

FOREST SHUFFLE

EXPLORATION

COMPONENTS

55 cards:



20 Automa cards



3 dividers



15 new and rare cards

1) Bat Forest	★	★★	★★★	★★★★
4+ in your forest	200	250	300	350
5+ in your forest	200	275	350	
At least 6+ in your forest	200	300	400	

12 challenges



5 caves



FOREST SHUFFLE: **EXPLORATION** takes you on three different adventures in the forest.

I. ALONE IN THE FOREST

SETUP

You can play this solo variant with the base game, the Alpine expansion, or with both expansions (*Alpine and Woodland Edge*). In this variant, you play against Anna whose actions are controlled by a deck of Automa cards.

Set up the game as normal, with the following changes:

- Return cards from the draw pile to the game box as you would in a 2-player game:

Base Game 

→ 30 cards

Alpine 

→ 55 cards

Alpine  + Woodland Edge 

→ 90 cards



- You need only **one winter card**, which you shuffle with the last 10 cards of the draw pile.
- Draw **6 cards** into your hand and place **another 5 cards** face up into the clearing.
- Shuffle the **20 Automa cards** and place them in a face-down Automa deck.
- Choose a challenge and decide which level you want to aim for in this game: bronze ★, silver ★★, or gold ★★★. This sets your goal and minimum score.
- You always take the first turn.

! Special case: When playing the *Reforestation* challenge with both expansions, put a random Water Vole into your starting hand before you remove cards from the draw pile. Then, when drawing your starting hand, draw only 5 additional cards, for a total of 6 cards in hand.

COURSE OF PLAY

Carry out your turns as normal. On each of Anna's turns, reveal the top card of the **Automa deck** and carry out the action for Anna:



Put the indicated number of cards from the draw pile into the clearing. Always add cards to the right of any cards in the clearing.



Return the indicated number of cards from the clearing to the game box. The arrow  /  indicates from which direction you must remove those cards. If there are fewer cards in the clearing than Anna needs to remove, remove as many cards as possible.



Look at the top card of the draw pile and return it to the game box.

At the end of Anna's turn, place the Automa card in an Automa discard pile. If the Automa deck is empty at that point, shuffle the Automa discard pile to form a new Automa deck.

Note: Regardless of whose turn it is, always close any gaps in the clearing by moving the cards together, without changing their order.

CHALLENGES

You can play the challenges in any order. To complete a challenge, you must meet both the **goal** and the previously set **minimum score** (**bronze**, **silver**, **gold**) at the end of the game.

Example: To achieve bronze in the Bat Forest challenge, there must be 4 or more bats in your forest at the end of the game, and you must score at least 200 points in total.



END OF GAME

When the winter card is drawn, **the game ends immediately** and you proceed to scoring. Total the points in your forest. Anna does not collect any points! If you pass the challenge, you can place it behind the corresponding divider card. This allows you to save your progress for later games.

***Example:** You have fulfilled all the requirements for bronze in the Bat Forest challenge, so you place it behind the bronze divider card.*



Note the following **adjustments** for Lindens and Great Spotted Woodpeckers when scoring:

- To score 3 points per **Linden**, you need to have at least 3 Lindens in your forest.
- To score 10 points for the **Great Spotted Woodpecker**, you need to have at least 10 trees in your forest.

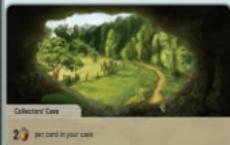
II. SPECIAL CAVES

In this variant, replace the base game caves with the **special caves** from this expansion.

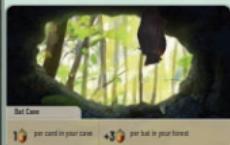
After you deal 6 cards to everyone, place the 5 cave cards in the center of the table. In reverse playing order, choose one cave each and place it in front of you. If caves remain after every player has chosen one, return the rest to the game box.

Each special cave still scores 1  for each card that is in that cave at the end of the game. In addition, they either give you **more points or a permanent effect** that lasts for the duration of the game.

The impact of the special caves is not represented in the point values of the solo mode challenges. Using a cave in solo mode is not forbidden, but will lead to higher scores.



Collectors' Cave: Each card in your cave scores 2 acorns instead of 1 acorn.



Bat Cave: Each bat in your forest scores an additional 3 acorns, even if you do not have 3 different bats.



Lonely Cave: If there is no card in your cave at game end, you score 5 acorns. Otherwise, score the normal 1 acorn per card in your cave.



Storage Cave: Once per turn, when you place at least one card in this cave, immediately draw a card from the draw pile.

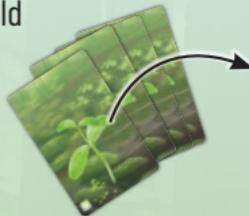


Smugglers' Cave: Each time you trigger a bonus, place one of the paid cards in this cave.

III. AROUND THE GLOBE

SETUP

You can use any or all **new and rare cards** in any combination of the **base game** and its **expansions**. When preparing the game, shuffle the new and rare cards you would like to include with the other cards. Then return the required number of cards to the game box (*based on player count*) plus one card per new and rare card used.



For an even distribution, instead deal 2 random new and rare cards to everyone at the start of the game. Consequently, you start with 8 cards in your hands.

CLARIFICATIONS

Play the game according to the base game rules. Note the following clarifications:

Brimstone: Only if you play with all three expansions, you will have the chance to see 8 different butterflies in play.

Fire Salamander: Even with 4 Fire Salamanders in your forest, you still get only 25 points in total.

Marsh Cinquefoil: The  and  symbols have no effect.

Mistletoe: When the Mistletoe is placed on a tree, this tree is turned face down (*on the tree sapling side*). It counts as a tree sapling for the rest of the game. If it is played on a sapling, the sapling remains a sapling.

Moor Birch, Turkey Oak, and O Christmas Tree: These are not considered new tree species but a Birch, Oak, and Silver Fir, respectively. They may, however, score differently from their respective counterparts.

Palm Tree: This is a new tree species with its own tree symbol.

Red Panda: Bamboo is not a tree, so the  symbol has no effect.

Say's Firefly: Counts as a firefly. Even with 5 fireflies in the forest, you still get only 20 points in total.

The illustrations on the new and rare cards are from the wikimedia commons archive (<https://commons.wikimedia.org/wiki/>) and are in the public domain.

P006 - Robin -  File: Peters_Rotkehlchen.jpg

P007 - White Stork -  File: Nederlandsche_vogelen_(KB)_-_Ciconia_ciconia_(174b).jpg

P008 - Cardinal -  File: Cardinalis_cardinalis_1876.jpg

P008 - Say's Firefly -  File: Lightning Bug - Pyractomena angulata?, Leesylvania State Park, Woodbridge, Virginia.jpg

P011 - Elk -  File: The_deer_of_all_lands_(1898)_Elk_white_background.png

P011 - Troll -  File: John_Bauer_-_The_Princess_and_the_Trolls_-_Google_Art_Project.jpg

P012 - Mistletoe -  File: Köhler's Medizinal-Pflanzen in naturgetreuen Abbildungen mit kurz erläuterndem Texte (Plate 29) BHL303620.jpg

P012 - Wild Tulip -  File: Flora_Europaea_inchoata_(Pl._51)_-(603193402).jpg

P016 - Arctic Fox -  File: White_fox_PK-T-AW-1341,_PK-T-AW-1764.tif

P016 - Sable -  File: The_wild_beasts_of_the_world_(Pl._30)_-(6505646823).jpg

P028 - Brimstone -  File: Britishentomologyvolume5Plate173.jpg

P028 - Marsh Cinquefoil -  File: Potentilla_palustris_Sturm20.jpg

CREDITS

Forest Shuffle Designer: Kosch

Automa: Anna Triebert

Illustrations: Toni Llobet, Judit Piella, Britta Barteld

Graphic Design: Klemens Franz | atelier198

R&D: Maren Holderbaum

Translation: Sonja Hüttinger



© 2025 Lookout GmbH
Elsheimer Straße 23
55270 Schwabenheim
Germany
www.lookout-games.de

For rules questions and suggestions,
please contact us at:
rules@lookout-games.de

For missing pieces or damaged parts,
please contact your point of purchase.

For all other concerns, please find help at:
<https://lookout-spiele.de/en/contact.php>



Imported and distributed in the UK by:
Esdevium Games Ltd – trading as Asmodee UK
6 Waterbrook Road, Alton, Hampshire
GU34 2UD

Distributed by / Distribué au:
Asmodee Canada
31 rue de la Cooperative
Rigaud, QC, Canada
J0P 1P0

Distributed in the United States by:
Asmodee North America
1995 West Country Road B2, Roseville
MN 55113, U.S.A.
www.asmodeena.com