

# Emberleaf: Trophies & Bonuses

**Warning:** The contents of this expansion add complexity to the game, and it is highly recommended that you do not use them until you have played the base game of Emberleaf at least once. While the rules remain simple, the decisions become more challenging.

## Before your first game

- 1 Shuffle the 24 favour cards into your favour card deck and use them as normal.
- 2 Place the 9 new and 6 existing trophies into the trophy (green) bag.
- 3 Place the 18 score track bonus tiles into the bonus (blue) bag.

## Trophies

During setup, you will now draw 6 trophy tiles at random from the trophy bag and place them on the trophy board.

## Score track bonuses

During setup, you will now draw six score track bonus tiles from the bonus bag and place them on the score track, covering the existing bonus spaces.

Each tile is double-sided, with a light blue side and a dark blue side. Flip each tile to the side that matches the space it is being placed on.

Spaces 13 and 31 use the light blue side, while spaces 22, 40, 62, and 84 use the dark blue side.



## The 6-point space

You should not place a score track bonus tile on the first bonus space. The 6-point space must always use the original bonus.

# Score track bonuses



*All players gain 2 wood per rat they have homed.*



*All players gain 2 wood per owl they have homed.*



*All players gain 2 food per rabbit they have homed.*



*All players gain 2 food per frog they have homed.*



*All players gain 1 wood per favour card they have.*



*All players gain 1 food per favour card they have.*



*All players gain 1 wood for every food token they currently have in their storage area.*



*All players gain 1 food for every wood token they currently have in their storage area.*



*All players gain 1 beehive for each unique war banner they have.*



*All players gain 2 wood for every building in their largest neighbourhood.*



*All players gain 2 food per campfire that has been revealed on their fellowship board.*



*All players gain 1 stone per clearing where they have homed a villager.*



*All players gain 1 beehive.*



*All players gain 1 stone for every 2 favour cards they have. If you have 5 favour cards you would gain 2 stone.*



*In turn order, all players may home 1 villager.*





*All players gain 2 leaves per rat they have homed.*



*All players gain 2 leaves per owl they have homed.*



*All players gain 2 leaves per rabbit they have homed.*



*All players gain 2 leaves per frog they have homed.*



*All players gain 2 leaves per Hope-Breakers banner they have.*



*All players gain 2 leaves per Broke-Tooth Legion banner they have.*



*All players gain 1 leaf per favour card they have.*



*In turn order, all players may home 1 villager.*



*All players gain 2 leaves per building they have in Hawker's Crossing.*



*All players gain 2 leaves per building they have in Ancient Echoes.*



*All players gain 2 leaves per building they have in Miner's Rest.*



*All players gain 2 leaves per building they have in Watersedge.*



*All players gain 2 leaves per building they have in Wanderer's Way.*



*All players gain 2 leaves per building they have in Greenleaf.*



*All players gain 2 leaves for every clearing where they have homed at least 1 villager.*



*In turn order, all players may trigger one on-play skill of a hero card currently on their fellowship board and resolve the skill.*

# Trophies

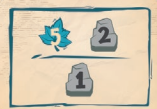
For the purposes of these descriptions, 'you' refers to the player who gained the trophy. *The original trophy rules are also included below.*



You can home 1 villager.  
Everyone else gets 1 stone.



You gain 5 leaves and 1 beehive.  
Everyone else gets 1 beehive.



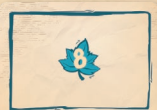
You gain 5 leaves and 2 stone.  
Everyone else gets 1 stone.



You gain 5 leaves and 4 wood.  
Everyone else gets 1 wood.



You gain 5 leaves and 4 food.  
Everyone else gets 1 food.



You gain 8 leaves.  
Everyone else gets nothing.



You gain 5 leaves, 2 wood and 2 food.  
Everyone else gets 1 stone.



You may build any building anywhere on the board without paying the resource cost.  
Everyone else gets 4 leaves.



You gain 1 leaf per war banner you have.  
Everyone else gets 1 stone.



For the rest of the game, your fellowship gains 3 swords.  
Everyone else gets nothing.



You gain 1 leaf for every wood token you currently have in your storage area.  
Everyone else gets 1 wood.



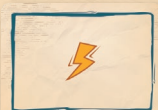
You gain 1 leaf for every food token you currently have in your storage area.  
Everyone else gets 1 food.



You gain 3 wood for every clearing where you have homed at least 1 villager.  
Everyone else gets 1 wood.



You gain 3 food for every clearing where you have homed at least 1 villager.  
Everyone else gets 1 food.



You can trigger one on-play skill of a hero card on your fellowship board and resolve the skill.  
Everyone else gets nothing.