

# SOLO SHUFFLE

## A FOREST SHUFFLE SOLOMODE

### ADDITIONAL COMPONENTS:

TO PLAY FOREST SHUFFLE SOLO, YOU WILL NEED 20 AUTOMA CARDS. YOU MUST PRINT AND CUT THEM OUT BEFORE PLAYING YOUR FIRST GAME.

### SETUP:

SHUFFLE THE 20 AUTOMA CARDS AND PLACE THEM FACE DOWN IN A PILE NEAR YOU. TAKE A CAVE AND REMOVE 30 RANDOMLY SELECTED PLAYING CARDS. COUNT 10 CARDS FACE DOWN FROM THE REMAINING PLAYING CARDS, SHUFFLE A WINTER CARD INTO THIS DECK AND FORM A FACE DOWN PILE. PLACE ALL THE OTHER PLAYING CARDS FACE DOWN ON TOP OF THE PREVIOUSLY FORMED PILE CONTAINING THE WINTER CARD. THE TWO REMAINING WINTER CARDS ARE NOT USED IN THE SOLO GAME.

DRAW SIX CARDS. THEN PLACE FIVE CARDS FACE UP FROM THE DRAW PILE IN THE CLEARING.

*NOTE: YOU CAN ALTERNATIVELY PREPARE THE PLAYING CARDS AS IN MULTIPLAYER MODE WITH THREE WINTER CARDS IN THE BOTTOM THIRD OF THE DRAW PILE. HOWEVER, THIS MEANS THAT YOU WILL HAVE A VERY DIFFERENT NUMBER OF TURNS AND THEREFORE VERY DIFFERENT CHANCES OF WINNING WITH THE SAME POINT TARGETS AND IS NOT RECOMMENDED.*

### GAME FLOW:

YOUR TURN IN THE SOLO GAME IS THE SAME AS IN THE MULTI-PLAYER-GAME. YOU ARE ALWAYS THE STARTING PLAYER. AFTER YOUR TURN, YOU TURN OVER THE TOP CARD OF THE AUTOMA CARD DECK AND FOLLOW THE INSTRUCTIONS. THE MEANING OF THE CARDS IS EXPLAINED BELOW.

THE AUTOMA SIMULATES AN OPPONENT AS CARDS ARE PLAYED INTO AND REMOVED FROM THE CLEARING AND THE CLEARING IS EMPTIED FROM TIME TO TIME. IT IS IMPORTANT THAT AS SOON AS YOU OR THE AUTOMA HAVE TAKEN CARDS FROM THE CLEARING, YOU CLOSE ANY GAPS BY MOVING THE CARDS TO THE LEFT WITHOUT CHANGING THE PREVIOUS ORDER OF THE CARDS.

THE AUTOMA DOES NOT COLLECT ANY POINTS.

WHEN THE PILE OF AUTOMA CARDS HAS BEEN USED UP, SHUFFLE THE DISCARDED CARDS TOGETHER TO FORM A NEW PILE. IF THE AUTOMA WANTS TO TAKE CARDS FROM THE CLEARING, HE ALWAYS TAKES AS MANY AS INDICATED ON THE CARD. IF THERE ARE NO OR NOT ENOUGH CARDS IN THE CLEARING, HE TAKES NONE OR AS MANY AS POSSIBLE.

AS SOON AS THE WINTER CARD IS REVEALED, THE GAME ENDS.

## SPECIAL RULES FOR SOME CARDS:

THE FOLLOWING CARDS HAVE AN ADJUSTED MEANING IN THE SOLO GAME:

- LINDEN: GENERALLY SCORES ONE POINT, IF YOU HAVE THREE OR MORE LINDENS EACH SCORES THREE POINTS
- GREAT SPOTTED WOODPECKER: SCORES TEN POINTS IF YOU HAVE AT LEAST TEN TREES IN YOUR PLAYING AREA AT THE END OF THE GAME

## MEANING OF THE AUTOMA SYMBOLS:

**+ 1/2/3/4:** PLAY 1/2/3/4 CARDS FROM THE DRAW PILE FACEUP IN THE CLEARING. ALWAYS PLACE THE CARDS ON THE RIGHT-HAND SIDE.

**- 1/2/3/4:** REMOVE 1/2/3/4 CARDS FROM THE CLEARING AND PUT THEM ON THE DISCARD PILE. THE DIRECTION OF THE ARROW INDICATES FROM WHICH SIDE THE AUTOMA REMOVES THE CARDS.

DIRECTION: ► CARDS ARE REMOVED FROM LEFT TO RIGHT.

DIRECTION: ◀ CARDS ARE REMOVED FROM RIGHT TO LEFT.



**1**: TAKE THE TOP CARD FROM THE DRAW PILE AND PLACE IT FACE UP ON THE DISCARD PILE.

## CHALLENGES (JUST BASE GAME)

YOU CAN PLAY FOREST SHUFFLE SOLO ACCORDING TO THE RULES ABOVE AND TRY OUT THE DIFFERENT STRATEGIES FOR YOURSELF. FOR A VARIED GAMING EXPERIENCE, YOU CAN ALSO TRY YOUR HAND AT THE CHALLENGES BELOW. THE CHALLENGES GIVE YOU CERTAIN REQUIREMENTS THAT YOU MUST FULFILL IN ORDER TO WIN THE GAME. IN ADDITION, YOU MUST ACHIEVE THE MINIMUM SCORE (BRONZE/SILVER/GOLD) SPECIFIED FOR THE SELECTED CHALLENGE.

*VARIANT: SOME CHALLENGES REQUIRE A MINIMUM NUMBER OF A CERTAIN TYPE OF CARD. THIS IS DELIBERATELY CHOSEN SO THAT IT IS EXTREMELY UNLIKELY THAT THERE WILL BE TOO MANY OF THESE IN THE 30 CARDS SORTED OUT AT THE START OF THE GAME. TO AVOID TAKING ANY RISKS, YOU CAN ENSURE THAT ENOUGH CARDS OF THE DESIRED TYPE REMAIN IN THE DRAW PILE BEFORE THE GAME BEGINS. HOWEVER, IT IS QUICKER AND OFTEN TESTED TO SIMPLY SHUFFLE WELL AND GET STARTED.*

## **CHALLENGE 1: BAT FOREST**

HAVE AT LEAST FOUR BATS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 250 POINTS / GOLD: 300 POINTS*

## **CHALLENGE 2: ORNITHOLOGIST**

HAVE A BIRD SITTING ON EACH OF YOUR TREES AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 3: CAVE EXPLORER**

HAVE AT LEAST 20 CARDS IN YOUR CAVE AT THE END OF THE GAME.

*BRONZE: 150 POINTS / SILVER: 225 POINTS / GOLD: 300 POINTS*

## **CHALLENGE 4: REFORESTATION**

HAVE AT LEAST 15 TREES IN YOUR FOREST (INCLUDING TREE SAPLINGS) AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 5: BUTTERFLY COLLECTOR**

HAVE ALL FIVE DIFFERENT BUTTERFLIES IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 6: AMPHIBIANS**

HAVE AT LEAST FIVE AMPHIBIANS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 7: PAWED ANIMALS**

HAVE AT LEAST 15 PAWED ANIMALS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 8: BARGAIN HUNTERS**

HAVE PLAYED AT LEAST 18 CARDS AT THE END OF THE GAME, WHICH COST 0 CARDS. TREE SAPLINGS DO NOT COUNT FOR THIS CALCULATION.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 9: A FISTFUL OF INSECTS**

AT THE END OF THE GAME, HAVE AT LEAST ONE INSECT ON EACH OF YOUR TREES AND A TOTAL OF AT LEAST TEN INSECTS IN YOUR FOREST.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 10: HUNTERS AND PREY**

AT THE END OF THE GAME, EARN AT LEAST 100 POINTS FROM YOUR LYNX AND ROE DEERS.

*BRONZE: 200 POINTS / SILVER: 250 POINTS / GOLD: 300 POINTS*

## **CHALLENGE 11: WHERE FOX AND HARE SAY GOOD NIGHT**

HAVE AT LEAST EIGHT RED FOXES AND EUROPEAN HARES AT THE END OF THE GAME. THE DISTRIBUTION DOESN'T MATTER, YOU CAN JUST AS WELL HAVE THREE FOXES AND FIVE HARES OR EIGHT HARES AND NO FOXES.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 12: STAMPEDE**

HAVE AT LEAST ONE CLOVEN-HOOFED ANIMAL OF EACH SPECIES (WILD BOAR, SQUEAKER, ROE DEER, FALLOW DEER, RED DEER) AT THE END OF THE GAME. IT IS RECOMMENDED TO ENSURE THAT THERE ARE NO SQUEAKERS AMONG THE 30 CARDS SET ASIDE.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## CHALLENGES (WITH ALPINE EXPANSION)

YOU CAN ONLY PLAY THESE CHALLENGES IF YOU ARE USING THE BASIC GAME AND THE ALPINE EXPANSION. THEN RANDOMLY REMOVE 55 CARDS FROM THE DECK BEFORE STARTING THE GAME.

### CHALLENGE 13: THE BUTTERFLY EFFECT

HAVE AT LEAST TWELVE BUTTERFLIES IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

### CHALLENGE 14: ALPINE HIKE

HAVE AT LEAST ONE ALPINE SYMBOL ON EACH OF YOUR TREES AND A TOTAL OF AT LEAST 18 ALP SYMBOLS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 325 POINTS / GOLD: 450 POINTS*

### CHALLENGE 15: BAREFOOT THROUGH THE FOREST

HAVE AT LEAST NINE PLANTS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 325 POINTS / GOLD: 450 POINTS*

### HERAUSFORDERUNG 16: SHUFFLED FOREST

HAVE ALL TEN DIFFERENT TREE SPECIES IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

### CHALLENGE 17: FLOCKS OF BIRDS

HAVE EIGHT DIFFERENT BIRD SPECIES IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

**YOU CAN ALSO PLAY THE CHALLENGES 1 TO 12, WHICH WERE ORIGINALLY ONLY DESIGNED FOR THE BASIC GAME, WITH THE ALPINE EXPANSION. IN THIS CASE, PLEASE NOTE THE FOLLOWING ADJUSTMENTS:**

### CHALLENGE 1: BAT FOREST

HAVE AT LEAST SIX BATS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 2: ORNITHOLOGIST**

HAVE A BIRD SITTING ON EACH OF YOUR TREES AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 3: CAVE EXPLORER**

HAVE AT LEAST 25 CARDS IN YOUR CAVE AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 275 POINTS / GOLD: 350 POINTS*

## **CHALLENGE 4: NO CHANGES**

## **CHALLENGE 5: BUTTERFLY COLLECTOR**

HAVE ALL SIX DIFFERENT BUTTERFLIES IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 325 POINTS / GOLD: 450 POINTS*

## **CHALLENGE 6: AMPHIBIANS**

HAVE AT LEAST SEVEN AMPHIBIANS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 7: PAWED ANIMALS**

HAVE AT LEAST 15 PAWED ANIMALS IN YOUR FOREST AT THE END OF THE GAME.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 8: BARGAIN HUNTERS**

HAVE PLAYED AT LEAST 20 CARDS AT THE END OF THE GAME, WHICH COST 0 CARDS. TREE SAPLINGS DO NOT COUNT FOR THIS CALCULATION.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## **CHALLENGE 9: A FISTFUL OF INSECTS**

AT THE END OF THE GAME, HAVE AT LEAST ONE INSECT ON EACH OF YOUR TREES AND A TOTAL OF AT LEAST TWELVE INSECTS IN YOUR FOREST.

*BRONZE: 200 POINTS / SILVER: 325 POINTS / GOLD: 450 POINTS*

## **CHALLENGE 10: NO CHANGES**

## CHALLENGE II: WHERE FOX AND HARE SAY GOOD NIGHT

HAVE AT LEAST NINE RED FOXES AND HARES AT THE END OF THE GAME. THE DISTRIBUTION DOESN'T MATTER, YOU CAN JUST AS WELL HAVE THREE FOXES AND SIX HARES ODER NINE HARES AN NO FOXES.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

## CHALLENGE IZ: STAMPEDE

HAVE AT LEAST ONE CLOVEN—HOOFED ANIMAL OF EACHT SPECIES (WILD BOAR, SQUEAKER, ROE DEER, FALLOW DEER, RED DEER, CHAMOIS, STEINBOCK) AT THE END OF THE GAME. IT IST RECOMMENDED TO ENSURE THAT THERE ARE NO SQUEAKERS, CHAMOIS OR STEINBOCKS AMONG THE 55 CARDS SET ASIDE.

*BRONZE: 200 POINTS / SILVER: 300 POINTS / GOLD: 400 POINTS*

THIS SOLO MODE WAS DEvised BY ANNA TRIEBERT. BGG: ANNA2001 / INSTAGRAM: @FLUEGELSCHLAAGERIN