Cozy Sticker Ville™

Components
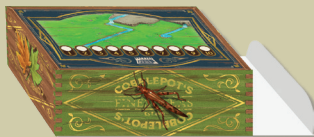

1 Sticker Book

1 Storybook

1 Die

120 Event Cards
(10 decks of 12 cards)

1 Save-Game Box

60 Catalog Cards
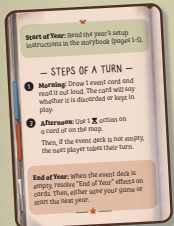**Do not shuffle**

12 Food   12 Wood

12 Gold   6 Ore

1 Reference Card

1 Map (double-sided)

Introduction

In *Cozy Stickerville*, you and your friends will create a village together. There is no way to lose the game, but your decisions will cause permanent changes that can have both positive and negative effects on your village. You will seek to accomplish milestones and gain happiness while building the village of your dreams.

The game is played over 10 years, and each year takes 30-60 minutes.

Starting Out

Before each game, perform the following steps:

1 **Place Map:** Place the map in the center of the table. For your first game, choose one side of the map and **place 8 starting stickers** on it (*see "First Game Setup" below*). You will use the same side of the map for all 10 years.

2 **Create Token Supply:** Place all tokens near the map. If resuming a saved game, gain all resources and cards from the save-game box (explained later).

3 **Place Card Catalog:** Place the catalog cards (numbered 1-57) near the map. **Important:** Do not shuffle this deck.

4 **Start of Year Setup:** Read the current year's setup rules from the storybook. For your first game, read "Year 1 Setup" on page 1. This will give you an event deck, starting resources, story, and other surprises.

FIRST GAME SETUP

Before you begin year 1 of a new game, first place **8 starting stickers** on the map. To do so, take turns placing stickers from **page 9** of the sticker book. Place 1 sticker from each pair with "OR" instructions.

Place these stickers wherever you'd like, as long as you follow all placement rules (*see "Placing Stickers" on the next page*). Note that the **first sticker** you place will determine which side of the river you can build on.

Place 1 of these stickers. The other will not be used this game.

Reminder: Don't forget to read the "Year 1 Setup" instructions on page 1 of the storybook.

PLACING STICKERS

Many effects place a sticker on the map. It will always list the page number followed by a letter. For example, "Place sticker **3C**" means that you should flip to page 3 of the sticker book, find sticker **C**, then place it on the map.

Place stickers wherever you think looks best (following the restrictions below). Sticker placement will not negatively impact your game, so get creative!

If the sticker has an action on it (for example **⚔ 7.1**) **do not** resolve it when you place it. You can use this as an action in the future.
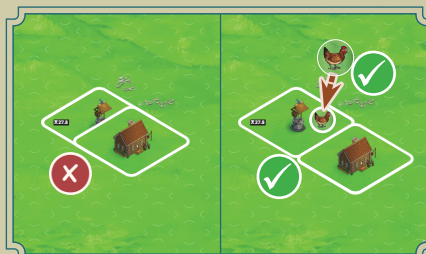
ONE SIDE OF THE RIVER

All stickers on the grass must be on the **same side** of the river until you have a bridge. The side (**A** or **B**) is determined by where you place your first sticker during setup.
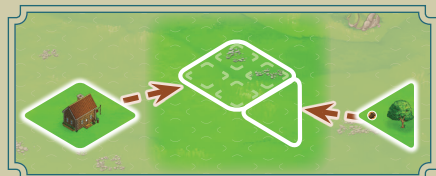
FOLLOW THE BACKGROUND

A sticker's background must match the map. For example, do not place a sticker with a grass background on water or rock (or vice versa).

DON'T COVER STICKERS

Clear stickers can be placed on other stickers, but otherwise only cover a sticker when specifically instructed to.

We encourage you to place clear stickers on top of others to save space; just don't cover icons.

Be aware that if a large sticker becomes covered, all clear stickers on it will also be covered (for example, if you upgrade your house).

FOLLOW THE GRID

The grid helps you line up stickers with each other.

DON'T OVERLAP MAP FOLDS

Doing so will prevent you from folding your map. Some road stickers specifically allow you to cover a fold.

🍃 Playing the Game 🍃

In *Cozy Stickerville*, each day is full of surprises! To play the game, players take turns, one at a time, and continue clockwise around the table until the event deck runs out.

Each turn consists of two steps: **morning** (draw an event card) and **afternoon** (perform 1 action). They are described on the following pages.

STEP 1 – MORNING

Your turn begins with the morning, when you *see* what unexpected event awaits you.

Each year has its own event deck. Simply draw the top card of the deck and read it aloud, from top to bottom.

If the card asks you to choose **A** or **B**, make your choice **before** reading the (upside down) outcome. Choices can have lasting consequences, so feel free to consult other players. You have the final say for all decisions on your turn.

Important: Do not resolve ⚔ effects on the card yet.

EVENT EXAMPLE 1

1. Read this text aloud from top to bottom.

2. After choosing **A**, **B**, or **C**, read the text matching your choice.

EVENT EXAMPLE 2

1. Read this text aloud from top to bottom.

Do not resolve this section. The ⚔ icon means it is an action you can resolve later.

Each card specifies whether you will discard it or keep it in play. When a card is discarded, place it faceup in a pile next to the event deck.

If instructed to keep it in play, tuck the card beneath the map so that only the bottom portion of the card is visible. You can use this card in step 2 of your turn, or any player can use it during their turn.

This card says to keep it in play, so tuck it under the map, covering the "Keep this card in play" text.

STEP 2 – AFTERNOON

During the afternoon you decide what you want to accomplish by performing one action of your choice. This is how you explore locations, place buildings, and more!
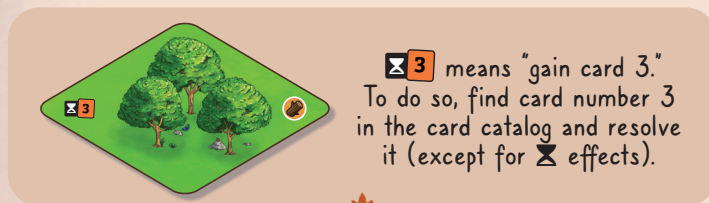
All actions are marked with a ⧗ icon. These can be found both on cards and on stickers you have placed on the map. There are 3 main types of actions:

⧗ #.# Read Story: This tells you to read a specific entry from the storybook. The first number (before the dot) is the page number, and the second number (after the dot) is the entry on the page. On cards this is written as "read 📖 #.#."

⧗ 27.8 means "read 📖 27.8." To do so, flip to page 27 of the storybook and read the eighth entry on that page.

Read the entry out loud. You must make all choices before knowing the possible outcomes (in green boxes).

⧗ # Draw Card: Some actions tell you to draw a specific card from the catalog deck. Keep this deck in order so that you can easily find cards when needed.

⧗ 3 means "gain card 3." To do so, find card number 3 in the card catalog and resolve it (except for ⧗ effects).

When a catalog card is discarded, place it in the same discard pile as discarded event cards (you will not need it again).

Some cards have multiple copies. For example there are two cards labeled 3 (3ᴀ and 3ʙ). Use card "3ᴀ" for your first playthrough of the game (described later).

If you see something on a card that has not been explained (for example, an icon, underlined text, or space for a sticker), you will learn what it does when you need to use it.

⧗ Card Ability: Some cards have an action on them. As an action, you can follow the instructions on the card.

For example, the card on the right has 2 options: either spend 5 wood to build a town hall *or* spend 4 wood and 1 gold to build a farm. You will only get to build 1 of these.

Only discard a card when instructed to. Some cards can be used multiple times.

End of Turn

After performing an action, your turn ends and the player to your left begins their turn.

Resources

There are 4 types of resources: wood, food, gold, and ore. Many effects give you resources (for example: "Gain 1 wood"). When this happens, take a token of that type and place it in the pile of available resources (separate from the supply of unused resources).


Wood Resource

Resources are shared between all players. You cannot gain more resources than the tokens provided in the game.

Some cards require you to spend resources. To do so, return the required resources to the supply of unused resources.

If an option requires you to **spend** resources, you cannot choose this option unless you spend the full amount. If an effect makes you **lose** resources, lose as much as possible.

END OF THE YEAR

If there are no cards left in the event deck at the end of your turn, the year ends.
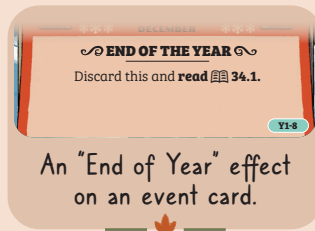
At this point, resolve all "End of the Year" effects on cards in play. If there is a choice to be made, players make the decision as a group.

An "End of Year" effect on an event card.

Then, decide whether you want to continue playing or save your game:

✎ Continue Playing: Read the start of year setup for the next year (on pages 2-5 of the storybook). Keep all resources and cards from previous years.

✎ Save Game: Place all available resource tokens into the save-game box along with all cards in play (cards tucked under the map). Mark the year you just completed with a progress sticker (place it on the side of the box matching your map art). The next time you play, you will start with all resources and cards from the save-game box.

Example of saving your game after completing year 3 on this side of the map.

End of Year 10

At the end of year 10, you will read a final resolution to your story. Although there is no way to lose, there are 5 different endings based on the choices you've made.

After year 10, you will also unlock the ability to play the game again using the other side of the map (explained after year 10).

GLOSSARY OF SPECIAL TERMS AND STICKERS

The game uses the following terms:

Happiness

Happiness represents the emotional state of your village. When you gain happiness, place 1 heart sticker (found on page 1 of the sticker book) on the lowest empty space of the happiness track (on the right side of the map).

Placing a heart sticker on the happiness track

If you lose happiness, remove a heart sticker from the track (peel it off and throw it away).

Some effects use heart stickers for other purposes. Heart stickers only count as happiness if they are on the happiness track.

Milestones

Milestones are special stickers you receive that recognize your accomplishments or consequential actions. For example, if a card says to "Gain the Famous Baker milestone (silver)," find that milestone sticker (on page 2 of the sticker book) and place it in an empty slot on the right side of the map. The color in parentheses indicates the background color of the milestone.

Famous Baker
– BAKERY I –

Gaining a milestone

Most milestones have a subtitle which may be referred to by cards (for example, "Bakery 1" above). Icons on milestones have no inherent effect but may be referred to by abilities.

Residents

Some stickers show key people that live in your village. Each resident has their own story and personality that you can discover over the years.

Some effects require you to have a certain number of residents. Simply count the number of people on stickers (regardless of age – even babies). Players do not count as residents.

2 residents

Upset and Progress

Some effects place upset or progress stickers on cards, the map, or in the storybook. These have no inherent rules, but instead have various effects throughout the game. These are found on page 1 of the sticker book.

Upset and Progress Stickers

Some effects place an upset sticker near a resident; simply place it near their artwork on the map. All residents on that sticker are considered "upset" for game effects. You can only cover or remove an upset sticker when specifically allowed.

Removing Stickers

When you are instructed to **remove** a sticker, simply peel the sticker off the map and throw it away.

STORY CHOICES AND HIDDEN INFORMATION

To avoid accidentally reading hidden outcomes during your turn, you should have the player seated to your left read your storybook entries aloud.

Alternatively, some groups might prefer to have one player be their "narrator" and read all cards and storybook entries aloud. This works especially well if playing with young children or if one player is passionate about acting.

PLAYERS JOINING AND LEAVING

Although we encourage you to play with the same group of people for all 10 years, it is not required.

New players can join or leave at any time; simply summarize the story so far and have them jump right in! Players can even join in the middle of a year.

Credits