supply.
4. **Each player takes a single turn to distribute all 4 of their trees among their existing 3 spaces** that they seeded in the previous step.
NOTE: You **CANNOT** place on an empty tile in this stage.



Ex.: Players take turns placing 4 trees each to grow their initial forests.

Getting Started Summary

After the first two steps, **both players should have:**

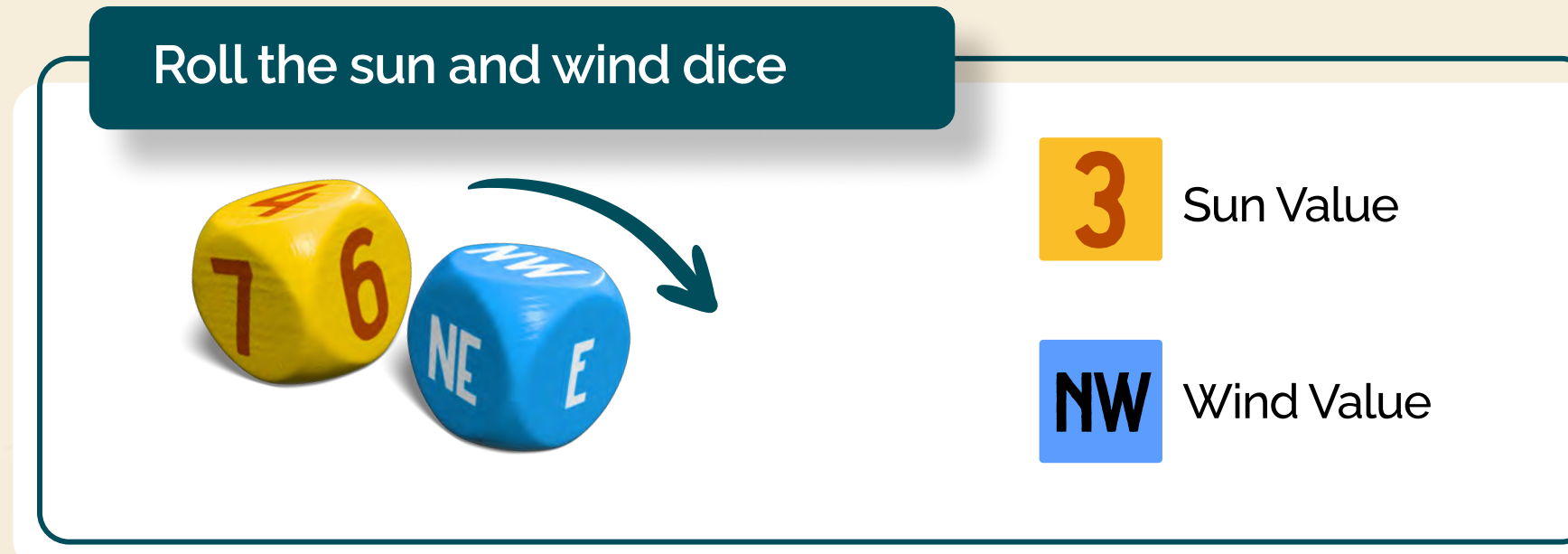
- **Three tiles** that they control, each adjacent to a water tile
- A total of **7 tree pieces** among them.

TAKING A TURN

On your turn you will always do these 3 actions in this order.
After your turn, pass the dice to your opponent - alternating turns.

I. Roll the Sun and Wind Dice

- The Sun Die determines which of your forest tiles will generate new trees (step II)
- The Wind Die determines which directions you can place new trees from your existing forest tiles (step III)



II. Generate trees based on the Sun Die

- The **current player** (whose turn it is) **ALWAYS takes an extra tree** just for it being their turn.
- BOTH PLAYERS** take **one tree piece** into their hand **for each of their forest tiles** that has **AT LEAST** the number of trees as the Sun Value (*aka greater than or equal to the Sun Value*)
- NOTE:** The trees generated are not linked in any way to the tile they "came from"
 - They get taken into your hand to play.

Ex. Early Game State: Player 1 rolls a 3 on the sun die 3



Player 1 gets a total of 4 trees

Player 2 gets a total of 4 trees

- Player 1 has 3 tiles with **at least** (3) trees. Each generate a tree for the player to take into their hand.
- They also get the **one bonus** tree for it being **their turn**.

- Player 2 has 4 tiles with **at least** (3) trees. Each generate a tree for the player to take into their hand.

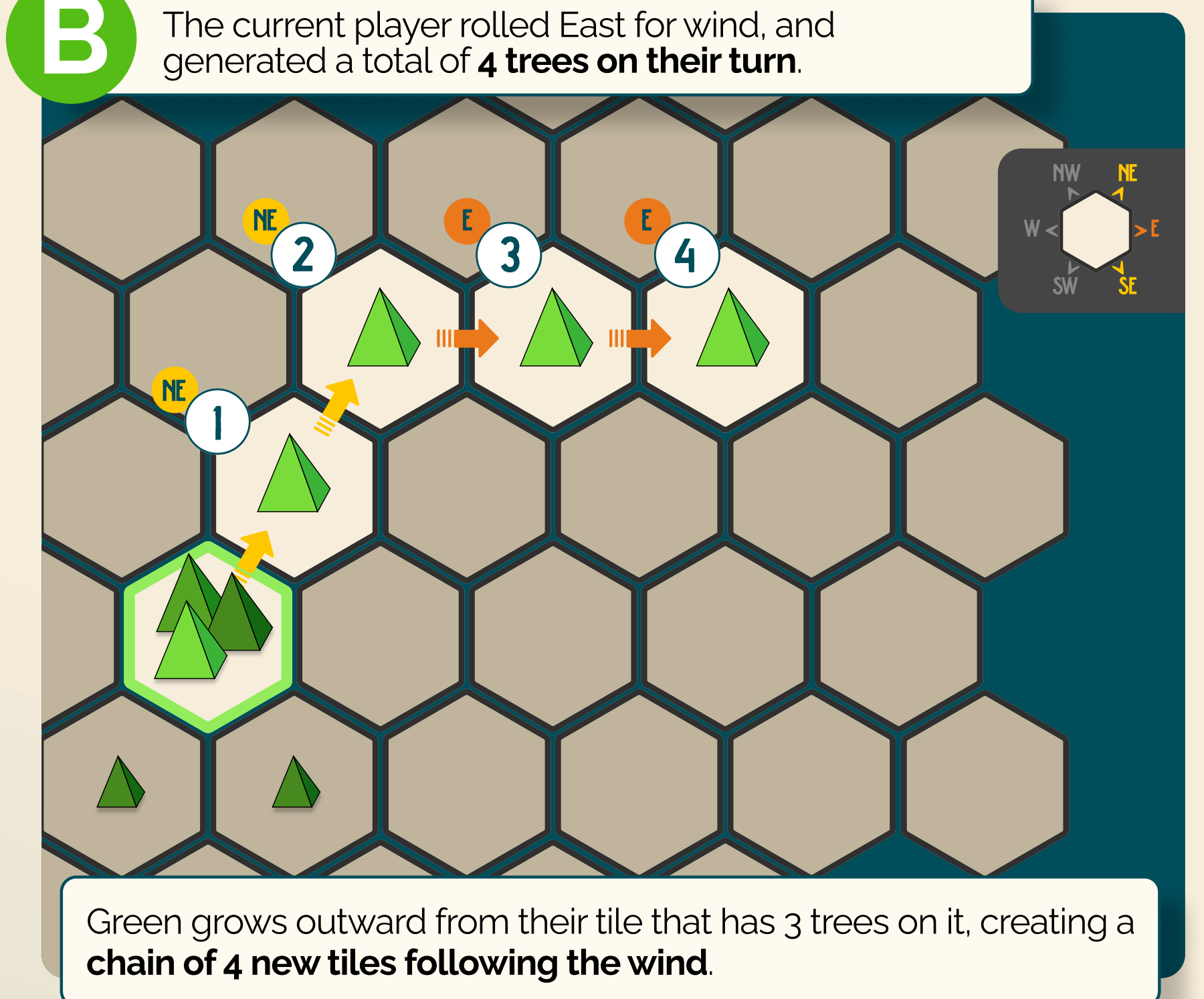
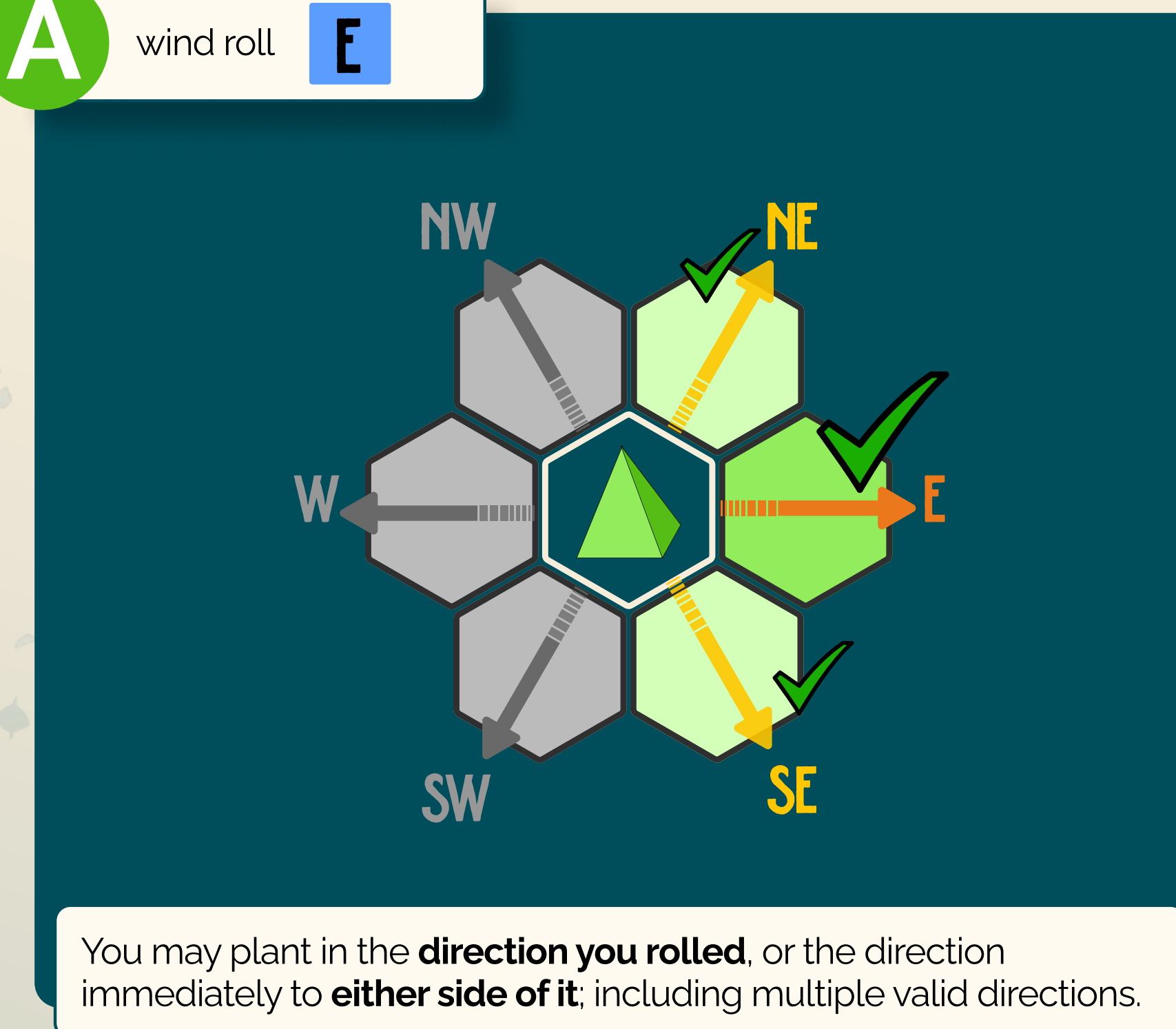
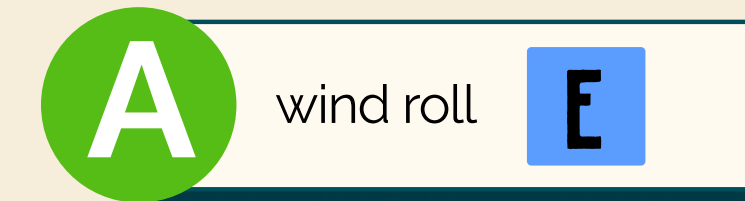
III. Plant your new trees

When placing a new tree you have two primary options.

- Place a tree piece **on any forest tile you already own**, adding it to your existing tree(s) there.
 - This will increase your odds of generating trees from that tile in the future
 - You can do this on ANY forest tile you own. The wind does not relate to this option.
- Place a tree piece **on any valid, EMPTY tile**
 - For a tile to be valid it must be:
 - Adjacent** to a tile you already own (*has a tree of your color on it*)
 - In a valid direction from any adjacent tile** of yours, based on the wind die (see **A**).
 - You may plant in the direction you rolled, or in the adjacent direction to either side of it.
 - You may plant in any number of valid directions from any number of tiles on a single turn.
 - You can, *and often will*, place trees adjacent to ones that you just placed on this same turn, in a "chain" effect (see **B**).

NOTE: You can **NEVER** place a tree on a tile that another player already controls

Each tree is an **individual choice**. You can **plant** them all in **different ways/tiles** on a single turn *as long as each move is valid*.



Special Note

For **beginners** we strongly **recommend** you **place all of your trees each turn**. But **as you learn and master** the game more, there may be times when there is a **strategic choice to holding some** or all of your trees **until a future turn**.

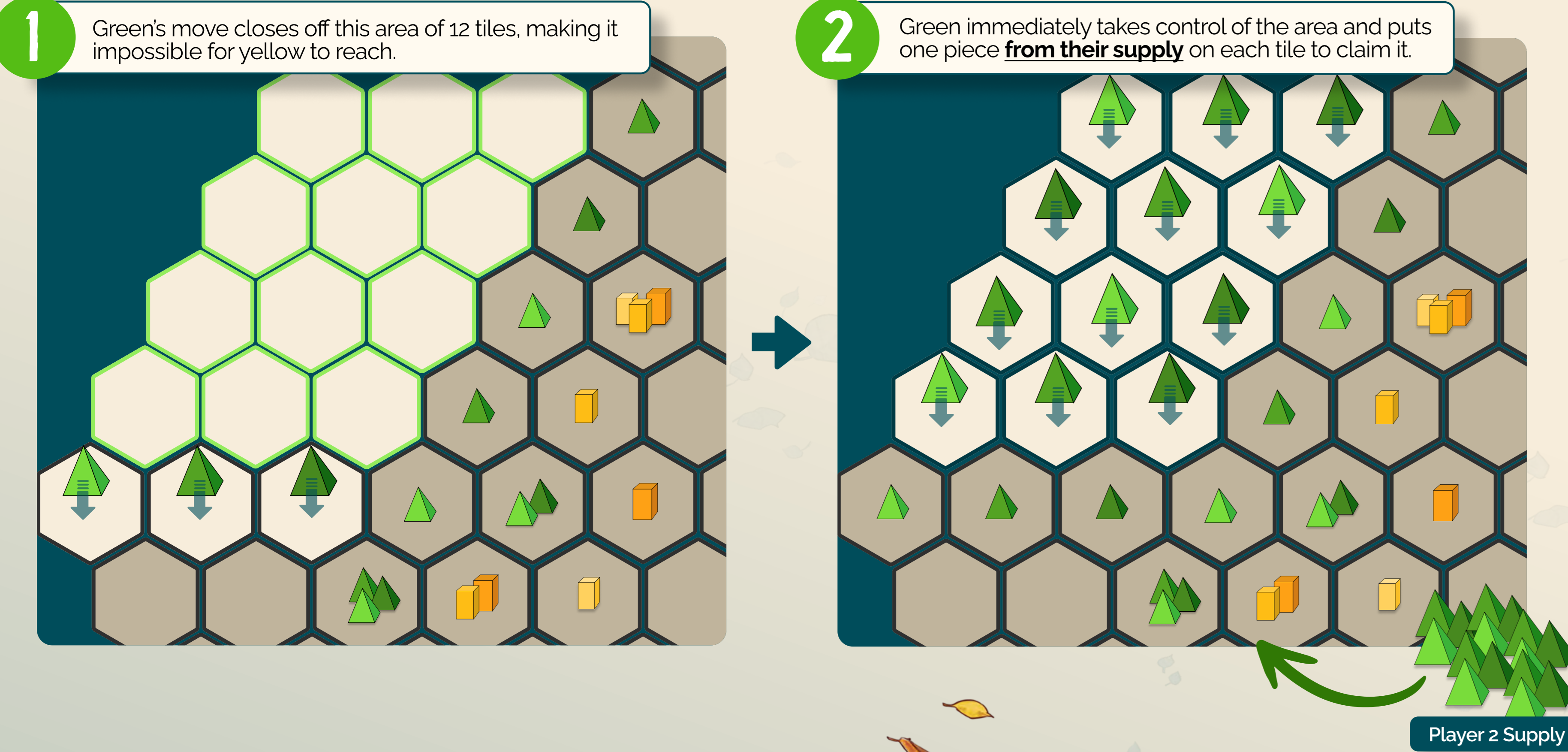
- You do not *have* to place all, or any, of your trees on a given turn.
- You can instead choose to pass and hold them for a future turn. There are no limits to this rule.



Closing off parts of the forest and "Cascades"

When you **close off an area**, making it impossible for another player to reach, you **immediately claim all the surrounded tiles**.

- Do this by taking **pieces from your supply** and putting **one on each space** in the surrounded area, filling it up.



SUMMARY OF PLAY

Taking your turn.

- Roll** for Wind and Sun.
 - The current player always gets **1 bonus tree** for their turn.
 - Players earn **one tree for each tile** they own that has **AT LEAST** the number of trees on it as **the sun value** rolled.
- Plant** your trees.
 - Grow **UP** on tiles you own to **increase generation**.
 - Grow **OUT** to valid, empty tiles, following the wind, to **expand your territory**.

Helpful Reminders

- The **winner** is the player with the **most tiles** in the end
- Closing off areas** means you immediately get to take control of that area for free (place one tree from your supply on each tile in the area)
- You can place tree adjacent to ones that you just placed on this same turn, in a **"chain"** effect.
- You can **never** place a tree on a tile occupied by another player
- There is **no capture or clear mechanic** in the base game. Once a tile is taken, that player will always own that tile.

FINISHING & SCORING THE GAME

The game is over when there are no remaining empty tiles in the forest. All of them have been taken by a player.

- Count up** how many **tiles each player owns**, and the player with **the most wins**.
- In the extremely rare case of a tie - send us a photo of the board! We've never seen it happen. And play again of course, to determine the real winner.

A quick hack on the **fastest way to count** up tiles.

- Reduce all your tiles to one, so that every space you own only has a single tree on it.
- Put all the extras you pulled off back with your supply of remaining trees.
- Count the remaining trees.
- There are 120 tree pieces in each set, so subtracting the number of REMAINING trees you have from 120 will tell you how many tiles you control.

Divide the difference of the two players' scores by two - that's how many tiles the winner won by.

COMPONENTS



Sun Die



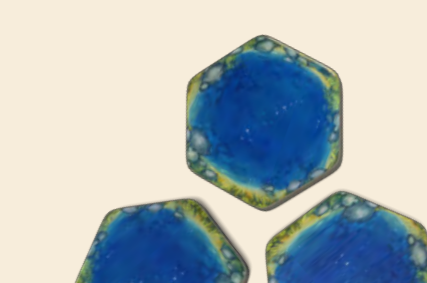
Wind Die



x120
tree pieces
(yellow aspens)



x120
tree pieces
(green pines)

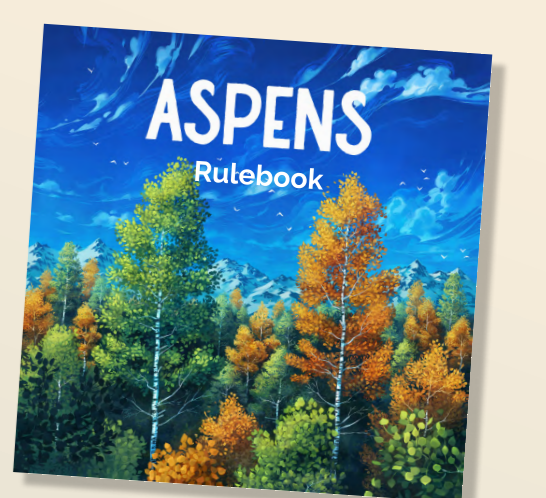
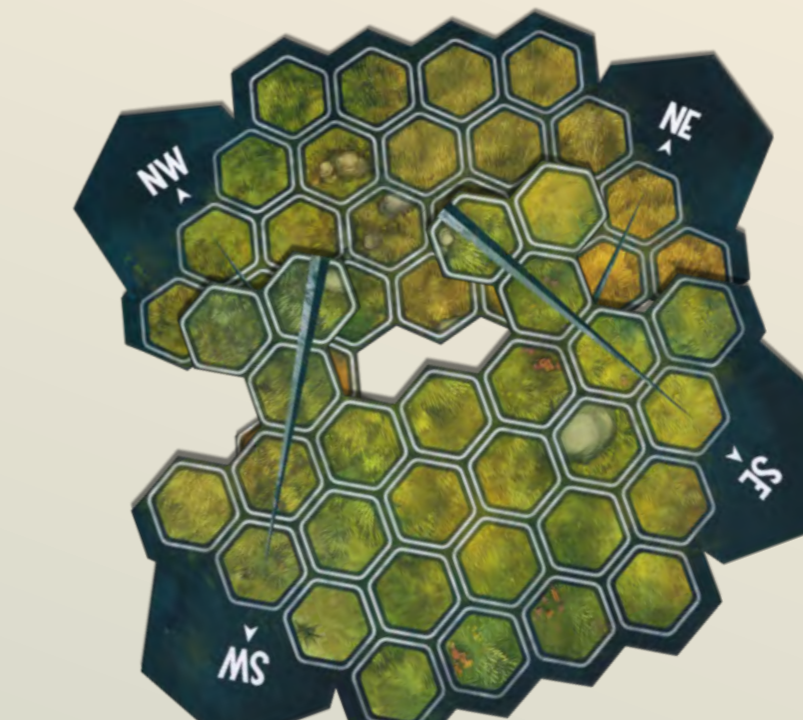
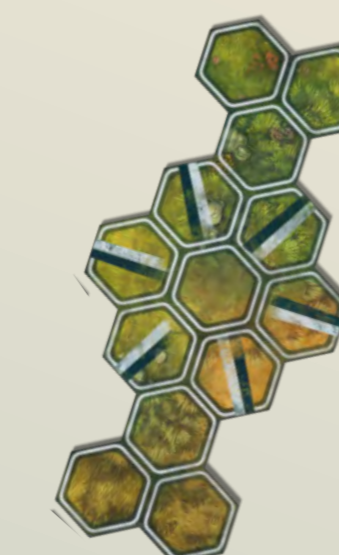
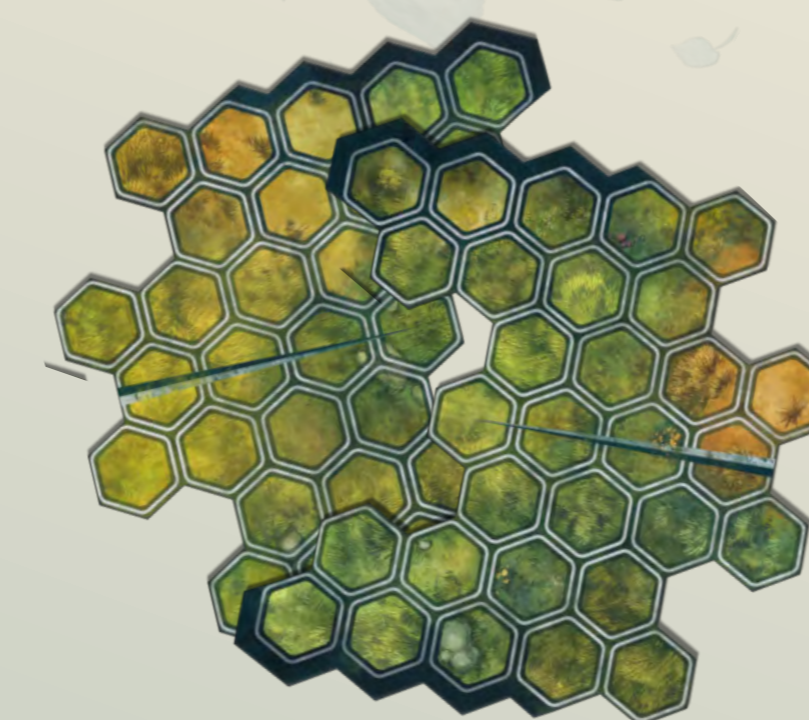


x3
Water Tiles



x2
Cloth Piece Bags

7 board tiles



Rulebook