



1-4



45'



10+

🇫🇷 *Christophe Raimbault*
🇪🇸 *Edu Valls*

REDWOOD

At the fringes of a wild landscape, nature-loving photographers travel great distances and flex infinite patience to immortalize animals in their natural habitat. In search of harmony, these trailblazers compose sumptuous shots that depict the marvels they encounter during their wanderings.



GOAL OF THE GAME

Dazzle your audience by demonstrating your wildlife photography talents. Create a magnificent panorama; flaunt your skill by including a great diversity of flora and fauna in your shots; and at the end of the game, be the player with the most harmony points (🌿).

**SIT
DOWN!**

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THE DESIGNER

Christophe RAIMBAULT is a French game designer. He is known for his game **Colt Express** (2014) which won the *Spiel des Jahres* (prestigious Game of the Year award in Germany). He enjoys exploring gaming experiences in which immersion, dreams, and interaction take precedence over optimization.

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8 Photographer miniatures (📷); 2 per color



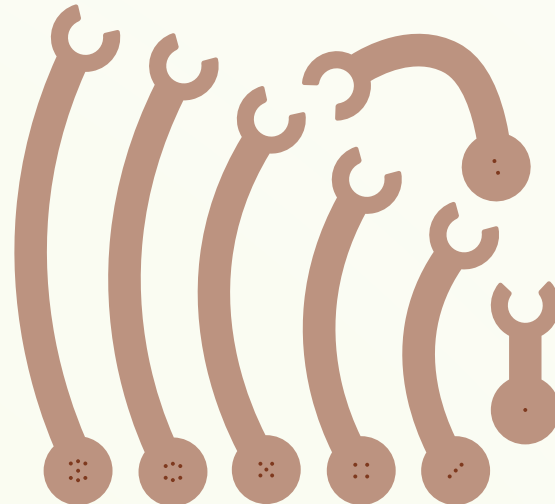
8 neoprene rings to affix to the bases of the miniatures



1 First Player token



1 Sun token (☀️)



7 Move templates (👉)



7 double-thick Animal pawns (🐾)
(1 of each type: squirrel, raccoon, otter, beaver, wolf, bear, elk)

+
42 Animal tokens (🐾, 6 of each type: see above)

Although you are unlikely to run out of the 4 types of tokens below, if you do, use a suitable substitute, because they are not component limited.



60 Flower tokens (🌸): 20 🌸, 20 🌸 & 20 🌸



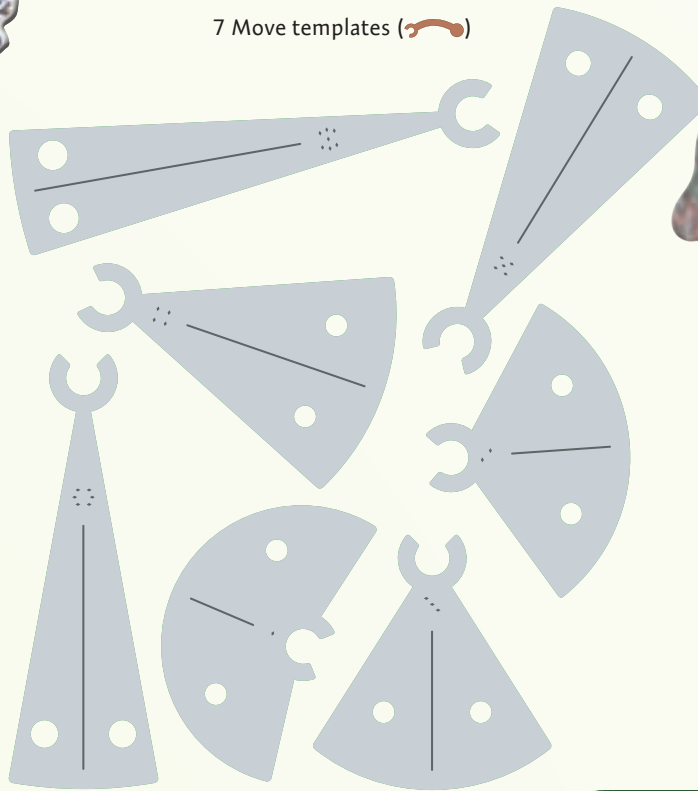
8 Sun tokens (☀️)



56 Harmony tokens (36 × 🥜 & 20 × 🌰)



12 Sequoia tokens (🌲)



7 Shot templates (🔫)

1 rulebook that you have in your hands



1 gameboard divided into 5 biomes



5 double-sided Sunrise cards



20 Objective cards

Card identification



1 scorepad



32 Panorama cards (🖼️, front [white triangle]: Basic Game mode; back: Expert Game mode)



1 string









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NOTE

The rules explained on pages 3 – 8 apply to 2-, 3-, and 4-player games; however, with 4 players, we **strongly** recommend playing **Team Game** mode, which keeps the game to a reasonable length.

SETUP

- 1 Place the gameboard in the middle of the table.
- 2 Sort the  by color.
Place each stack of  next to the gameboard, in the biome matching its color, *Basic Game* side up (**white** triangle at the bottom of the card).
The other side of the  is for *Expert Game* mode (**black** triangle at the bottom of the card; see page 10).
- 3 Randomly select a Sunrise card face; it indicates how to set up various components at the beginning of the game:
 - 3a **Objective cards:** Sort the Objective cards by their backs (values 1 – 5), then draw a random card of each value without looking at their fronts. Return the other cards to the box; they will not be used during this game. Place the Objective cards face down as indicated on the Sunrise card, then reveal Objective card 1.
 - 3b : Place it on the stack of  indicated by the Sunrise card without hiding any  icons.
 - 3c : Where indicated by the Sunrise card, insert  into the hexagonal holes of the gameboard, oriented any way you like.













NOTE

Do not confuse the  (single-thickness tokens) from the general supply with the  (double-thickness pawns) which go on the gameboard.

Then return all the Sunrise cards to the box.

NOTE

The two red circles on the Sunrise card are only used in the *Solo Game* mode (see page 11).

- 4 Prepare the general supply:
 - 4a place the  on the table.
 - 4b place the tokens (, , , ,  & ) on the table.
 - 4c Keep the string nearby.
- 5 Each player takes 2  of the same color, which they place in front of them.
- 6 Randomly select the first player, who takes the First Player token.
- 7 Beginning with the **last** player, and continuing **counterclockwise**, each player places one of their  on an unoccupied  space. The  must **fully** cover its  space.



This 4-player setup is based on this particular Sunrise card face.

PLAYING THE GAME

A game of *Redwood* lasts **5 rounds**, after which there is final scoring. Each round, each player will take 1 turn.
When beginning a new round, move the ☀️, then each player takes their turn.

MOVING THE SUN PAWN

At the beginning of the round, advance the ☀️ clockwise to the next stack of 📷, and reveal the Objective card the ☀️ just passed over.



IMPORTANT

Do not move the ☀️ in the first round!

TAKING YOUR TURN

Beginning with the first player, and then going clockwise through the last player, you each **must** take your turn, **consisting of the following three actions**:

- A. Choose templates
- B. Move your photographer
- C. Take a photo

A

CHOOSE TEMPLATES

Choose a 📷 then **immediately** lay it in front of you.

Then choose a 📷 and also **immediately** lay it in front of you.

IMPORTANT

Touching a 📷 is choosing it.
You cannot change to another one.

NOTE

Much of what makes *Redwood* interesting to play is using your ability to **estimate** distances based on components lying flat on the table and on the gameboard.

You **must** choose your 📷...

- 📷 ...from those available in the general supply...
- 📷 ...and/or from those lying in front of one or two **other** players. Each player from which you take 📷 gets 1 📷 **from the general supply** per 📷 you take from them.

You **cannot** choose 📷 lying in front of you from the previous round.

NOTE

All 📷 lying in front of you at the beginning of your turn are yours from the previous round. It's possible that there are fewer than two: You have zero on your first turn, and on later turns, other players may have taken them since your previous turn.

Now that you have chosen the 📷 and 📷 you will use this round, return your remaining 📷 from the previous round (if any) to the general supply.



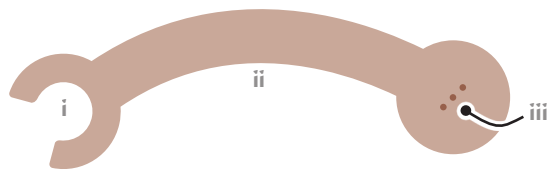
PLAYING THE GAME

TAKING YOUR TURN

B MOVE YOUR PHOTOGRAPHER

To move the 📷 that represents you on the gameboard, you must use the 📷 that you just chose. It is composed of three parts:

- i Two branches that allow the 📷 to clip onto the base of the 📷.
- ii A long middle part representing the path you will take.
- iii A full disc, depicting the 📷 identification "number", which indicates your endpoint.

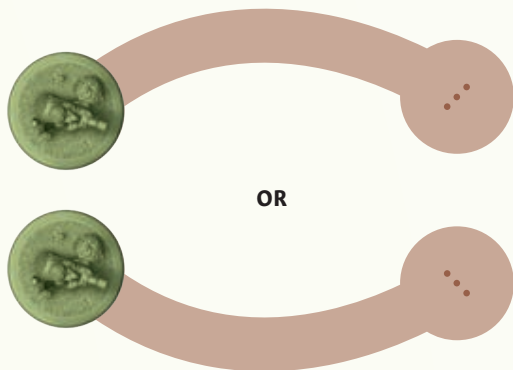


To move around the board, perform the following steps:

- a. Clip
- b. Check the path
- c. Move

a Clip

Clip your 📷 to your 📷 that's on the gameboard. You can choose which way to flip the 📷, and you can change your mind.



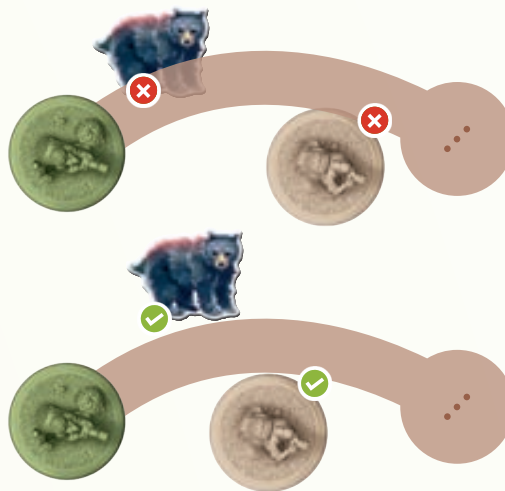
TIP

Take advantage of the neoprene disc affixed to the base of the 📷: **Exert light pressure** on the 📷 while you clip and orient the 📷 so you don't accidentally move the 📷 on the gameboard.

b Check the path

Hold the 📷 in place and turn the 📷 to determine your endpoint. The position of the 📷 is valid if both of the following are true:

- It covers neither an 🐾, nor another 📷 (in full or in part).



- The disc at the far end must **at least** cover the circular play area within the thick border. However, the path (middle part) of the 📷 is allowed to veer off the board.



c Move

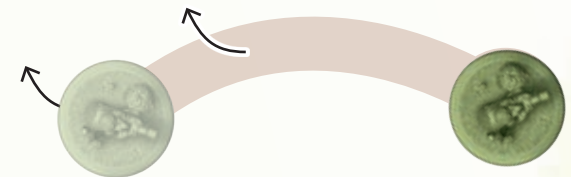
BLOCKED?

In the **extremely rare case** that your 📷 cannot be moved because it is blocked by other 📷 and/or 🐾, then it remains where it is. Do not move; skip to the next action.

Accurately place your second 📷 (which you keep in your personal supply) on the disc at the far end of your 📷.



With one hand, hold the second 📷 in place **without pressing down**, and with the other hand, remove the first 📷 and 📷, and return them to your personal supply. Your move is complete!



CLUMSY?

Whenever you manipulate anything on the gameboard, you must be careful not to move 📷 and 🐾 inadvertently. If it happens anyway, put the bumped components back where they had been as precisely as possible.

ACCURACY

In *Redwood*, a millimeter sometimes makes all the difference, so it is important not to approximate your move.

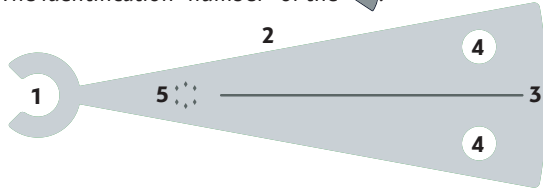
PLAYING THE GAME

TAKING YOUR TURN

C

To take a photo, you must use the that you chose. It is composed of five parts:

- 1 Two branches that allow the to clip onto the base of the .
- 2 A triangle with one side rounded, representing the camera angle of your lens.
- 3 An axis indicating in which direction the photo will be taken.
- 4 Two little holes, punched symmetrically on either side of the axis, which the Objective cards with value 1 use (see page 12).
- 5 The identification "number" of the .



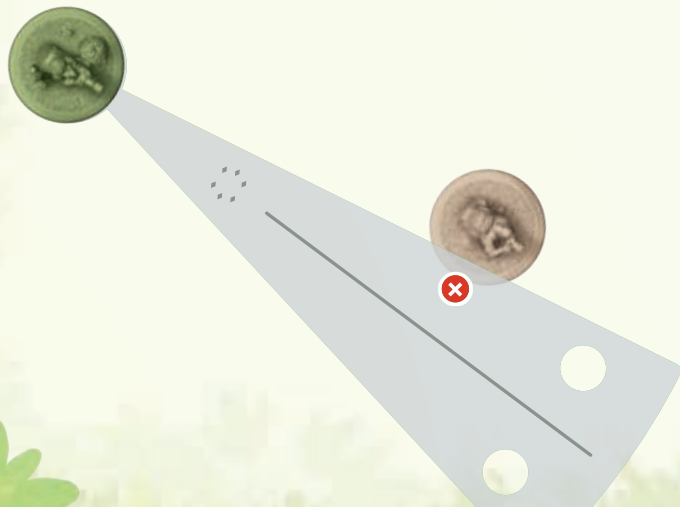
To take your photo, perform the following steps:

- a. Choose your orientation
- b. Determine the background
- c. Place the Panorama card
- d. Seize the moment
- e. Verify the constraints of the Objective cards
- f. Move the animals

a Choose your orientation

Clip your to your that's on the gameboard. Rotate it however you like, so that it **completely** covers the subjects you want to appear in your photo: a flower , a sequoia (both directly printed on the gameboard), and/or a .

The cannot overlap another , neither fully nor partially. On the other hand, it can overflow outside the playing area.



TAKE A PHOTO

b Determine the background

Trace a line to extrapolate the axis of the until you reach a colored arc at the edge of the play area. The color of the biome there indicates the color of that will form the background of your photo. Take a of that color.

In addition, if the was atop the you just took, leave the there and take a from the general supply (unless you already have two on your .

If a stack of has become empty, you are no longer allowed to orient the axis of the toward the outer edge of that biome.

There are spaces between each pair of biomes, between the color arcs along the outer edge. If the axis of your points to a space, choose **one** from either of the two adjacent biomes.



THE STRING

If it is not completely clear where the axis of your is pointing, use the string to figure it out: Hold it directly over and aligned with the axis, and stretch it all the way past the edge of the play area. Take a bird's eye view, looking directly down on it, to see where it intersects the edge of the circular play area. After verifying the exact orientation this way, you can reorient the .

BLOCKED?

In the **extremely rare case** that you cannot take a photo, because the positions of other prevent you from placing your , your turn ends immediately.

c Place the Panorama card

You keep your in a row in your personal supply.

Simply place your first in the middle.

From then on, each new must go either on the left end or on the right end of the row; you cannot insert it between existing cards. Once you have placed a card, you cannot change its position.



If you had to take a , place it on the sky portion of the card you just placed, being careful **not to cover** a icon. A may enable you to score ; see page 8.

You will score at the end of the game if the edge of the card you just placed perfectly matches the card adjacent to it (see page 8).



Check out **the puma** in the expansion Redwood: Into the Wild.

PLAYING THE GAME

TAKING YOUR TURN

TAKE A PHOTO

d *Seize the moment*

From the general supply, take the 🐾, 🌿 and/or 🌳 corresponding to the subjects that you **completely** covered in Step **a**, and place them on empty spaces on your new 📷.



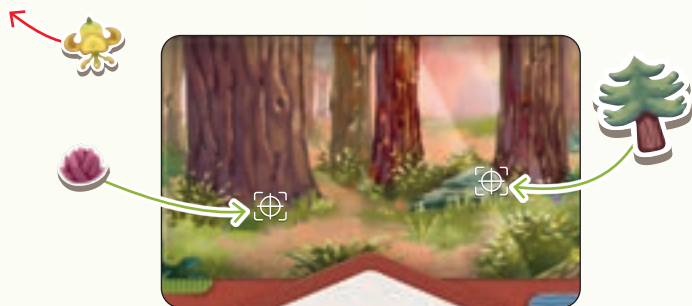
IMPORTANT

Leave **all** 🐾 on the gameboard!

Each 📷 icon on the 📷 is a place that can accommodate an 🐾, 🌿 or 🌳. You cannot place more tokens than there are 📷 on the 📷. **Only the placed tokens were photographed.**

After you choose, return all tokens, for which you had no 📷 on the new 📷 to the general supply.

Cover every 📷 icon you can, because each uncovered 📷 will **lose you 1 🍌** at the end of the game.



Example: You managed to get 3 tokens. Unfortunately, your photo backdrop can only accommodate 2 tokens. You must return 1 of them to its supply. You choose to reject the yellow 🌼.

You can only place tokens on the **new** 📷; you cannot place them on a Panorama card from a previous round.

NOTE

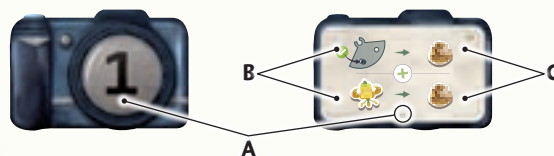
The 🍌 that the 🐾 provide are one sided. When you place them, you can choose whether they are visible in your photos by which side you have facing up!

e *Verify the constraints of the Objective cards*

Now that you have taken your photo, you can earn 🍌 **for each revealed Objective card** whose constraint you respected.

Each Objective card indicates the following:

- A** The numerical value of the card, which indicates at the beginning of which round it will be revealed.
- B** The constraint(s) you must meet in order to earn the 🍌.
- C** The number of 🍌 you earn for respecting each constraint.



To make sure you don't miss any of the revealed Objective cards, always check them in clockwise order, starting with 1.

You can only earn each Objective card's reward once per turn.

Take the 🍌 you earn (from Objective cards whose constraints you respected) from the general supply, and place them on your Personal Supply board.

Check the detailed descriptions of the Objective cards on page 12.

f *Move the animals*

Each 🐾 has two favorite biomes of the five biomes on the gameboard (each biome corresponds to a color of 📷).

Move all 🐾 that you just photographed.

REMINDER

An 🐾 counts as photographed when you were able to place an 🐾 representing it on your 📷.

To do this, perform the following steps:

1. Retrieve the 📷 you used, and return it to your personal supply.
2. One by one, in the order of your choice, move each 🐾 for which you were able to place a matching token on your new 📷: Insert it into **another** hexagonal hole in the board, in one of its two **favorite biomes** (see below), oriented however you like. You cannot touch any 🌊 while doing this.

If there are no other hexagonal holes in either of the 🐾's favorite biomes (because they are all occupied by other animals and/or blocked by miniatures), then you can choose any other available hole in the gameboard.

In the rare case that the general supply has no more 🐾 matching the 🐾, return the 🐾 to the box; no one can take any more photos of this animal for the rest of the game.

ANIMALS' FAVORITE BIOMES



A biome is one of the five sectors of the gameboard, each corresponding to a type of 📷. Each biome has a dominant color and a type of scenery.

If you need to clarify whether a 🐾 is in a certain biome, extend the string over the dotted line between the lake and the 📷 space at the edge of the biome you are checking. Look at it

from directly above. A 🐾 that straddles two biomes is considered to be in both biomes.

The lake in the middle of the gameboard is a neutral area: a 🐾 entirely in the lake is not considered to be in any of the five biomes.

THE ACTIONS OF YOUR TURN ARE COMPLETE!

Keep the 📷 you just used in your personal supply. Now it is time for the next player clockwise to take their turn.

The round is complete if the last player has finished their turn. If this was not the fifth round, begin a new round. If all 5 rounds are complete, then the game is over and it is time for final scoring.

END OF THE GAME

The game ends at the end of the fifth round. Commence the final scoring, and record the results for each category on a scoresheet.

SERIES OF ANIMALS

Count the number of **different** animals you have in your entire row of and score accordingly, as follows (only count one set!):

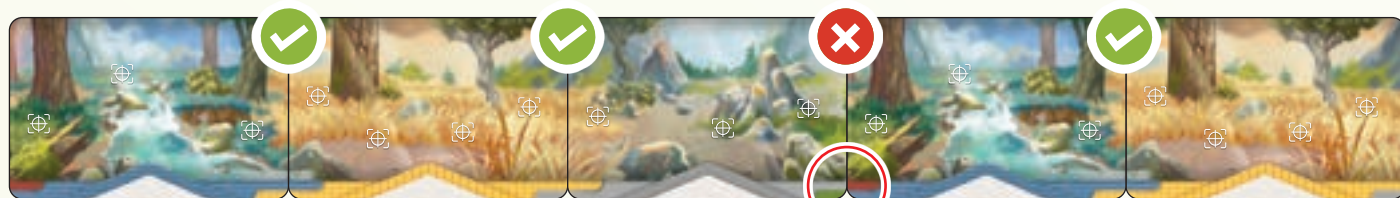
| | | |
|----------------------|---|----|
| 1 | → | 0 |
| 2 different types of | → | 1 |
| 3 different types of | → | 3 |
| 4 different types of | → | 6 |
| 5 different types of | → | 10 |
| 6 different types of | → | 15 |
| 7 different types of | → | 21 |

PANORAMA

Your panorama () consists of the **greatest number** of adjacent cards **that harmonize perfectly** (color and design).

- 1 correct connection = 3
- 2 correct connections = 6
- 3 correct connections = 10
- 4 correct connections = 15

Count the number of harmoniously connected contiguous cards in your row of cards:



Example: On the left, 3 cards are harmoniously contiguous; on the right, 2 cards are harmoniously contiguous. Only the left (the longer one) counts as the , and it's worth 6 .

HARMONY TOKENS

Each is worth 1 . Of course, is worth 3 .

SUN TOKENS

Count the on your :

- 0 = 0
- 1 = 4
- 2 = -2

FLOWER TOKENS

Count the on your : Each earns you 1 .



Do not use this space of the scoresheet to mark the (it's for Expert Game mode).

ANIMAL TOKENS

Each is worth the according to its species. Total the on **all** of the animals you have in photographs.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 2 | 2 | 3 |
| 2 | | |

SLOTS

Each unoccupied slot of your loses you 1 .



Do not use this space of the scoresheet (it's for Expert Game mode).

SEQUOIA TOKENS

Count the on your : Each earns you 2 .



The player with the highest score wins the game. In the event of a tie, the tie goes to the tied player...

- ...who has the most animals in photos...
- ...but if it's still a tie, the tied player with the longest ...
- ...but if it's still a tie, the tied player with the most .

If, at this stage, it's still a tie, the tied players share the victory.

MODE: TEAM GAME 4 PLAYERS

The rules of the *Basic Game* still apply, except for the modifications and additions detailed below.
In the *Team Game*, 4 players face off in 2 teams of 2 players each.
For a 4-player game, we strongly recommend using this mode to keep the duration of the game reasonable.
The *Team Game* is fully compatible with the *Expert Game* (see page 10).

SETUP

Teammates should **sit across from each other**; in other words, alternate teams around the table.
Beginning with the team that is playing second, each player chooses a starting position for their miniature.

PLAYING THE GAME

Both players on a team take their turn **simultaneously**. They are welcome to discuss whatever they like.

TAKING YOUR TURN

Beginning with the first team and going clockwise, each team **must** consecutively perform the three actions described in the *Basic Game* rule. The active team must therefore take its turn simultaneously.

A CHOOSE TEMPLATES

You and your teammate **simultaneously** choose your 🗨️.

If you choose a 🗨️ from in front of your teammate, **they do not receive** a 🍌.

B MOVE YOUR PHOTOGRAPHER

You and your teammate **simultaneously** use your 🗨️.

Wait until both of you have chosen the final position of your 🗨️ before taking your photos.

IMPORTANT

Your 🗨️ and your teammate's cannot overlap!

Without interfering with each other, each of you moves your 📷.

C TAKE A PHOTO

You and your teammate **simultaneously** use your 📷.

Wait until both of you have chosen the final position of your 📷 before continuing this action.

IMPORTANT

Your 📷 and your teammate's cannot overlap!

e Verify the constraints of the Objective cards

You and your teammate **each** earn 🍌 for each revealed Objective card whose constraint you respected on your own.

END OF THE GAME

Total your 🍌 and your teammate's 🍌 to determine your team's score.



MODE: EXPERT GAME

The rules of the *Basic Game* still apply, except for the modifications and additions detailed below.
The *Expert Game* is fully compatible with all game modes.

SETUP

Setup is identical to the *Basic Game*, with the exception of the : Use their *Expert Game* side (**black triangle at the bottom of the card**).

TAKING YOUR TURN

C TAKE A PHOTO

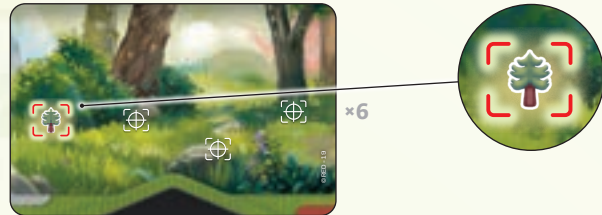
d *Seize the moment*

On the , the indicates a specific constraint. If you do not respect this constraint, then you cannot place a token on this location.

Each type of has its own particular constraint for these:

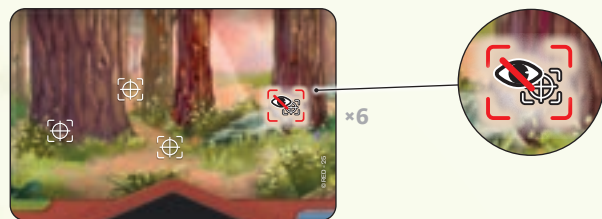
GREEN PANORAMA CARD

You can only place a token on the if it is a .



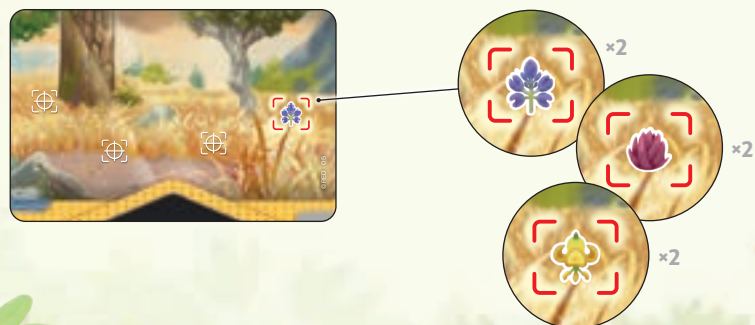
RED PANORAMA CARD

You can only place a token on the icon if all of the of the card are already occupied by tokens.



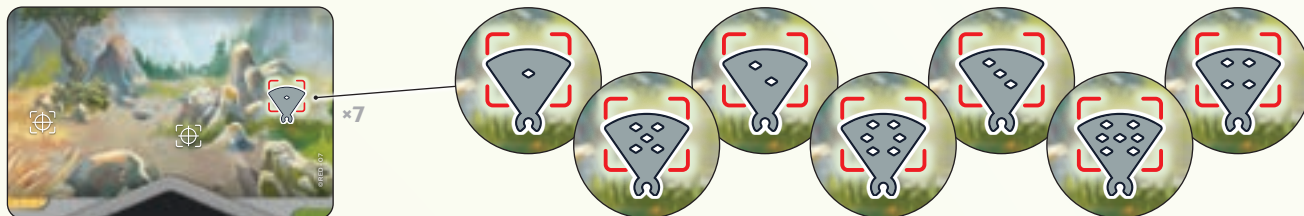
YELLOW PANORAMA CARD

You can only place a token on the icon if it is a of the type indicated by the icon.



GRAY PANORAMA CARD

You can only place a token on the icon if you have used the indicated by the icon.



BLUE PANORAMA CARD

You can only place a token on the icon if it is an of the type indicated by the icon.



END OF THE GAME

THE FLOWER TOKEN SERIES

Now, **only** series of precisely **3 different** earn you **7** . Each can only be used in a single series, and each that is not part of a series earns no .

/ Use only this space of the scoresheet to note the .

WASTED OPPORTUNITIES

Each unoccupied on your loses you **1** .

Each unoccupied on your loses you **3** .

/ Use this space of the scoresheet.





MODE: SOLO GAME


The rules of the *Basic Game* still apply, except for the modifications and additions detailed below. Choose a scenario on this page to play the *Solo Game*. Each scenario imposes a constraint you must respect to be able to score at the end of the game. The *Solo Game* is fully compatible with the *Expert Game* (see page 10).

SETUP

Do not select Objective cards randomly; they are specified by the chosen scenario (see right).

Only the two highlighted  spaces on the Sunrise card are available for you to bring your  into play.

TAKING YOUR TURN

Only your  moves and takes photos on the gameboard.


END OF THE GAME

You only score your points if you have successfully respected the constraint imposed by the chosen scenario.

Record your score from game to game, and try to improve.

SCENARIOS



SCENARIO #1 BEHAVIORAL STUDY






Constraint: You must photograph the same  at least 3 times during the game.

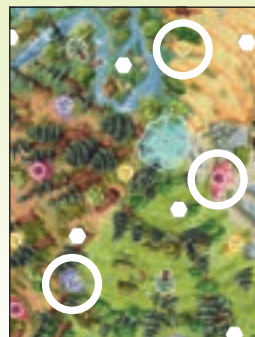
Objective cards:

01.01.01 | 01.02.07 | 01.03.09 | 01.04.16 | 01.05.20

SCENARIO #2 ON THE LOOKOUT

Setup: Place 3 unused  on the gameboard, using them to cover the  icons indicated on the diagram to the right.



Constraint: At the moment you take a photo, if a  is on the axis of your  return that  to the box; if several  are on the axis, only return the closest one. The 3  must be gone from the gameboard by the end of the game.



Objective cards:

01.01.02 | 01.02.05 | 01.03.10 | 01.04.15 | 01.05.19





SCENARIO #3 HIKING FOR SPORT

Constraint: Each  returns immediately to the box after being used; it cannot be used again. Furthermore, you lose the game if one of your photos does not include an .

Objective cards:

01.01.03 | 01.02.08 | 01.03.12 | 01.04.13 | 01.05.17

SCENARIO #4 SURREALISM

Constraint: You must have exactly 3  total on your  at the end of the game. Also,  do not cause you to lose or gain .

Objective cards:

01.01.04 | 01.02.06 | 01.03.11 | 01.04.14 | 01.05.18

The designer of Redwood (Christophe) and our "house" developer (Michaël) have extensively playtested the *Solo Game*. Can you beat their high scores for each scenario?

| NAME | SCENARIO # | DATE | SCORE BASIC GAME | SCORE EXPERT GAME |
|------------|------------|---------|------------------|-------------------|
| Christophe | 1 | 7-17-22 | 55 🍪 | 60 🍪 |
| Michaël | 1 | 7-25-22 | 65 🍪 | 58 🍪 |
| Christophe | 2 | 8-25-22 | 50 🍪 | 38 🍪 |
| Michaël | 2 | 8-13-22 | 42 🍪 | 30 🍪 |
| Christophe | 3 | 8-15-22 | 56 🍪 | 52 🍪 |
| Michaël | 3 | 8-28-22 | 50 🍪 | 60 🍪 |
| Christophe | 4 | 9-1-22 | 50 🍪 | 55 🍪 |
| Michaël | 4 | 8-29-22 | 56 🍪 | 51 🍪 |
| | | | 🍪 | 🍪 |
| | | | 🍪 | 🍪 |

| NAME | SCENARIO # | DATE | SCORE BASIC GAME | SCORE EXPERT GAME |
|------|------------|------|------------------|-------------------|
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| NAME | SCENARIO # | DATE | SCORE BASIC GAME | SCORE EXPERT GAME |
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OBJECTIVE CARDS DESCRIPTION



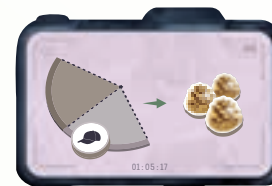
OBJECTIVE CARD 01.01.01

- +1 🍪 if you take a perfect photo (see below right).
- +1 🍪 if you photograph a 🍄.



OBJECTIVE CARD 01.03.09

- +2 🍪 if you photograph an 🐾 that you had already photographed.



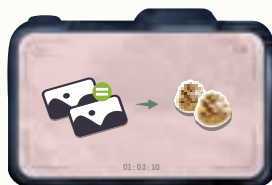
OBJECTIVE CARD 01.05.17

- +3 🍪 if your 🕒 covers the entire width of the border of the circle defining the play area.



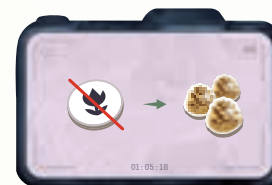
OBJECTIVE CARD 01.01.02

- +1 🍪 if you take a perfect photo (see below right).
- +1 🍪 if you photograph a sequoia.



OBJECTIVE CARD 01.03.10

- +2 🍪 if you photograph a landscape 🏞️ that you had already photographed.



OBJECTIVE CARD 01.05.18

- +3 🍪 if you did not photograph a 🕒.



OBJECTIVE CARD 01.01.03

- +1 🍪 if you take a perfect photo (see below right).
- +2 🍪 if your 🕒 even partially covers a hexagonal hole.



OBJECTIVE CARD 01.03.11

- +1 🍪 if at least 1 🕒 or 🎯 icon remains visible in your new photo.



OBJECTIVE CARD 01.05.19

- +3 🍪 if you did not photograph an 🐾.



OBJECTIVE CARD 01.01.04

- +1 🍪 if you take a perfect photo (see below right).
- +2 🍪 if your 🕒 even partially covers the central lake.



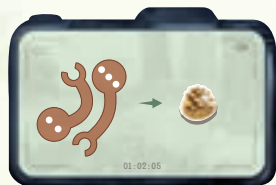
OBJECTIVE CARD 01.03.12

- +3 🍪 if at least 2 🕒 and/or 🎯 icons remain visible in your new photo.



OBJECTIVE CARD 01.05.20

- +3 🍪 if an 🐾 is partially covered by your 🕒.



OBJECTIVE CARD 01.02.05

- +1 🍪 if you moved using 🎯 number 2 or 3.



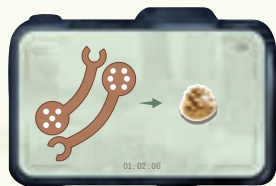
OBJECTIVE CARD 01.04.13

- +2 🍪 if your 🗣️ is oriented towards — but completely outside — the lake.



A PERFECT PHOTO

You achieve a perfect photo when part of one of the subjects (🌱, 🌲 or 🐾) of your photo can be seen through a hole of your 🗣️. You only score the Perfect Shot objective **once per turn** (having two symmetrically placed holes prevents you from needing to flip the 🗣️).



OBJECTIVE CARD 01.02.06

- +1 🍪 if you moved using 🎯 number 5 or 6.



OBJECTIVE CARD 01.04.14

- +2 🍪 if your 🗣️ is oriented towards — but completely outside — a 🗄️ space.



OBJECTIVE CARD 01.02.07

- +1 🍪 if the 🏞️ of your photo is from one of the two biomes opposite the one where the 🍪 currently is.



OBJECTIVE CARD 01.04.15

- +2 🍪 if your 🗣️ is oriented towards a 🕒.



OBJECTIVE CARD 01.02.08

- +1 🍪 if your 🕒 is even partially in the biome where the 🍪 currently is.



OBJECTIVE CARD 01.04.16

- +2 🍪 if your 🗣️ is oriented towards — but completely outside — an 🐾.



Part of a 🌱 is visible through both of the holes of the 🗣️. Nonetheless, you only score the Perfect Shot objective one time. You earn 1 🍪.