

Quick Tips (use along with the original instructions)

Savernake Forest (2-4 players)

Setup:

- Separate the deck into 2 piles: the **Animal** cards (red), and the **Path** cards (yellow).
- Each Animal card shows the point value in the corners for each type of food and a point value for the animal. The number by the stone lair is how much food it can have (p. 2)
- Randomly **deal 1 Animal Card** to each player, who place it **face up** in front of them.
- Place the board in the center of the play area, with the side with 4 animals facing up.
- Place the **tokens** above each animal as follows: 1 **Rooster** above the rooster; **all Water** drops above the goat; and **all stone Lairs** above the armadillo. (Leaves not used yet.)
- Place the **Path** cards face down above the rooster and **Animal** cards above the rabbit.
- Put **1 Path card** face side up under the **rooster, goat and armadillo** (3 cards in total) and **1 Animal card** face side up under the **rabbit**.

How to Play:

- Choose which player goes first. On a turn, you must take **1 of the remaining face up cards** from the board and place it in your personal forest. **Follow these rules:**
 - The card you take must be placed **adjacent** to a card already in your forest.
 - Your forest must be a **4x4 square** – you **cannot** place a card outside of this area.
 - You may rotate a card (including the animal card you received in the beginning).
 - It may be wise to not continue a path! It is ok to have dead ends.
 - There can **never** be **more than 1 animal on the same path**.
- **Pay attention** to what food(s) gives your animal(s) the most points! You want to collect path cards with those food items, but don't get more food your animal can store!
- **Also note that which animal you take a card from, gives you additional powers:**
 - Rooster:** If another player has the Rooster token, take it. This allows you to go first **next** round. If nobody has picked up the rooster, continue the next round in the same order!
 - Goat:** Take **1 water drop** token. Place it in the corner of 1 of your animal cards, next to 1 of the 4 food items to **increase its food's value by +1**.
 - Armadillo:** Take **1 lair token**. Place it on an animal card to **increase its storage by +1**.
 - Rabbit:** This is the only way to **bring additional animals into your forest**. No bonuses
- After you've taken a card, do not refill the board until the last player has taken a card. If you're playing with less than 4 players, discard any remaining cards.

Game End and Scoring:

- The game ends when all players **have completed their 4x4 forest**. If 2 animals are sharing a path, discard 1 of them.
- The other side of the board shows the **Score Track**. Use the **leaf tokens** to count points.
- We recommend scoring each animal individually. Make sure to count the points each animal brought into your forest, and the food points stored in that animal's lair.
- The player with the **Rooster token gets +1 extra point**. Player with highest score wins!