



1-4



45'



10+

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REDWOOD

The Big Box exclusive expansion

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THE SEQUOIA MINIATURE

CONTENTS

- 1 Sequoia miniature,
- 1 Sequoia tile.

ASSEMBLY

Plug the miniature into the tile.



SETUP

Just before placing the 📷 in play at the beginning of the game, the first player plugs the sequoia into an available hole in the board.

PLAYING THE GAME

MOVE YOUR PHOTOGRAPHER

While placing your 📷, your 🛠️ cannot pass over **any part** of the Sequoia miniature.

TAKE A PHOTO

While taking your photo, your 📷 cannot pass over any part of the Sequoia miniature; it can only pass over the tile serving at its base (the base is not part of the miniature).

Pine cones are depicted on the tile. Each one that your 📷 entirely covers immediately earns you 1 🍌.



After validating the position of your 📷, immediately receive 2 🍌 from the general supply.

CONSTRAINT CARDS

CONTENTS

11 Constraint cards.

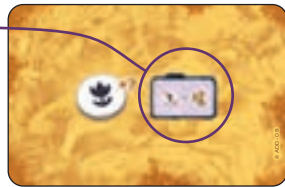
SETUP

Before beginning the game, everyone chooses **one** constraint together; depending on which one you choose, it might require 1 or 2 cards, and the back might also indicate:

that **Team mode is not recommended**, or even that it won't work at all in that mode.



that an Objective card is required with this constraint. Place that Objective card face up (so there are now 2 Objective cards visible at the beginning of the game!) on its location on the board, then draw the other Objective cards randomly, face down as usual (except the first one).

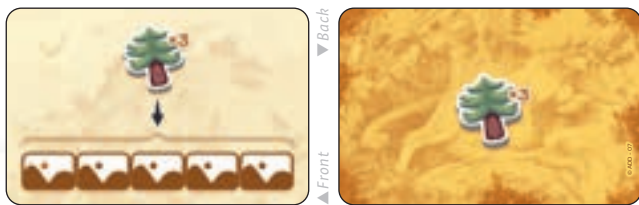


AT THE END OF THE GAME

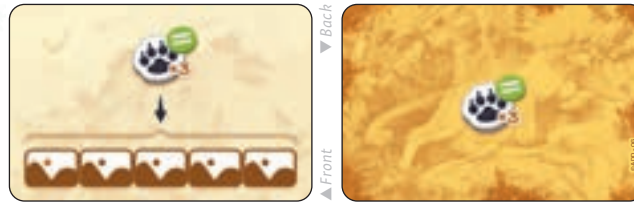
Only players who have respected the constraint participate in the final scoring. If no one has respected it, no one wins.

If you are playing in teams, if any teammate fails to respect the constraint, the team fails and cannot win. If no team has respected it, no one wins.

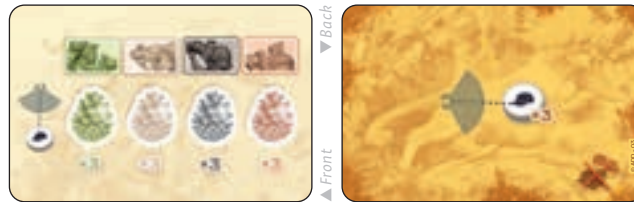
THE CONSTRAINT CARDS



Constraint: Have at least 3 on your at the end of the game.

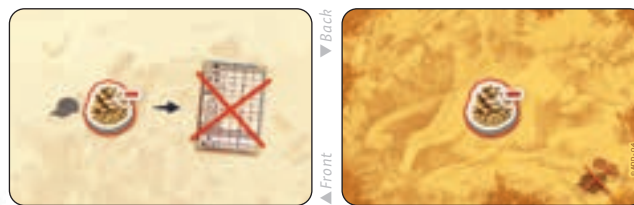


Constraint: Have at least 3 identical on your at the end of the game.



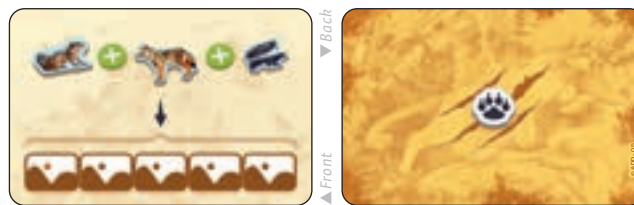
Requires at least 3 players.

Constraint: Have 3 on this card based on your photography. Each time you photograph an opponent's that is **on the axis** of your , place 1 from the general supply on the card, on the pinecone of your color (maximum 3 stacked). Do not count these when calculating your final score.



Requires at least 3 players. This won't work in Team mode.

Constraint: The player with the fewest in their personal supply does not participate in the final scoring.



Must be played with the coyote, the skunk, and the chipmunk of the Into the Wild expansion.

Constraint: Have at least 1 coyote, 1 skunk, and 1 chipmunk on your at the end of the game.



Requires Objective card 01.05.18 from the base game.

Constraint: Have at least 7 on your at the end of the game.



Requires Objective card 01.03.10 from the base game.

Constraint: Have no two identical on your at the end of the game.



Must be played with the Modes of Transport module from the Into the Wild expansion.

Constraint: Have 3 on this card based on your photography; 1 per mode of transport. The first time you use a new mode of transport (in whatever order you like), place 1 from the general supply on the card, on the pinecone of your color. Do not count these when calculating your final score.



Constraint: Have 2 on this card based on your photography; 1 per position of your . The first time you position your on the border of the play area **or** you position your on the lake to take your photograph, place 1 from the general supply on the pinecone of your color. Do not count these when calculating your final score.