SOLO GAME

The rules of the base game apply, with the following changes:

SET-UP OF THE GAME

- Choose **3 types of leaves** and shuffle all the leaves of these 3 types face-down in the middle of the table.
- Place the **3 matching fruit tokens** in front of you.
- Place the **21 matching magnifiers** in front of you.
- Place the **score marker** of the colour you didn't choose in front of you.

The remaining materials, including the mushrooms, go back into the box. They are not needed for the solo game.

- Take **2 leaves** of each of the 3 types and place them face up in the **undergrowth**.
- Use the remaining leaves to form a grid of **8 x 6 leaves**.

The game can begin.

COURSE OF THE GAME

During your turns, you may only perform **one** of these two actions:

1. TURN OVER A LEAF ON THE FOREST FLOOR
Choose **any** face-down leaf on the forest floor and turn it over.

2. EXCHANGE A LEAF ON THE FOREST FLOOR
Choose any leaf from the undergrowth and exchange it for a face-down leaf of the **same type** on the forest floor. The leaf from the forest floor is placed face-up in the undergrowth as usual.

After each action, you can decide whether you want to place a magnifier. If so, always place a magnifier of the matching colour on the leaf. If you don't have any more matching magnifiers, you can't place one.

END OF THE GAME

Once all the leaves on the forest floor have been turned over, you begin the **FINAL SCORING**. This works exactly the same way as in the base game. Use the scoring track and the score marker for this. Every time you pass the "50" space, flip a fruit token to its "50" side. Compare your score to the values in the table to see how well you did. If you like, you can note your results in the corresponding lines.

0 - 49	Forest Sprout
50 - 69	Bug Beginner
70 - 89	Tree Keeper
90 - 109	Forest Icon
110 - 129	Leaf Champion
130 - 149	Beetle Sage
150+	Deity of Nature

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For more information and frequently asked questions about the game, visit www.abacusspiele.de

LEAFWORK

A tactical leaf-laying game for 1 - 4 players, 10 years and up

The forest is teeming with creatures scurrying and crawling everywhere! There's plenty to discover not only up in the trees, but also beneath the fallen leaves! Use your magnifiers strategically and find as many matching forest creatures as you can under the leaves. You might even come across some fruits or mushrooms. Only with the right strategy you will master Leafwork!

GAME MATERIALS

Before playing for the first time, you must first carefully remove all pieces from the punchboards. The rings between the magnifiers and the tokens can be removed. They are not needed for the game. You can place the empty punchboards under the inlay to reduce the gap between the inlay and the lid, so the game components won't slip out of their compartments as easily.

72 leaves in the leaf colours red, orange, yellow and green:



18 x maple 18 x beech 18 x oak 18 x birch

with 6 different animals:
ant, grasshopper, bumblebee, stag beetle, ladybug and blue butterfly
and 4 different fruits:
maple samara, beech nut, acorn and birch catkins

4 fruit tokens: front: fruit, back: "50"



maple samara beech nut acorn birch catkins

30 magnifiers:



7 x red 7 x orange 7 x yellow 7 x green



2 x white for the two-player game

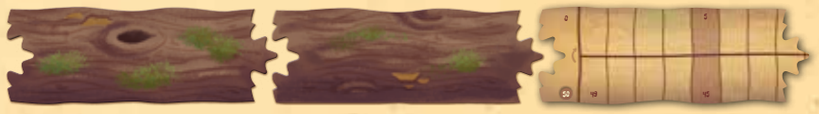
26 mushroom tokens:
front: 1 mushroom
back: 2 mushrooms



4 wooden score markers in the 4 leaf colours:



3 tree trunks:
front: tree trunk
back: scoring track



GAME IDEA



With your magnifiers, discover as many animals, fruits and mushrooms on the forest floor. If you want to look for specific animals, mark them with magnifiers on leaves of your colour. You score points if these animals lie adjacent to your magnifier leaves at the end of the game. You score extra points if you also discover fruits or mushrooms. The player with the most points wins the game.

SET-UP OF THE GAME

The rules for playing with three or four players are explained below. You'll find the modifications for the two-player game on page 3 and for the solo game on page 4.

Put the tree trunks together and place them face-up on the table. Together, they form the undergrowth.

Place the 26 mushroom tokens next to it.



Choose a type of leaf you want to play with. These are now your leaves. Put all leaves of your type face-down into the middle of the table. Additionally, take the 7 magnifiers, the fruit token and the score marker of your leaf colour and place them in front of you. The fruit token indicates which fruit is your own. Put the components in the colours that were not chosen back in the box. They won't be needed for this game.

Then shuffle all leaves face down on the table.

Take 2 leaves of your type and place them face-up in the undergrowth.

Use the remaining leaves to create a grid in the middle of the table, beneath the undergrowth. This grid is the forest floor. The size of the grid varies depending on the number of players playing: with three players, lay out a grid of **8 x 6 leaves**; with four, a grid of **8 x 8 leaves**.

Everyone counts their leaves at the edge of the forest floor. The player with the most leaves starts the game. If there are multiple players with the most leaves, the one involved in the tie who was in a forest most recently starts.

COURSE OF THE GAME

The game is played over several rounds in a clockwise direction. When it is your turn, take **one** of these three actions:

1. TURN OVER ONE OF YOUR LEAVES ON THE FOREST FLOOR

Choose one of **your face-down leaves** on the forest floor and turn it over.
Then you have two options:



a) Collect Mushrooms

If you want to collect mushrooms, take as many mushrooms from the supply as there are **animals of the same kind** shown on the leaf and place them in front of you.



b) Place a magnifier

If you want to search for the animals and fruits shown, place one of your magnifiers on this leaf. It is now a magnifier leaf. Leaves without a magnifier are explorer leaves.



2. EXCHANGE ONE OF YOUR LEAVES ON THE FOREST FLOOR



Choose one of **your face-down leaves** on the forest floor and **any leaf** from the undergrowth. Exchange these two leaves. Put the leaf from the forest floor **face-up** into the undergrowth.
If the new leaf on the forest floor is **yours**, you can place a magnifier on it if you like.



3. EXCHANGE ONE LEAF OF ANOTHER TYPE ON THE FOREST FLOOR

Choose one **face-down leaf of another type** on the forest floor, that lies **vertically or horizontally next to one of your face-up leaves** (with or without a magnifier) and **any leaf** from the undergrowth. Exchange these two leaves. Put the leaf from the forest floor **face-up** into the undergrowth.
If the new leaf on the forest floor is **yours**, you can place a magnifier on it if you like.



Once you have turned over or exchanged a leaf on the forest floor, your turn is over and it is the turn of the player on your left.

Special case: In rare cases, towards the end of the game, you may no longer be able to make a regular move. This happens when all your leaves, as well as all the leaves adjacent to them, are already turned over. In this case, you may turn over **any leaf** on the forest floor and collect mushrooms.

Tip:
Leaves on the edges usually score fewer points. Exchange them for other players' leaves to put yourself in a better position.

END OF THE GAME

As soon as all the leaves on the forest floor have been turned over, the game ends. Now remove the leaves from the undergrowth. Turn the tree trunks over and assemble the scoring track correctly. Place your score markers on the "0" space and begin the final scoring.

FINAL SCORING

Move your score marker forward one space on the scoring track for every point scored.
If you pass the "50" space, flip your fruit token to its "50" side.

First, the mushrooms are scored.
Each mushroom in front of you is worth **1 point**.



Then the magnifier leaves are scored. Each magnifier leaf has up to 4 adjacent explorer leaves, which are now checked.

Important: Leaves with a magnifier are not explorer leaves.



Each animal on an adjacent explorer leaf that is identical to animals on your magnifier leaf is worth **1 point**. Animals on the explorer leaves that are not shown on your magnifier leaf do not score any points.

Each foreign fruit on an adjacent explorer leaf is worth **1 point**.



Each own fruit on an adjacent explorer leaf is worth **2 points**.



If your fruit is shown on your magnifier leaf and also on the adjacent explorer leaf, it is worth **4 points**.



Important: The number of animals on a magnifier leaf is **not** a multiplier. If a magnifier leaf shows 3 ladybugs and an adjacent explorer leaf shows 1 ladybug, you still only score 1 point for this, not 3 points.



Once you have fully scored a magnifier leaf, flip it over and place the magnifier in front of you.

Note: Explorer leaves are checked against all adjacent magnifier leaves and remain face-up.

Once all magnifier leaves are face-down, the final scoring is complete. The player with the most points wins **Leafwork**. In case of a tie, the players involved share the win.

Example scoring for the birch magnifier leaf:

The birch leaf with a magnifier shows an ant and a blue butterfly.
*This magnifier leaf is worth **6 points:***

Above: ***1 point*** *for the blue butterfly*
Right: ***0 points****, since this is not an explorer leaf*
Below: ***2 points*** *for your own fruit (birch catkins)*
Left: ***3 x 1 point*** *for the ants*



TWO-PLAYER GAME

The rules of the base game apply, with the following changes to the **SET-UP OF THE GAME**:

- Place **3 leaves** of your leaf type face-up in the undergrowth.
- The forest floor grid consists of **6 x 5 leaves**.
- In addition to the 7 magnifiers in your colour, you receive a **white magnifier**, which you place in front of you. You may use this once during the game as a "magnifier booster." If you place a magnifier on a leaf, you may place the white magnifier underneath it. Points you earn from that magnifier leaf are **doubled**.

