

THE SMURFS

HIDDEN VILLAGE

A game by Team Kaedama - Antoine Bauza,
Corentin Lebrat, Ludovic Maublanc & Théo Rivière

The evil sorcerer Gargamel has discovered the Smurfs' secret village, and they've had to flee to the forest. It's up to you to help them rebuild their mushroom village from scratch! But watch out, Gargamel and his minions, including the infamous Howlbird and his sneaky cat Azrael, are hot on your tail and will stop at nothing to uncover your new location.

To succeed, you'll need to work together as a team, collecting food and materials, building inventions, and locating missing Smurfs to help rebuild. The Smurfs may look alike, but each of them has unique skills you can use to outsmart Gargamel!

COMPONENTS



8 Mushroom Houses



1 Village Board



20 Smurfberry Tokens



1 Danger Die



1 Azrael Die



1 Mega Danger Die



1 First Player Token



20 Wood Tokens



9 Smurf Meeples



1 Gargamel Standee and Base



1 Azrael Standee and Base



1 Howlbird Nest Tile



20 Stone Tokens



35 Smurf Cards



24 Invention Cards



10 Cake Cards



17 Gargamel Cards

1-5
PLAYERS

30-45
MINUTES

AGES
8+

HOW TO
PLAY
VIDEO:



SETUP

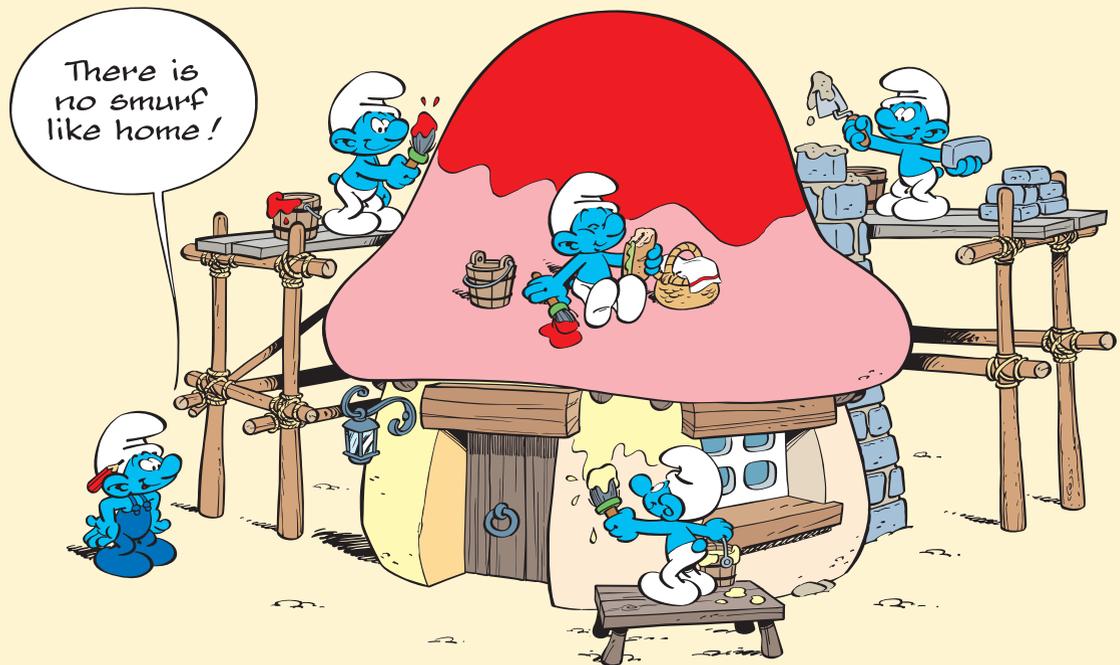
- Village:** Place the village board in the middle of the table.
- Token and Dice Supply:** Place the Smurfberries, wood, stone, danger die, and Azrael die somewhere everyone can reach. The mega danger die is only used at higher difficulties (see pg. 4).



- Mushroom Houses:** Randomly select **6** mushroom house roofs. Place each roof on a mushroom house **upside down** (showing the goods needed to build it). Place the 6 houses on any 6 circle spaces on the board. *The 2 leftover houses and roofs are only used at higher difficulties (see pg. 4).*
- Cakes:** Shuffle the cake cards, then reveal **2 cakes** and place them faceup on any 2 spaces in the cake row. Put the rest back in the box. *The other 2 cake spaces are only used at higher difficulties. (pg. 4)*
- Inventions:** Shuffle the invention deck and place it next to the board. Flip over the top **3** cards and place them under **invention ideas**.
- Azrael:** Attach a base to Azrael's standee and place him on the **Dark Forest**.
- Howlibird:** Place the Howlibird nest next to the board.

8. Gargamel:

- Attach a base to Gargamel's standee and place him next to the board.
- Find the Gargamel card that says **Game Over** and place it face down next to his standee. Shuffle all other Gargamel cards, then deal **2** more face down and shuffle Game Over together with them.
- Deal another **7** Gargamel cards on top of the first **3**. Gargamel should now have a pile of **10** cards, with Game Over somewhere in the bottom 3. Put the rest of the Gargamel cards back in the box.



9. Starting Smurfs:

- **9A** - Find the **12** Smurf cards marked as **Starting Smurfs** (⊗) and shuffle them. Using the table below, deal each player a hand of Starting Smurfs. Pile the leftover Starting Smurfs face down on the **Smurf deck** space.
- **9B** - Place **8 Smurf meeples** in the **village meeting area** next to the deck. Place the 9th Smurf meeple in the token supply.

Players	Hand Size
1	6
2	4
3	3
4	2
5	2

- 10. Lost Smurfs:** Shuffle all Smurf cards that **aren't** marked as Starting Smurfs and deal **12** face down on the **Dark Forest**. Pile the extra lost Smurfs face down beside the board.

- 11. Smurf Leader:** Choose someone to go first and give them the **first player token**.



BUILT INVENTIONS (4 MAXIMUM)

INVENTION IDEAS

9A

SNARPY SMURFLING
Choose a player to capture a random Smurf each.

ARMORNY SMURF
Smurf card and roll the single die.

URBELI OSSIOM
Gain 2 goods and the die again die.

5

ENERGY POTION
Return all Smurfs from the top or bottom of any location to the meeting area.

CRYSTAL BALL
Look at the top card on the Gargamel Deck.

CAT TREATS
Move Azrael to any space.

9A

SLOUCHY SMURFLIN
If this Smurf gathers 4 or fewer.

LAZY SMURF
This Smurf must be located with no other Smurfs, if possible.

VANITY SMURF
This Smurf must be placed at a location with at least 1 other Smurf, if possible.

11

GROUCHY SMURF
Lose 1 of any good.

9A

DOPEY SMURF
This Smurf can't take any goods from the Workshop or Gargamel Deck.

BABY SMURF
This Smurf takes an item from the Workshop or Gargamel Deck when the player takes a Smurf card. They must take a Smurf card to enter 1 Smurf card.

HOW TO PLAY

YOUR GOAL

This is a cooperative game, so everyone wins or loses **together!** To win, the Smurfs need to complete **all 3** of these goals:

- Rescue all **Lost Smurfs** from the Dark Forest.
- Build all **mushroom houses** in the village.
- Bake all **cakes** for the party.

If you and your friends manage to finish all 3, the Smurfs **win!** But if Gargamel reveals his **Game Over** card before you do, the Smurfs **lose.** (See pg. 9 for more detail.)

DIFFICULTY LEVEL

The setup rules on pg. 2 are for **normal** difficulty. If you feel like you're ready for a new challenge, you can make your goals **harder!**

	Mushroom Houses	Lost Smurfs in Dark Forest	Cakes	Gargamel Cards in Deck
Normal	6	10	2	10
Hard	7	14	3	11
Harder*	8	16	4	10
Smurfmare**	8	18	4	10

*Must use the Hungrier Howlibird rule

** Must use the Hungrier Howlibird rule and the mega danger die

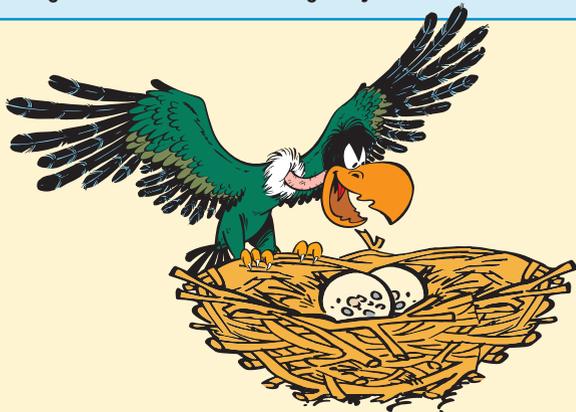
MEGA DANGER DIE

At **any** difficulty, you can swap the danger die for the riskier **mega danger die** to make things more challenging. At Smurfmare difficulty, you **must** use the mega danger die!



HUNGRIER HOWLIBIRD RULE

At any difficulty, play with the new rule that Smurf meeples in the Howlibird nest at the end of a round stay there, rather than returning to the meeting area. At Harder and higher you must use this rule.



COLLECTING GOODS

Throughout the game, you and your friends will collect **3 types** of goods: Smurfberries (🍓), wood (🪵), and stone (🪨). These can be spent to take actions (pg. 6), build mushroom houses (pg. 7), and build inventions (pg.8).

Whenever anyone gains goods during the game, take them from the **supply** and place them in the **village stash** (near the Construction location). Goods in the stash belong to **everyone**, and anyone can spend them on their turn. Whenever goods are spent from the stash, they return to the supply.



VISITING LOCATIONS

The village board has **8 numbered locations** where you can send Smurfs to take actions. Each location has **2 actions** you can take (a top action and a bottom action).

In order to take an action, each of its **Smurf spaces** (blue or red circles) must be filled with a Smurf meeple. However, each player can only place **1 Smurf meeple** per turn, so you need to work together to take actions with more than 1 Smurf space. Some actions also cost **goods** from the village stash.

Actions that have **red** Smurf spaces and show the **danger die** are **dangerous actions**. Whenever you take a dangerous action, you have to roll the danger die and see if something bad happens! (pg. 10)



To take the top action at the Smurf Shelter, you must place 1 Smurf there and spend 1 stone and 1 wood from the village stash. The bottom action has the same effect, but needs 2 Smurfs and costs 1 Smurfberry instead.



The top action at the Smurfberry Bushes needs 2 Smurfs. The bottom action only needs 1 Smurf, but it's dangerous, so you have to roll the danger die!

PLAYING A ROUND

The game is made up of rounds. Each round, you and your friends will take turns playing **Smurf cards** and placing **Smurf meeples** on village locations.

Whoever has the **leadership hat** at the start of the round goes first. Whenever a player finishes their turn, the next player to their **left** (clockwise) goes next. Keep taking turns until all **Smurf meeples** in the village meeting area have been placed.

After the last Smurf meeple is placed, **Gargamel** reveals the top card on his deck and takes a nefarious action. If the game doesn't end, all Smurfs return to the village meeting area, the leadership hat is passed to the left, and a new round begins.

COOPERATION IS KEY!

It's a good idea to discuss with your friends and come up with a rough plan of what you want to do each round. You all share the same Smurf meeples and stash of village goods, so you'll need to work together to complete your goals effectively!

PLAYER TURNS

On your turn, follow these **4 steps** in order:

- 1. Play Card:** Reveal a **Smurf card** from your hand and do what it says. Some Smurfs have immediate effects, while others have effects that are active throughout your turn. (pg. 6)
- 2. Place Meeple:** Take a **Smurf meeple** from the village meeting area and place them on an empty Smurf space at any location. If **Azrael** is there, you must roll the Azrael die. (pg. 6)
- 3. Location Action:** If you filled the **last** Smurf space on a location's top or bottom action, take it now. You must pay its **goods cost** if it has one. If it's **dangerous**, you must roll the danger die (pg. 6).
- 4. Discard and Draw:** Place the Smurf card you played on the **discard pile** next to the Smurf deck. If you have **no cards** left in your hand, draw from the Smurf deck until you are at your starting **hand size**. Your turn is now over. (pg. 7)

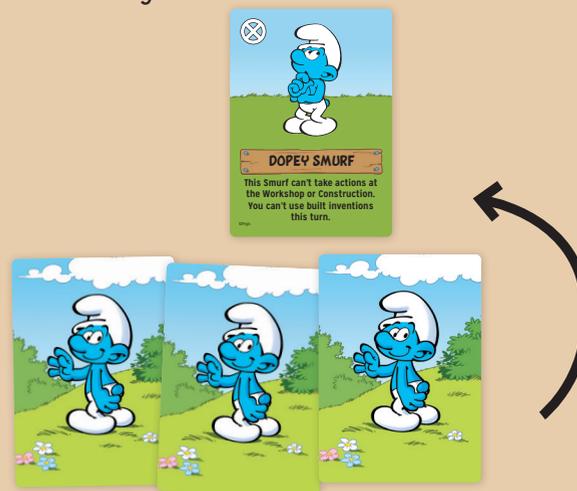
Bonus Actions

You can also use these bonus actions at **any time** on your turn. You may use each of them more than once.

- **Build an Invention:** Spend the Smurberry cost on an **invention card** in **ideas** to move it to built inventions. (pg. 8)
- **Use an Invention:** Use an invention card in built inventions. (pg. 8)
- **Bake a Cake:** Complete the challenge on a cake card and flip it over. (pg. 8)

EXAMPLE

Sophia starts her turn by playing Dopey Smurf from her hand. Dopey's effect says he can't take Workshop or Construction actions, and can't use built inventions during his turn.



Sophia takes a meeple to represent Dopey and places him on the top action at the Lumber Yard. There's still an empty space there, so she doesn't get to take the action just yet. However, whoever places the next Smurf there will gain 3 wood for the village.



At the end of her turn, Sophia places Dopey in the discard pile. She still has 3 Smurfs in her hand, so she doesn't draw any new ones.



STEP 1: PLAY A SMURF CARD

Each Smurf card has a unique **effect** written at the bottom. This effect **always** happens when you play the card, even if you don't want it to! The symbol in the top left of a Smurf card tells you what kind of effect they have and when it happens during your turn. If you ever start the turn without any Smurf cards, draw the top card of the deck and play it.



Starting Smurfs have this icon. This Smurf has a **neutral or bad** effect. It may happen immediately when you play them, or last throughout your turn.



This Smurf has a **good** effect that happens **immediately** when you play them.



This Smurf has a **good** effect that lasts **throughout** your turn.

UNHELPFUL SMURFS (⊗)

Smurfs try their best to be helpful, but some of them are always getting into trouble! All **Starting Smurfs** that are dealt at setup have a **neutral or bad** effect, such as rolling the danger die or not being able to go to certain locations. **Lost Smurfs** you rescue from the Dark Forest always have **good** effects, so you can try to balance things out!

STEP 2: PLACE A SMURF MEEPLE

You get to place 1 Smurf meeple from the village meeting area each turn. Once you place them, they stay in their space until the **end of the round**, when all Smurfs return to the meeting area (pg. 9). Each Smurf space (red/blue circle) at a location can only have 1 smurf on it at a time.

WATCH OUT FOR AZRAEL!

The **Azrael standee** marks the location where Gargamel's right-hand cat is prowling. Whenever you place a Smurf at Azrael's location, you must roll the orange **Azrael die** and do what it says (pg. 10). Unlike the danger die, you must roll Azrael's die when you place in **any** Smurf at his location, not just when you place the **last** Smurf.

STEP 3: TAKE A LOCATION ACTION

If you fill the **last** (or only) Smurf space on an action, you must take the action.

If an action requires you to spend **goods** or roll the **danger die**, you must do this **before** you take the rest of the action. If there aren't enough goods in the village stash to pay for an action, then you **can't** take the action, and you must place your Smurf somewhere else.

FILLING UP ACTIONS

If your Smurf **doesn't** fill the last space on an action, you don't take the action, but you **also** don't have to pay the action's cost or roll the danger die. You can use 2 turns to fill up a 2-Smurf action yourself, but it's often better to **cooperate!**



The Smurfs have already used the top action on the Dark Forest this round. If they want to use the Dark Forest again, they'll need to send 2 Smurfs to take the more expensive bottom action.



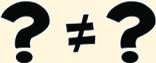
On Alex's turn, he decides to send Poet Smurf to the first space. Since he hasn't filled the action, nothing happens yet.



On Sophia's turn, she sends Smurfwillow to finish the action. She pays 1 Smurfberry from the village stash, then rescues a Lost Smurf. Since she used Smurfwillow, she's able to use her effect to rescue an additional Lost Smurf for free. (Alex was not able to use Poet Smurf's ability because Poet Smurf has already been discarded.)

Available Location Actions

Except for the Workshop, each location's top and bottom actions have the same effect, but a different cost or number of Smurf spaces.

Location	Icon	Action
1. Dark Forest	 / 	<p>Rescue a Smurf: Do either or both of the following:</p> <ul style="list-style-type: none"> • Draw 1 Lost Smurf into your hand. • Return 1 Smurf meeple from the Howlibird nest to the village meeting area.
Gathering Locations		Gather Goods: Add the goods shown to the village stash.
2. Stream 3. Lumber Yard 4. Smurfberry Bushes 5. River		Gather 2 Different: Add any 2 different goods to the village stash.
Workshop		Build an Invention for Free: Move any 1 invention idea to built inventions without paying its Smurfberry cost.
		Brainstorm: Reveal 3 new invention ideas from the deck. (Don't discard any old ones.)
Smurf Shelter		Send a Smurf Home: Choose 1 Smurf card from the discard pile or any player's hand and remove it from the game.
Construction		Build a House: Choose any 1 unfinished mushroom house and spend the goods shown on it to flip its roof. You may send 1 Smurf home (see above).

NOT ALL ACTIONS ARE EQUAL

At the **Dark Forest** and **Construction**, the top action is **strictly better** than the bottom action. In these locations, it's almost always better to use the top action first (and maybe skip using the bottom one if you don't need to!)

Drawing Lost Smurfs

Whenever you draw a Lost Smurf, take the top card from the **Dark Forest** and add it directly to your hand. If the Dark Forest is **empty**, you can instead draw from the pile of **extra** Lost Smurfs that weren't placed on the board at setup.

You can play a Lost Smurf from your hand just like a Starting Smurf. After you play them, place them in the discard pile on the board. The next time the discard pile is shuffled, they become part of the **Smurf deck**, and **any** player can draw them.

Revealing Invention Ideas

Whenever you reveal cards from the invention deck, place them in **ideas** under the board. There's no limit to how many ideas the Smurfs can have at a time. Inventions ideas must be **built** before you can use them (pg. 8).

Sending Smurfs Home

If a Smurf is being really unhelpful, you can send them home by visiting the **Smurf Shelter** or building a new **mushroom house** for them to live in. Getting rid of Starting Smurf cards means you're more likely to draw cards with more helpful effects.

Whenever you send a Smurf home, you can choose a card from **your** hand, **another player's** hand (with their permission), or the **discard pile** on the board. Any Smurf who's sent home is permanently removed from the game (place their card face down on the Smurf Shelter or their new house).

Sending a Smurf home does **not** change how many Smurf meeples are available. Sending a Smurf home when you build a mushroom house is always **optional**.

STEP 4: DISCARD AND DRAW

At the end of your turn, place the Smurf card you played on the discard pile on the board.

Then, if you have **no** cards left in your hand, draw from the **Smurf deck** until you are at the starting **hand size** for your player count (listed on pg. 2). If there are not enough cards left in the deck to draw a full hand, **shuffle** the discard pile to make a new Smurf deck and finish drawing.

ONLY DRAW WHEN OUT OF CARDS...

You **only** draw cards if you have **none left** at the end of your turn! If you have even a **single** Smurf left, you don't get to draw **any** new cards.



BONUS ACTION: BUILD AN INVENTION

At **any time** on your turn, you can build one or more inventions from **ideas**. To do so, pay the **Smurfberry cost** in the top left of the invention's card and move it to **built inventions**.

The Smurfs can have any number of invention ideas, but only **4 built inventions** at a time. If you build an invention, but there are already 4, you must discard 1 of your choice to the bottom of the deck.

After you build an invention, **don't** reveal any new inventions from the deck. To reveal new invention ideas, you must take the bottom action at the **Workshop** (pg. 7).

Using Built Inventions

Once an invention is built, **anyone** can use it. Some inventions can only be used at a specific **time** (such as when Gargamel takes an action, or when you roll the danger die). This is always stated on the card. If an invention does **not** say when it can be used, you can use it at **any time** on your turn.

There are 3 kinds of inventions:



New Action: When you place a **Smurf meeple** on your turn, you can place it on this invention (instead of a location) to use its action.

Just like when you place on a location, your Smurf meeple remains here until all Smurfs return to the meeting area at the end of the round. If the invention is **discarded** while it has a Smurf on it, the Smurf stays in the built inventions area until the end of the round.



Use and Discard: This invention can be used once, as a **bonus action**. Afterwards, place the card into the Invention card discard.

(no icon)

Ongoing: Once built, this invention has an ongoing effect that can be used any number of times. If it's ever discarded, you lose the effect.

BONUS ACTION: BAKE A CAKE

Each cake card has a **challenge** for you and your friends to complete. If you complete a cake's challenge at any time on your turn, you can immediately flip it over to **bake** it. Once a cake has been baked, it **stays** baked for the rest of the game.



The Smurfs have collected 10 goods in the village stash, so they immediately bake their first cake. They can now spend the 10 goods without losing the cake.



To bake their second cake, the Smurfs need to take 4 dangerous actions in a row. So far, they've taken 2. If they take a non-dangerous action before they get to 4, they'll have to start over.



END OF THE ROUND

At the end of any player's turn, if there are **no Smurf meeples** left in the village meeting area, follow these **4 steps** to end the round:

- 1. Return Meeples:** Move **all** Smurf meeples back to the village meeting area. This includes Smurfs on village locations, inventions, **and** the Howlibird nest.
- 2. Gargamel Card:** Flip over the top card on Gargamel's deck and do what it says. Place it face up next to the deck, covering the card from the last round if there is one. (pg. 10)
- 3. Move Azrael:** The Gargamel card has a (🐱) number that shows how far **Azrael** moves around the board. Each time Azrael moves, he goes to the next-numbered location. (pg. 10)
- 4. Pass Leadership:** The player with the leadership hat passes it to the left, and the next round begins.

HOW MANY TURNS DO WE GET?

At the start of the game, there are **8 Smurf meeples** in the village meeting area, meaning you and your friends can take **8 turns** between you each round. However, there are a few ways this can **change** during the game. If the **Howlibird** attacks, you **lose** a meeple from the meeting area (pg. 10), which means you'll take **1 less turn** that round. There's also the Robohelper invention card, which permanently adds the **9th** Smurf meeple to the village.



The last Smurf has been placed, so it's time to end the round. Gargamel reveals his card, and the Smurfs lose half the Smurfberries in the village stash! Azrael also moves 1 location, from the Smurf Shelter to Construction. Afterwards, all Smurfs return to the meeting area, and the first player token passes to the left.

END OF THE GAME

The game can end in 2 ways:

- If all **3 Smurf goals** are completed, the Smurfs **win!**
- If Gargamel reveals the **Game Over** card, the Smurfs **lose!**

Completing Smurf Goals

If all 3 Smurf goals are complete, you win immediately (you don't have to finish the turn or round). The order you complete Smurf goals doesn't matter, but all 3 goals must be complete at the **same time** to win.

Rescue Lost Smurfs	This goal is complete if the pile of Smurfs in the Dark Forest is empty. Extra Lost Smurfs set aside at setup don't need to be rescued to complete this goal.
Builds Mushroom Houses	This goal is complete if all mushroom houses have been built. If Gargamel destroys a house (flipping its roof back upside down), this goal is no longer complete.
Bake Cakes	This goal is complete if all cake cards have been flipped to the baked side.

GARGAMEL AND HIS MINIONS

GARGAMEL

Gargamel carries out his nefarious schemes at the end of each round by revealing a **Gargamel card**. Each Gargamel card has a **bad effect** written at the bottom, as well as a  number that shows how far **Azrael** moves around the board.



Whenever Gargamel reveals a new card, it **covers up** his card from the last round. Once a Gargamel card is covered up, it is no longer active.

Gargamel cards have 3 kinds of effects:

	This effect happens immediately when it's revealed.
	This effect lasts throughout the next round. If it affects a location or group of locations, place the Gargamel standee nearby as a reminder.
Game Over	The village has been discovered! The Smurfs lose the game!



AZRAEL

Gargamel's right-hand cat prowls the forest, looking for ways to hassle the Smurfs and sabotage their inventions.

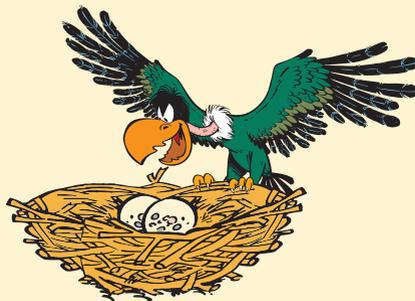


While Azrael is at a location, any Smurfs placed there must roll the orange **Azrael die** and do what it says (see right). Azrael **moves** to a new location when Gargamel reveals a card at the end of the round (pg. 9), and when his symbol is rolled on the **danger die** (right). He always moves to the next location in **numerical order** (from 1 to 8). When he leaves location 8 (Construction), he moves back to location 1 (Dark Forest). There is no effect when Azrael moves to a new location that contains Smurfs.

If you take a **dangerous action** at Azrael's location, you can roll the danger die and the Azrael die at the same time. The effects on **both** dice still happen.

THE HOWLIBIRD

The hungry Howlibird is a constant menace to the Smurfs. Whenever a Howlibird symbol is rolled on the danger die or Azrael die, the Howlibird **steals a Smurf meeple** from the village meeting area and places them in its **nest**.



You and your friends must also immediately choose a player to **discard a Smurf card** from their hand. The Howlibird prefers helpful Smurfs, so a Smurf card with a **good effect** ( or ) must be chosen if anyone has one. If no one does, a **Starting Smurf** () can be chosen instead.

Smurfnapped!

While a Smurf meeple is in the Howlibird nest, they **can't** be placed or used to take actions. You can **rescue** a meeple from the Howlibird nest by taking an action at the **Dark Forest** (pg. 7). This returns them to the meeting area, so they can be placed again as normal.

If there are any meeples still in the Howlibird nest at the **end of the round**, they return to the meeting area with the rest of the Smurfs meeples (unless you are playing with the Hungrier Howlibird rule).

DICE EFFECTS

The **danger die** and **Azrael die** have a variety of bad effects - and occasionally some good ones!



Move Azrael: Move Azrael 1 location per symbol.

Double Azrael is only on the mega danger die.



Howlibird Attack: Choose a player and they must discard a non-Starting Smurf (cards with  or ) icon), otherwise a player must discard a Starting Smurf card.

If there aren't any meeples left in the meeting area, the Howlibird doesn't steal a meeple, but someone must still discard a card.



Lose Goods: For each "?" symbol, discard any 1 good from the village stash.

If the village doesn't have enough goods, discard as many as you can.



Destroy Invention: Return any 1 built invention to the bottom of the deck.

If there are no built inventions, this effect doesn't do anything.



Chase Smurf: The player who rolled this must discard a non-Starting Smurf (cards with  or ) icon).

If the player only has Starting Smurfs () icon), this effect has no effect.



Lucky Find: Add any 1 good to the village stash.



Great Idea: Reveal 1 new invention idea.

CARD CLARIFICATIONS

SMURF CARDS

Jazzy Smurf	The 2 goods you gain must be the same type.
Smurfily	If you use this at the Stream, you may choose goods that are the same.
Smurfstorm	The extra good must match the location. If you use this at the Stream, you must choose a good of a different type than the first 2.
Lazy Smurf	The location must not have Smurfs on the top or bottom action, if possible. Otherwise you can place them anywhere.
Baby Smurf	This Smurf can still fill the first slot of a 2-Smurf action, but not the second.
Vanity Smurf	If there is a location it must be placed at, you can place at the top or bottom action even if there are no Smurfs there.

INVENTION CARDS

Disguise	This only affects danger die (or mega danger die) rolls.
Recruitment Drive	This does not count as rescuing a Smurf (for triggering other effects).
Rescue Cart	This does not count as rescuing a Smurf (for triggering other effects).
Robohelper	If there are no Smurf meeple in the meeting area when this is discarded, remove 1 Smurf meeple from any action instead.
Shovels	The extra good must match the location. If you use this at the Stream, you must choose a good of a different type than the first 2.
Time Rewind Spell	You must use the new Gargamel card you draw.
Wardrobe	You must keep the new Lost Smurf you draw. This does not count as rescuing 2 Smurfs.

GARGAMEL CARDS

Tantrum	If you don't have 2 goods and there are no finished houses, lose as many goods as you have.
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Smurf Goals



There are no **Lost Smurfs** in the Dark Forest.



All **mushroom houses** are built.



All **cakes** are baked.

Location Actions

Dark Forest	 / 	<p>Rescue a Smurf: Do either or both of the following:</p> <ul style="list-style-type: none"> • Draw 1 Lost Smurf into your hand. • Return 1 Smurf meeple from the Howlibird nest to the village meeting area.
Gathering Locations (Stream, Lumber Yard, Smurfberry Bushes, River)		<p>Gather Goods: Add the goods shown to the village stash.</p> <p>Gather 2 Different: Add any 2 different goods to the village stash.</p>
Workshop	 	<p>Build an Invention: Move any 1 invention idea to built inventions without paying its Smurfberry cost.</p> <p>Brainstorm: Reveal 3 new invention ideas from the deck. (Don't discard any old ones.)</p>
Smurf Shelter	 	<p>Send a Smurf Home: Choose 1 Smurf card from the discard pile or any player's hand and remove it from the game.</p>
Construction		<p>Build a House: Choose any 1 unfinished mushroom house and spend the goods shown on it to flip its roof over. You may send 1 Smurf home (see above).</p>

Dice Effects



Move Azrael: Move Azrael 1 location per symbol.

Double Azrael is only on the mega danger die.



Howlibird Attack: Take 1 Smurf meeple from the meeting area and place them on the Howlibird nest. The player who rolled this must discard a non-Starting Smurf (cards with  or  icon).

If there aren't any meeples left in the meeting area, the Howlibird doesn't steal a meeple, but someone must still discard a card.



Lose Goods: For each "?" symbol, discard any 1 good from the village stash.

If the village doesn't have enough goods, discard as many as you can.



Destroy Invention: Return any 1 built invention to the bottom of the deck.

If there are no built inventions, this effect doesn't do anything.



Chase Smurf: The player who rolled this must discard a non-Starting Smurf (cards with  or  icon).

If the player only has Starting Smurfs ( icon), this effect has no effect.



Lucky Find: Add any 1 good to the village stash.



Great Idea: Reveal 1 new invention idea.