ENCHANTED IVY

1

15′

10+

The inn at the crossroads magically reshapes itself to accommodate fantastical guests. Discover the enchantment of the ivy!

COMPONENTS

- **A** 1 Starting Door Token
- **B** 20 Ivy Cards
- **C** 36 Guest Tokens
- **D** 1 Ivy Scoring Card
- **E** 30 Guest Cards
- **F** 1 Draw Bag
- **G** 5 Endless Mode Setup Cards
- **H** 2 Storybooks
- **I** 1 Keepsake/Garden Board
- **J** 2 Sticker Sheets
- **K** 3 Secret Door Token Sheets

SPOILER WARNING!

DON'T REMOVE THE SECRET DOOR SHEETS FROM THE BOTTOM OF THE BOX UNTIL YOU UNLOCK THEM!

SEE PG. 10.

OVERVIEW

In Enchanted Ivy, you take on the role of Ivy, the courageous new owner of a magical inn. Your goal each game is to build your inn in the way that best suits your eccentric **guests,** while cultivating the **ivy** covering your walls.

You score points for satisfying your guests' unique preferences, and for connecting the ivy across as many walls and balconies as you can.

GAME MODES

There are 2 ways to play Enchanted Ivy:

STORY MODE

Tell Ivy's story through 11 fully replayable scenarios. Complete story challenges to unlock secret doors you can use in both game modes.

ENDLESS MODE

Craft your own scenarios from an assortment of guests and other setup options. See how high you can score!

We recommend playing your first few games in Story Mode, starting with the Act 1 Prologue.

STORY MODE

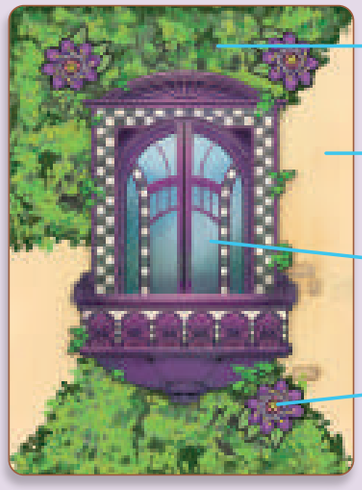
SETUP

1. Open the **Storybook** to the setup page for the scenario you want to play.
2. The scenario Guest List tells you which **guest cards** to use. Lay the indicated cards out faceup, then place the **ivy scoring card** nearby.
3. Gather the **guest tokens** for the selected guests and place them in the draw bag. Leave the rest in the box. *Guests with multiple tokens are marked on the Guest List.*
4. The scenario tells you how many **ivy cards** to use. Discard random cards until you have the correct number, then shuffle the rest with the balcony side up. This is the draw pile.
5. Place the **starting door** in front of you, along with any **secret doors** you have unlocked.
6. Draw **2 ivy cards** from the deck and **2 guest tokens** from the bag as your starting hand.

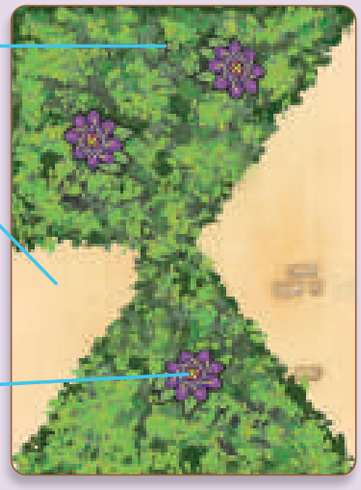
Ivy Cards

Each ivy card has a **balcony** on one side and an empty **wall** on the other. Otherwise, each card is the same on both sides *(it has the same ivy pattern and flowers)*. There are 5 flower colors, which act like card suits.

Balcony Side



Wall Side



Ivy

Brick

Balcony

Flowers

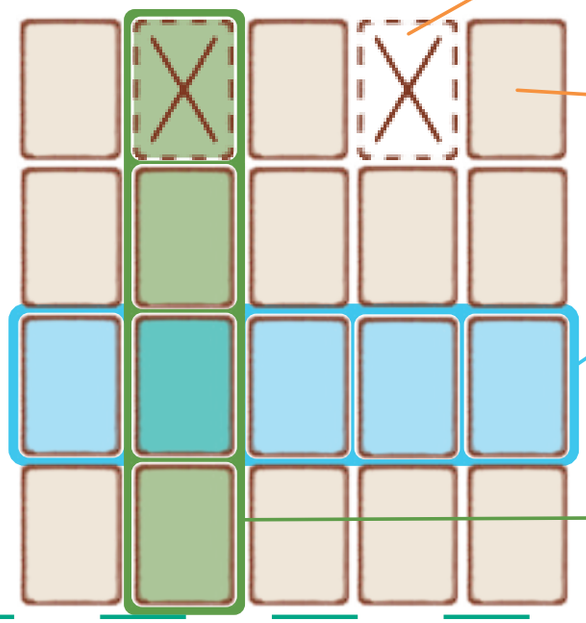
TIP: *You can always see the next card on the draw pile, which means you also know what's on the other side. You also know which cards were discarded at setup.*

Building Your Inn

Each scenario has an **Inn Layout** diagram that shows how your inn must look at the end of the game.

You don't have to decide where the borders of your inn are at the start of the game, but you can't place a card that makes it impossible to complete your layout.

18-Card Layout Example



Spaces with Xs are "gaps" that must be left empty

Filled-in spaces can be walls or balconies

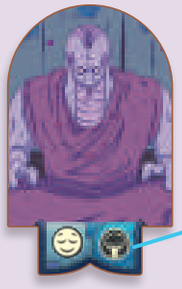
Max row width is 5 cards

Max column height is 4 cards *(counting gaps)*

Your Guests

Guest tokens are placed on balconies and award points at the end of the game based on the **preferences** on their card.

Each guest has an **alignment** *(Sunny or Shady)*, which matters to other guests who score based on alignment.



Guest Icon & Alignment

Endless Mode Icon *(pg. 11)*

Scoring Example

Guest Name

Preferences

Flavor Text

Scenario Goal & Challenges

To successfully complete a scenario, you need to score enough points to meet the **Success** goal in the Storybook.

Most scenarios also have a **High Score** goal you can shoot for, as well as optional challenges to help out your guests. Challenges don't award points, but they do help you unlock secret doors *(pg. 10)*.

IMPORTANT: To be eligible to complete challenges, you must meet the scenario's Success goal.

GAME TURNS

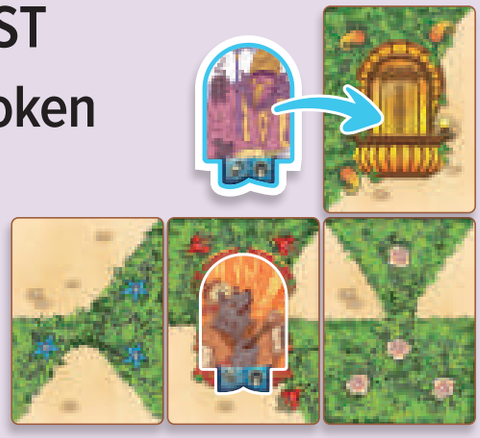
When playing a scenario, you take one turn after another. Each turn has 3 steps:

1 BUILD INN

In either order, place 1 ivy card from your hand as a **balcony,** and the other as a **wall.**

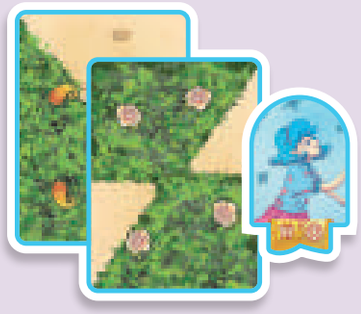
2 PLACE GUEST

Place **1 guest token** from your hand on the new balcony. Keep the other.



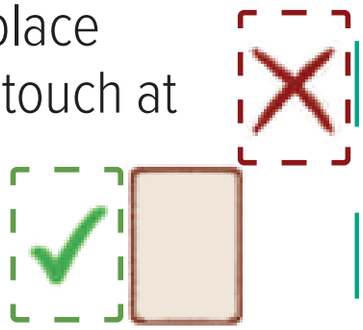
3 REPLENISH

Draw **2 ivy cards** and **1 guest token** to refill your hand.

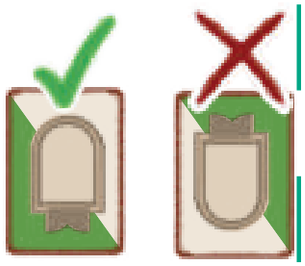


IVY CARD PLACEMENT

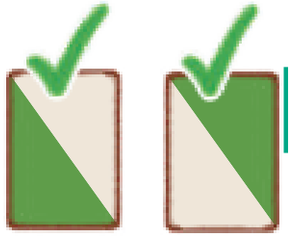
- Each ivy card you place after the first must touch at least 1 previously placed card along an **edge.**



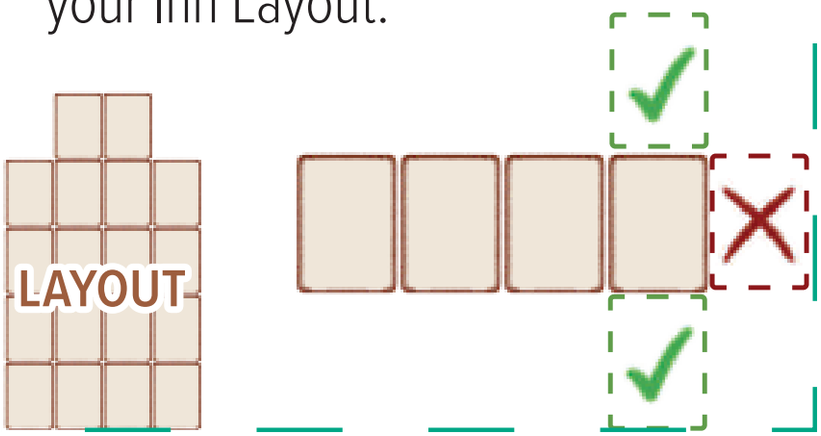
- **Balconies** must always be placed upright from your perspective.



- **Walls** can be placed in either vertical orientation.

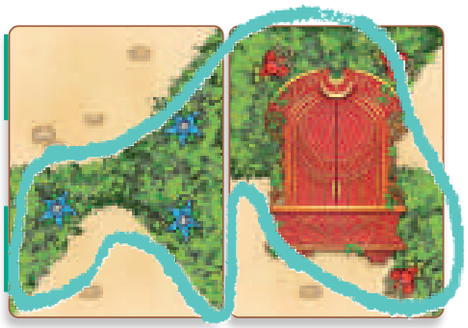


- You can build in **any direction,** as long as you don't place a card that makes it impossible to complete your Inn Layout.



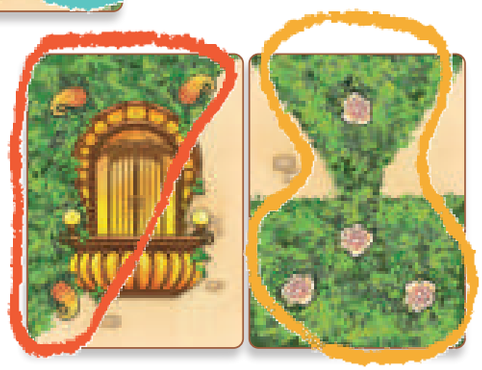
Connecting Ivy

If the ivy on 2 cards touches along all or part of an edge, it connects to form a single **ivy patch.** Ivy also connects across balconies and doors on cards *(all ivy on a card is always part of the same patch).* Having **fewer** ivy patches scores more points.



CONNECTED
1 ivy patch

NOT CONNECTED
2 ivy patches



Placing Guests

You must place 1 guest token each turn, on the balcony you place that turn. After your last turn, you will have 1 guest token leftover, which does not score.

Placing a Door

Once during each scenario, at **any time,** you may place an available door in the inn and resolve the effects printed on the back. You may choose either the starting door or any secret door you've previously unlocked.

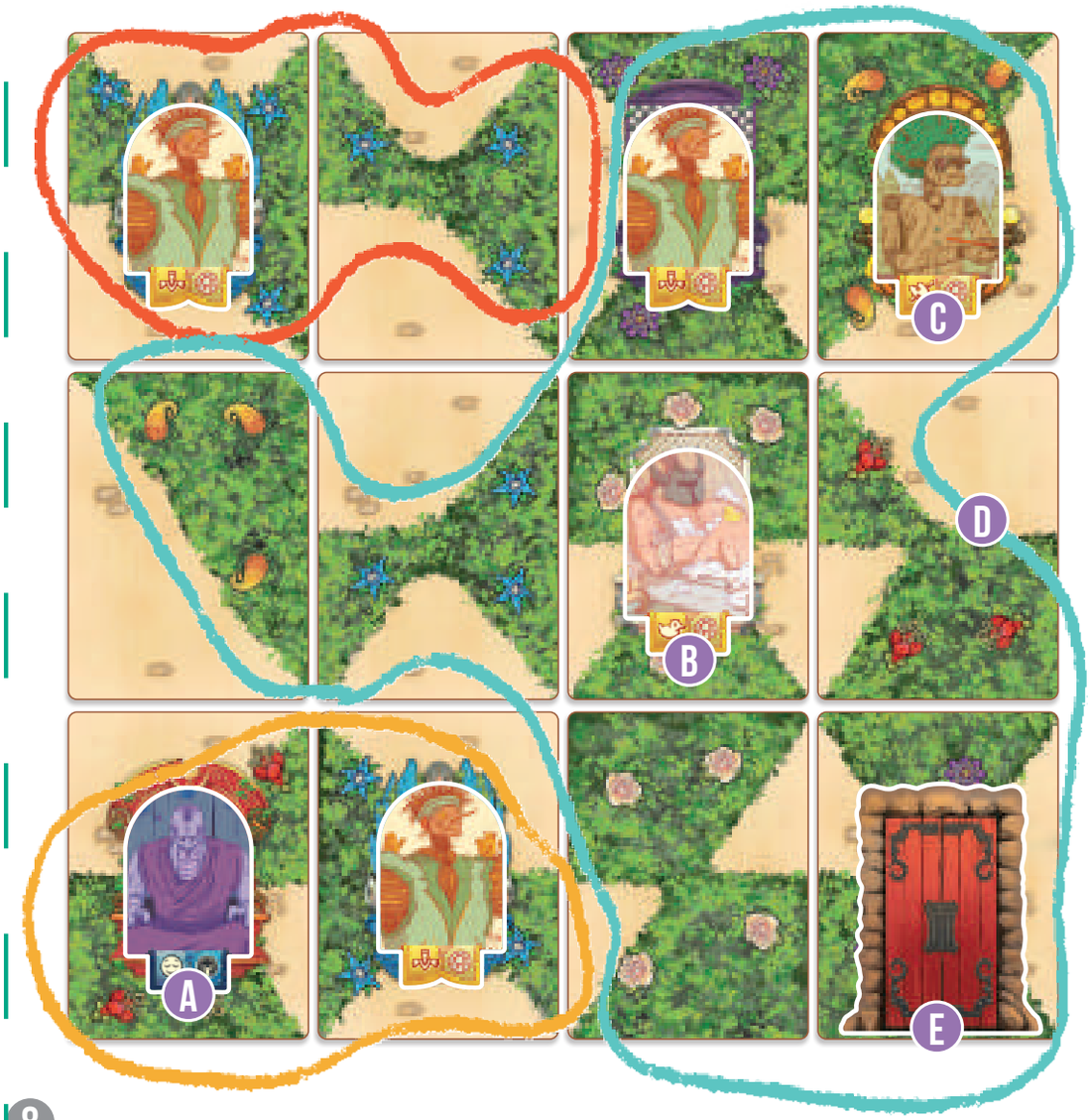
Unless a door says otherwise, it must be placed on a wall in the **bottom-most** row of your inn. Once your door is placed, you cannot place new ivy cards below it.

The starting door scores an extra 3 *at game end. Remember you can place it right before scoring!*

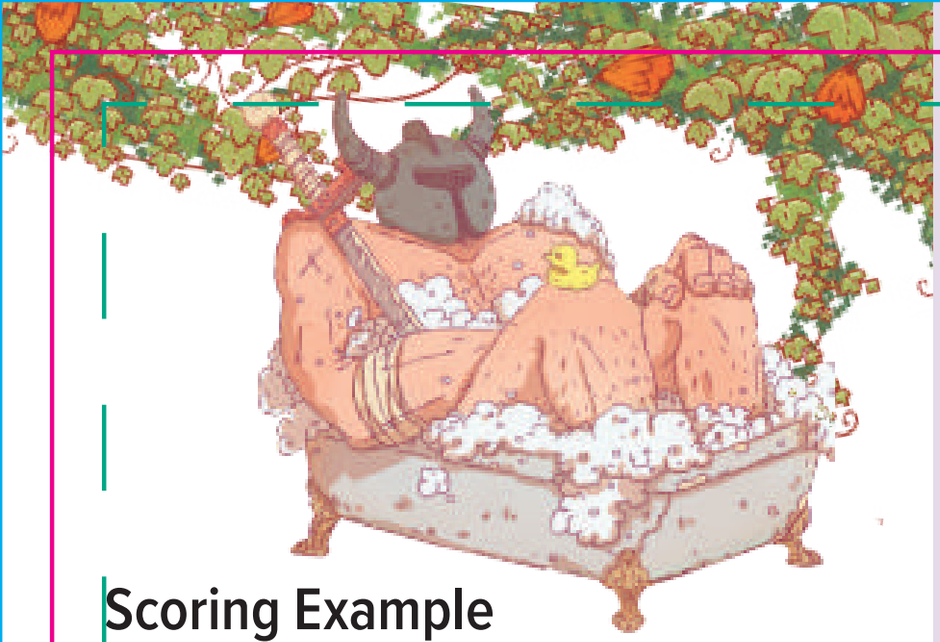
GAME END

After drawing the last ivy card in the draw pile, finish your turn and end the game.

Flip the page in the **Storybook** to find the scenario scoring table. Use 1 column to add up your points for each guest, the ivy scoring card, and your door. When finished, read the scenario conclusion on the next page. *Note: The scoring table has multiple columns so you can record multiple plays.*



Prologue	1.	2.	3.
	6		
	8		
	6		
	0		
Ivy	12		
Door	3		
Total	35		



Scoring Example

After the last turn, this player scores:

- **A** *Monk: 8, but loses -2 for touching 1 guest*
- **B** *Mystery Knight: 4 for no guests on their right and 4 for none on their left*
- **C** *Painter: 4 for a guest 1 space away plus 2 for a guest 3 spaces away*
- **D** *Ivy: 12 for 3 separate ivy patches*
- **E** *Door: 3 for the Starting Door*

The Scarecrows don't score.

Their final score is 35 – just enough for a Success!

Scoring Clarifications

See back page for positional reference.

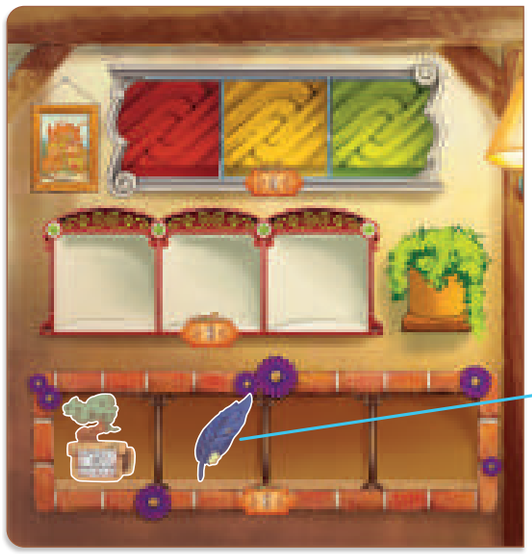
- Guests can score **negative** total points.
- Guest tokens that were **not placed** or that were **removed** from the inn score 0 points. Other tokens belonging to the same guest score normally.
- If a guest preference requires tracing a **line, path,** or **shape** that is not legally possible, score 0 points for that preference.
- If a guest preference tells you to **choose a direction,** you don't have to decide until they score.
- Guests who score **gaps** do not score the empty area outside the inn.
- Guests who score **walls** do not score spaces with doors or spaces with guests that were placed by special effects.

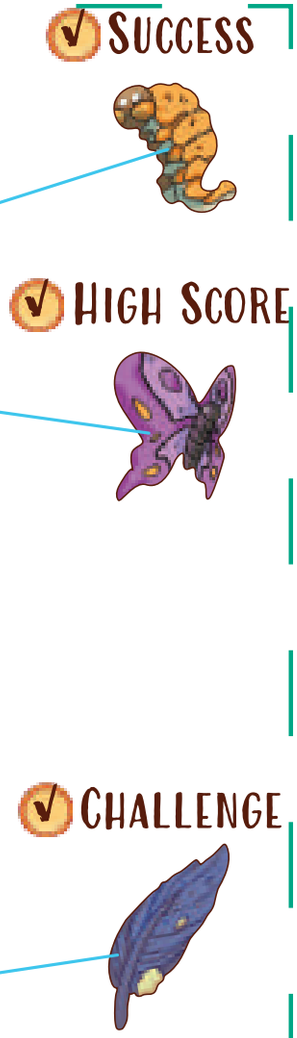
SCENARIO SUCCESS

If you meet the Success goal for a scenario, check off all goals and challenges you completed, and earn the following rewards:

- **SUCCESS:** For meeting the Success goal, place the matching caterpillar sticker anywhere on your **Garden board.**
- **HIGH SCORE:** If you met the High Score goal, ALSO place the matching butterfly sticker anywhere on your **Garden board.**
- **CHALLENGES:** For each challenge you completed, place the matching keepsake sticker on your **Keepsake board,** on any of the 5 shelves.

SECRET DOORS: When you fill a shelf on your Keepsake board, immediately unlock the secret door with the same letter. It's available in all future games.





REPLAYING SCENARIOS

If you didn't earn all the rewards for a scenario, you can replay it right away, or come back to it later. You're never required to successfully complete a scenario to move on to the next one, and you can return to a previous scenario whenever you like.

∞ ENDLESS MODE

Instead of playing a Storybook scenario, you can use these rules to make up your own. Other than setup and scoring, all rules are the same as in Story Mode.

Creating a Scenario

Follow Story Mode setup on pg. 3, with the following changes:

- **Guest List:** Sort the guest cards into groups with the same letter or number in the top right. Choose or randomly select the following:
  - 2 number groups *(3 guest tokens each)*
  - 1 letter group *(4 guest tokens)*

  Lay out the selected cards and prepare the draw bag as normal.
- **Draw Pile & Inn Layout:** Choose or randomly draw an Endless Mode setup card. Use the indicated number of ivy cards to create the draw pile and keep the Inn Layout diagram nearby.

Guest List Example

Scoring

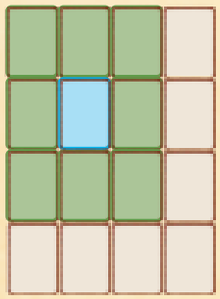
After your last turn, add up your score as normal, then determine your rank:

★	Rank
0-49	Inept Innkeeper
50-59	Arcane Apprentice
60-69	Haunted Hotelier
70-79	Proper Proprietor
80-89	Bewitching Boutique
90+	Enchanted Innrunner

POSITIONAL REFERENCE

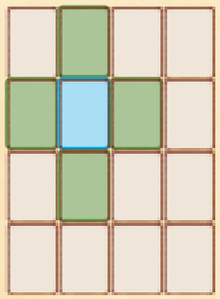
Touching

Occupying any of the 8 surrounding spaces.



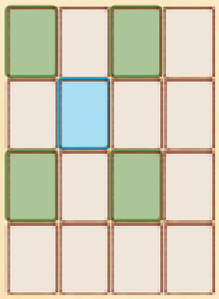
Orthogonally Touching

Touching along an edge.



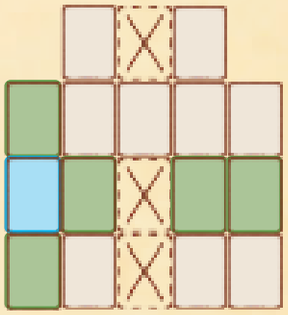
Diagonally Touching

Touching at a corner.



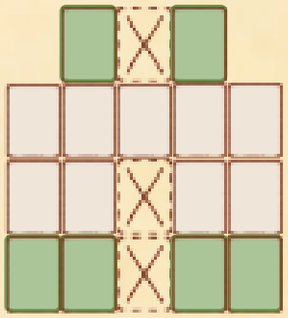
Same Row/Column

Any distance away in a horizontal/vertical line. There can be gaps in between.



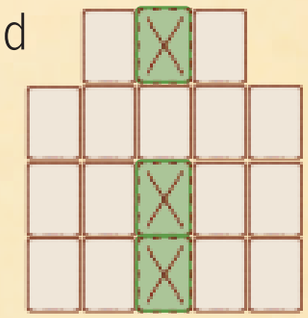
Top/Bottom Row

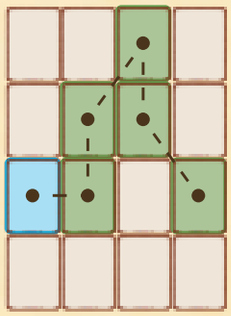
No other cards are above/below. Doesn't need to be a full row.



Gaps

Empty spaces marked with an X on the Inn Layout. Does not include the area outside the inn.



Path

A sequence of touching spaces that doesn't visit any space more than once.