

Home Valley: When Something Goes Wrong

PRINT SET · HOME VALLEY

Rules

A short summary of the rules for this setup. Learn the game from the rules: full rules

Goal (CHAPTER 1)

- Collect 8 stamps from tasks and bring the whole team to Timber Yard together with the transport “Badger”. Then choose “Sign the Village Book”.
- If day 7 ends before the team signs the Village Book at the meeting point, you lose.

Day (CHAPTER 4)

- Each day you have 9 shared effort tokens. Unused effort does not carry over.
- Who draws (and is on morning duty): the youngest player at setup and on day 1, then each day the player to their left.
- An “At once” card is never placed: resolve it at once, discard it and draw the next card of the same deck instead.
- There are no turns: characters act in any order. You end the day together.

Actions (CHAPTER 5)

- **Walk** · 1 effort · to a neighbouring place; not aboard
- **Solve a card** · effort of the card row · you stand at the card and together have the abilities of one of its rows; characters aboard may help
- **Give, Drop, Take** · 0 effort · an item gives an ability; each character carries 2; hand over only at the same place
- **Board, Leave** · 0 effort · Badger at the same place; it holds 4 characters including the operator
- **Ride** · 1 effort (damaged 2 effort) · steered by a character with “driving” aboard; up to 2 routes; everyone aboard travels along
- **Recover** · 1 effort · “first aid” brings a weakened character back, “repairs” repairs the transport; at the same place
- **Sign the Village Book** · 0 effort · goal met
- **End the day** · 0 effort · any time you agree

Situation cards (CHAPTER 6)

- A card has one or two rows. Meet one of them and pay its effort.
- Task: its stamps ★ count towards the goal.
- Item: one of the characters who solved the card takes it. It gives an ability, or protection □ from one hazard.
- Lead “↔”: once solved, turn the card over where it lies; its back is a task. An expired lead goes lead side up under the lead stack.
- Hazard: once solved it is discarded; if it expires, it weakens the characters without protection at its place and damages the transport if it is there. If the card says it stays, then turn it upside down: whoever enters without protection is weakened.
- Each card lives at most two days: fresh, then urgent (on its side), then it expires.

States (CHAPTER 7)

- ↑ ready: everything works.
- → weakened: loses its own ability; items still work.
- Badger: ↑ fine (moving costs 1 effort), → damaged (moving costs 2).

End-of-day cleanup (CHAPTER 8)

1. Urgent cards expire: a hazard weakens the characters without protection at its place, a lead goes under the lead stack.
2. Turn fresh cards on their side.
3. Advance the day marker and take back all effort.
4. Lay out 1 task, 1 other card and the top lead of the stack, if any; a die roll picks the place (the numbers are on the place cards).

A place is a farm, a field or a hill in the valley, a round is a day; the map is the valley.

Setup

1. Lay out the place cards by their printed routes and the letters in the pins. The base is place A, the destination is the last letter.
2. Each player takes a character card (family side up) and its pawn.
3. Put all character pawns and the transport pawn (Badger) at the base.
4. Put 9 effort tokens in the middle and the day marker on space 1.
5. Who draws (and is on morning duty): the youngest player at setup and on day 1, then each day the player to their left.
6. Sort the situation cards by their back into the task deck and the other deck and shuffle both.
7. Lay out the 3 leads face up; roll the die for each and put it on a place with a “far” number.
8. Lay out 2 cards from each deck. Roll the die for each: a task goes to the place with that “far” number, any other card to the place with that “anywhere” number. If no place has the number, roll again.

Prepare 13 identical effort tokens, one day marker, one die and 5 distinct pawns.

Cut out 43 cards. Cards of one deck must be indistinguishable from the back: print on opaque paper or put the cards in identical sleeves. Character pawns: 4; transports: 1; effort tokens: 13; day marker: 1; six-sided die: 1. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.

Every card is printed as a pair: its face and its back joined by a dashed line (a lead and its task, a character and its advanced side, situations with the back of their deck, the scenario and the transport with the game back; with further expeditions also a place and the same place of the next expedition, a scenario and the front of the next expedition card). Portrait cards lie across like the places; face and back meet at their bottom edges on the line. Cut each pair out whole, fold along the line and glue; print single-sided only.

The other expeditions are on the backs of the place and scenario cards: the first side (light) belongs to expedition 1, 3 ..., the second side (coloured) to expedition 2, 4 ...; the expedition number in the ring of the top-right corner says which expedition a side of a card belongs to. An expedition with fewer places has a blank back on the rest. An expedition card has two faces: the back of a further expedition (the transport, what lies on the table from setup, the sentences of the expedition) is a two-sided card of its own, two expeditions to a card (2 and 3, 4 and 5 ...); it goes with the front of the same name and number in the ring.

1



BASE

A

Village Green

ANYWHERE 1

←

C

Mill

←

B

Farm

2



BASE

A

Village Green

ANYWHERE 1

△ Transport may stop here

↗

B

Farm

←

E

School

A

Village Green

↗

1



B

Farm

ANYWHERE 2

↑

Mill

A

Village Green

↗

2



B

Farm

ANYWHERE 2

△ Transport may stop here

↕

Ford

←

D

Chapel on the Hill

A

Village Green

↗

1



C

Mill

ANYWHERE 3

B

Farm

↑

D

River Meadows

2



C

Ford

ANYWHERE 3

△ Transport may stop here

B

Farm

↕

E

School

↗

F

Timber Yard

↗

1



D

Chapel on the Hill

FAR 2

ANYWHERE 4

C

Mill

↘

E

Apple Orchard

↗

2



D

River Meadows

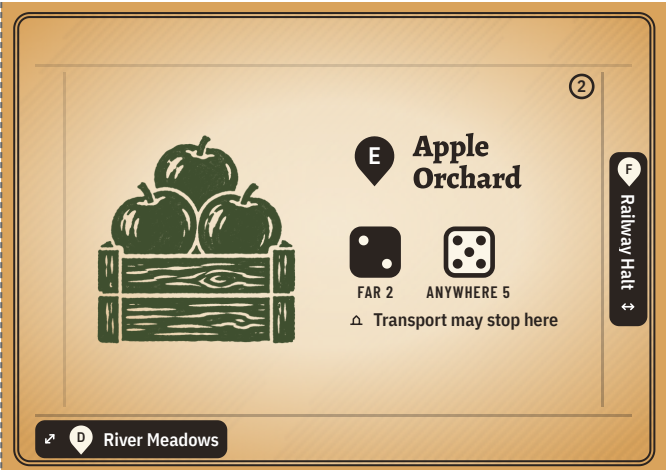
FAR 3

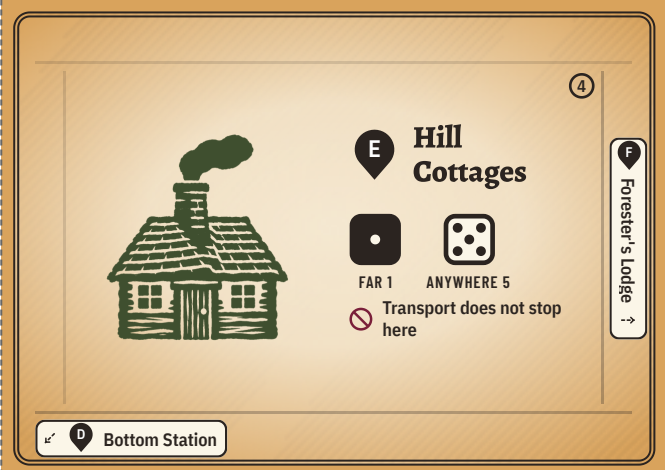
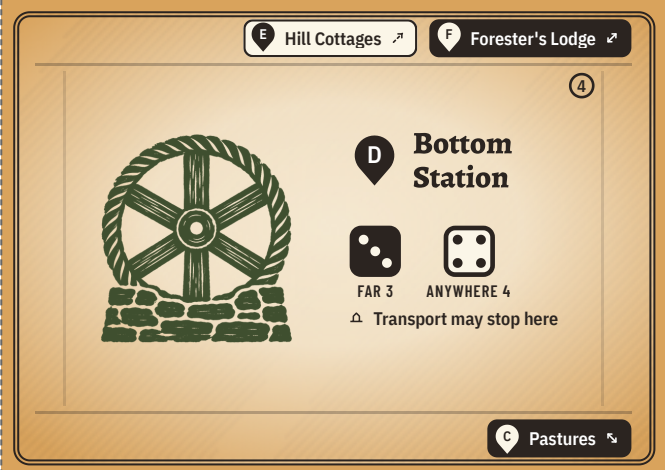
ANYWHERE 4

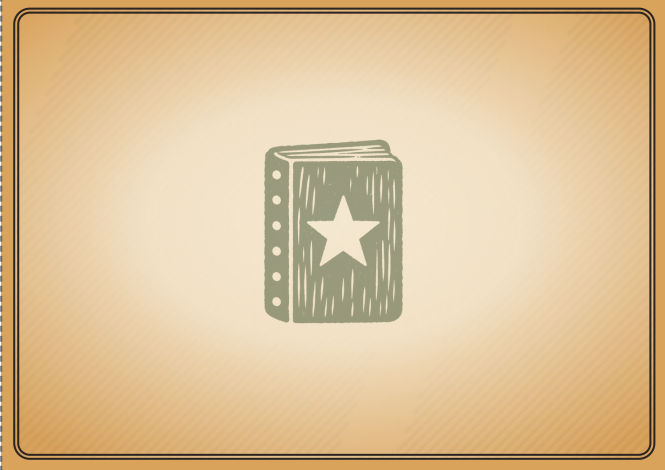
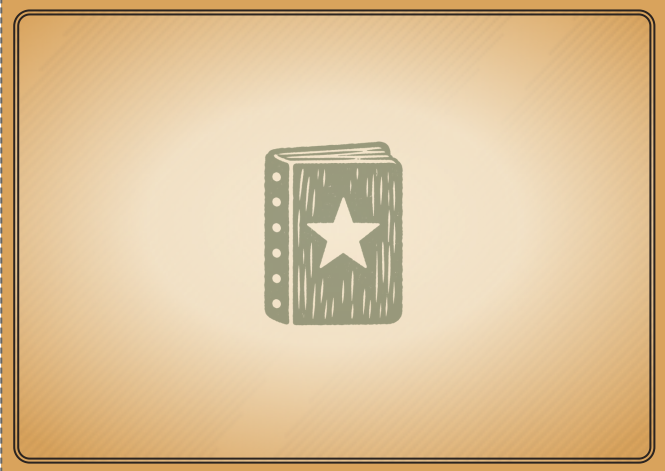
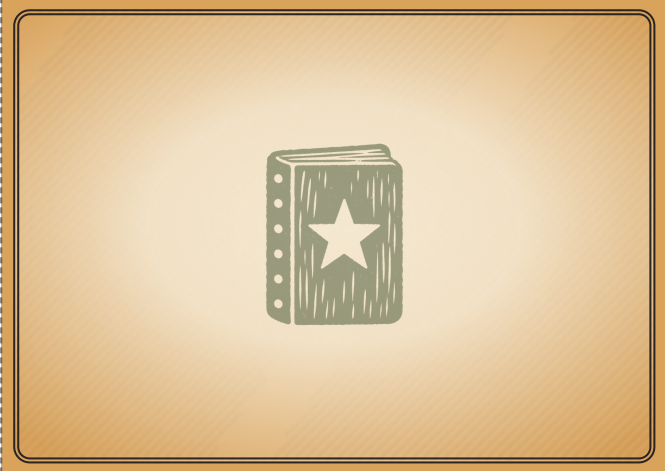
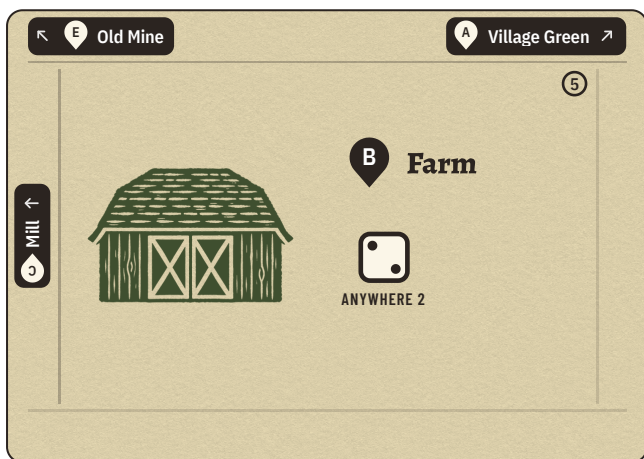
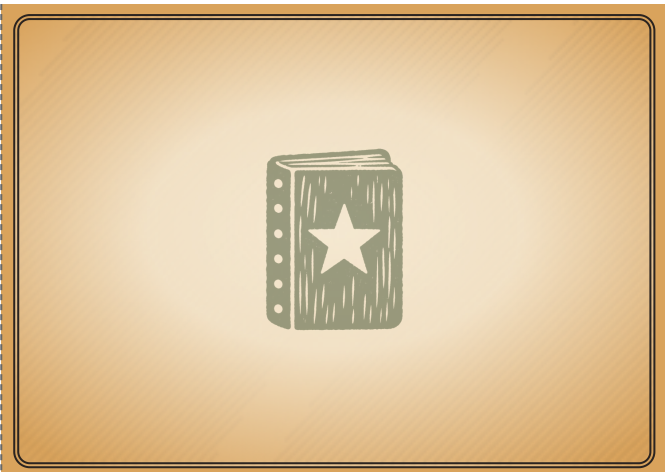
C

Ford

↘









Introduction

When something goes wrong in the valley, the neighbours set out, with the Badger when they can. Every stamp ★ in the Valley Passport is a job well done.

★ ★ ★ ★ ★ ★ ★ ★

Goal: 8 stamps and the whole team with the transport at the destination.

Effort: 9 per day · days: 7

Team: Betty, Matt, Maggie, Agnes

DAY	1	2	3	4	5	6	7
-----	---	---	---	---	---	---	---

home · 3 · LI

3

Snow on the Pass

TOLBEK · HOME VALLEY · EXPEDITION 3

● ● ○ DIFFICULTY 2/3

Earn 7 passport stamps and all meet at the Mountain Pass.

Snow has buried the road; the Badger stays in the garage. The old cable car runs from the Bottom Station to the Top: the lever is inside, anyone aboard can work it, it holds two. Then on foot; whoever finds the rope is never left behind.

Split team: 7 stamps. Introduction: 1 fewer, Team trial: 1 more.

Effort: 8 per day · days: 6

A small icon of a book with a star on its cover, centered on a light blue background. The book is dark blue with a white star on the front cover and white dots on the spine. The background is a light blue gradient with a subtle pattern.

A green book icon with a white star on its cover, set against a light green background with a dark green border.

home · 2 · P

(2)



High Water

TOLBEK · HOME VALLEY · EXPERIMENT 2

● ● ○ DIFFICULTY 2/3

Earn 8 passport stamps and all meet at the Railway Halt with the Badger.

November rains have raised the river. Beyond the ford people are cut off; nobody can wade, but the Badger can drive through. Each day whoever is on duty shares out the tokens; then everyone spends their own. Betty starts with the sandbags.

Split team: 8 stamps. Introduction: 1 fewer, Team trial: 1 more.

4

home - 4 - X



Summer Storm

TOLBERK · HOME VALLEY · EXPEDITION 4

● ● ● DIFFICULTY 3/3

Earn 9 passport stamps and all meet at the Forester's Lodge with the Badger.

A June storm swept the western slopes: trees down, flooded pastures, poles down at the cable car. Only a footpath leads up to the cottages. Each day whoever is on duty shares out the tokens, and a Village Meeting may reorder the work.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Split team: 9 stamps. Introduction: 1 fewer, Team trial: 1 more.

Effort: 10 per day - days: 6



Fog on the Meadows

TOLBEK - HOME VALLEY - EXPEDITION 5
● ● ● DIFFICULTY 3/3

Earn 9 passport stamps and all meet at the Chapel on the Hill, where the bell rings.

October fog lies on the meadows and the mine; the Badger's tank is empty. One can of petrol is left: the Badger runs on diesel, the moped on petrol. Lost things turn up when you get there. Meet at the chapel: its bell rings through the fog.



Split team: 9 stamps. Introduction: 1 fewer, Team trial: 1 more.

Effort: 8 per day · days: 6

ITEM 2

ITEM 1



Betty
DRIVER



RED



driving

☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Betty
DRIVER



driving



RED

ADVANCED SIDE

When you steer the transport, it goes 1 route further.

☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Matt
HANDYMAN



BLUE



repairs

☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Matt
HANDYMAN



repairs



BLUE

ADVANCED SIDE

Repairing the transport costs you no effort.

☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Maggie
POSTWOMAN



YELLOW



searching

☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Maggie
POSTWOMAN



searching



YELLOW

ADVANCED SIDE

You may turn a face-down card on a neighbouring place for free (with Discovery or in fog).

☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Agnes
DOCTOR

first aid

GREEN

↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Agnes
DOCTOR

first aid

GREEN

ADVANCED SIDE

Recovering a character costs you no effort.

↑ ready · → weakened (loses its own ability)

home · 1 · A



The New Footbridge
TOLBEK · HOME VALLEY · EXPEDITION 1
● ○ ○ DIFFICULTY 1/3

Earn 9 passport stamps: all meet at the Timber Yard with the Badger, where the beams wait.

September rains washed away the footbridge on the green. Now it's the long way round: over the mill bridge to the chapel and timber yard, through the shallows to the school. The beams wait at the timber yard; the village is passing the hat.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Split team: 9 stamps. Introduction: 1 fewer, Team trial: 1 more.

Effort: 9 per day · days: 7

1

The New Footbridge
TOLBEK · HOME VALLEY · EXPEDITION 1

Shared pool: 9 effort tokens a day.

Badger: range 2 routes.

First game: play the Introduction scenario. The Badger seats four, you have seven days and 8 stamps are enough instead of 9.

Play with the cards listed here. You can add a favourite card to another expedition too, but it will then play differently from how we tuned it.

1

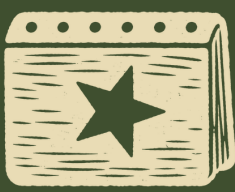


Badger
○  driving

Steered by a character with “driving” aboard. Range 2 routes. Seats including the operator: 4.

↑ moving costs 1 effort · → damaged, moving costs 2

Home Valley



1



Footbridge Fund
● ○ ○ ○ ○

★ Task

Contribute: each puts one of their tokens on the circle of their character's colour.

4 circles covered: solved.

 Place: die, “far” numbers.

Expires without penalty.

BACK: TASK

Home Valley

TASK





Runaway Dog

searching + repairs

or

searching + first aid

Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK

none

Item: gives "driving"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER



Hornets in the Shed

searching

Leaves protection: an item for one of the characters.

Place: die, "anywhere" numbers.

Expires: weakens characters without protection here, then turn it upside down.

BACK: OTHER

none

Item: gives "driving"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: TASK



Tree across the Road

driving + repairs

or

driving + first aid

Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK

none

Item: gives "driving"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER



Spare Keys

none

Item: gives "driving"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER

none

Item: gives "driving"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER

Home Valley

TASK



Home Valley

OTHER



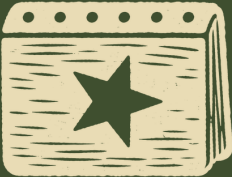
Home Valley

TASK



Home Valley

OTHER





Tree across the Road

driving + repairs

driving + first aid

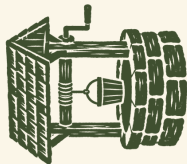


Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Quarrel over the Well

persuasion

first aid + searching



Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Load of Firewood

driving + searching

driving + repairs



Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Load of Firewood

driving + searching

driving + repairs



Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK

Home Valley

TASK



Home Valley

TASK



Home Valley

TASK



Home Valley

TASK





● Beehives on the Road



Leaves protection from “Hornets in the Shed”: an item for one of the characters.



Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.



● BACK: OTHER



► First-Aid Box

none

Item: gives “first aid”; one of the characters who solved the card takes it.



Place: die, “anywhere” numbers.



Expires without penalty.

● BACK: OTHER



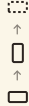
► Torch

none

Item: gives “searching”; one of the characters who solved the card takes it.



Place: die, “anywhere” numbers.



Expires without penalty.

● BACK: OTHER



■ Runaway Dog



searching



repairs

or



searching



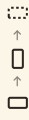
first aid



Task



Place: die, “far” numbers.



Expires without penalty.

■ BACK: TASK

Home Valley

OTHER



Home Valley

OTHER



Home Valley

TASK





Averted hazard.

 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

● **BACK: OTHER**

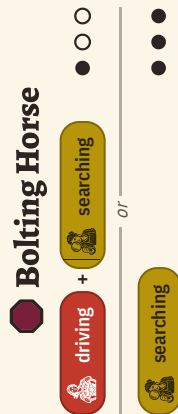


Averted hazard.

 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

● **BACK: OTHER**

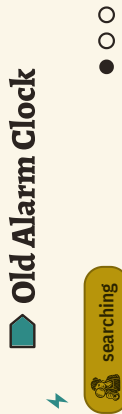


Averted hazard.

 Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

● **BACK: OTHER**



Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

 Place: die, “anywhere” numbers.

Expires without penalty.

● **BACK: OTHER**





 Note from the Mayor



● ○ ○ ○

Item: gives "persuasion"; one of the characters who solved the card takes it.

 persuasion

 Place: die, "anywhere" numbers.

 →  →  Expires without penalty.

● **BACK: OTHER**



 Pliers and Wire



● ○ ○ ○

Item: gives "repairs"; one of the characters who solved the card takes it.

 repairs

 Place: die, "anywhere" numbers.

 →  →  Expires without penalty.

● **BACK: OTHER**



 Jar of Honey



● ○ ○ ○

Item: protects from "The Flu"; one of the characters who solved the card takes it.

 protection

 Place: die, "anywhere" numbers.

 →  →  Expires without penalty.

● **BACK: OTHER**



 The Flu



● ● ○ ○

Leaves protection: an item for one of the characters.

 Place: die, "anywhere" numbers.

 →  →  Expires: weakens characters without protection here, then turn it upside down.

● **BACK: OTHER**

 Lasting: whoever enters without protection is weakened. Solving it removes it.

Home Valley

OTHER



Home Valley

OTHER



Home Valley

OTHER





Turn one urgent task or lead anywhere back upright.

 Roll the die: who. 1 = the drawing player's character, then clockwise. Too high? Reroll.

BACK: TASK



Place: lies there from setup, no die.

● FROM SETUP, NEVER SHUFFLED



○
●
●

persuasion

Expires without penalty.

● **BACK: OTHER**



At once: The rolled character is the guest of honour until the end of the day.

● **BACK: OTHER**



Summer Storm

TOLBEK · HOME VALLEY · EXPEDITION 4

Badger: range 2 routes.

Pay your own way: the tokens lie on the character cards. A step is paid by whoever walks, a ride by whoever drives, a job by those who do it. Once a day a character may give one token to a friend at the same place.

Morning duty: each day whoever draws the cards shares out all 10 tokens, at least one per character. Advanced sides recommended. Once a day Betty may then also give one of her tokens to a character at a neighbouring place (Helping hand); mark it with a token from the box on her card and return it in the morning.

Play with the cards listed here. You can add a favourite card to another expedition too, but it will then play differently from how we tuned it.

High Water

TOLBEK · HOME VALLEY · EXPEDITION 2

Badger: range 3 routes.

Lying on the table from setup: Sandbags.

Pay your own way: the tokens lie on the character cards. A step is paid by whoever walks, a ride by whoever drives, a job by those who do it. Once a day a character may give one token to a friend at the same place.

Morning duty: each day whoever draws the cards shares out all 10 tokens, at least one per character.

Advanced sides recommended. Once a day Betty may then also give one of her tokens to a character at a neighbouring place (Helping hand); mark it with a token from the box on her card and return it in the morning.

Shared pool: if you prefer, play with one pool of 8 a day, as in expedition 1, without advanced sides.

Optional. Point together: each morning everyone secretly picks a place for each character, then all point at once. Where two or more point, the first of them to walk in steps there for free.

Play with the cards listed here. You can add a favourite card to another expedition too, but it will then play differently from how we tuned it.

Fog on the Meadows

TOLBEK · HOME VALLEY · EXPEDITION 5

Shared pool: 8 effort tokens a day.

Played on foot: the transport card and pawn stay aside.

Lying on the table from setup: Last Can of Petrol.

Place properties: River Meadows (fog), Old Mine (fog).

Fog at the River Meadows and the Old Mine: an item that lands there while nobody stands there lies face down; whoever arrives turns it face up. Tasks, leads and hazards stay visible.

Play with the cards listed here. You can add a favourite card to another expedition too, but it will then play differently from how we tuned it.

Snow on the Pass

TOLBEK · HOME VALLEY · EXPEDITION 3

Shared pool: 8 effort tokens a day.

Cable Car: range 1 route.

The cabin starts at the Bottom Station and runs only between the stations, which cannot be walked; it holds two and anyone aboard can work it. A damaged cabin is repaired like the car.

Play with the cards listed here. You can add a favourite card to another expedition too, but it will then play differently from how we tuned it.

Last Can of Petrol

none

Item: one of the characters who solved the card takes it.

Discard: Walk up to 2 places for free. Place: lies there from setup, no die.

Expires without penalty.

FROM SETUP, NEVER SHUFFLED

Rope

none

Item: one of the characters who solved the card takes it.

Always: When a friend steps away from your place, you may go along for free.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER

Home Valley

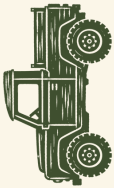
OTHER



Home Valley



②



○ **Badger**



Steered by a character with “driving” aboard.
Range 3 routes. Seats including the operator: 2.

□ ↑ moving costs 1 effort · → damaged, moving costs 2



▢ **Roof Tiles on the Path**



Turn the card over: its back is “Family without a Roof”.

Place: die, “far” numbers.

□ Expires: put it lead side up under the lead stack.

▢ TWO-SIDED: LEAD / TASK



▢ **Cracked Ladder**



Turn the card over: its back is “Fall from the Ladder”.

Place: die, “far” numbers.

□ Expires: put it lead side up under the lead stack.

▢ TWO-SIDED: LEAD / TASK



▢ **Breathless Hiker**



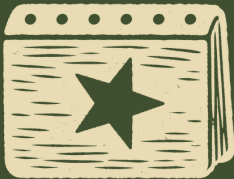
Turn the card over: its back is “Stuck Coach”.

Place: die, “far” numbers.

□ Expires: put it lead side up under the lead stack.

▢ TWO-SIDED: LEAD / TASK

Home Valley



▢ **Family without a Roof**



Place: die, “far” numbers.

□ Expires: put it lead side up under the lead stack.

▢ TWO-SIDED: LEAD / TASK



▢ **Fall from the Ladder**



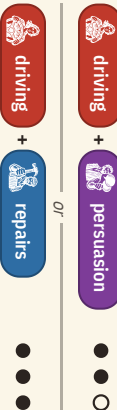
Place: die, “far” numbers.

□ Expires: put it lead side up under the lead stack.

▢ TWO-SIDED: LEAD / TASK



▢ **Stuck Coach**



Place: die, “far” numbers.

□ Expires: put it lead side up under the lead stack.

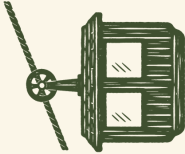
▢ TWO-SIDED: LEAD / TASK

OTHER SIDE (BACK)

OTHER SIDE (BACK)

OTHER SIDE (BACK)

3



Cable Car

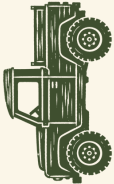
2

1

Steered by anyone aboard. Range 1 route.
Seats including the operator: 2.

↑ moving costs 1 effort · → damaged, moving costs 2

4



Badger

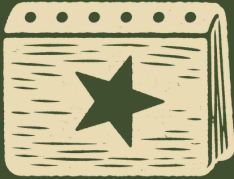
driving

2

Steered by a character with “driving” aboard.
Range 2 routes. Seats including the operator: 2.

↑ moving costs 1 effort · → damaged, moving costs 2

Home Valley



Home Valley

