

DREADEFUL MEADOWS

DESIGN BY LUKUS ADAM



DEAREST CORPOREAL CONFECTIONER,

IT'S COMPETITION TIME IN CANDY COUNTY AND MY READERS ARE ABUZZ WITH SUPERNATURAL SPECULATION: WHO WILL PRODUCE THIS SEASON'S SWEETEST SENSATION!

THERE ARE WHISPERS THAT YOU YOURSELF, HOST THE MOST EXTRAORDINARY TALENTS IN CANDY CREATION - "A MASTER OF ADMINISTERING A GAME-LIKE STRATEGY" IT HAS BEEN SAID OF YOU. AND I ASK MYSELF, HOW COULD I DEPRIVE MY DEAR READERS OF THE PAGEANT OF SUCH A PROMISING PARTICIPANT AND THUS INVITE YOU TO JOIN OUR ESTEEMED EVENT.

AS A NEWCOMER TO DREADFUL MEADOWS, SOME ADVICE I WILL BESTOW. ALIGN YOUR TALENTS WITH ONE OF OUR MOST CELEBRATED CONFECTIONERS TO LEARN THE TRICKS (AND TREATS) OF THE TRADE FROM A SEASONALLY SEASONED PROFESSIONAL. EACH CAN CONJURE UP UNIQUE ABILITIES WITHIN THEIR REALM AND THEIR SUGAR SPRITES HELP TO PRODUCE THE MOST EXQUISITE CANDY. ONCE YOU ARE IN THEIR FAVOUR, THEY WILL SHARE THEIR MOST CREATIVE CONCOCTIONS AND HORRID (BUT HELPFUL) HARVESTERS FOR A CRAFTY COMPETITIVE EDGE.

CONTAINED WITHIN IS A CONSPECTUS OF NOTES, A GUIDEBOOK IF YOU WILL OF THIS SEASON'S RULES AND REGULATIONS.

IT IS SET TO BE THE MOST EXCITING SEASON, AND I WOULD BE DREADFULLY DELIGHTED IF YOU WOULD JOIN US.

CORDIALLY YOURS,

Cornelia Cavity

CANDY CRITIC TO THE TASTY TABLOID



MEET THE CONFECTIONERS

Each player entering the game will get to select one of the following Confectioners to help them become this season's Sweetest Supplier!

Their coloured frames do not align with a specific Patch type, so you will want to pick your Confectioner purely for their ability and how you like to play. Whilst some will appear all-powerful at first glance, trust us when we say they are all great in their own unique ways! If you are eager to learn them quickly, we recommend trying each out in the Sour Solo Mode.



PICK YOUR CONFECTIONER



Clever with coppers as he is with compost, Jack always seems to know when he's in for a gourd deal at the Sinister Seed Market. A former dingle-dragger of the parsimonious Tansy Taproot - infamous for her Tallow Taffy and Squeebles (both as inedible as they were indelible, one can never get the taste out of one's mouth) - Jack packed up, pushed off and parked his patch quite providentially in the sublime suburb of Dreadful Meadows.

Jack's Ability: *Ignore all Market costs when purchasing Patches.*



To the Marshmallow Manor born! Luna began her career as a mere taffy-twister for tuppence in the streets of Bonbonberg, when it was revealed she was actually the heiress Phantomallow, of the Phantomallow family fortune and farm. Just like her delicious Phantomallows, Luna's story of rags to riches will make even the most cynical candy connoisseurs go all soft and gooey. A fan favourite within the new sweet-tooth market, can this entrepreneurial heiress challenge tradition and take the title?

Luna's Ability: *Treat Patches as any chosen type when retrieving Sugar Sprites.*



You can Count on quality from our matriarch of the Meadow, Countess Nina. With an eye as sharp as her number one best selling Treacle Teeth, Nina's quality control is second to none, and her duty to distinction serves her well in every competition! Enriched by eons of superior candy crafting, Nina's exquisite sweets will be sure to stand against the test of time, again and again and again!

Nina's Ability: *Gain the corresponding Sugar Sprite Bonus of the first Patch you place after purchasing.*



Ever the eccentric, electric, idiosyncratic oddball, Igor the Inventor made quite the (permanent) mark in the Candy Community, when he turned his eye toward the production of perilous pastries. His inventions began with the ribbon reapers and the combine crunchers and while these mischievous machines often caused more havoc than help, he eventually engineered the Horrid Harvesters, which trebled his manufacture in mere months! Igor may not create the most fetching fare, but his innovation in candy creation is beyond compare!

Igor's Ability: *Generate Candy on Patches where you place Sugar Sprites and on Patches containing Harvesters that are activated.*

COMPONENTS

MARKET

x1

PATCH BAG

x1



PATCHES

x8

x12

x16

x20

x24



WOODEN "CANDY" PIECES

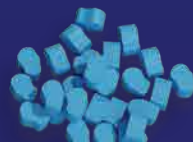
x18*

x18*

x22*

x26*

x30*



*Candy themed pieces quantities are approximate. The final quantity may vary slightly from the numbers shown above.

CONFECTIONERS

x4



Reverse side is used for
the Sour Solo Mode

HARVESTERS

x13

SUGAR SPRITES

x12



SCORE PAD

x1



CONCOCTION CARDS

x36



REFERENCE CARDS

x4



All components listed, are not shown to scale here.

SETUP THE GAME



- 1** Place the **Market** in the middle of the play area within reach of all players.
- 2** Place all the **Candy** on their corresponding places of the **Market**.
- 3** Deal each player 1 random **3VP, 6VP and 9VP Concoction Card**. Shuffle all remaining Concoction Cards together to form a face-down draw pile near the **Market**.

- 4** Place the required number of **Harvesters** near the **Market** based on your player count:
 - 4 Players - Use all 13 Harvesters
 - 3 Players - Use 10 Harvesters (return 3 to the box)
 - 1-2 Players - Use 7 Harvesters (return 6 to the box)

- 5** If playing with fewer than 4 players, return the indicated **Patches** to the box:
 - 3 Players - Remove all Patches with [4 dots] on their reverse side
 - 1-2 Players - Remove all Patches with [3 dots] and [4 dots] on their reverse side



Dreadful Tree Patches: 3 Player (remove 2 Patches) | 2 Player or Solo Mode (remove 4 Patches)
Pumpkin Pops Patches: 3 Player (remove 3 Patches) | 2 Player or Solo Mode (remove 6 Patches)
Treacle Teeth Patches: 3 Player (remove 4 Patches) | 2 Player or Solo Mode (remove 8 Patches)
Phantomallows Patches: 3 Player (remove 5 Patches) | 2 Player or Solo Mode (remove 10 Patches)
Gummy Globs Patches: 3 Player (remove 6 Patches) | 2 Player or Solo Mode (remove 12 Patches)

- 6** The player who most recently ate candy becomes the first player. Give each player 1 **Dreadful Tree Patch**, 1 **Dreadful Tree Candy**, and their starting **Patch** and **Candy** based on clockwise turn order:
 - Player 1 – 1 **Gummy Globs Patch** and 1 **Gummy Globs Candy**
 - Player 2 – 1 **Phantomallows Patch** and 1 **Phantomallows Candy**
 - Player 3 – 1 **Treacle Teeth Patch** and 1 **Treacle Teeth Candy**
 - Player 4 – 1 **Pumpkin Pops Patch** and 1 **Pumpkin Pops Candy**

Each player must place their 2 Patches in front of them to form the start of their Meadow. Their 2 Patches must be placed adjacent to each other. Once placed, Patches can never be moved. Each Candy should be placed on its matching Patch.

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- Place all remaining **Patches** into the **Bag**, giving them a good mix. Randomly draw 4 **Patches** from the **Bag** and place 1 face-up onto each space of the **Market**.

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- Give each player 1 **Confectioner** (chosen or randomly dealt) and the 3 associated **Sugar Sprites**.

4 PLAYER SETUP



AIM OF THE GAME

The aim of Dreadful Meadows is to become this season's most successful Confectioner by having the most Victory Points (VP) by the game's end. Victory Points are accumulated through the strategic placement of your Harvesters on your Patches, by completing Concoction Cards, and from any leftover Candy you may have.

During the game, you will enlist the help of your Sugar Sprites to grow a variety of creepy Candy. This Candy will be your primary resource for purchasing new Patches, Harvesters and completing your Concoction Cards. Retrieving your Sugar Sprites will trigger powerful Bonuses for your Meadow! The final round is triggered when there is either 1 Harvester remaining, the Bag is emptied of Patches, or all Concoction Cards have been drawn from the draw pile.

HOW TO PLAY

Starting with the first player, turns are taken clockwise around the table. On each of their turns, players must take 1 of the 4 possible actions. In addition to their chosen action, players may also freely move Candy from their Meadow to any number of Concoction Cards, at any point on their turn.

CHOOSE ONE OF THESE ACTIONS ON YOUR TURN

PURCHASE PATCHES



PLACE A SUGAR SPRITE



PURCHASE A HARVESTER



RETRIEVE SUGAR SPRITES



ANYTIME DURING YOUR TURN

FILL CONCOCTION CARDS



THE VALUE OF CANDY

Candy will generate on your Patches throughout the game. The value of each Candy is indicated on the Patch on which it spawns. For example, Gummy Globs (green) are worth \$1 and Phantomallows (blue) are worth \$2. Each Patch type can only generate its associated Candy.

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1. PURCHASE PATCHES

Purchase new Patches by spending Candy from your Meadow.

The cost of each Patch is the sum of its printed value, plus the value of its position on the Market.

There is no change given if you overspend, but you may buy multiple Patches as a single transaction. After purchasing all desired Patches, immediately place them into your Meadow, 1 at a time, adjacent to at least 1 other existing Patch (even 1 you placed this turn). You do not have to place them adjacent to Patches of the same type, but it is in your best interest to do so. Once placed, Patches can never be moved. After placing all purchased Patches, refill the Market by sliding all remaining Patches as far as possible to the right, and refilling all empty spaces from right to left with Patches from the Bag.

2. PLACE A SUGAR SPRITE

Place a Sugar Sprite onto a Patch within your Meadow that contains no other components (Harvesters, Sugar Sprites, or Candy). Candy may be discarded to the Market before placing a Sugar Sprite if you wish.

Sugar Sprites generate a single Candy on all adjacent Patches that do not contain any other components. This Candy may immediately be moved to your Concoction Cards, or you may wish to leave them for a later turn to purchase Harvesters or new Patches.

Patches are considered to be adjacent when they share 1 of their 4 edges - corners don't count!



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3. PURCHASE A HARVESTER

Purchase a shiny new Harvester to work in your Meadow. Through strategic placement, Harvesters can provide glorious benefits as the game progresses. They will help you to generate more Candy, and will rake in additional Victory Points!

The Patch where you want to place a Harvester must be surrounded on all 4 sides by Patches of any type. The cost to purchase a Harvester is the total value of these 4 adjacent Patches. This cost must be paid by returning Candy from your Meadow back to the Market. The Candy can come from anywhere within your Meadow, even from the Patch where you plan to place the Harvester.

There are a few restrictions when placing a Harvester:

- If the Patch where you want to place your Harvester is currently occupied by a Sugar Sprite you can retrieve it, but you do not gain its Sugar Sprite Bonus.
- You can not place a Harvester on a Dreadful Tree Patch (I mean come on, have you seen the size of these Trees?! No harvesters can fit in there!)
- Each Patch can only hold a single Harvester.
- Once placed, Harvesters can never be moved.

HARVEST MORE CANDY

When a Sugar Sprite is placed on a Patch adjacent to a Harvester, all Patches adjacent to the Harvester that do not contain any other components generate Candy. Harvesters will also cause any adjacent Harvesters to also generate Candy on their adjacent Patches, following the same rules. In this way, you can use multiple adjacent Harvesters to generate a lot of fresh new Candy on your turn!

RAKE IN THOSE VICTORY POINTS

Each Harvester scores Victory Points equal to the value of its Patch. Each Patch without a Harvester scores 1 Victory Point for each Harvester within its Cluster. A Cluster is a series of adjacently connected Patches of a single type. Dreadful Tree Patches are wild: They can be a part of multiple connected Clusters, scoring 1 Victory Point for all Harvesters within each Cluster. They can also help connect Patches of the same type together.



PLACE HARVESTERS

The Patch where you want to place your Harvester must have other Patches on all 4 sides. The cost to purchase is the sum of these 4 Patches.

Example: \$2 + \$2 + \$5 + \$4 = \$13



HARVEST MORE CANDY!

This Sugar Sprite has been placed on a Phantomallows Patch adjacent to a Harvester.

This will trigger the Harvester to generate 1 Candy on each adjacent Patch.



HARVEST VICTORY!

The Harvester on the Pumpkin Pops Patch will score a total of 8 VP for the following:

- 4 VP for the Patch it is on
- 1 VP for each other Patch without a Harvester within this Cluster - 2 Pumpkin Pops Patches, and 2 Dreadful Tree Patches.

This player would also score 5 VP for their Gummy Globs Cluster. For both Harvesters, they have scored a total of 13 VP!



4. RETRIEVE SUGAR SPRITES

When choosing this action you may return any number of Sugar Sprites from your Meadow, to your Confectioner. Retrieving a Sugar Sprite triggers a Bonus based on the type of Patch it was retrieved from. When retrieving multiple Sugar Sprites, each Bonus must be fully resolved before resolving the next. The specific Sugar Sprite Bonuses for each Patch type is:

\$1 GUMMY GLOBS

GAIN 1 CANDY OF YOUR CHOICE FROM THE MARKET TO IMMEDIATELY PLACE ONTO A CONCOCTION CARD.

\$2 PHANTOMALLOWS

PLACE 2 ASSOCIATED CANDY ON THIS PATCH.
(THIS IS THE ONLY WAY THAT PATCHES MAY END UP CONTAINING MORE THAN 1 CANDY PIECE AT A TIME).

\$3 TREACLE TEETH

DRAW A RANDOM PATCH FROM THE BAG AND PLACE IT INTO YOUR MEADOW AS NORMAL.

\$4 PUMPKIN POPS

PLACE A SUGAR SPRITE ONTO A DIFFERENT PATCH, GENERATING CANDY AS NORMAL.

\$5 DREADFUL TREE

DRAW 1 CONCOCTION CARD FROM THE DRAW PILE, PLACING IT FACE-UP IN FRONT OF YOU.

5. CONCOCTION CARDS

Each completed Concoction Card is worth 3, 6 or 9 VPs!
You may move Candy to your Concoctions at any point during your turn. Once moved to a Concoction Card, Candy cannot be spent or returned to your Meadow (they will remain there until the Concoction is complete).

Dreadful Tree Candy is wild: They can be used in place of any other required Candy on Concoction Cards. Concoctions are completed only once all the required Candy have been moved onto them. Once this is done, return all of the Candy to the Market and turn the Concoction Card face-down to be scored at the game’s end.



END OF THE GAME

The final round is triggered when either there is only 1 Harvester remaining, the Bag is emptied of Patches, or if all Concoction Cards have been drawn from the draw pile.

The current player finishes their turn, then all other players have 1 final turn.

Players add up their Victory Points for the following:

- Completed Concoction Cards are worth 3, 6, or 9 VP.
- Each Harvester scores VP equal to the value of its Patch.
- Each Patch without a Harvester scores 1 VP for each Harvester within its Cluster.
- Every \$5 worth of remaining Candy in their Meadow (not on Concoction Cards) is worth 1 VP.

The player with the most Victory Points wins. In the case of a tie, the tied player with the highest value of leftover Candy in their Meadow is the winner. If still tied, the tied player with the most Patches in their Meadow is the winner. If still tied, all tied players share the victory.

SCORING EXAMPLE

	COMPLETED CONCOCTIONS	21
	HARVESTERS	4
	GUMMY GLOB CLUSTERS	6
	PHANTOMALLOWS CLUSTERS	0
	TREACLE TEETH CLUSTERS	4
	PUMPKIN POPS CLUSTERS	0
	REMAINING CANDY	1
TOTAL:		36



CLUSTER SCORING REMINDER: Each Patch without a Harvester scores 1 Victory Point for each Harvester within its Cluster. A Cluster is a series of adjacently connected Patches of a single type. Dreadful Tree Patches are wild: They can be a part of multiple connected Clusters, scoring 1 Victory Point for all Harvesters within each Cluster. They can also help connect Patches of the same type together.

SOUR SOLO MODE SETUP

Set up the game as you would for 2 players, with the following changes:

- Do not deal your opponent any Concoction Cards.
- Do not give your opponent any Patches or Candy.
- You are the first player.
- Select a Confectioner for your opponent - flip it to its “Sour” side.
- Return your opponent’s Sugar Sprites to the box.



SOUR SOLO MODE GAME PLAY

Your turns function just as in the standard game, with the added restrictions provided by your opponent. After each of your turns, your opponent will take a turn. On each of their turns, they will do one of two things:

1. **If they begin their turn with 4 Patches in their supply of a single type**, return them to the box, along with 1 available Harvester.
2. **If they DO NOT have 4 Patches of a single type**, they will instead gain 1 Patch. Turn over the top Concoction Card from the draw pile and resolve an effect based on its Victory Point value:

3VP

DRAW 1 RANDOM PATCH FROM THE BAG.



6VP

TAKE THE LEFT-MOST PATCH FROM THE MARKET.



9VP

TAKE THE RIGHT- MOST PATCH FROM THE MARKET.



Whenever your opponent takes Patches, place them face-up alongside their Confectioner. Keep their Patches in stacks of matching types, rather than forming a connected Meadow as you would. Dreadful Tree Patches are not wild. They will need 4 of them to gain a Harvester.

SOUR CONFECTIONER ABILITIES



You may never purchase more than 1 Patch per turn.



Nina immediately takes an extra turn after you or Nina purchase a Harvester.



Generate 1 fewer Candy of your choice when placing Sugar Sprites.



Ignore one Sugar Sprite Bonus when retrieving Sugar Sprites.

SCORING

If your opponent triggers the end of the game, you take 1 final turn. If you trigger the end of the game, the game ends immediately. Add up your score as you would in the standard game. You win the game if you score 40 VP or higher.

You also gain an award based on your score:

- 40-49 VP - Bronze Award
- 50-59 VP - Silver Award
- 60+ VP - Gold Award

Ready for a challenge? See if you can gain a Gold Award against each Sour Confectioner, using each of the other Confectioners over a series of games. See the following page to record your wins!



SOUR SOLO MODE GOALS

Use a pen or pencil and use the below to track your winning Sour Solo Mode scores against each Confectioner!

 40-49 VP - Bronze Award  50-59 VP - Silver Award  60+ VP - Gold Award

	NINA	IGOR	LUNA	JACK
JACK	 	 	 	
LUNA	 	 		 
IGOR	 		 	 
NINA		 	 	 

TOP TIPS FOR YOUR CANDY BIZ

You've come so far dear Confectioner - all the way to the back of the Rulebook! We are impressed! You obviously take this candy making business seriously. As such, we shall share some of the best tips in the business (and, a few subtle reminders).

- You can only place 1 Sugar Sprite at a time, but don't forget you can retrieve up to all 3 Sugar Sprites at once.
- Dreadful Tree Candy Pieces are the most valuable and are considered 'wild' when used on Concoction Cards.
- You can't place a Harvester on a Dreadful Tree Patch.
- The Patch where you want to place your Harvester must be surrounded by Patches on all 4 sides.
- You do not generate Candy on Patches that already contain Candy, Sugar Sprites or Harvesters, unless your Confectioner ability allows.
- On the surface, Jack may seem like he has the most powerful ability, but trust us, try the others!



CLARIFYING CONFECTIONER ABILITIES

- **JACK** - Pay the price shown on the Patch. You do not need to pay the below cost printed on the Market.
- **LUNA** - Use the Sugar Sprite Bonus reference Card to activate any Bonus when retrieving your Sugar Sprites. You are not restricted by the Patch type that the Sugar Sprite is being retrieved from.
- **NINA** - Nina's ability only applies to the first Patch that she has purchased from the Market that round. Patches earned from Sugar Sprite Bonuses do not trigger her ability.
- **IGOR** - Only the Sugar Sprite that has been placed each turn can generate Candy on its Patch. Any adjacent Sugar Sprites that were previously placed, do not generate Candy.

DREADFUL MEADOWS

DESIGN BY LUKUS ADAM



THANK YOU FOR PLAYING!
WE HOPE YOU HAD A DREADFULLY GOOD TIME!

CREDITS

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SPECIAL THANKS: Our Playtesters, Chris Williamson, Matt Hopkins, Dane Madgwick, Olive Coulson, Martyn Poole, Alex McGuire, our translation partners, Bryce Cook from Black Magic Inserts. All 2,039 of our amazing Kickstarter Backers. Without you all, Dreadful Meadows would not have come to life, we sincerely Thank You!

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