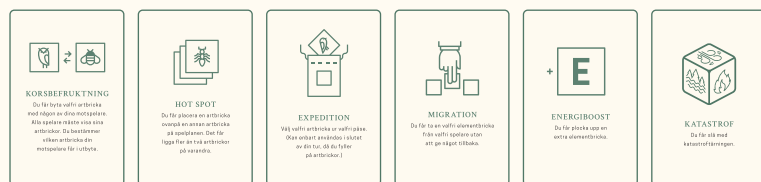
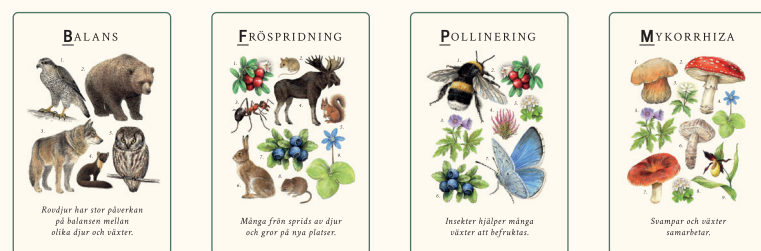


ACTION CARDS

At the start of the game, every player takes three action cards at random. Players are allowed to look at the cards, and they can use them during their turns. Action cards cannot be used after the player's token has been moved (with the exception of the Expedition card). Each action card can only be used once.



LIFE CARDS



If you play a species tile with either "B", "F", "P" or "M" on it, you can pick up the corresponding life card. Any player who has two life cards in their possession can, for the rest of the game, have five species tiles in their possession at any one time; players with four or more can have six.

At the end of the game, life cards give you extra points. The player with the most life cards at the end of the game gets ten points. In the event of a tie, the players with the most life cards get five points each. Any player who has at least one life card of every type also gets ten points/an additional ten points.

MÅRD

+SKOGSSÖRK / SKOGSMUS
+VALFRI FÅGEL
+EKORRE

B **9**

↑

EXAMPLE: You play the Marten card. Because the marten has "B" on the back of its card, you pick up the Balans life card.

BALANS

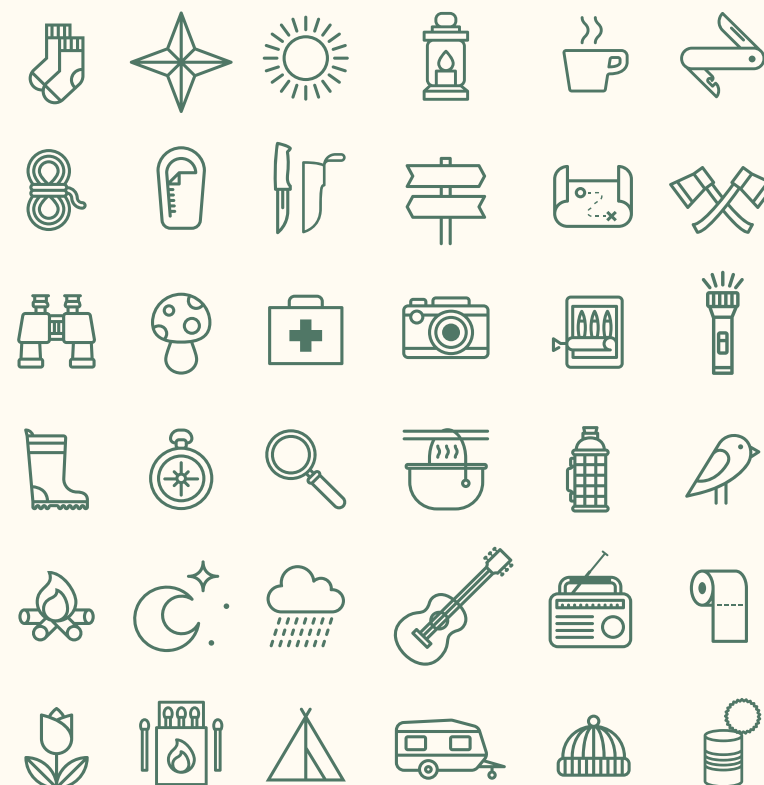
Rovdjur har stor påverkan på balansen mellan olika djur och växter.

THE CATASTROPHE DIE

When your player token lands on a green square, you must roll the catastrophe die. Depending on whether you roll wildfire, storm or flood, you then choose and take an element tile from the selection below.

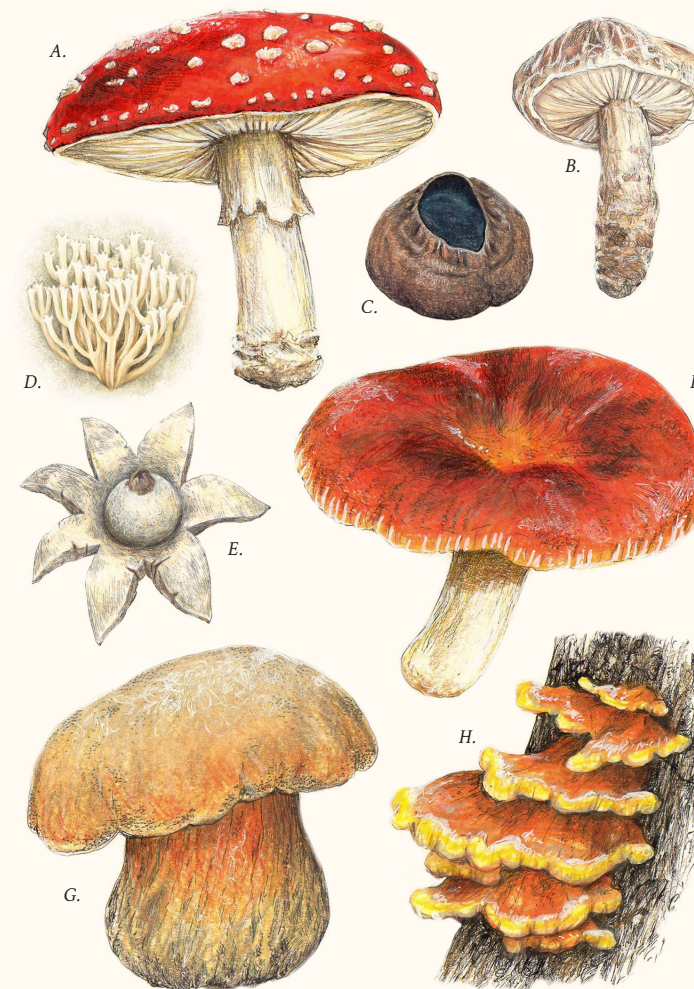
<p>WILDFIRE</p> <p>CHOOSE BETWEEN:</p>	<p>STORM</p> <p>CHOOSE BETWEEN:</p>	<p>FLOOD</p> <p>CHOOSE BETWEEN:</p>
---	--	--

If there are none of the right sort of element tiles left, you can roll the die again.



INSIDE THE BOX:

1 game board	50 species tiles	6 screens
6 player tokens	47 element tiles	18 action cards
1 catastrophe die	3 cloth bags	19 life cards
1 rules folder	1 Brook expansion (Bäck)	



a) Amanita muscaria b) Tricholoma matsutake c) Sarcosoma globosum d) Arctomyces pyxidatus
e) Geastrum sp. f) Russula aurea g) Suillellus luridus h) Lactiporus sulphureus



NINJA PRINT
#naturenkallar
www.naturenkallar.com

Game design: Daniel Thorell • **Graphic design:** Rickard Höök
Creative lead: Alexander Kandiloros • **Illustrations:** Carim Nahaboo
Game board photo: Lars Scheve

© 2020 Ninja Print • Second edition, first printing



Skogen is printed on a mixture of recycled and FSC®-certified paper, responsibly sourced.

RULES

A SURVIVAL GUIDE

Skogen

60 min 8+ 2-6 players



The Swedish forest is bursting with beautiful plants, exciting animals and intriguing fungi.

Now, it's your turn to fill it with life. But in order for your ecosystem to thrive, you need to create the right environment for it. Arrange trees, types of soil and other elements that will help foster a diverse range of species.

The player who makes the best forest wins!



WELCOME TO THE FOREST

Players place tiles on the playing board's grid and, together, build a forest teeming with life. This gives you points; and for every point, your player token moves forwards one step. The player who, at the game's end, has collected the most points – and, as a result, come furthest around the game board – is the winner.



ELEMENT TILES
Element tiles, when placed on the board, create the right conditions and allow species tiles to be played.

SPECIES TILES – FRONT
Species tiles are placed on the board next to the right elements with the front side facing up.

SPECIES TILES – BACK
On the back side of the species tile, you can find information on the conditions that are needed for it to be placed on the board.

PREPARATION

- Place the game board on the table and place each player's token on the starting point.
- Place the elements in individual piles with the front side (the element itself) facing up: there will be 12 piles in total.
- Deal three random action cards (actionkort) to each player.
- Put the species tiles in their bags:
Tiles with a ○ symbol are placed in the ○ bag and are each worth 1–3 points.
Tiles with a △ symbol are placed in the △ bag and are each worth 6 points.
Tiles with a □ symbol are placed in the □ bag and are each worth 5–9 points.
- Each player draws four species tiles from the bags, without looking. You can take the tiles from whichever bag you like. In the beginning you might want to take tiles from the green ○ bag, since these are easiest to play.
- Each player takes a screen and hides their species tiles behind them. (You can look at your own tiles.)

HOW TO WIN

The game is over when either of the following things happen:

→ All of the cloth bags containing species tiles are empty, and one player has no species tiles left.

OR

→ If no player can play a species tile after two complete rounds.

The player with the most points when the game is finished is the winner. You don't need to count up how many points you have collected, just look at which player token is furthest round the board. Player tokens can "lap" round the board if necessary.

GETTING STARTED

The player who last spent time in a forest begins. When it's your turn, choose one of the following two alternatives:

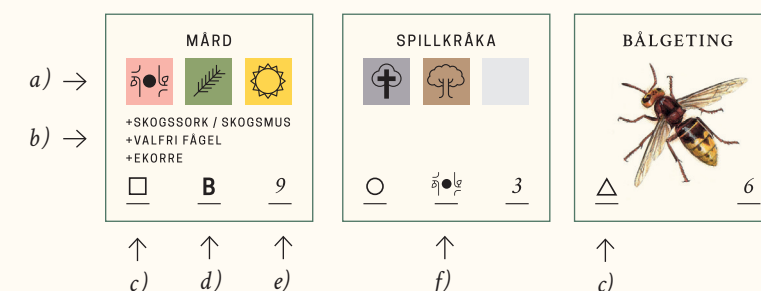
→ Take one element tile of your choice, then place as many species tiles or element tiles as you would like on the board, and play as many action cards as you want. Count up your points, and move your player token. At the end of your turn, collect as many species tiles as you've played: again, draw them without looking in the bag/s. You should always have at least four species tiles when starting your turn.

→ Or, take two element tiles of your choice.

Play rotates around the table clockwise.

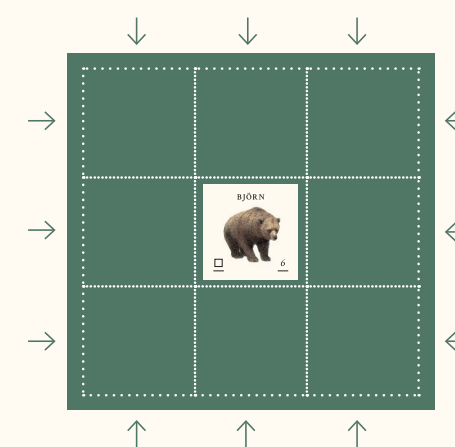
WHAT DO THE SYMBOLS MEAN?

Apart from the green catastrophe die squares, the icons on the game board fulfill no purpose – other than looking nice.

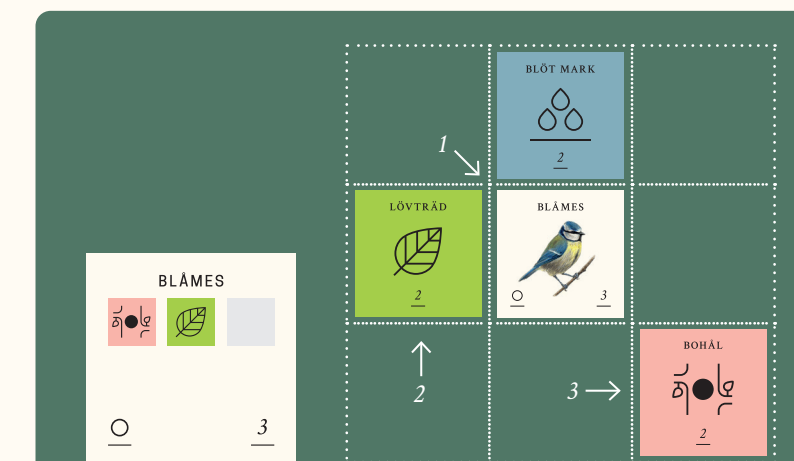


- The icons at the top of the species tiles' back sides which element cards have to lie directly **adjacent** to the species card on the game board.
- If there are other species on the species card, these all need to exist **somewhere** on the game board. They **do not** need to lie directly adjacent to the species tile, though.
- The symbol on the bottom left shows which bag the tile should go into.
- On some tiles, you will find a letter – for example a "B" on the marten tile. This means that you should pick up the Balans life card when you place the marten on the board. (Read more about life cards on the next page.)
- This number tells you how many points the card is worth.
- When, for example, you place the black woodpecker on the game board, you can also pick up the tree-hole element tile, and either use it right away or save it for another round.

HOW TO PLACE THE TILES



In order to be able to place a species tile on the board, you need to make sure that it has everything it needs to thrive. Namely: the elements that it requires should all be directly adjacent to it, in any or all of the eight squares around the tile. You get points for all of the species and all of the elements that you place in your turn, but not for any elements that were already on the board.



EXAMPLE: You want to place a Blue tit (1) on the board. On the back side of the tile, there are the symbols for Deciduous tree (2) and Tree-Hole (3). This means that the element tiles representing the deciduous tree and the tree-hole need to be directly adjacent to the blue tit on the game board, edge-to-edge or corner-to-corner. In this example, the deciduous tree tile is already on the board. You have the tree-hole tile, and place it on the board. Finally, you can place the blue tit so that it is adjacent to both the deciduous tree and the tree-hole.

The player gets points for every tile that they place on the board. In this example: the tree-hole gives 2 points and blue tit gives 3 for a total of 5 points. No points are awarded for deciduous tree, since it was already on the board. The player moves their token forwards 5 steps.

On certain species tiles, you will find a "+" sign and another species. For example: "+ VALFRI FÄGEL" or "+ SKÄGGLAV". In this case, the named species tile must already exist somewhere on the game board. It does not have to be adjacent to the tiles being played.



EXAMPLE: The Siberian jay needs the Conifer and Old tree elements, as well as "SKÄGGLAV". In order to be able to place the Siberian jay species tile, it needs to be adjacent to the conifer and the old tree. Additionally, the beard lichen ("skägglav") tile also needs to be on the board already.

