

Snack Dragon Games

238 Garrison Drive
Houston, TX 77009

Top of the Heap

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Players: 3-5

Play Time: ???

Ages: 8+

OBJECTIVE

You play an animal raiding the trash of a quiet neighborhood. During each round, players will take turns venturing out and taking risks to gain valuable trash. At the end of the game, the players with the most valuable trash are the winners.

OVERVIEW

Over the course of 7 in-game days, each player will gather trash from the houses around the board. Players can take their trash back to their den to “stash it”, removing it from play and adding it to their scoring pile. At the end of the final night, each player adds up their Victory Point total from the Trash cards and Snack tokens in their scoring pile, including bonuses based on the types of items their animal prefers. The player with the highest Victory Point total is the winner.

NOTES ON PRESENTATION

Some terms in this document and in card text are used as rules shorthand to mean specific things.

- The term “item” refers to any Trash card. All Trash cards are items.
 - Example: “Discard an item.”
- The term “tonight” refers to the duration of an effect, and it means “from now until the end of the current night”.
- Animal size tags and item “sizes” are functionally different. Animal size tags include SMALL and MEDIUM and are self-explanatory. Item sizes from “smallest” to “largest” are Tiny, Compact, and Awkward.
- The term “eating Snacks” refers to spending Snack tokens to gain bonus AP for the next night.

COMPONENTS

Pieces/Tokens

6 x Player Animal pieces:

- the Raccoon, the Opossum, the Fox, the Coyote, the Raven, and the Seagull

3 x Pet pieces:

- the Cat, the Big Dog, and the Small Dog

?? x VP tokens

?? x AP tokens

100 x Snack tokens

25 x Open tokens

Cards

??? x Trash cards

??? x Risk cards

?? x Event cards

6 x Animal cards

?? x Resident Cards

SETUP

1. Set out the board.
2. Each player chooses their animal and takes their card and token.
3. Each player puts their animal token on their den space. Each animal always starts the game in their den.
4. Roll a d6 for each of the 3 Pets to randomly place each of them on different houses. For each animal, keep rolling until a house is rolled with no Pet on it already.
5. Shuffle the card decks: the Event deck, the Risk deck, the Trash deck, and the Resident deck.
6. Draw a Resident card for each house and place it on that house.
7. Decide which player will go first.

GAMEPLAY

1. Each game plays out over 7 in-game nights, from Sunday night to Saturday night.
2. Each player can take up to 4 turns a night.
3. Each night plays out with each player taking their turn in order until each player has taken 4 turns.

Each night starts with Upkeep and ends with Cleanup.

Starting the First Night - First Night's Upkeep

After the first player is chosen, that player handles the upkeep for the first night. The first night's upkeep is an adapted version of the upkeep that will need to be done every night.

1. Daily trash step - For each house's trash can pile, add 3 cards from the Trash deck face-down, then flip the top card face-up.
2. Supply step - Put 2 Snack tokens on each house.
3. Restock step - Draw 3 Trash cards and place them face-up at The Magpie's Nest.
4. Feeding step - Each player gains 5 AP tokens.
5. Event step - Draw an Event card and resolve its effect.
6. Start of Night step - Any card effects that trigger "at the start of each night" trigger and are resolved.

Nightly Upkeep

1. Trash pickup step - If the current night is on a Trash Pickup day, discard all Trash cards in each house's trash can pile, then draw 3 new Trash cards from the top of the Trash deck to serve as each house's new trash can pile.
2. Daily trash step - For each house's trash can pile, if there are fewer than 3 Trash cards in the pile, add cards until there are 3 in the pile. Otherwise, add 1 Trash card to the pile.
3. Supply step - Put 2 Snack tokens on each house.
4. Restock step - Discard the 3 items at The Magpie's Nest, then draw 3 Trash cards to place face-up on The Magpie's Nest.
5. Feeding step - Each player regains up to their minimum 5 AP tokens, then they gain any bonus AP (no more than an additional 5) they earned from eating Snacks or FOOD items.
6. Event step - The player taking the first turn of the night draws an Event card and resolves its effect.
7. Start of Night step - Any card effects that trigger "at the start of each night" trigger and are resolved.

Taking Turns

Every turn is made up of 3-6 steps:

- Primary Action
 1. Declare your primary action: Move, Forage, or Retreat.
 2. Pay any costs to perform the declared action.
 3. Resolve the outcome of your action and handle any triggered effects.
- Secondary Action
 4. If you performed a Move action, declare your secondary action. (Each location has at least one.)
 5. Pay any costs to perform the declared action.
 6. Resolve the outcome of your action and handle any triggered effects.

Nightly Cleanup

1. End of Night step - Card effects that apply “tonight” or “until the end of the night” end, and the game board is updated if necessary.
2. Go Home step - All animal tokens move back to their respective dens, if they are not there already. If an animal is not already at its den, it drops any Trash cards it is carrying. Any Trash cards dropped at a house go face-up on that house’s Trash Can pile. Any Trash cards dropped at the Magpie’s Nest are discarded.
3. Stash step - All animals decide which, if any, of their carried items to stash and which to keep in their inventory.
4. Snack step - All animals decide which, if any, of their Snack tokens they plan to eat for bonus AP the following turn and which they plan to stash for VP.

End of Game

After the final night, instead of Nightly Cleanup, all animals move back to their dens. Then, all their Snack tokens are immediately stashed to score as VP.

Each player counts up the VP value of all their stashed Trash and Snacks, applying a +1 VP bonus for each appearance of their favored tags among their stashed items, then adds any other ability or Risk-based VP bonuses to their total.

The players with the highest VP total are the winners. There are no draws.

ACTIONS

Actions are the things a player can do on their turn. Some actions are specific to locations on the board, but the Move action can be used from anywhere.

Move

Every turn has to start with one of 3 actions: Move, Forage, or Retreat. Of these 3, Forage and Retreat end your turn, but Move does not.

The Move action is used to move your animal to a new space on the game board. After a successful Move, the player takes that location's specific action.

To Move, a player declares which location on the board they're moving to, then they pay any associated costs. After paying costs, the player moves their animal to the new location. A player cannot declare a Move action that they lack the AP to pay for.

Once the animal is at the new location, the player resolves any additional effects their move may trigger (for example, effects that trigger on visiting a house). After all triggered effects are resolved, the Move action is completed and the player moves on to the follow-up action for the new location.

Raid

Raid is one of the three location-specific actions, and is the secondary action you can perform at houses. The Raid action is used to gain Trash cards from a house's Trash Can.

To Raid, a player declares that they're raiding the trash of the house they're visiting, then they pay any associated costs. If a player finds themselves unable to pay the AP cost to raid a house they're visiting, they can instead Forage and end their turn. Additionally, if that player does not have space in their inventory for the top card of the Trash Can, they cannot Raid and must instead Forage and end their turn.

After paying costs, the player takes the top card from the house's Trash Can and adds it to their Inventory, then they flip the top card of the Trash Can face-up. Once the top card is taken and the new top card is flipped face-up, the player resolves any additional effects their Raid action triggered (for example, adding an Open token to a BIN Feature after a house is raided for the first time in a night).

After all other triggered effects are resolved, the player draws Risk cards equal to the number of player animals currently at the house. Each card must be drawn and resolved before drawing the next. All Feature cards drawn must be placed on the house's Feature slots. The effects of any

Surprise cards drawn are applied to all player animals currently at the house, starting with the active player and proceeding clockwise around the table. If a Surprise card requires choices to be made, each player can decide separately as if they each drew a copy of the Surprise card.

After all necessary Risk cards are drawn and either placed or their effects (if any) are resolved, the Raid action is complete and the player's turn is over.

Swap

Swap is one of the three location-specific actions, and is the secondary action performed at The Magpie's Nest. The Swap action is used to trade the Trash cards in a player's Inventory for the Trash cards at The Magpie's Nest.

To Swap, a player declares which items they plan to trade. The player must choose one item in their Inventory and one item at The Magpie's Nest. The Magpie's Nest can accept any item in trade, but the player can only trade for an item that they have the Inventory slots to carry.

After the trade is declared and confirmed to be valid, the item cards are swapped and the player's turn ends.

Stash

Stash is one of the three location-specific actions, and is the secondary action performed at an animal's den. The Stash action is used to remove items from an animal's inventory to their Stash Pile, which removes them from the game and makes them scorable for VP or consumable for AP.

To Stash, a player declares which items they plan to add to their Stash Pile, then moves those Trash cards from their inventory slots to their Stash Pile.

After the item cards are moved to the Stash Pile, the player's turn ends.

Some Surprise Card effects may move an animal to their den and offer them a free Stash action, which is resolved the same way as if the animal had performed a Move action themselves.

Forage

Foraging is an alternate secondary action that can be performed at a house or at an animal's den. Foraging is a way to convert a player's unused actions into potential AP for the next night.

A player can only choose to Forage while at a house or at their den. When a player decides to Forage, they take 1 Snack token and end their turn.

If an animal visits a house, but can't pay the AP cost to Raid the trash, they can Forage while at the house instead. Alternately, if they don't have room in their inventory for the top item in the house's Trash Can, they can Forage instead.

If an animal is at their den and the player has no more actions they want to perform in the round, they can Forage as a way of passing their turn.

Retreat

Retreating is an action that a player can only take if they have no other options, and in that case, they must Retreat. If a player finds themselves at a House that they lack the AP to leave, they must use their turn to Retreat.

When a player Retreats, they immediately empty any remaining AP in their AP pool. After losing their remaining AP, they move back to their Den and stash any items in their inventory. This is not considered a Move action, nor does it trigger any effects that trigger on an animal leaving their current House. Stashing their items is handled as if it were a Stash action, but it does not trigger any effects that trigger on a Stash action. After stashing their items, the player forfeits their remaining turns and they are removed from the turn order for the rest of the current night.

INVENTORY

Trash cards come in 3 “sizes”, which reflect how difficult they are to carry. Those “sizes” are **Tiny**, **Compact**, and **Awkward**.

Each animal has 3 inventory slots on their playmat: two **Compact** slots and one bonus **Tiny** slot.

An animal can only hold a **Tiny** item in the **Tiny** inventory slot.

An animal can hold a single **Tiny** or **Compact** item in each of their **Compact** slots.

An animal can hold a single **Awkward** item in one of their **Compact** slots, but **only** if their other **Compact** slot is empty. While an animal is carrying an **Awkward** item, they are unable to pick up other items. An animal can carry a **Tiny** item (in their **Tiny** slot) and an **Awkward** item at the same time, but only if they were already carrying the **Tiny** item when they picked up the **Awkward** item.

EATING

During Nightly Upkeep, animals choose which resources to consume to provide them a maximum of 5 additional Action Points for the following night.

Snack tokens can be eaten for 1 AP apiece, and any Snack tokens a player chooses not to eat are converted to ½ a Victory Point apiece.

Alternately, an animal can choose to eat FOOD items from their Stash Pile. For each FOOD item an animal eats, they gain AP equal to 1 plus the item’s base VP value. For example, a Tiny FOOD item can be eaten for 2 AP (1 + 1 base VP).

FAQ

- The features on a house give it a negative AP cost to visit. How does that work?
 - Any cost that gets reduced to less than zero is treated as if it’s just zero.
- Which cards in a house’s trash can should be face-up?
 - Only the top card. When additional cards are added, the top card is flipped face-down, the new cards are placed face-down on top, and then the new top card is flipped face-up.
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GLOSSARY

Ability

One of the unique effects that help distinguish the individual Animals.

For example, the Raccoon's ability reads, "Once per game, ETC ETC ETC FILL THIS IN".

See also: Animal

Abstract

"Abstract" (also "in the abstract" or "in the game's fiction")

Action

Actions are the things a player can choose to do during their turn, and the actions a player has available to them are based on their animal's location on the game board.

Actions can be understood as verbs that describe what the player animals are doing. Every location has the Move action available to players. Houses on the board have the Raid action available, The Magpie's Nest has the Swap action available, and each animal's den has the Stash action available.

See also: Move, Raid, Swap, Stash

Action Points (AP)

Action Points (or singular Action Point), referred to as "AP", are the currency spent to visit and leave houses on the board and to raid the trash of those houses.

Adjacent

Some costs and effects refer to "adjacent" Houses. A House is adjacent to the houses next to it on the same side of the street.

See also: House, Street

Animal

One of the 6 available player characters: the Raccoon, the Opossum, the Fox, the Coyote, the Seagull, and the Raven.

At

“At” refers to the location at which an action is performed or the slot or pile in which a card is placed.

Any time “at” is used, the rules are referring to something that happens within the scope of the game’s abstract fiction, rather than referring to the game’s physical components.

Big Dog

The Big Dog is one of the three non-player animals, referred to as ‘Pets’. Thematically, the Big Dog will bark at you as you approach, but you can bribe it with food to befriend it.

Before the start of the game, the Big Dog is randomly placed on a house with no other Pet on it. The Big Dog does not move after it is placed except by specific card effects.

The Big Dog has the effect “Visiting costs +1 AP. A visiting animal can discard a BONE or MEAT item to ignore the Big Dog for the rest of the game.”

Board

The board is the space in which game pieces, tokens, and cards are placed to reflect the current state of the game. The board consists of a central road, 3 houses on either side of the road, and The Magpie’s Nest at the end of the road.

Card

Cards are used to represent multiple things: animals, yard features, trash, etc.

All cards have 3 meaningful areas: the name line at the top, the type line beneath the name line, and the rules box beneath the type line.

Most cards are face-down in their respective decks before they are drawn, the face-up in their respective discard piles after they’re discarded.

Carried

“Carried” refers to the state of a Trash card that is currently in an animal’s inventory. Carried items are kept face-up on the inventory slots of a player’s playmat. Trash cards in any other locations are not carried.

Cat

The Cat is one of the three non-player animals, referred to as 'Pets'. Thematically, the Cat will hiss and yowl at you as you approach or leave, but it will leave after an animal arrives.

Before the start of the game, the Cat is randomly placed on a house with no other Pet on it. During the course of gameplay, the Cat can also be at the same house as any other Pet.

The Cat has the effect "Visiting or leaving costs +1 AP. A visiting animal can move the Cat to an adjacent House."

Cleanup

Cleanup (also Nightly Cleanup) is the phase at the end of each in-game day that involves moving all animals back to their dens and generally prepping the game board for the start of the next in-game day.

Cost

Costs are the total amount of AP an animal must pay in order to take a specific action. The cost to move to or from a house or to raid the trash of a house can vary based on that house's features and residents.

Costs are not effects. Costs are calculated before performing an action, and

Deck

Decks hold face-down cards. There are 3 decks in the game: the Event deck, the Risk deck, and the Trash deck. Each deck has an accompanying discard pile to hold cards from that deck that are no longer in play for various reasons.

See also: Event deck, Risk deck, Trash deck

Declare

To declare an action refers to a player announcing to the other players which action or actions they intend to take on their turn, as well as the targets of those actions if applicable.

Den

An animal's den is a space on the board representing that animal's home. In order to stash items for VP, an animal must move to their den to use the Stash action.

Discard

Discarding a card means placing the card face-up in the discard pile of the deck it was drawn from.

Discard pile

The discard pile of a deck is a face-up pile where cards are placed after they are removed from play due to a discard effect or if they are discarded as part of their resolution. For example, Risk - Surprise cards are discarded as part of their resolution.

Draw

Drawing a card refers to taking a face-down card from the top of a deck.

In some cases, drawing a card also implies the immediate resolution of that card's effect, as is the case with Event cards and Risk - Surprise cards.

Drop

Animals with the HANDY tag will have the ability to put Open tokens on some yard features by “dropping an item”. When an animal drops an item, that card is removed from their inventory and placed face-up on the Feature card with the Open token. If either the Open token or the item are removed, both are removed.

A dropped item can be picked up by another animal when they Raid as if it were on top of the house's Trash Can. If the item is picked up by a raiding animal, the Open token is also removed.

If a new Feature card is placed over a feature with a dropped item on it, the item is discarded and the Open token is removed.

Effect

The effect of a card is the way in which that card affects the current game state. The act of applying an effect is called “resolving” that effect.

Some cards' effects are immediate. When you draw an Event card that says to add an additional Trash card to each house's Trash Can pile, that effect is immediate.

Some cards' effects are static, which means they always apply until something says otherwise. When you draw an Event card that says “visiting houses costs -1 AP tonight”, that effect is static.

Some cards' effects are triggered, which means they have a trigger condition that causes the effect to apply. When you draw an Event card that says “whenever an animal visits this house, it takes 1 Snack token”, that effect is triggered.

See also: Resolve

Event card

Event cards compose the Event deck. One Event card is drawn at the start of each day as part of the Daily Upkeep, then it is discarded after the effect is resolved.

Favored Tags

Each animal has one or more “favored tags”, which are tags those animals prefer within the fiction of the game. Mechanically, when scoring items at the end of the game, a player gains +1 VP for each instance of their favored tags on each of their stashed items. If a stashed item has both of an animal’s favored tags on it, the player gains +1 VP for each of those tags instead of just a single bonus VP.

Feature

Features are a subtype of Risk card which are placed on a house’s Feature slots and remain there until another effect discards them.

Feature slot

Feature slots are the slots on a house where Feature cards are placed when drawn. Each Feature slot can hold multiple cards, called a Feature pile. When calculating the cost to perform an action involving houses, only the top card of each Feature pile is considered to be on the board.

Feature pile

A Feature pile is a stack of one or more face-up Feature cards on the Feature slot of a house. A single face-up Feature card is still a Feature pile. Only the top card of a Feature pile is considered to be on the board when calculating the cost to perform an action at a house. Additionally, if a card effect says to “discard a feature” from a house, only the top card of a Feature pile is taken. If an effect says to “discard a feature pile” from a house, then a whole pile is taken, whether it is one card or more. Feature piles are considered common knowledge, as they are entirely made up of face-up cards, and they can be examined by a player at any time.

Forage

Foraging is the game mechanic whereby a player is rewarded with 1 Snack token for each turn they don’t take in a given night.

For instance, if a player takes their 1st turn to raid an Awkward item, then returns to their Den on their 2nd turn, they can use their 3rd turn to pass for the night, which will let them forage for 2 Snack tokens: 1 for the turn they used to pass and 1 for their unused 4th turn.

House

Houses are spaces on the board which that player animals visit to raid trash.

Each house has 3 Feature slots, 1 Trash Can slot, 1 Resident slot, and a Yard space.

Inventory

Each animal's inventory is represented on their playmat by their Inventory slots. Players have two Compact item slots and a single bonus Tiny item slot which can only hold a Tiny item. An Awkward item can only be picked up if the animal's inventory is completely empty.

Whenever an animal picks up an item, the Trash card is placed face-up on one of the Inventory slots on their playmat.

Inventory slot

See: Inventory

Item

See: Trash card

Leaving

An animal is "leaving" a house as it is in the process of moving away from that house. Costs that refer to leaving animals only apply to the move action where an animal moves away from that house. Triggers that occur for leaving animals trigger after the leaving costs are paid and the animal is moved away from the house.

If an animal is moving from one house to another, they may have to pay costs for both leaving their origin house and for visiting their destination house. These costs are calculated at the same time, and a player can't declare a Move action from one house to another if they can't afford to pay the leaving costs of their origin house and the visiting costs of their intended destination house.

See also: Visiting

Move

Move (capitalized) is an action that involves a player moving their animal from one board location to another. At the start of each player's turn, that player can either move their animal or pass the turn, but if the player does not pass their turn, they must move. The actions that can be performed at a location can only be performed on the turn in which the animal visits that location; no further actions can be performed on a turn where the animal starts on that location.

In some cases, such as visiting and leaving houses, there may be additional AP costs involved to complete the movement action. Otherwise, there is no basic cost associated with performing the Move action.

Neighborhood

The 6 Houses on the game board are referred to as “the Neighborhood”. The Neighborhood is split by a dead-end street with 3 Houses on each side.

Night

A night (also “in-game night” in some cases for clarity) represents the span of time within which the player animals go out and raid trash cans. The game takes place over 7 in-game nights, which starts with Sunday night (night 1) and ends with Saturday night (night 7).

Each player can take up to 4 turns in a single night. Each night begins with Nightly Upkeep and ends with Nightly Cleanup. Trash Pickup happens at the start of the 3rd (Tuesday) and 6th (Friday) nights. After the 7th night ends, the game is over and scores are counted to determine the winners.

On

“On” has two meanings in the rules, one abstract and one literal. It can refer to things within the fiction of the game and within the rules, or it can refer to the physical game board.

“On” refers to a specific thing being attached to a location in a way that affects its current state. For instance, Feature cards that are in a house's Feature slots can be referred to as being on the house. Trash cards on the slots of The Magpie's Nest are on that location as well.

In the abstract, “On” in this case is meant to represent the presence of things that don't generally move unless moved. This is as opposed to player animals, which are not “on” locations, they are “at” locations.

In terms of the physical game board, “on” simply refers to the presence of one thing at a specific space or slot on the board. Player animal tokens are placed on spaces on the board, cards and tokens that are in play are placed on slots on the board or on the player's playmats.

Open token

“Open tokens” are tokens that disable yard Features and provide bonus VP to the animal who placed the token. An Open token represents a thematic and functional shortcut that benefits the animal who places it and the animals who use it.

Animals with the HANDY and DIG tags will conditionally have the ability to put an Open token on specific yard Features. A feature with an Open token on it is ignored, and its effects do not trigger. If a Feature with an Open token is covered with a new Feature card, the Open token is discarded. A single Feature cannot have more than 1 Open token on it at a time.

When an animal visits a house with an Open token they did not place on one or more Features, the animals who placed the Open tokens gain 1 VP.

- This does not trigger if an animal is moved to a house by an effect: “Visiting” effects only trigger as the result of a Move action.
- If a house has multiple Features with Open tokens on them, each animal who placed an Open token at that house gains 1 VP.
- An animal cannot gain VP by visiting houses with their own Open tokens on features.

Opposite

Some card effects refer to the “opposite house” of a given house. A house’s opposite is the house directly across the street from it.

Parent Tag

See: Tag Class

Pass

When a player has no more actions they want to perform in a night, they can pass their turns to remove themselves from the turn order for the remainder of a night.

Pile

Pile refers to a stack of one or more cards that were drawn from a deck. A pile generally goes on a slot on the board or a playmat, but each deck’s discard pile does not.

See also: Stack, Slot, Deck

Player

Player refers to an individual playing the game. Players control Animals, and in some cases the words “Player” and “Animal” can be used interchangeably. Players also take turns, handle upkeep and cleanup, and make decisions.

Playmat

Each player’s Playmat is a custom board containing multiple meaningful slots.

Each playmat has 2 Compact item slots, 1 bonus Tiny item slot, a Snack token space, a Stash slot, and a Bonus VP space.

Raid

Raiding is one of the primary actions an animal can take in the game, and is the action specific to houses.

Replace

Replacement refers to the act of discarding all the cards in a slot on the board and putting new cards in that slot.

Replacement happens in two cases:

1. During Trash Pickup, the Trash Can pile of each house is replaced.
2. During the Restock Step of each Nightly Upkeep, each card in The Magpie’s Nest is replaced.

The verbs “Replace” and “Swap” should not be confused. “Swap” does not involve discarding any cards, only swapping the cards in two slots.

See also: Discard, Swap, Slot, Board

Resident card

Resident cards compose the Resident deck, which players draw from at the start of the game to represent the people who live in a given house.

Resident slot

The Resident slot of each house is where Resident cards are placed when drawn for that house. The Resident slot is effectively a special Feature slot.

Resolve

Resolving an effect (also “effect resolution”) is the process of applying that effect to the game board in the order the effect’s rules text is written.

Risk card

Risk cards compose the Risk Deck, which players draw from as part of raiding a house’s Trash Can.

Risk cards come in three types: Risk - Feature, Risk - Surprise, and Risk - Resident.

Risk - Feature cards are placed on one of the Feature slots of the house the player’s animal is currently visiting and remain there until another effect removes them.

Risk - Surprise cards have effects that are immediately resolved, then the cards are discarded.

Risk Deck

See: Risk card

Size

“Size” can refer to item size or animal size.

Each Trash card has a size, also referred to as “item size”, which is a subtype that determines the item’s VP value and which inventory slots it can be carried in.

There are 3 item sizes: Tiny, Compact, and Awkward.

Each Animal also has a size, which is a tag that affects which Features apply to them.

There are two animal sizes: SMALL and MEDIUM.

Slot

A slot is an area on the game board or on a player’s playmat that is clearly denoted for cards to be placed there.

Each playmat has multiple Inventory slots and a Scoring Pile slot.

Each house on the game board has 3 Feature slots, a Trash Can slot, and a Resident slot.

The Magpie’s Nest has 3 Trash slots.

Small Dog

The Small Dog is one of the three non-player animals, referred to as 'Pets'. Thematically, the Small Dog will not bark until it hears you trying to leave.

Before the start of the game, the Small Dog is randomly placed on a house with no other Pet on it. The Small Dog has the effect "Leaving this house costs +1 AP".

Snack token

Snack tokens represent food the animals can eat. They take up no inventory slots, so an animal can carry an unlimited number of them at a time. At the end of each night, during the Snack step of the Nightly Cleanup phase, players decide what to do with each Snack token they collected that night. A player can exchange 1 Snack token for 1 AP for the following night, up to a max of 5 additional AP over their normal 5 AP, or they can exchange 1 Snack token for ½ of a Victory Point.

At the start of each night, during the Supply step of the Nightly Upkeep, new Snack tokens are placed in the Yard space of each house on the board. Whenever an animal moves to a house, they automatically add all Snack tokens on that house to their inventory.

Space

Spaces are spots on the board where players place their animal tokens to represent their movement around the game board. There are 6 Yard spaces (1 for each house), 1 Nest space for The Magpie's Nest, and 5 Den spaces (1 for each animal).

Stash

In order to score the VP value of a Trash card or Snack token, an animal must stash it at their den.

The action of stashing an item can only be performed at an animal's Den. Stashing any given item moves it to that player's Stash Pile, where it remains until the end of the game.

Stash Pile

The Stash Pile is the stack of cards in the Stash slot of a player's playmat. It represents items the animal has stashed away safely in their den, which are then removed from play and scored for VP at the end of the game.

Stash slot

See: Stash Pile

Step

A step is a discrete portion of a phase during which a specific action is performed. The Nightly Upkeep and Nightly Cleanup phases are each made up of multiple steps which are to be performed in order to update the game state for the next night.

Street

The Neighborhood on the game board is split in half by a street (Trailhead Lane), with 3 houses on each side. The street separates the houses in a way that creates the “adjacent” and “opposite” distinctions.

See also: Adjacent, Opposite

Subtype

Subtypes are additional types on a card’s type line. For instance, Risk cards can have the subtypes Feature or Surprise.

Surprise

Surprise is a subtype of Risk card that represents sudden events that occur while an animal is trying to raid a house’s trash. Surprise cards have effects that are immediately resolved when drawn, and then the card is discarded.

Tag

Tags are modifiers that are attached to Animals and Trash cards. Tags do not imply any additional rules, but individual Features may specify that they only apply to animals with specific tags. Additionally, each animal has one or more “favored tags” that grant those items with those tags +1 VP per tag when scored.

Tags are generally stylized in all caps: SMALL, FOOD, SOAR, SHINY, etc.

See also: Favored Tags

Tag Class

Tag Classes are either explicit or implied groupings of similar tags.

Some tag classes are the relevant Action that the tag will affect. For instance, each animal has one of the two tags that relate to their Move action: CLIMB or SOAR.

Some tag classes are themselves tags, which makes them the “parent” of any tags in that class. Any tag with a parent will always have the parent tag appear with them. For instance, the Trash class FOOD is a parent tag, so it will always appear alongside its children, like BREAD or MEAT.

Some tags belong to multiple parents, which means all of their parent tags will appear alongside them. The Trash tag BONE has the parents FOOD and TOOL, so any piece of trash with the BONE tag will always also have the FOOD and TOOL tags.

Token

A token is a physical game piece used to represent something specific on the board. A token specifically is meant to indicate the presence of something at a location.

Trash card

Trash cards represent the valuable trash each animal is trying to steal and take back to their den. Each Trash card has a “size”, which determines how and whether it can be carried, tags, which determine how it can be used and scored, and a base VP value, which is used for scoring to determine the game’s winner.

The terms “Trash card” and “item” both refer to Trash cards.

If an animal chooses to eat a FOOD item during the Feeding Step, they gain AP equal to the item’s base VP value plus 1.

A carried item cannot be dropped or exchanged for another card in a trash can.

Trash Can

also “Trash Can pile”

Trash Pickup

Trash pickup happens twice a week, during Nightly Upkeep at the start of Tuesday night (night 3) and Friday night (night 6).

When Trash Pickup happens, for each house, that house’s Trash Can pile is discarded, then replaced with 3 face-down cards from the Trash Deck. Then the top card of each Trash Can pile is flipped face-up.

See also: Day, Trash Can, Pile, Slot, House, Discard

Trigger

A trigger is the condition that must be met for a card's Triggered Effect to apply.

Triggers generally start with "When..." or "If..", but can also be "At the start of each night..." or "At the end of each night...". Some triggers also specify that an animal meeting specific conditions "may" trigger an effect or that they "may" pay a cost to trigger an effect.

Triggered Effects

A Triggered Effect is an effect that only happens when specific conditions are met.

Triggered Effects are worded in specific ways that indicate there is a condition that must be met for the effect to apply.

See also: Trigger

Turn

Turns are the time during which a player can move around the board and take actions. Each player is allowed to take up to 4 turns a night, but is not required to take all 4.

At the start of the game, players decide who will take the first turn of the game, which rotates around the board clockwise at the start of each night.

Type

Each card has a type, which is listed on its type line.

The 4 card types are Animal, Event, Risk, and Trash.

Type Line

The type line is the central text area of a card, below the name line and above the rules box.

Upkeep

also "Nightly Upkeep"

Upkeep is the phase at the start of each night that is meant to simulate the passage of time between each night. During each upkeep, trash and snacks accumulate at each house, the day's Event card is drawn and resolved, and The Magpie's Nest is restocked.

Victory Points (VP)

Victory Points (or the singular Victory Point), referred to as VP, are the game's scoring metric. Stashed Trash cards and snacks have a VP value that is added up at the end of the game to determine each player's score.

Visiting

An animal is “visiting” a house as it is in the process of moving to that house. Costs that refer to visiting animals only apply to the move action where an animal moves to that house. Triggers that occur for visiting animals trigger after the visiting costs are paid and the animal is moved to the house.

See also: Leaving

Week

7 in-game days, the length of the full game from start to finish. Each week starts on Monday and ends on Sunday.