

MODULE 1:
PUMA

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

CONTENTS TO USE

The 5 new Puma Panorama cards (one per type of panorama). Each depicts a puma in the scene.

Card anatomy

SETUP

Add each Puma Panorama card to the corresponding Panorama stack. Be sure to use the same side as for the other cards: basic (white) or expert (black). Do not remove any cards from these stacks to compensate for adding a new one.

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

PLAYING THE GAME

When a Puma Panorama card 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.

END OF THE GAME

During the final scoring:

- The puma counts as a different animal species for the awarded for diversity. This means you might have photographed 8 different , and thus score 28 (however, the scoresheet does not show this possibility).
- Each puma in your panorama earns you 2 .

MODULE 2:
7 NEW ANIMALS

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

CONTENTS

- 9
- 40
- 7 Species cards

SETUP

Choose one or more from this module to use in the game.

Each of these always replaces the same base-game :

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

NOTE

- The paired above always inhabit the same biome (except for the martin; see below).
- No matter how many of the new you choose, there will always be 7 different animals on the gameboard (partial exception: 3 Marten pawns replace the Beaver pawn, so there will be 9 on the board).

Choose up to 3 new (the 3 Marten count as a single).

Place the Species cards for the chosen new near the gameboard.

SETUP FOR THE LYNX TOKENS

If you have chosen the lynx in a 2-player game or in Team mode, remove 1 Lynx from the general supply and return it to the box; you will not use it during the game.

PLAYING THE GAME

You can photograph the new , but only under the conditions imposed by their **character traits** (see below).

REMINDER

- You are always allowed to fully or partially cover an without photographing it.
- A subject (, ,) has been photographed when its token has been placed on the background Panorama card.

ANIMAL CHARACTER TRAITS

THE CHIPMUNK IS SOCIABLE

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

THE COYOTE IS CUNNING

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

THE LYNX IS RARE

There are no special conditions to photograph the lynx, but there are only 3 Lynx available in the general supply (only 2 in Solo or Team mode).

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.

THE SKUNK IS STINKY

You can only use , D, E, F, or Zoom Lens (see page 5) to photograph the skunk.

THE PORCUPINE IS HUNGRY

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

THE DEER IS CALM

After photographing the deer, it does not move.

THE MARTEN IS GREGARIOUS

There are no special conditions to photograph the marten.

The marten has no favorite biomes. Place 3 Marten , rather than just 1, 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, remove 1 Marten . When only 1 remains, remove another Marten pawn.

MODULE 3: PHOTOGRAPHER ABILITIES

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

CONTENTS

8 Photographer cards

SETUP

Each player receives a random 2 Photographer cards, and chooses one to keep face down beside their personal supply. Return the unused cards to the box, otherwise unseen.

PLAYING THE GAME

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



You can choose when to use your card during one of your turns, at the most opportune moment.
Once you've used it, discard the card.

GUIDE

After clipping your 🐿️ to your 🐼 and testing it, but before actually moving, you can swap out your 🐿️, but **only one time**.

Return the rejected 🍷 to its display in the general supply.

OPPORTUNIST

After moving, but before you attach your  (so you can't test it), you can swap out your , but **only one time**.

Return the rejected Shot template to its display in the general supply.

BEHAVIORIST


Before you move, move an 🐾 to an empty space, respecting its favorite biomes.

PHOTOSHOPPER

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

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.

ANIMAL EDITOR

You successfully photograph an 🐾 that is only partially covered by your 📡, but only if it is the only 🐾 you photograph this turn.

XXX

X_{xxx}

XXX




X_{xxx}

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MODULE 4:
MODES OF TRANSPORT

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

CONTENTS

- 1 Kayak 
- 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, each one must be used in a specific way....

KAYAK




PREREQUISITE FOR USING THIS TEMPLATE

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

MOVING

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


NOTE

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

PARAGLIDER

PREREQUISITE FOR USING THIS TEMPLATE

Prerequisite for using this template

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

MOVING



Use the paraglider just like any  from the base game, except that it offers two different “landing sites”.

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





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

BICYCLE



PREREQUISITE FOR USING THIS TEMPLATE

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

MOVING

The Bicycle  permits you to move your  to one of the two  adjacent to the one from which you start. You must entirely cover the destination .

NOTE

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


MODULE 5: CAMP

Nothing like returning to camp to regain your strength.

CONTENTS


- 1 Camp tile
- 4 Camp tokens


SETUP

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

Each player receives a Camp token that they place on their personal supply, Active side up [\[Show\]](#).

PLAYING THE GAME

One time during the game, at the beginning of your turn, if the Camp tile is unoccupied, you can flip your Camp token Inactive side up **[Show]** to immediately move your  onto the Camp tile, without letting it extend beyond the Camp tile. This is an additional “free” move.

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

TEAM MODE

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

MODULE 6: SCENIC ROUTE

This little path lined with flowers is so charming!

CONTENTS




1 Scenic Route template.

SETUP

Add this  to the display.

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 you **entirely** cover at least one ; to check this, you must consider the entire template.

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.

MODULE 7: ZOOM LENS

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

CONTENTS





1 Zoom Lens

SETUP

Add this  to the display.

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 , the subjects (, , ) under its “blurry” part – even partially – cannot be photographed.

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A NEW SCENARIO FOR SOLO MODE

SCENARIO #5: MULTISPORT

Constraint: You must use each mode of transport 🚣🚁🚲 available in this expansion (kayak, paraglider, bicycle). Each time you use one, return it to the box; it cannot be used again during this game.

Objective cards:

00.01.00	00.02.00	00.03.00	00.04.00	00.05.00
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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 🌳 and 🌲 tokens; you never lose 🌞, 🐾, 🌿 or 🌱. You can always convert 1 🌲 token into 3 🌳 tokens 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.



OBJECTIVE CARD 00.01.05

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



OBJECTIVE CARD 00.04.05

- 2 🌳 if nothing (🐾, 🌿, 🌱, 🌲, Camp tile) is on the axis of, but completely outside and across your 🗺️ from your 🗺️.



OBJECTIVE CARD 00.02.05

- 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 do not apply to this card.



OBJECTIVE CARD 00.05.05

- +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 00.03.05

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

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