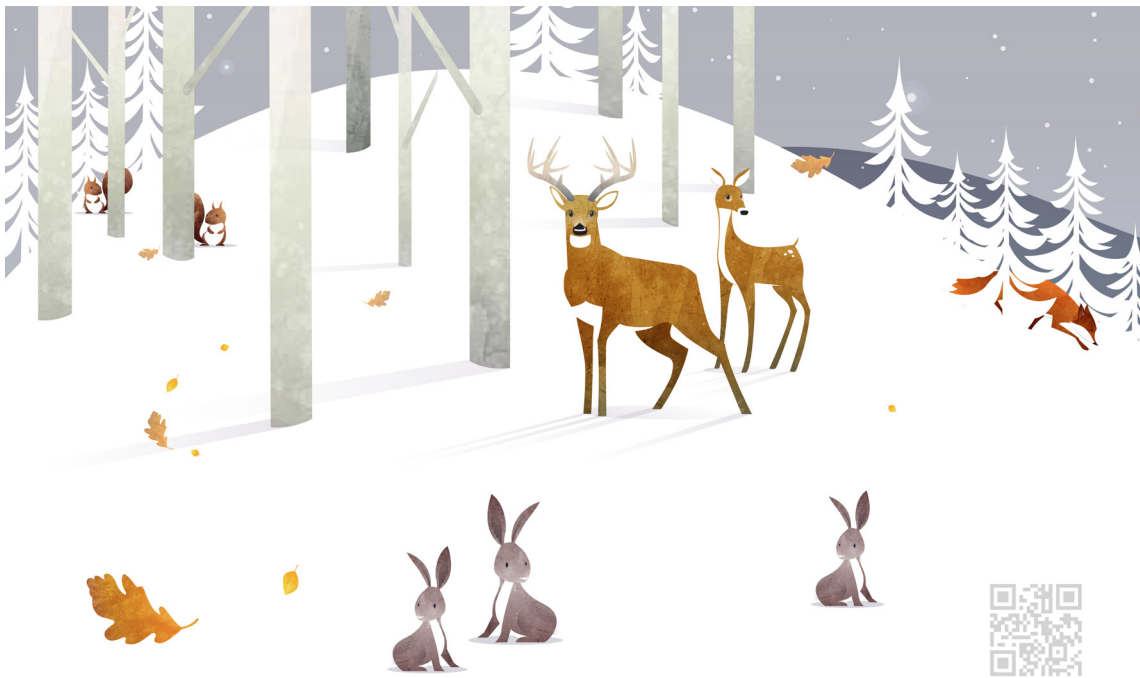
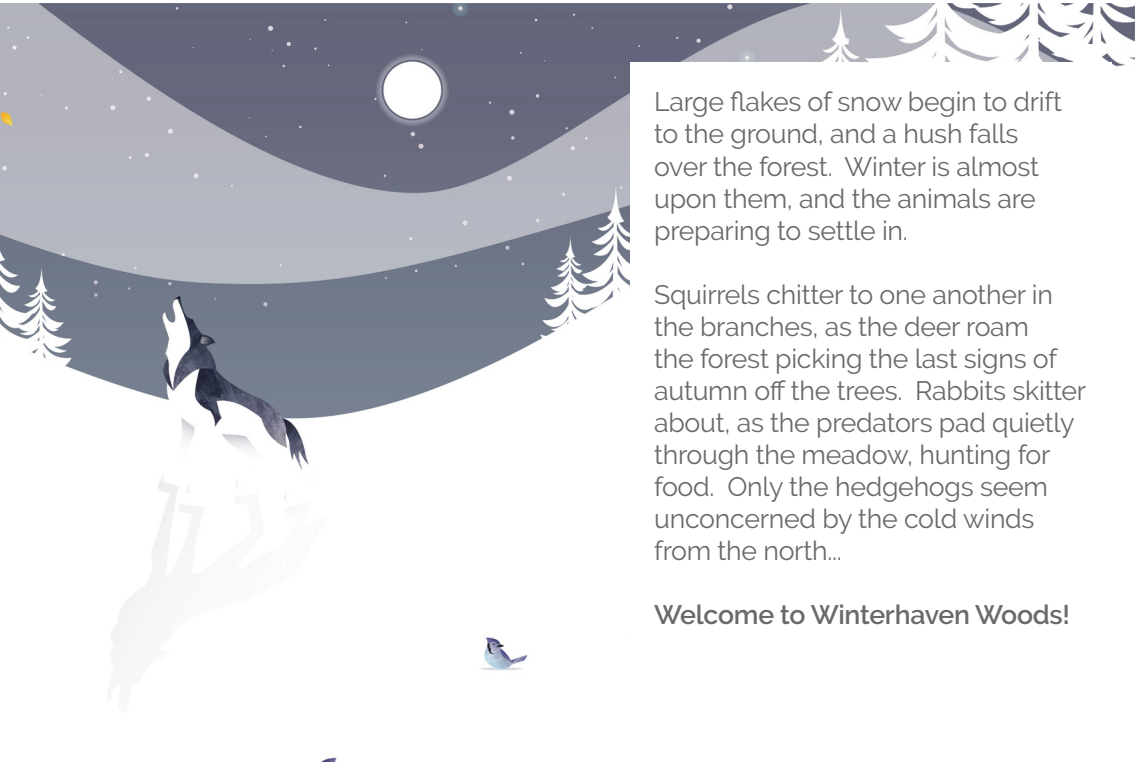


Winterhaven
Woods
Fresh Snow





scan for animated intro



Large flakes of snow begin to drift to the ground, and a hush falls over the forest. Winter is almost upon them, and the animals are preparing to settle in.

Squirrels chitter to one another in the branches, as the deer roam the forest picking the last signs of autumn off the trees. Rabbits skitter about, as the predators pad quietly through the meadow, hunting for food. Only the hedgehogs seem unconcerned by the cold winds from the north...

Welcome to Winterhaven Woods!

OVERVIEW

Winterhaven Woods is a pick and pass card game in which **3 to 6 players** compete to create beautiful sections of woodlands before the North Winds bring heavy snowfall.

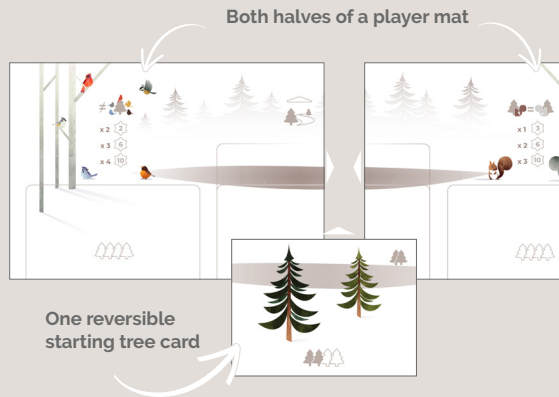
Over three rounds, players strategically select cards to add to their woodlands. Trees are planted to create woods, woods protect creatures seeking shelter, and predators hunt creatures roaming the meadows before cozying up in the den.

Players must balance selecting a variety of cards to achieve the most successful strategies and have the highest scoring section of woodlands by the end of the game.

Let's get started!

SET UP

1. Give each player the components below to assemble their woodlands.



Connect both halves of your mat, then place the starting trees in your center woods as shown.

2. Stack the North Wind round markers in the center of the table: **ROUND 1** on top, followed by **2, 3,** and **final scoring** on bottom



North Wind round markers

3. Return all cards with player count numbers greater than the current player count to the box. Shuffle the remaining cards together to form the woods deck.



Player count numbers are located on the card back.



woods deck

BEGINNING THE GAME

Winterhaven Woods is played over the course of **3 rounds**.

At the **beginning of each round** you will:

1. Shuffle the woods deck.
2. Deal a hand of **8 cards** face down to each player from the top of the deck.
3. Set the remaining deck aside for future rounds.

ROUND OVERVIEW

Each round, perform the following phases:

1. **DRAFT CARDS.**
2. **POPULATE YOUR WOODLANDS.**
3. **HUNT IN THE MEADOWS.**

After round 3, proceed to end of game scoring.

1. DRAFT CARDS.

In this phase, everyone simultaneously selects one card from their current hand to keep and places it **face down** in front of them.

Once everyone has selected a card, pass the remaining hand of cards to the next player following the direction indicated on the North Wind round marker.



Everyone will now have a new hand of cards from which they will make their next selection.

This process is repeated, selecting then passing, until only two cards remain in each hand. Players then select one of the two cards to keep and return the other, face down, to the woods deck.

Drafting ends once everyone has selected 7 cards and those cards are face down in front of them.



pass to
the **left**



pass to
the **right**



pass to
the **left**

*The passing direction changes between rounds, alternating from **left**, to **right**, and back to **left**.*

2. POPULATE YOUR WOODLANDS.

Once drafting ends, reveal all cards you drafted, and place them face up in your meadow. *(the area above your player mat)*

Simultaneously, everyone moves cards from their meadow into the various scoring zones in their woodland tableau.

You may perform any of the following, based on the cards you selected:

+ PLANT TREES – PLANT tree cards permanently into one of your woods.

+ PROTECT CREATURES – PROTECT creatures from predators by moving them into your woods.

+ PROVIDE FOR PREDATORS – HUNT creatures from your own meadow.

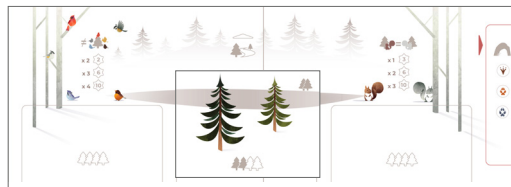
Cards may remain in your meadow between rounds.

Cards in your meadow can be hunted by your neighbor in the next phase.

Most cards will score 0 points if left in the meadow at the end of the game.



 MEADOW



 WOODS

+ PLANT TREES



Tree cards are PLANTED in your woods and increase your ability to PROTECT creatures that will score you points.

You have a total of 3 woods in your woodlands. Your center woods begins with 2 trees; your other two woods begin with 0.

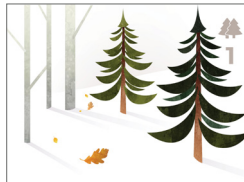
To PLANT a tree, place it into one of your woods with available space. You must PLANT trees you take. You may PLANT a



maximum of 4 trees in each wood.

Once a tree card is PLANTED in a wood, it cannot be moved for the rest of the game.

PLANTED trees score points at the end of the game or contribute colors to your Bird Bonus.



TWO TREES - You PLANT 2 trees in a wood and it scores **1 point** at the end of the game.

ONE TREE - You PLANT 1 tree and add a **white blue, brown, red, or gold,** bird to your bird bonus for that wood.



***Bird Bonus** - is based on the number of **different colored birds** in each wood.

x 2



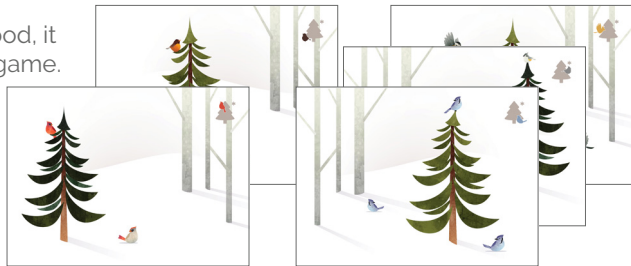
x 3



x 4



Totalling each wood separately, score:
2 points for **2** colors of birds
6 points for **3** colors of birds
10 points for **4** colors of birds



To PLANT a tree in a wood, you:

Must have 4 trees or less in that wood
after it is PLANTED

Once a tree is PLANTED:

1. It must remain in that wood for the rest of the game.
2. It increases the number of unoccupied trees to PROTECT creatures in that wood.



This tree card increases your wood's capacity by one and adds a yellow bird. In this example, it may be PLANTED in the left wood but scores more in the right wood by contributing to your Bird Bonus.

Left Wood



0 colors of birds

Center Wood



0 colors of birds

Right Wood



2 colors of birds

+ PROTECT CREATURES



You must **PROTECT** some creatures with trees to score points. *Indicated by a tree symbol behind their type icon.*

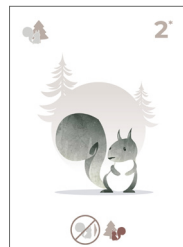
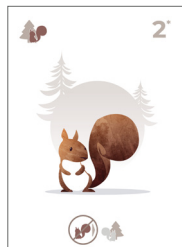
To **PROTECT** creatures move them from your meadow into a wood with at least one unoccupied tree; otherwise, they **must** remain in your meadow. Each tree may only **PROTECT** one creature.

Each creature type has unique **PROTECT** and scoring conditions.



DEER - You may only **PROTECT** Deer in pairs of two. Single Deer must remain in your meadow between rounds.

PROTECTED Deer score **3 points** each at the end of the game.



SQUIRRELS - You may not **PROTECT** Red and Gray Squirrels in the same woods. Balance your Red and Gray populations across all of your woods to increase your Squirrel Bonus.

PROTECTED Squirrels score **2 points** each at the end of the game.

***Squirrel Bonus** - is based on balancing the Red and Gray Squirrel populations you **PROTECT** across all of your woods.



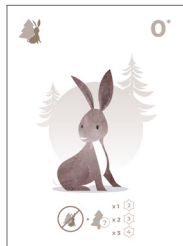
- x 1 **3**
- x 2 **6**
- x 3 **10**

Totalling all woods together, score:
3 points for **1** Squirrel of each type
6 points for **2** Squirrels of each type
10 points for **3+** Squirrels of each type

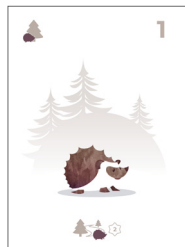
RABBITS - You may PROTECT Rabbits with any other creatures.

PROTECTED Rabbits score points for each **non-Rabbit** creature in the same woods at the end of the game.

0 points for Rabbit only
2 points for **1** creature
3 points for **2** creatures
4 points for **3** creatures



**Rabbits ONLY count non-Rabbits when scoring.*



HEDGEHOGS - You may PROTECT Hedgehogs in any wood.

PROTECTED Hedgehogs score **1 point** each at the end of the game.

Hedgehogs that remain in the meadow instead score **2 points** each at the end of the game.

To PROTECT a creature in a wood, you:

1. Must have an open tree for it to occupy.
2. Must be able to meet its PROTECT conditions.

Once a creature is PROTECTED:

1. It is permanently placed in that wood.
2. It may not be HUNTED by predators.



Stack creatures you PROTECT beneath the woods they occupy.

+ PROVIDE FOR PREDATORS



Predators must HUNT other creatures to score points.

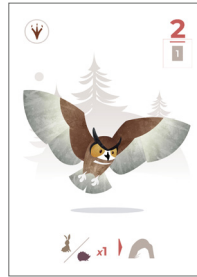
Indicated by a circle around their type icon.

You may PROVIDE creatures from your meadow for your predators to HUNT.

Each predator type may only HUNT specific creature types. Any creatures they HUNT are tucked behind them.

Predators may continue to HUNT until they reach their indicated limit. Once a predator reaches their limit, they retire to the den with all of their tucked cards.

All cards in your den, **including tucked cards**, score their indicated points at the end of the game. Tucked cards are NOT included in any bonuses.



OWLS - You may only HUNT Hedgehogs and Rabbits.

Owls must HUNT **1 card** to reach their limit and move to the den, scoring **2 points** each at the end of the game.

FOXES - You may only HUNT Squirrels and Rabbits.

Foxes must HUNT **2 cards** to reach their limit and move to the den, scoring **3 points** each at the end of the game.



WOLVES - You may only HUNT Deer and Rabbits.

Your Wolves may **not** HUNT alone.

You must collect 3 Wolves to form a Wolf Pack before they may HUNT.



Wolf Packs must HUNT **3 cards** to reach their limit and move to the den, scoring **4 points** each at the end of the game.

You may form multiple Wolf Packs. Each wolf pack HUNTS and scores separately and must consist of exactly 3 Wolves.

To PROVIDE creatures for your predators:

1. Draft creatures they can HUNT.
2. HUNT those creatures from your own meadow.

Once a predator has reached their limit:

1. They may not HUNT additional cards.
2. They're immediately moved to the den along with any tucked cards.



Predators (and tucked cards) still in the meadow score zero points at the end of the game.

3. HUNT IN THE MEADOWS.

After all players POPULATE their woodlands, predators who have not reached their limit may HUNT in neighboring meadows.

The direction of the neighboring meadow you may HUNT in each round is indicated on the North Wind round marker.

ROUND 1 - simultaneously HUNT in the meadow directly to your **right**.

ROUND 2 - simultaneously HUNT in the meadow directly to your **left**.

ROUND 3 - predators HUNT in **ALL** meadows in the following order:



Owls



Foxes



Wolves

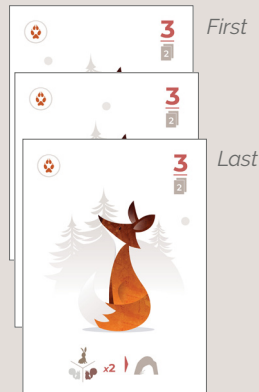
To HUNT creatures in a meadow, you:

1. Must have a predator that has not reached their limit
2. Must HUNT according to the direction on the North Wind round marker.

ROUND 3 HUNTING ORDER: If one or more predators of the same type HUNT simultaneously in round 3:

1. Compare the position of the sun in the artwork of all predators.

2. Each predator HUNTS in order from leftmost sun to rightmost sun. Each predator may HUNT until they reach their limit.



ENDING A ROUND

After **HUNTING** IN THE MEADOWS, the **ROUND ENDS**. *Reminder: Some cards may remain in your meadow between rounds.*

To begin the next round:

1. Shuffle the remaining woods deck
2. Deal **8 cards** to each player.
3. Remove the top North Winds round marker to reveal the next marker in the stack. *The passing direction and HUNT direction changes each round.*

At the end of **ROUND 3**, the game is over.







By the end of the game, everyone has drafted and played 21 total cards into their woodlands. It's now time to count up everyone's scores and declare a winner!

Reminder: Points are in the upper right of each card and bonuses are on your player mat.

END OF GAME SCORING

Flip over all cards in your meadow, **except Hedgehogs**. Flipped cards are buried in snow; they **score 0 points** and are not considered for any scoring.

For each of the six scoring categories, record your subtotals. Then add them together to calculate your total score.

-  1. Tree Points
-  2. Bird Bonus
-  3. Protected Points
-  4. Squirrel Bonus
-  5. Predator Points
-  6. Meadow Hedgehogs

The player with the highest score wins!

In the event of a tie, the player with the most Foxes in their den wins. If a tie still remains, players share the victory.

EXAMPLE SCORING

First flip over your Deer, Wolf, Fox, and tucked Squirrel in your meadow; these creatures and predators are buried in snow and score 0 points.



1. Tree Points - You score 1 point for the two trees in your center woods. Your other tree cards don't score any points on their own.



2. Bird Bonus - Bird Bonus is scored for each wood separately. You score 2 points for your Bird Bonus in your left wood, and 6 points for your Bird Bonus in your right wood. Your center wood doesn't score a Bird Bonus because it doesn't have two or more unique Birds in it.





3. Protected Points - Considering only your PROTECTED creatures, you score 1 point for your Hedgehog, 6 points total for your two Deer, and 6 points total for your three Squirrels. Your Rabbit scores 3 points because it is PROTECTED with two other non-Rabbit creatures.



4. Squirrel Bonus - You score 3 points for your Squirrel bonus because you have one red and one Gray Squirrel PROTECTED. Even though you have a second Red Squirrel, you would need a second Gray Squirrel to increase your bonus. Squirrel Bonus rewards a balanced population.



5. Predator Points - Considering only the cards in your den, you score 3 points for your Fox, 2 points for your Owl, and 3 points for the tucked cards they HUNTED.



6. Meadow Hedgehogs - You score 2 points for the Hedgehog that remains in your meadow.

The bottom three rows of the score pad are only used when playing with one or more expansions.

PLAYER INITIALS	W.B.	A.B.	L.B.	J.B.		
	1	1	3	1		
	8	6	0	0		
	16	8	11	9		
	3	6	6	0		
	8	16	7	6		
	2	0	4	2		
Your total is 38 points, you win!						
TOTAL = 38 37 31 18						

THANK YOU!

I would like to thank everyone who has helped bring this game to life.

This version of Winterhaven only exists because of the support and thoughtful feedback from everyone in the Crowdfunding Board Game Community who backed and played the original Kickstarter Version. THANK YOU.

I also want to say a huge thank you to Justin Forest. Initially I brought Justin on to do development. However, after a few conversations, it quickly turned into the type of creative collaboration I've always enjoyed most.

Justin had a lot of great ideas, suggestions and a strong desire to push players to explore different aspects of the mechanics, so he took the lead on designing the first expansion: Winterhaven Expeditions. Expeditions adds achievements which incentivizes exploring alternative strategies and weather complications that affect the card interactions between rounds. We hope you enjoy it!

I plan to continue to create expansion content for this game because I enjoy the world of Winterhaven Woods and creative collaborations.

If you would like to be notified when these are released, please sign up using the QR code below with an email you check often. It will only be used for this purpose.



*Scan to
sign up!*



CREDITS

Joel Bodkin: Illustration, Game Design, Publishing

Justin Forest: Development, UX Development, Expansion Design

If you enjoyed Winterhaven Woods, please share it with someone in your life who would also enjoy it. If you would like to leave a review, please help other players understand why it didn't work for your table so they can understand if it would be right for theirs. Finally, THANK YOU for playing, because every game is only an idea, until someone chooses to play it.

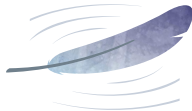


HOUSE RULES

My family and I come up with new rules and cards all the time. This is space for your ideas.

(It's also a great place to record wins, achievements, and people in your life who love playing Winterhaven Woods with you. Enjoy!)





*Dedicated to my wonderful wife Allison who helps me see the forest
for the trees and reminds me to pick my head up and appreciate life.*