

FOREST SHUFFLE

ALPINE

In the mixed mountain forest of the Alps, all the way up above the tree line, you can find numerous animals, plants, and mushrooms. And while they share their habitat, their demands are extremely diverse.

COMPONENTS

36 cards:




14 trees



12 cards top/bottom



10 cards left/right

All expansion cards show the **new type symbol** .

SETUP CHANGES

Shuffle the base game and expansion cards together and return **10 cards** to the game box **unseen**. Then, based on the player count, remove **additional cards** unseen:

with 2 players → 45 cards

with 3 players → 30 cards

with 4 players → 15 cards

with 5 players → none



GAMEPLAY CHANGES

Play the game according to the base game rules. Note the following clarifications:

Bearded Vulture: With the Bearded Vulture, there is now a third card placing cards into your cave (*beside Brown Bear and Raccoon*). Use the effect after you have paid for the Bearded Vulture. Each Bearded Vulture scores a number of points equal to the number of cards in your cave.

Oak and Strawberries: There are now two additional tree species (*Alpine Larch* 🌲 and *Swiss Pine* 🌲), but Oak and Strawberries still only require 8 different tree species.

Butterflies: The Phoebus Apollo adds another butterfly to the game. You can now collect up to 6 different butterflies.

Mountain Hare: The Mountain Hare counts as a European Hare (*for scoring*) but it **does not share** its card slot with other Hares (*of either type*). Mountain and European Hares are scored together.

Example: 4 European Hares and 2 Mountain Hares score 36 points in total.

NEW SYMBOLS

Type Symbol



Alps (*marks all cards of this expansion*)

Tree Symbol



Alpine Larch



Swiss Pine

CREDITS

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For rules questions and suggestions, please contact us at:
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For missing pieces or damaged parts, please contact your point of purchase.

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