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[REDWOOD] INTO THE WILD

Into the Wild introduces new challenges in the Redwood universe. Lace up your hiking boots and return to see fauna and flora in the wild. With a bit of luck, you might even photograph a puma...



HOW TO USE THIS EXPANSION

Into the Wild offers you various ways to spice up your games of *Redwood*.

The following rules are broken down into modules. You are free to use whichever you like, and combine them as you see fit; however, we suggest that new players add no more than 2 at a time.

Each module specifies the components required, and the rules to use them.

CONTENTS



9 double-thick Animal pawns (🐾) (1 chipmunk, 1 skunk, 3 martens, 1 porcupine, 1 coyote, 1 lynx, 1 deer)

+
40 Animal tokens (🐾, 3 lynx, 7 martens, and 6 each of the other types)



1 General Supply board
to replace the corresponding one
in the base game



1 Shot template (🔫)



4 Move
templates
(👉)



28 card sleeves

1 rulebook
that you have in your hands



5 Objective cards

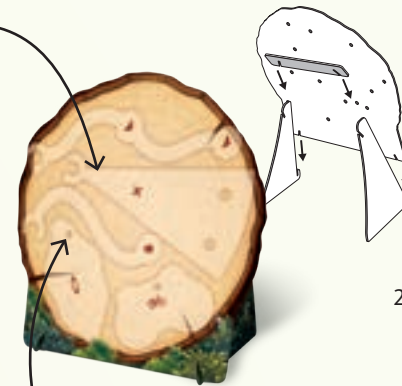


1 pad of scoresheets



8 Photograph tiles

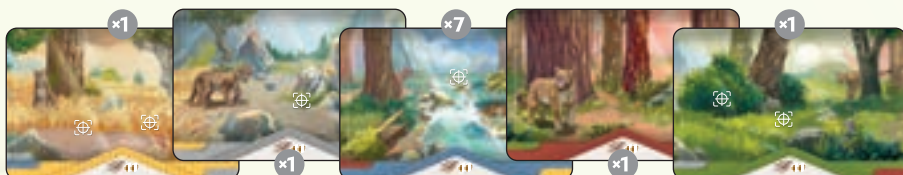
8 silicone
adhesive pads



1 template display



20 Harmony tokens (🌱)



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



5 double-sided Sunrise cards

12 pegs



1 double-thick
Camp pawn



7 Species cards




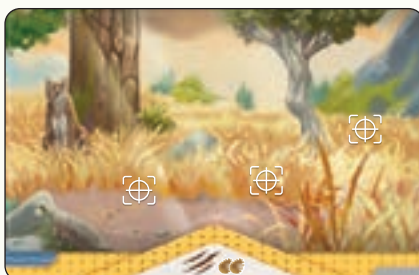
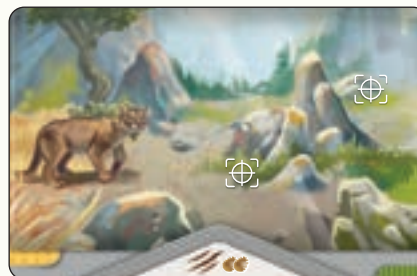
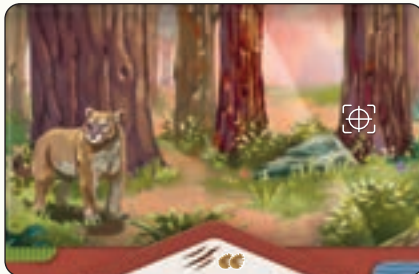
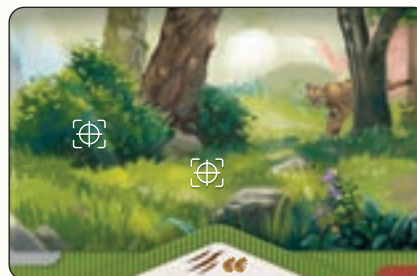
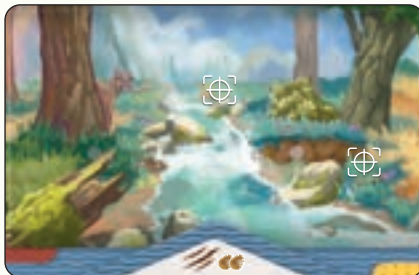
4 Camp tokens

Module 1	Puma	2
Module 2	Wildlife	2
Module 3	Photographer Abilities	3
Module 4	Modes of Transport	4
Module 5	Camp	5
Module 6	Scenic Route	5
Module 7	Zoom Lens	5
A new scenario for Solo Mode		6
Five new Objective cards		6



Remain vigilant, because the puma's discretion is legendary. It could appear at any moment, where you least expect it...



CONTENTS TO USE

The 5 new  depicting a puma in the background (one per  type).








SETUP

Add each Puma  to the corresponding  stack. Be sure to use the same side as for the other cards: basic or expert.



Shuffle each stack separately, then place them around the board, as usual. No Puma  are allowed to be on top of the  stacks at the beginning of the game. If this happens, reshuffle the stacks that have a Puma on top.

PLAYING THE GAME

When a Puma  is revealed at the top of a stack, immediately check to see if the puma is visible on top of another stack. If so, tuck the older one under its stack. If it was the last card of its stack (so there's nothing to tuck it under), discard it to the box.





When you photograph a puma, **no other**  can be photographed at the same time; only ,  and the  can be in the photo.

NOTE

There is no Puma ! The depiction of the puma on these cards acts as a Puma .

END OF THE GAME

During the final scoring:

 The pumas count as a different animal species for the  awarded for diversity. This means you might have photographed 8 different , and thus score **28** .

 Each Puma  earns you **2** .



Numerous species populate the region. Given their particular ways of life, photographing them may prove particularly difficult.

CONTENTS TO USE

- 40 🐾.
- 9 🐾.
- 7 Species cards.

SETUP

Each of these 🐾 always replaces the same base-game 🐾:

- 🌿 The **chipmunk** replaces the **squirrel**.
- 🌿 The **skunk** replaces the **raccoon**.
- 🌿 The **marten** replaces the **beaver**.
- 🌿 The **porcupine** replaces the **otter**.
- 🌿 The **coyote** replaces the **wolf**.
- 🌿 The **lynx** replaces the **bear**.
- 🌿 The **deer** replaces the **elk**.

NOTE

- 🌿 The paired animals above always inhabit the same biome (except for the marten; see below).
- 🌿 No matter how many of the new animals you choose, there will always be 7 different types of animal on the gameboard, each represented by 1 🐾, except the marten, which requires 3 🐾.

Choose one or more animals from this module to use in the game. Place their 🐾 on the board, and place their Species cards and 🐾 nearby.

PLAYING THE GAME

You can photograph the new 🐾, but only under the conditions imposed by their **character traits**.

ANIMAL CHARACTER TRAITS

REMINDER

For something to be considered photographed, it must be placed on your 📷.

In addition to the character trait, these Species cards indicate their preferred biomes.

A THE CHIPMUNK IS SOCIABLE



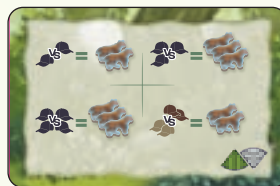
You can only photograph a chipmunk if you simultaneously photograph another 🐾.

B THE COYOTE IS CUNNING



You can only photograph a coyote if the background (📷) is river (blue) or forest (brown).

C THE LYNX IS RARE



There are no special conditions to photograph the lynx, but there are only 3 Lynx 🐾 available in the general supply.

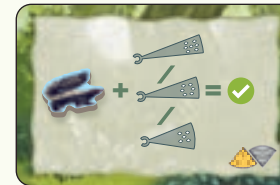
Exceptions:

- 🌿 2-player competitive game: only 2 Lynx 🐾.
- 🌿 *Team mode*: only 2 Lynx 🐾.
- 🌿 *Solo mode*: only 2 Lynx 🐾.

REMINDER

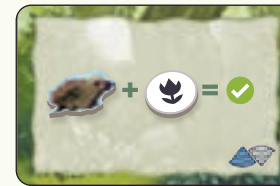
As soon as the final 🐾 of a certain type is taken from the general supply, remove the corresponding 🐾 from the gameboard, because it is no longer possible to photograph it.

D THE SKUNK IS STINKY



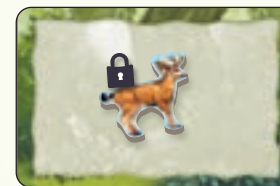
You can only use 📷 5, 6, 7, or Zoom Lens to photograph the skunk.

E THE PORCUPINE IS HUNGRY



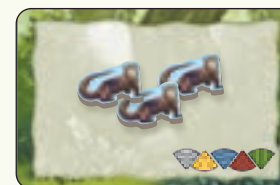
You can only photograph a porcupine if you simultaneously photograph a flower.

F THE DEER IS CALM



The Deer 🐾 never moves, even after having been photographed.

G THE MARTEN IS GREGARIOUS



There are no special conditions to photograph the marten.

The marten has no favorite biome. Place 3 Marten 🐾 on any empty spaces on the board.

As long as there are at least 3 Marten 🐾 in the general supply, leave all 3 Marten 🐾 on the gameboard. When only 2 🐾 remain, the active player remove 1 Marten 🐾. When only 1 Marten 🐾 remains, remove another Marten 🐾.

Each photographer has their own skills and their own domain of expertise.

CONTENTS TO USE

8 Photographer tiles.

SETUP

Each player receives a random 2 Photographer tiles, and chooses 1 to keep face up beside their personal supply. Return the unused tiles to the box.



PLAYING THE GAME

Your Photographer tile grants you a **single-use ability**.

You can choose when to use your tile during only one of your turns. Once you've used it, flip your tile face down to indicate that you have used your ability.

THE GUIDE




After testing your , but before actually moving, you can swap out your , but **only one time**.

Return the rejected  to its display.

THE PHOTO EDITOR



Instead of the background  you would normally take, take the  from an adjacent biome.

THE NEGOTIATOR



When an Objective card is revealed at the beginning of a round, if it does not suit you, you may use this ability to change it. You must make this choice **before** the first player's turn begins. If you choose to change it, take all the Objective cards of the same value from the box, and choose whichever one you like to replace it.


THE OPPORTUNIST



After trying your , you can swap out your , but **only one time**.

THE LOOKOUT




Do not take a ; keep the one you have in front of you.

Do not take a ; keep the one you have in front of you.

Do not move this turn; however, take your photo as usual.

THE SHUTTERBUG



When you gain the  for an Objective card, use this ability to gain them a second time.





THE BEHAVIORIST



Before using your , move an  to an empty space, respecting its favorite biomes.




THE OBSERVER




You successfully photograph an  that is only partially covered by your , but only if it is the only  you photograph this turn. You can partially cover 2 or more , but only one will be photographed.

To get farther faster, make use of a few ecological modes of transit....

CONTENTS TO USE

- 1  Canoe.
- 1  Paraglider.
- 1  Bicycle.

SETUP


Place the template display from this expansion on the table, and hang these three  on it.

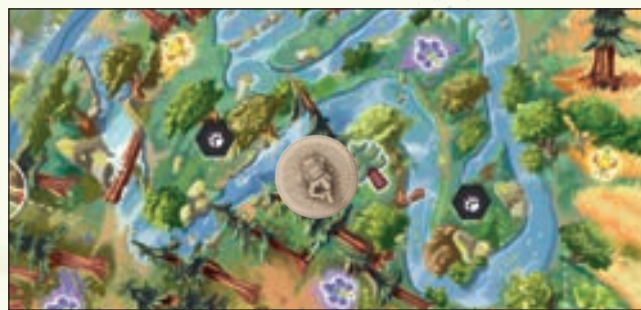
PLAYING THE GAME

You can choose these  just like any other ; however, you use each one in its own specific way.



THE CANOE


A PREREQUISITE FOR USING THIS TEMPLATE

At the beginning of your turn, your  must be at least partially covering illustration of the river on the board.







B MOVING

The Canoe  allows you to move your  anywhere, as long as it is still at least partially covering the river at the end of the move.


You are also completely allowed to keep your current position by using this .

NOTE




The Canoe  does not clip onto your ; simply place it in front of you, then move your  without using a  directly on the gameboard.

THE PARAGLIDER




A PREREQUISITE FOR USING THIS TEMPLATE

At the beginning of your turn, your  must be at least partially in the Mountain biome (gray).

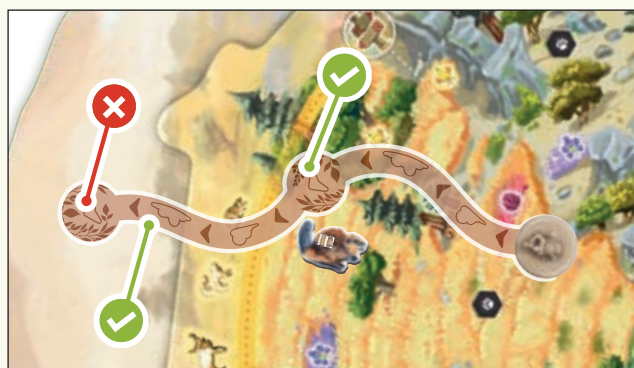
B MOVING



Use the Paraglider  just like any  from the base game, except that it offers two different "landing sites" (the two discs of the .

You are free to choose which of these you end up using.

Even if you choose to stop at the first landing site, the **entire**  must be placed on the board according to the rules (neither superimposed on a  nor on another .



Your final destination does not need to be in a Mountain biome.







The placement of the  respects the placement rules, even though the second landing site extends far beyond the border of the play area. Because it does, however, only the first landing site is a viable target for the second .

THE BICYCLE





A PREREQUISITE FOR USING THIS TEMPLATE

At the beginning of your turn, your  must be at least partially covering a .

B MOVING

The Bicycle  permits you to move your  to another  of your choice. It must **entirely** cover the destination .

NOTE

The Bicycle  does not clip onto your ; simply place it in front of you, then move your  without using a  directly on the gameboard



5

CAMP

Nothing like returning to camp to regain your strength.

CONTENTS TO USE

- 1 Camp pawn.
- 4 Camp tokens.

SETUP

Before anyone chooses their 🍄 to enter play at the beginning of the game, the first player places the Camp pawn in an empty hole on the board.

Each player receives a Camp token that they place on their Personal Supply board, Active side up (see illustrations).



PLAYING THE GAME

One time during the game, at the beginning of your turn, if the Camp pawn is unoccupied, you can flip your Camp token Inactive side up (see right) to immediately move your 🐾 onto the Camp pawn, without letting it extend beyond the Camp tile. This is an additional "free" move.



Then take your turn as usual: Choose 🐾 and 🗨️, move, etc.

TEAM MODE

During your turn, only one of the two teammates can use their Camp token.

6

SCENIC ROUTE

This little path lined with flowers is so charming!

CONTENTS TO USE

- The template display.
- 1 Scenic Route 🐾.

SETUP

Place the template display from this expansion on the table, and add this 🐾 to it.

NOTE

To compensate for adding this 🐾, we suggest that you return a base-game 🐾 of your choice to the box.

PLAYING THE GAME

When you use this 🐾, immediately gain 1 🍄 if it **entirely** covers at least 1 🌿 with the path section of the 🐾.

On the other hand, if this 🐾 does not entirely cover at least 1 🌿, **lose 1 🍄**.

IMPORTANT

- You cannot use this 🐾 on your first turn of the game.
- To gain 1 🍄, your 🐾 must not trample a 🌿 where it ends up (not even partially)!



7

ZOOM LENS

"To look into the distance is to renounce that which is close."
Raimbault (Christophe).

CONTENTS TO USE

- The template display.
- 1 Zoom Lens 🗨️.

SETUP

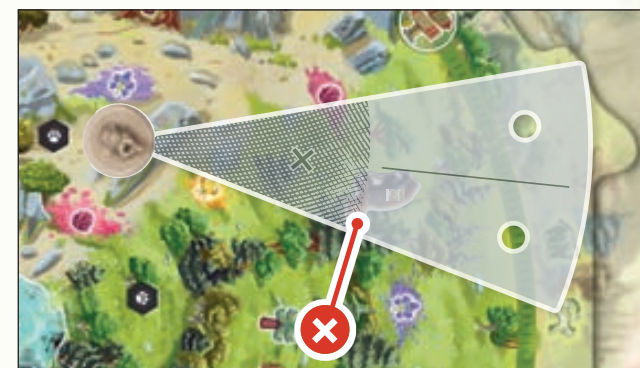
Place the template display from this expansion on the table, and add this 🗨️ to it.

NOTE

To compensate for adding this 🗨️, we suggest that you return a base-game 🗨️ of your choice to the box.

PLAYING THE GAME

When you use this 🗨️, only the subjects (🐾, 🌿, 🍄) entirely under its "focused" part (far end) are photographed.



BUT ALSO...

A NEW SCENARIO FOR SOLO MODE

SCENARIO #5

NATURE LOVERS

Setup: This new scenario uses only the following modules:

- Module 2: Wildlife
- Module 4: Modes of Transport

Use the following animals from this expansion:

- Skunk.
- Chipmunk.
- Coyote.

Constraint: Photograph the skunk, the chipmunk, and the coyote at least once each.

Objective cards:

02.01.21 01.02.08 02.03.23 01.04.16 02.05.25

NAME	SCENARIO #	DATE	SCORE BASIC GAME	SCORE EXPERT GAME
Christophe	5	7.28.22	56 🍪	47 🍪
Michaël	5	7.27.22	54 🍪	43 🍪

FIVE NEW OBJECTIVE CARDS

Some of these new Objective cards cause you to lose 🍪.

When you are supposed to lose the 🍪, if you don't have enough in your personal supply, lose only those you have.

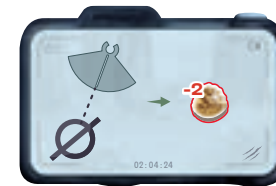
You can only lose the 🍪 or 🍪; you never lose 🍪, 🐾, 🌿 or 🌲. You can always convert 1 🍪 into 3 🍪 so you can pay your "debt".

An Objective card might earn you 🍪... that you lose the very next second due to one of these new cards. Pay close attention to the order in which you resolve the Objective cards!



OBJECTIVE CARD 02.01.21

+1 🍪 if you take a perfect photo.
+1 🍪 if you use a mode of transport.



OBJECTIVE CARD 02.04.24

-2 🍪 if nothing (🐾, 🌿, flower, sequoia, 🏠, Camp pawn...) is on the axis of, but completely outside and across your 🗣️ from your 🗣️.



OBJECTIVE CARD 02.02.22

-1 🍪 if you use a 🗣️ of a lower value than one visible in front of one of the other players. The 🗣️ of this expansion are unnumbered, so they are not affected by this card.



OBJECTIVE CARD 02.05.25

+2 🍪 if you have gained at least 3 🍪 this turn. **Important:** Only consider your total 🍪 earned this turn **after** subtracting 🍪 losses from other Objective cards.



OBJECTIVE CARD 02.03.23

+1 🍪 if all [🗣️] and/or [🗣️] spaces of your background are occupied.
-1 🍪 otherwise (not cumulative).

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