



My name's Tim. In *Fluffy Valley*, you'll need to make some big decisions and think logically, so let me lead you through it a bit...



First, set up the game in easy mode, as explained in the rules (page 8). Put the Hedgehog tokens out as shown below (1 Honey, 2 Hay, 4 Ripe Berries).



Our good friend Buster the Beaver is a tough businessman, and the River is sometimes a bit rough, so if you want to make the game easier, you can choose to ignore the actions for those holes during your first game.

3

Are you still nervous about starting a game on your own? You can turn this page over and follow the tutorial for your first game.



Tutorial

1



Put the Prairie Dog that is in Roger the Hedgehog's hole head down in the empty Shrub hole. Then take 1 Berry from the green bag and put it on the Harvest table. I hope you picked a ripe one!

2



Next, take the Prairie Dog with its head up out of the Shrub hole and put it head down in the Field hole. Take 1 Hay token and put it on the Harvest table.

3



Free up the Burrow by taking the Prairie Dog out of that hole and putting it in the Shrub hole that is now empty. Then take 1 Berry out of the green bag.

4



Have you picked spoiled berries?

If so, move the last Prairie Dog with its head up to Roger the Hedgehog's hole so you can make 1 exchange.

Have you picked ripe berries?

or

If so, you can move your last Prairie Dog into the Burrow instead, so you can save those ripe berries for wintertime!

Well done! You've just played your first round. Keep all the Prairie Dogs in the same holes but turn them head up, then take a Danger card and apply its effect. Finally, move the arrow on the Season board to the next section. Now you're ready for the next round!

