

A GAME OF  
FALLING FOLIAGE,  
AMASSING ACORNS &  
SCAMPERING SQUIRRELS!

Players: 2 - 6  
Time: about 15 minutes  
Equipment: game board,  
leaf cards, acorn tiles.

# How the Leaves Came Down

## How to Play

### The GOAL of HOW THE LEAVES CAME DOWN:

Be the squirrel with the biggest acorn cache.

### PREPARATION:

\*Print the game board.

\*Print the sheet of leaf cards and acorn tiles. Cut the leaf cards out along the oval lines that are around the leaves. Cut out the acorn cards and fold them in half. You can also glue or tape the two sides together.

\*Each player needs one distinct player piece. You can use small toys, flat beads, buttons, dried beans, etc.

### GAME PLAY:

#### SET UP:

Your play surface should be large enough to accommodate two areas, one for the game board, and one for dropping the leaves onto.

Each player starts with one acorn in their cache. The acorn tile should be placed in front of the player with the leaf background side facing up.

To set up the game board place the 14 acorns on the indicated squares. Each player should place their player piece on one of the squares with a squirrel on it. It is OK to have more than one player piece on a single square.

#### STARTING PLAY:

The person who has eaten a nut the most recently goes first.

Hold all of the leaves in a **loose bundle** at a 90 degree angle to the play surface. You should hold them about 2 feet (60 cm) above the play surface, then gently drop all of the leaves at once.

*Make sure you drop the leaves **away from the game board** and where every player is able to easily reach the fallen leaves.*

All of the players then have a chance to read the face-up leaves and grab just **one** of them to use. If you are too slow to grab a leaf, then you don't get to take a turn during that round. Players can shift the leaf cards around to see them better, but they mustn't block the other players' view. If none of the falling leaves land face up, the next player immediately collects them and drops them again.

Once the players have grabbed their leaf cards, the remaining leaf cards should be collected into a bundle for the next round.

Next, starting with the player that dropped the leaves, each player should move as directed by their leaf card. (A player can also choose to pass instead of using the leaf card they collected. This can be helpful in getting rid of leaf cards that are not useful at that time.)

Once a player has moved, they then put their leaf cards aside in a discarded leaf pile. Once all of the leaf cards are in the discarded leaf pile, they should all be picked up to be used in the falling leaves bundle.

After all the players have taken their turns, the next round begins with the remaining leaf cards being dropped by the next player.

#### GETTING ACORNS:

If you land on a space with an acorn tile, it's yours. Add it to your acorn cache with the leaf background side (not the dirt side) facing up.

**Note:** If someone is very slow about grabbing a leaf card, you can give them a handicap by having the other players close their eyes for a certain number of seconds before looking to grab a leaf card.

## **The Different Leaves:**

Here is a list of the different leaves and how to use them.

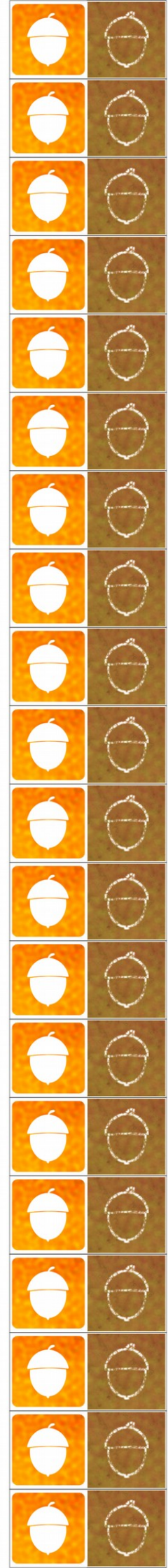
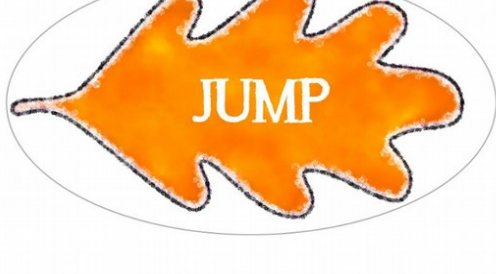
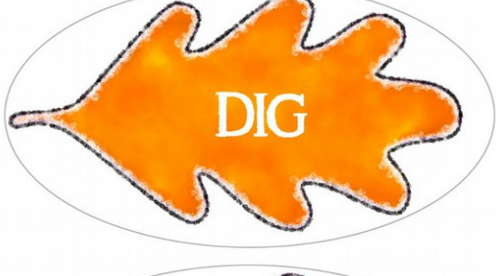
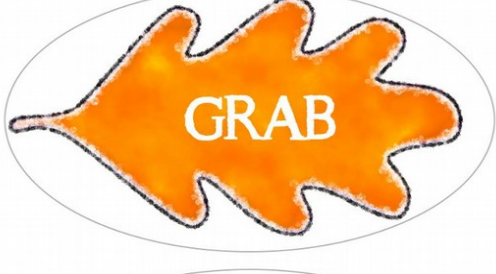
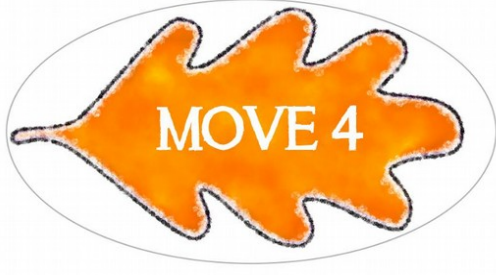
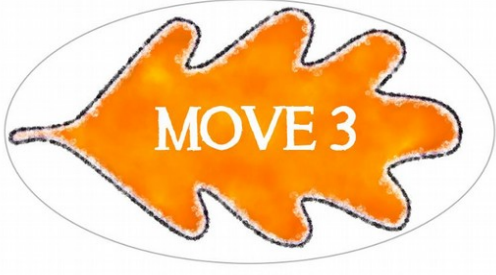
1. **Move 1:** Move 1 tree trunk, branch, or ground space in any direction.
2. **Move 2:** Move 2 tree trunk, branch, or ground spaces in any direction.
3. **Move 3:** Move 3 tree trunk, branch, or ground spaces in any direction.
4. **Move 4:** Move 4 tree trunk, branch, or ground spaces in any direction.
5. **Move 5:** Move 5 tree trunk, branch, or ground spaces in any direction.
6. **Move 6:** Move 6 tree trunk, branch, or ground spaces in any direction.

*NOTE: Moving must be vertical or horizontal, not diagonal. You cannot retrace your steps in one turn.*

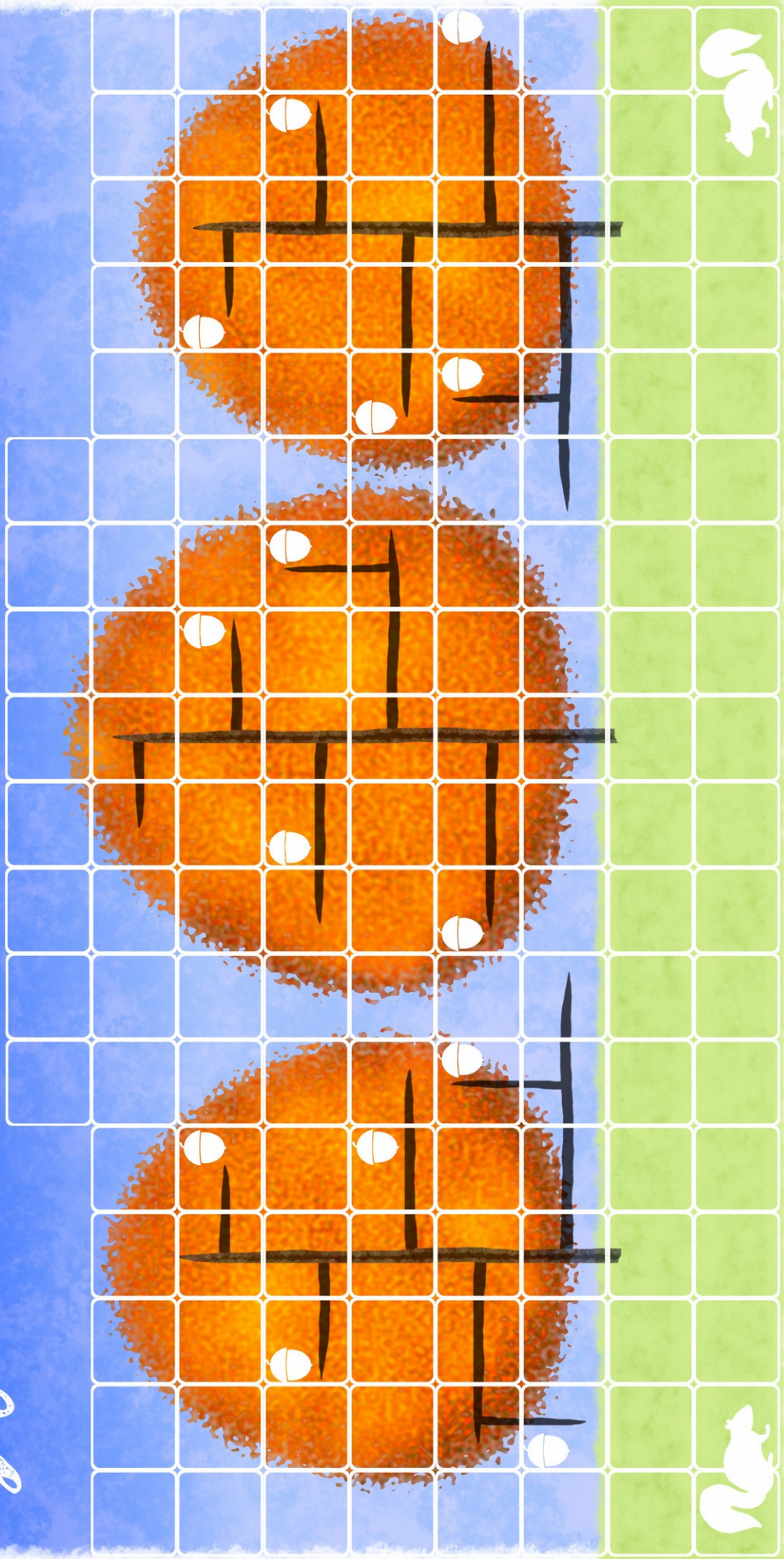
7. **Jump:** Go up one space diagonally, two spaces across in the same direction (left or right) and then as many spaces down diagonally as you can. Once you hit a tree trunk, branch, or ground space, stop on that space. If you come to the edge of the board, immediately drop to the nearest ground space below you.
8. **Scamper** to the lowest space on any tree. (You can only use this if you are on a ground space.)
9. **Scurry** to the tree's top. (You can only use this if you are on a tree space.)
10. **Drop** to the tree's bottom. (You can only use this if you are on a tree space.)
11. **Chase** an opponent. Go to another opponent's space. That opponent must move three spaces away from you.
12. **Dig** up another player's acorn. That acorn is removed from that player's cache and put at the bottom of the game board.
13. **Hide** an acorn. You can flip over one of your acorns. That acorn is now hidden and can't be dug up.
14. **Grab** an acorn. Take an acorn from under the game board (if there is one).

## **WINNING the GAME:**

Once all of the acorns on and under the game board are gone, the game ends. The player with the most acorns wins. If there is a tie, the player with the most hidden acorns wins. If there is still a tie, drop all of your acorn tiles (like dropping the leaf cards) until one player has more acorn tiles with the hidden side showing. That player wins.



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