

FLORESTA

⚙️ NUNO SANTOS + PRZEMEK WOJTKOWIAK / ROMAN KUCHARSKI

Rulebook



FLORESTA

INTRODUCTION

A game by Nuno Santos & Przemek Wojtkowiak
2 to 4 players, 14+ years, 60-90 minutes.

Welcome to Floresta, a competitive board game set in Central Portugal. Immerse yourself in the captivating realm of forest management, where players strive to maintain and improve the health of the Mediterranean forest while battling destructive wildfires. Strategically plant and nurture trees, harvest wood, promote tourism, reintroduce Lynx to the Forest, and construct Watch Towers to control fires. Every decision helps shape the fate of the forest.

The game is played on several boards, each depicting mountains, forests, or paths through Portugal's natural beauty. Each turn, players will choose a card from their hand and apply its effect by placing a Tree on one of the boards. Strategically plant Trees to create a sustainable ecosystem, while also taking steps to prevent and fight forest fires.

Will you rise above the competition and emerge as the ultimate guardian of this precious ecosystem?

Text that appears in a box like this will provide short thematic descriptions and information about the real locations, wildlife, and flora represented in the game. These are not game rules and are not required in order to play.



Made in China

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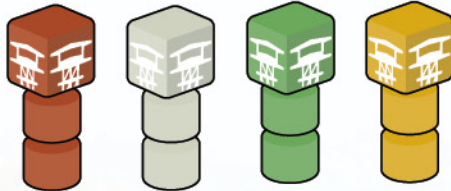
Not suitable for children under 3 years of age due to small parts. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR PERSONS UNDER THE RECOMMENDED AGE REQUIREMENT.

FLORESTA

COMPONENTS

1 Rulebook

4 Watch Towers (one for each player color)



Each tower consists of 3 pieces: a cube and 2 cylinders.



20 Iberian Lynx

6 x2 Tokens



8 Fire Breaks



1 Fire Die



50 Fire Markers
In the rare case you need more Fire Markers, use any other piece as a substitute.

Trees



18 Brown



18 Green



12 Gray



12 Yellow

Quercus suber

Pinus pinaster

Olea europaea

Quercus pyrenaica

The scientific name and shape of the trees represent four types of trees typically found in Portuguese forests.

Fire Trucks
(One of each player color)



15 Axe Tokens



In the rare case that you need more Axe Tokens, use any other piece as a substitute.

Victory Points



At any time a player can make change with their Victory Point Tokens by exchanging with the supply or with other players.

Camping Tokens



9 Igloos

9 Tents

9 Trailers

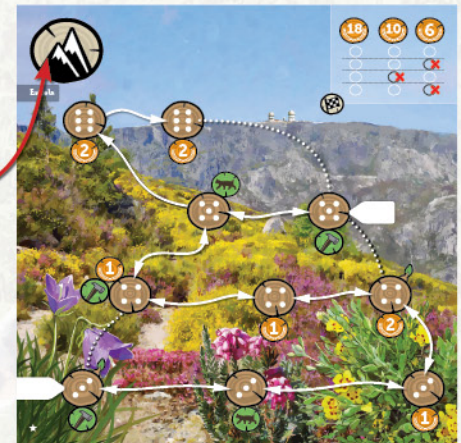
9 Motorhomes

5 Forest Location Boards

Each board is double sided. Players choose which side of each they will use in the game.



These 5 symbols identify the Forest Location Boards.



Action Cards

48



Back

(Without Fire Icon)

12



(With Fire Icon)

1 First Player Card



4 Watch Tower Location Boards

Each board is double sided. Players choose which side of each they will use in the game.



All Watch Tower Locations have this symbol.



FLORESTA

GAME SETUP

Lay out the 9 Location Boards in the middle of the play area in a 3x3 grid using the following placement rules. Make sure all the boards have the same orientation.

1. Randomly place the 5 Forest Locations in a + shape. The boards are double sided, so you can select the side you want to play for each board or choose a random side.
2. Randomly place the 4 Watch Tower Location Boards in the corners of the + to form a 3x3 grid. The boards are double sided, so you can select the side you want to play or choose a random side.
3. Shuffle the 48 Action Cards that do not have the Fire Icon into a facedown deck below the Location Boards. Shuffle and set aside the 12 Action Cards with the Fire Icon. Deal 3 cards facedown to each player from the main Action Card deck to form their starting hand. Players can look at their own cards, but not at anyone else's.

We recommend using the star symbol side if this is any player's first time playing the game.



Setup is slightly different for a 2 or 3 player game. In this rulebook, these differences are indicated with these symbols and light green text:

- 2 In a 2-player game, remove 4 random Action Cards from the deck with the Fire Icon and 13 random Action Cards from the deck without the Fire Icon.
- 3 In a 3-player game, remove 2 random Action Cards from the deck with the Fire Icon and 12 random Action Cards from the deck without the Fire Icon.

4. Place a number of Action Cards without the Fire Icon in a face up row equal to the number of players plus 1. The orientation of these cards is important! Make sure the cards in this row have the same orientation as the Location Boards.

5. Add the Action Cards with the Fire Icon to the remaining deck of Action Cards and shuffle this to form the Action Card deck for the game. Place this new Action Card deck facedown next to the row of face up cards.

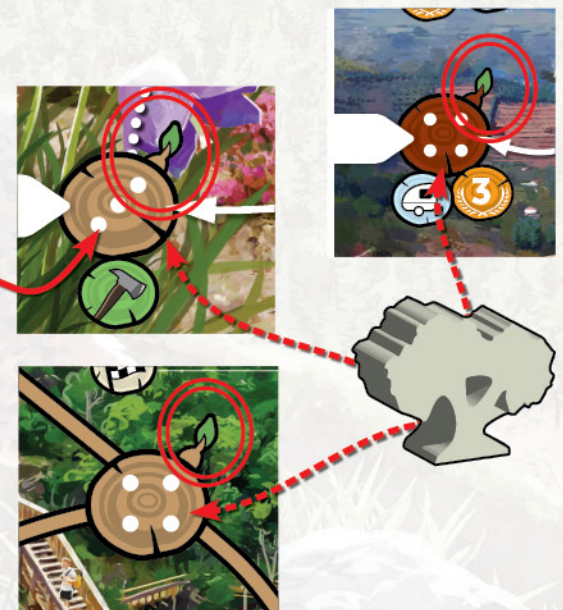
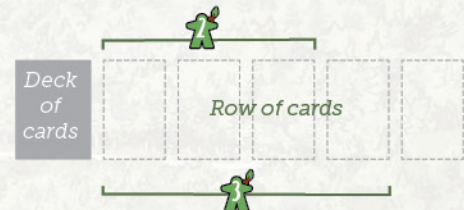
6. Each player selects a color and collects the pieces of their color as follows: 12 Trees (place any unused Trees back in the box), 3 Watch Tower pieces, and 1 Fire Truck.

2 In a 2-player game, each player must select from the **green** and **brown** player colors. Each player collects all of the pieces of their color: (18 Trees, 3 Watch Tower pieces, 1 Fire Truck).



In a 2- or 3-player game, place Trees from a color not being used by a player into **all 12 spaces of all Forest Locations** that are marked with a small leaf (see image), blocking those spaces during the game. Return all remaining pieces from the unselected color(s) to the box; they will not be used in the game.

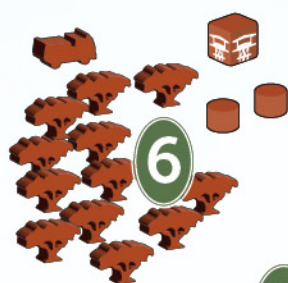
7. Each player receives 1 Lynx and 1 Axe token.
8. The person who most recently recycled something receives the First Player Card.
9. Form a general supply with all the remaining pieces and tokens. You are now ready to play!



FLORESTA



3



6



9



6



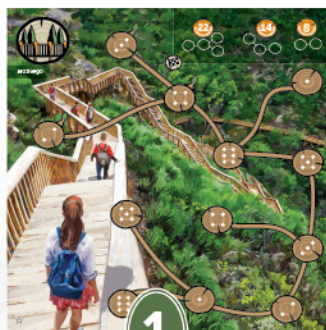
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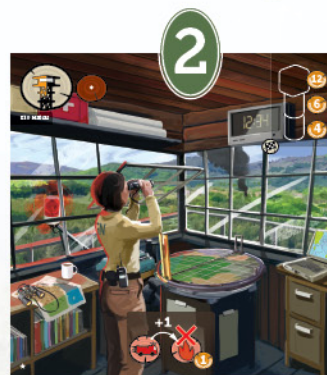
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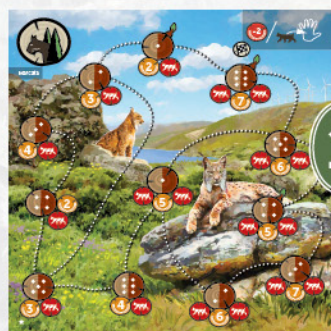
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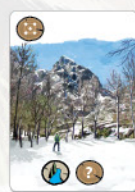
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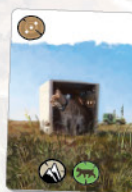
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5



4



3



7

FLORESTA

PLAYING THE GAME

Taking a turn

Floresta is played over multiple rounds, with players taking turns clockwise starting with the first player each round. The First Player Card will pass clockwise at the end of each complete round.

A round consists of all players taking a turn followed by a single Fire Phase. On their turn, they will play one Action Card from their hand. According to the value and color of the card played, they will:

- Place a Tree

OR

- Build a Watch Tower piece

OR

- Discard the Action Card and remove a Tree from their supply.



Players may receive Victory Point Tokens and/or other pieces as a result of their action. These pieces must remain visible to all players.

Players may also receive a Special Action (see pages 10-11) from the card they play. After resolving the Special Action (if any), the card **is discarded face up in front of the player**. Like all other pieces and tokens, discarded cards must remain visible to all players.

The player should then check if it is possible to place a bonus Tree (see page 7).

At the end of their turn, the player selects one Action Card from the face up row of Action Cards and adds it to their hand (players should always have 3 Action Cards in their hand at the end of their turn).

Action Cards

Action Cards are represented by a colored circle (dark red or beige) with pips (values 1-6) in the top left corner of the card.



Action Cards can only be played in a Location where there is an unoccupied space with the same value and color of the card unless a Special Action, Watch Tower Location, or Axe Token (page 10) allows you to do otherwise.



At the bottom of the Action Cards there are Special Actions that must be performed immediately or they are forfeited. (See pages 10-11)

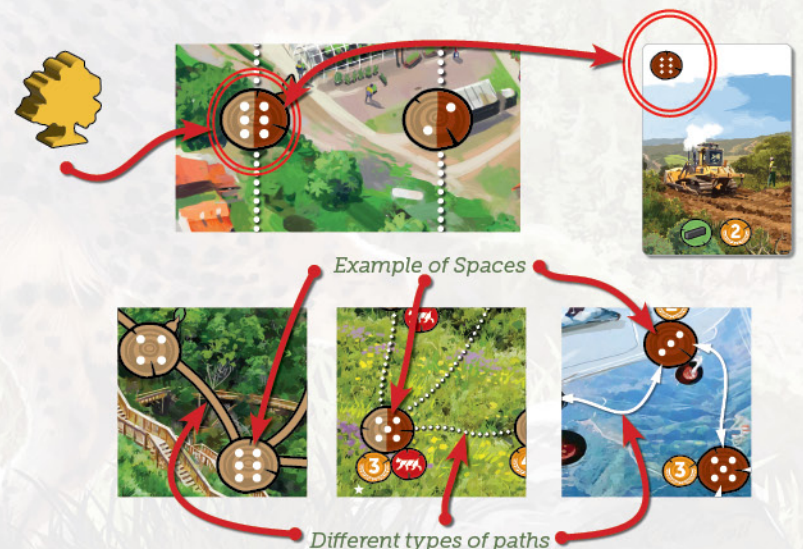
The top right corner of the Action Card may show New Fires Ignited. This effect is ignored when playing a card from your hand. This symbol will only take effect when it appears in the face up Action Card row. (See page 9)

After all players have taken a turn, the Fire Phase begins, followed by the end of the round. (See pages 8-9)

AVAILABLE ACTIONS

1. Place a Tree in a Forest Location

- Play an Action Card to determine where you can place a Tree.
- A space is any colored circle (dark red or beige) with pips (values 1-6) in a Forest Location. Note that a space may have both colors.
- Place a Tree in one of the 5 Forest Locations (**not a Watch Tower Location**). The space you select must be unoccupied (without a Tree) and the value and color must match the value and color on the Action Card you played this turn (top left icon). If the space you select has both colors, you can use either color card to place your Tree there. You now control that space.
- Note that certain Special Actions, Watch Tower Locations, and Axe Tokens can modify the value or color on an Action Card.
- Two spaces are connected if they have a Path between them (solid line, dotted line, or line with arrows) (see image).
- Two Paths are connected if both Paths connect to the same space.
- See pages 13-18 for detailed rules for each Forest Location.



AVAILABLE ACTIONS > continued <

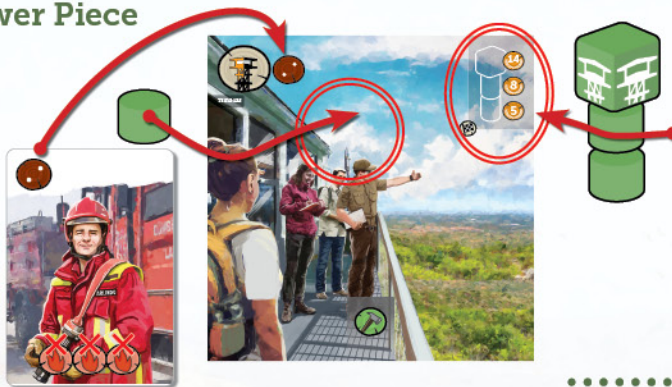
2. Build a Watch Tower Piece

If the value and the color of your Action Card matches either an unoccupied Watch Tower Location or the Watch Tower Location you have already claimed, you may:

- Claim an unoccupied Watch Tower by placing one of your cylinder pieces in the middle of that Watch Tower Location board.

OR

- Stack an additional Watch Tower piece (with the cube piece being the last to be placed) on the Watch Tower Location that you have already claimed.



You may only claim one Watch Tower Location Board during a game and you cannot claim a Watch Tower that has already been claimed by another player. Remember, you will never place a Tree in a Watch Tower Location unless a Watch Tower Location Power tells you otherwise.

You will score Victory Points for your Watch Tower Location Board **at the end of the game**. The illustration in the top right corner of each Board shows how many Victory Points your Watch Tower is worth with 1, 2 or 3 Tower pieces. Each Watch Tower Location also has a unique power (see page 12).

When you place your first Watch Tower piece, place your Fire Truck in the same Location.



3. Discard a Card and Remove a Tree

Discard one Action Card from your hand and return a Tree from your supply to the game box. Receive one Victory point. Special Actions on the discarded card do not take effect.

PLACE A BONUS TREE



After using your Action Card, you **must immediately** place a bonus Tree from your supply as soon as you meet any of the following conditions:



You have all the values from 1-6 (in any combination of colors) in the discarded Action Cards in front of you.

OR



You have 20 Victory Points in front of you.

OR



You have at least one Tree in all 5 Forest Locations.

- A player can only gain each of these bonus Trees once per game.
- You can earn multiple bonus Trees in the same turn.
- You can place a bonus Tree in any unoccupied space with any value and any color in any Forest Location.
- You must still follow the other rules and restrictions regarding the placement

of a Tree in that Location (see pages 13-18).

- Bonus Trees CANNOT be placed outside of your turn. For instance, you CANNOT place a bonus Tree during the Fire Phase or at the end of the game.
- In the last round, if you earn a bonus Tree and you do not have a Tree in your supply you CANNOT place that bonus Tree.

DRAW A NEW ACTION CARD



At the end of their turn, the player selects one Action Card from the face up row of Action Cards, and adds it to their hand (they should have 3 Action Cards in their hand at the end of their turn).

After all players have taken a turn (one card will remain in the Action Card row), the round ends and the **Fire Phase** begins.

FLORESTA

FIRE PHASE

The Fire Phase consists of the following four steps in order:

1 - Fire Truck Action



Starting with the First Player and going clockwise, each player performs the Fire Truck Action if they have a Fire Truck in play (after they've built their first piece of a Watch Tower). The Fire Truck Action consists of two consecutive actions (A and B):

A)

Move your Fire Truck to a Forest Location with at least one Fire Marker in it that is **in reach of your Watch Tower** (see the box at the bottom of the page). If you are in a Location with no Fire Markers, you **MUST** move your Fire Truck to a Location (within reach) that has Fire Markers in it.

OR

Keep your Fire Truck in the same Location. This is only allowed if there is at least one Fire Marker in the Location with your Fire Truck, or if it's not within reach of any Fire Markers.

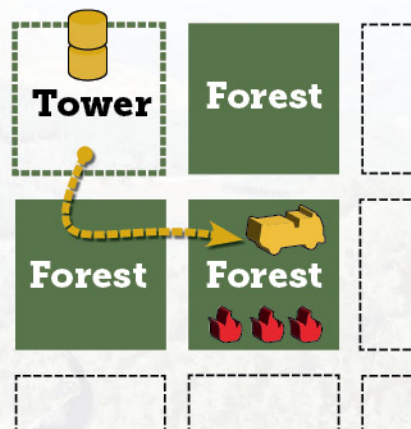
B)

A player's Fire Truck puts out fires in the Forest Location where it is placed or where it remains.

The player **MUST** remove one or 2 Fire Markers on connected Paths (see page 6) if possible.

They receive one Victory point for each Fire Marker removed.

If possible, a player **MUST** do both actions.
Putting out fires with your Fire Truck is mandatory!



The Forest Location in the middle of the 3x3 grid has 3 Fire Markers. The yellow player's Watch Tower has 2 pieces, so they can reach that Forest Location. They move their Fire Truck and remove 2 Fire Markers that are on connected Paths (see page 6), gaining 2 Victory Points.

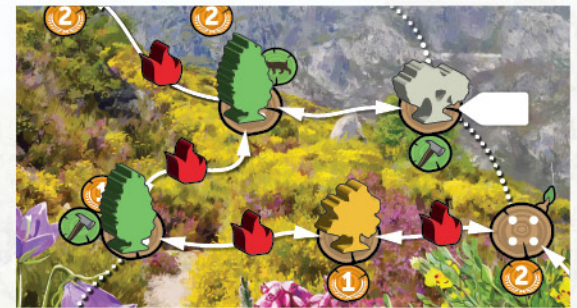
2 - Fire Penalty



After all players have performed their Fire Truck Action (or passed if they do not have a Fire Truck yet), everyone checks for Fire Penalty as follows:

Each player loses 1 Victory Point for every Tree of their color that is connected to a Path with a Fire Marker. **It does not matter if it is connected to more Paths with Fire Markers, each Tree can only be penalized once per Fire Phase.** Return the lost Victory Point Token(s) to the supply. If a player doesn't have enough Victory Points to pay this penalty, they pay all the Victory Points they have.

The green player loses 2 points, as both of their Trees are connected to Paths containing Fire Markers. Although the yellow player's Tree is connected to two Paths that both have a Fire Marker, they only lose one point because each Tree can only be penalized once per Fire Phase.



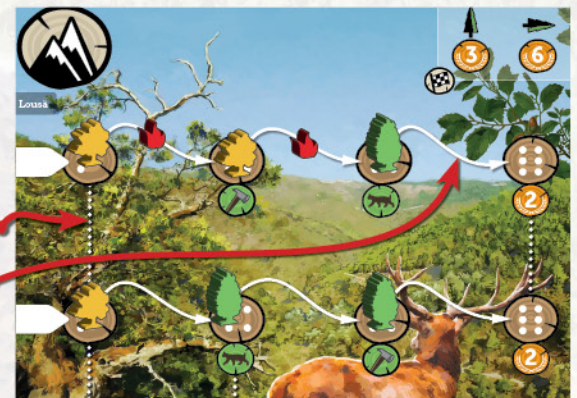
3 - Fire Spreading (only in Locations without a Fire Truck)

Fire spreads in all Locations that have Fire Markers and **NO** Fire Trucks. Fire spreads from all Paths that already have a Fire Marker. Add a Fire Marker to all adjacent connected Paths (see page 6) that **DO NOT** have a Fire Marker or Fire Break (see page 11). Paths that just received a Fire Marker on this step **DO NOT** continue to spread the Fire to additional Paths. Fire **DOES NOT** spread from one Forest Location to another.

There are 2 Fire Markers in this Location from the previous round.

There are no Fire Trucks in this Location.

Since the Fire Markers were not removed, the Fire will spread to the 2 connected Paths as indicated in the image. Place one Fire Marker on each of these Paths.

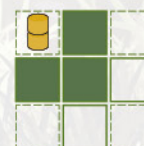


Rules to see if a Forest Location is in reach of your Watch Tower:

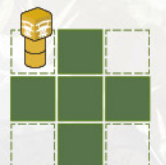
• If your Watch Tower has only one piece, the 2 Forest Locations that are orthogonally adjacent (horizontal and vertical) to your Watch Tower Location are within reach.



• If your Watch Tower has 2 pieces, the 2 Forest Locations that are orthogonally adjacent to your Watch Tower Location AND the center Forest Location in the 3x3 grid are within reach.



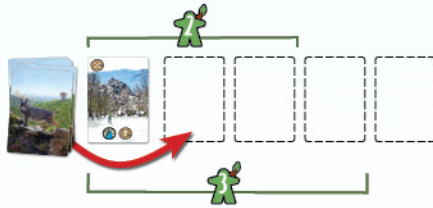
• If your Watch Tower has all 3 pieces, ALL Forest Locations are within reach.



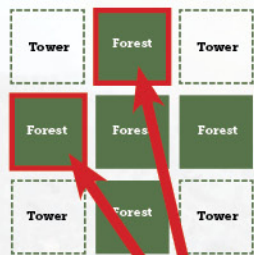
FLORESTA

4 - New Action Cards and New Fires Ignited

Replenish the face up Action Card row until it has a total of one card per player plus 1. The card that remained from the previous round should be closest to the Action Card deck.



From left to right, check each card to see if a new Fire is ignited. Fire Icons appear in the upper right corner of the Action Cards.



If this card appears, Fires may start in these 2 Forest Locations (red frame in image).

If at least one card shows a Fire Icon, new Fires may ignite in those **target Forest Locations** (this includes the card from the previous round). One or more new Fires may ignite per Fire Icon, and there may be multiple Action Cards with Fire Icons.

The **target Forest Location** affected by the new Fire is shown on the layout of the Fire Icon symbol in the upper-right corner of the Action Card. The Fire Icon symbol shows a grid like the one formed by the Forest Location Boards. A new Fire may start in each Location that shows a Fire Icon in the grid. This is why the orientation of the Action Card row with respect to the board is important! If no cards show a Fire Icon, there will be no new Fires this round.

Note: Fire Trucks do not prevent new Fires from starting. They only stop existing Fires from spreading.



From left to right, follow these steps for each card with a Fire Icon:

1 - The first player rolls the Fire Die.

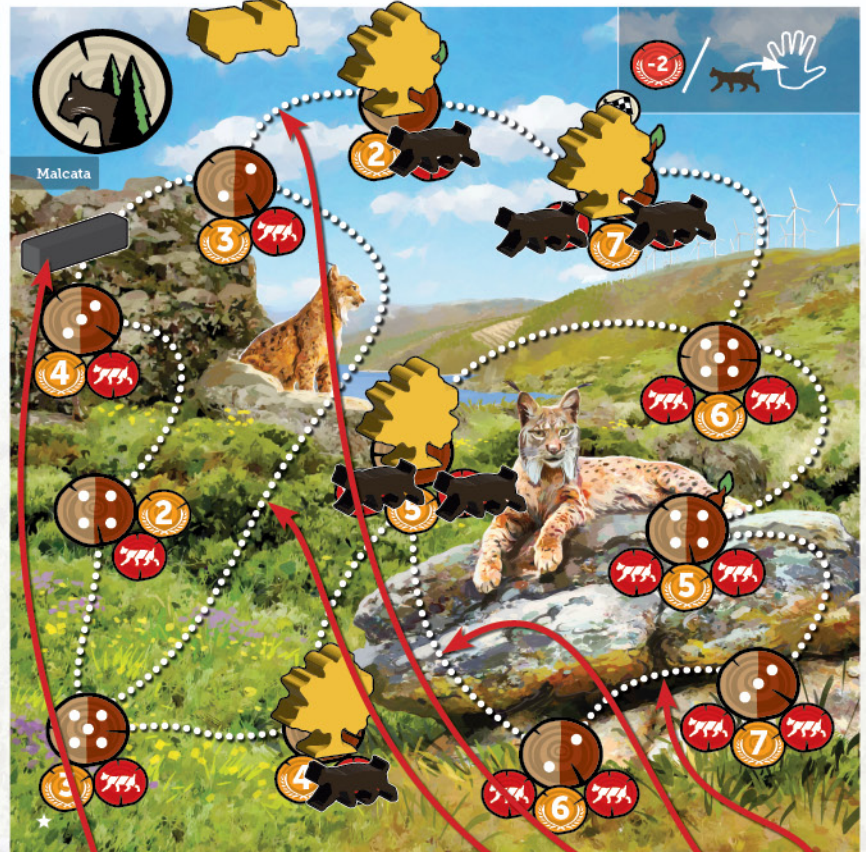
2 - A new Fire will ignite around all unoccupied spaces of the **target Forest Locations** that have the same value as the rolled die. Place Fire Markers in all connected empty Paths to those spaces (with no Fire Break or Fire Marker).

3 - If after completing step 2 any **target Forest Location** still has no Fire Markers, add 1 to the rolled die value and repeat step 2 for that Location only (if multiple **target Locations** still do not have at least one Fire Marker, use this new die value for all of them). Continue doing this (with 6 turning into 1 if necessary) until each **target Forest Location** has at least one Fire Marker. (If a **target Forest Location** has no unoccupied spaces you can skip this step).

The result of the die is a 6.



Since there are no Fire Markers in this target Location and all spaces with value 6 are occupied, we next look at spaces with value 1. These are also all occupied, so then we look at spaces with value 2. A Fire Marker is placed on each unoccupied Path connected to an unoccupied space of value 2.



Although this Path is connected to an unoccupied space with value 2, it will not receive any Fire because it has a Fire Break (see page 11).

New Fire Markers must be placed in these 4 paths.

END OF THE ROUND

After the Fire Phase ends, follow these steps to end the round:

1. The First Player Card passes to the next player clockwise.



2.

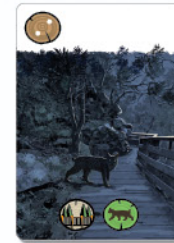
At the end of the round, the game ends if one or more players have no Trees remaining in their supply (see page 19). **Note:** In the final round, only the first two steps of the Fire Phase (Fire Truck Action + Fire Penalty) are mandatory. Players can ignore the remaining steps of the final Fire Phase.

If all players have at least one Tree in their supply, a new round starts with the new First Player taking their turn. (see page 6)

AXE TOKEN MODIFIER

When you use an Action Card to place a Watch Tower piece or a Tree, you can spend one or more of your Axe Tokens (returning it to the supply) to change the value of your card.

For each Axe Token you spend you can increase or decrease the value of your Action Card by one. This will allow you to place a Tree or Watch Tower piece on a space with a different value from what is printed on the card. Axe Tokens can be used to change a one to a 6 and vice-versa.



For example, if this player chooses to use 2 Axe Tokens, they can change the value of this beige Action Card to 4 or 6.

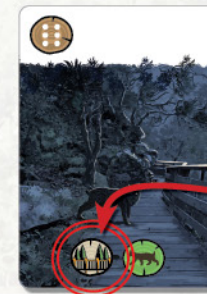
SPECIAL ACTIONS FROM THE ACTION CARDS

All Action Cards have a Special Action at the bottom.

Certain Special Actions require the card to be played in a specific Location (as indicated by the Location Icon) in order to use the Special Action. You can play these cards in any Location but if the card is not played to the indicated Location, you cannot use the Special Action.

All applicable effects are mandatory. For example, you MUST take a Lynx if you place a Tree in the Forest Location depicted by the Location Icon on this card.

The Special Action Icons are explained below:



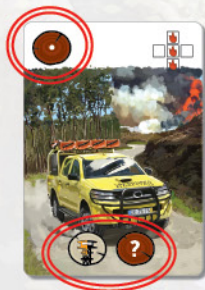
You only benefit from this Special Action if you play this card in the Location indicated by the Location Icon at the bottom of the card.

Wilds:



If you are placing a Watch Tower piece or Tree in the Location depicted by the Location Icon, that card's value is Wild and can be used to place a Watch Tower piece or a Tree on any value in that Location, ignoring the value on the card.

The color of the space still needs to match the color of the Action Card you are playing; only the value is wild.



This Action Card must be used in a dark red space with a value of one, but the Special Action of this card allows the yellow player to use it in the matching Watch Tower Location, even though it has a value of 3.

Lynx:



If you place a Tree in the Location depicted by the card, you MUST immediately take a Lynx from the supply and place it in front of you.



If you use this Action Card in this Location, after placing a Tree you take one Lynx from the supply and place it in front of you.



The Iberian Lynx is considered one of the most endangered cats in the world. Thanks to conservation efforts in Spain and Portugal the population has rebounded from approximately 100 adults in the wild to more than 1600 based on a 2022 census.



SPECIAL ACTIONS FROM THE ACTION CARDS

> continued <

x2 token:



If you place a Tree in the Location depicted by the card, place an x2 Token in the space first (following the usual Tree placement rules), then place the Tree on top of that token.

This space now counts as 2 Trees for gaining Victory Points or Camping Tokens (see page 15), as well as for Tree majority scoring.

During the Fire Phase any Tree with an x2 Token receives a double penalty! The player whose Tree is on this token loses 2 Victory Points instead of one. Follow the normal Fire Penalty rules otherwise.

Note: x2 Tokens can **ONLY** be placed in Locations matching the Location icon on the Action Card.

The green player plays an Action Card with an x2 Special Action. They place an x2 Token, then place their Tree on top of it. They immediately receive 2 Victory Points, 2 Tent Tokens and 2 Motorhome Tokens.



Creating a Fire Break:



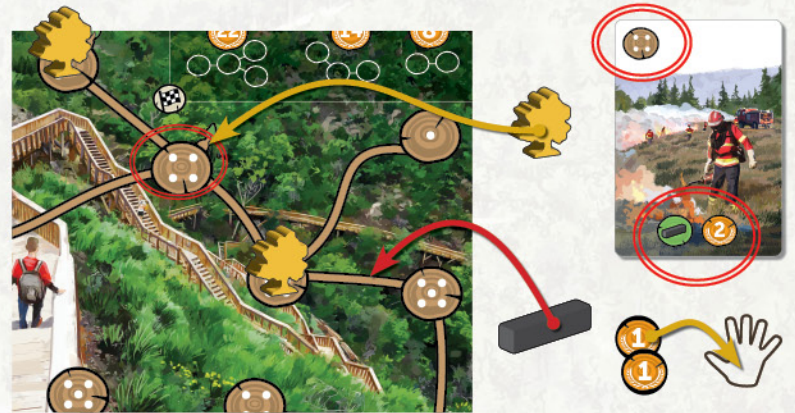
If you place a Tree in a Forest Location using a card with this icon, you may immediately place a Fire Break from the supply **anywhere in that Forest Location**. Place the Fire Break over a Path that does not already have a Fire Break or a Fire Marker. Fire cannot cross a Fire Break (see steps 3 and 4 of the Fire Phase on pages 8-9).

Additionally, receive 2 Victory Points from the supply as shown on the Action Card.

Important: You cannot place a Fire Break on a Path that already has a Fire Marker.

If all Paths in the Location already have Fire Markers and/or Fire Breaks, you cannot place a Fire Break and do not earn 2 Victory Points.

Note: If you use this card in a Watch Tower Location, you forfeit this Special Action (do not place a Fire Break and do not earn 2 Victory Points).



The yellow player played the 4-value beige Action Card. They place one of their Trees on an appropriate space. The yellow player takes 2 Victory Points and places a Fire Break on a Path that does not currently have a Fire Break or Fire Marker.

Fire Fighter:



If you place a Tree in a Forest Location with Fire Markers in it, you **MUST** remove 1-3 Fire Markers on connected Paths in that Location.

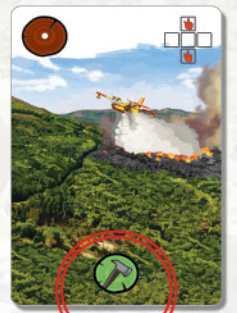
Receive one Victory Point for each Fire Marker removed.



Axe Token:



After you place a Watch Tower piece or a Tree, take an Axe Token from the supply. (See Axe Token Modifier, page 10).



FLORESTA

Pages 12-18 describe the various Location Boards and their powers. We recommend only familiarizing yourself with the rules for the Locations you are using this game.



WATCH TOWER LOCATIONS

The rules for Tower Locations and how to determine if a Forest Location is in reach of your Tower are on pages 7-8. The player must have at least one Watch Tower piece in a Watch Tower Location in order to use its power.

You may only claim one Watch Tower Location Board during a game, and you cannot claim an already occupied Watch Tower Location Board.

IMPORTANT: The Power of each Watch Tower ONLY affects Forest Locations within reach of that Watch Tower (see page 8). Watch Tower Powers never affect Watch Tower Locations.



You will score Victory Points for your Watch Tower Location Board at the end of the game (see page 19). The illustration at the top right of each Board shows how many Victory Points your Watch Tower is worth with 1, 2, or 3 Tower pieces.

São Matias

When the Fire Truck is used during the Fire Phase (page 8), this Power allows you to take one extra connected Fire Marker, for a total of 3. If you remove a third Fire Marker, you also gain one additional Victory Point, for a total of 3.



Chiqueiro

When you use a card with the

Creating a Fire Break Special Action (page 11) in a Forest Location within reach of this Watch Tower, this Power allows you to **place a Fire Break on a Path with a Fire Marker**. Remove the Fire Marker and the player receives one additional Victory Point.



Talhadas

When placing a Tree in a Forest Location within reach of this Watch Tower, this Power gives you one virtual Axe Token for free. You can use this virtual Axe Token on its own or in combination with your supply of physical Axe Tokens to increase or decrease the value of the Action Card you are using.



Pedra do Vento

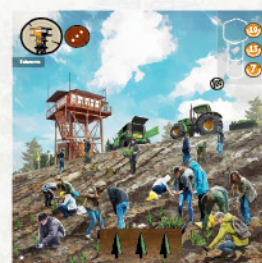
When placing a Tree in a Forest Location within reach of this Watch Tower, this Power allows you to treat the color of your Action Card as either color. This can be used in combination with the Wild Special Action (see page 10) to change both the color and value of an Action Card.



Belmonte

The Power of this Watch Tower allows you to reserve bonus Trees on this Location when you earn them instead of having to place them immediately. Once you have reserved one or more bonus Trees here, you may place them in a Forest Location on any future turn (not another player's turn, Fire Phase, or the end of the game) following the rules for placing bonus Trees. These Trees must be placed in a Forest Location **within reach of this Watch Tower**.

You may still place bonus Trees as usual instead of reserving them here.



Machoca

When you use a card with the **Lynx Special**

Action (page 10) in a Forest Location within reach of this Watch Tower, this Power allows you to gain a Lynx while ignoring the Location shown on the card. Note: if you play the card in the Location indicated by the card, you do **NOT** receive a second Lynx.



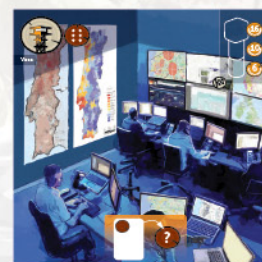
Balocas

This Watch Tower does not have a special Power. Instead you will score more points per Tower piece placed at the end of the game (8/14/20 for 1/2/3 Tower pieces).



Viseu

This Power allows you to treat all dark red Action Cards played in a Forest Location within reach of this Tower as though their value is Wild.





FOREST LOCATIONS

Rules for placing a Tree on a Forest Location are found on page 6. This section explains the special rules of each Forest Location in detail.

Mondego

The Mondego River is the largest river originating in Portugal. Its upper stretch boasts excellent water quality, supporting thriving aquatic wildlife communities. Along both banks, lush vegetation flourishes, with well-developed tree and shrub layers. Visitors can explore this pristine river through boardwalks in the UNESCO-recognized Geopark Estrela, experiencing breathtaking landscapes, scenic vistas, bridges, and suspended walkways that leave hikers in awe.

- Any unoccupied space is valid when placing a Tree in this Location.

- You can score multiple sets of connected spaces as long as they are not connected to each other.



- At the end of the game:
 - Score 8 Victory Points for having exactly 2 connected spaces you control.
 - Score 14 Victory points for having exactly 3 connected spaces you control.
 - Score 22 Victory points for having 4 or more connected spaces you control.

At the end of the game, the yellow player scores 22 Victory Points, the gray player scores 16 Victory Points (8+8) and both green and brown score zero Victory Points.



Orvalho

Nestled within the Serra do Moradal, this region is characterized by lush forests and meandering streams. Its highlights include the Cascata da Fraga de Água d'Alta and Lagoa das Lontras, accessible via the Passadiços do Orvalho. With remarkable biodiversity, it preserves remnants of the ancient Laurissilva forests that once blanketed southwestern Europe. Safeguarding the diverse forest canopy is crucial for preventing wildfires and maintaining the area's natural splendor.

- Any unoccupied space is valid when placing a Tree in this Location, but you CANNOT take control of 2 connected spaces.

- Spaces you control that have exactly one space you don't control between them are considered a set during final scoring.

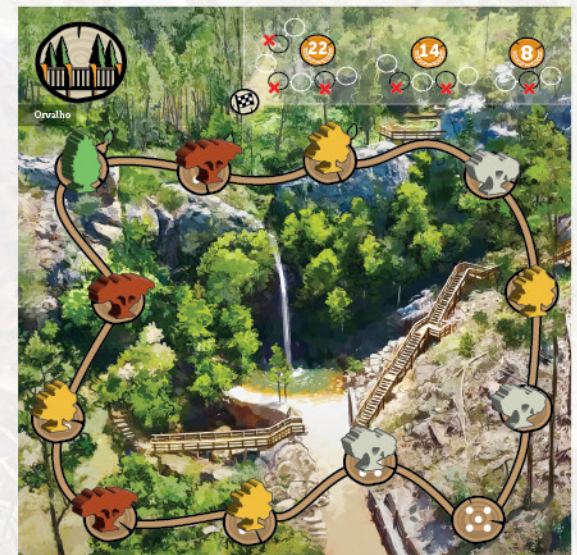
- Score 22 Victory Points if you have a set of 4 or more spaces.

- You can score multiple sets of spaces if they are separated by at least 2 spaces.



- At the end of the game:
 - Score 8 Victory Points if you control a set of exactly 2 spaces.
 - Score 14 Victory Points if you have a set of exactly 3 spaces.

At the end of the game, the yellow player scores 16 Victory Points (8+8), brown and gray each score 14 Victory Points and green scores zero.





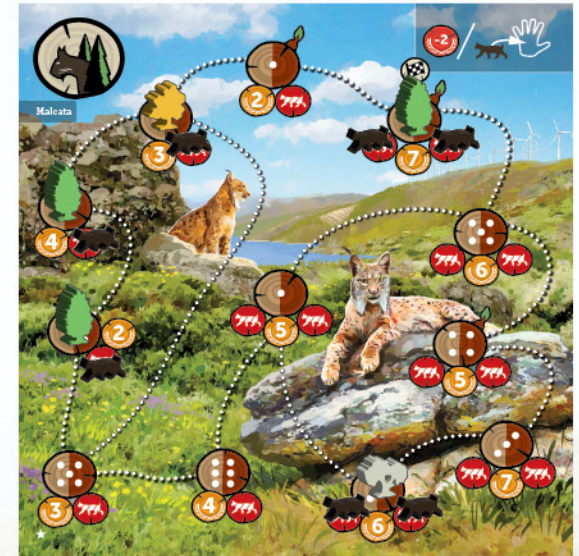
Malcata

"Save the Lynx and Malcata" campaign is etched in Portugal's conservation history. This endangered feline, endemic to the Iberian Peninsula, captivates with its smaller size and distinctive tuft of black fur atop triangular ears. While the last wild sighting in Malcata dates to the 1990s, plans for future reintroduction sparks hope, creating a possible haven for conservation dedicated to the preservation of the Iberian Lynx and its habitat.

- Any unoccupied space is valid when placing a Tree in this Location, but you can only place a Tree on a space if you are able to place the printed number of Lynx next to the Tree you are placing (icons below the space show if one or 2 Lynx are required).
- After placing the Tree and Lynx, immediately score the number of Victory Points indicated under the space.
- At the end of the game, a penalty of -2 Victory Points is imposed for each Lynx piece you have in front of you (not placed in a Location).

At the end of the game the yellow player has two Lynx in front of them, so they lose 4 Victory Points.

The brown player loses 2 Victory points because they have a Lynx in front of them.



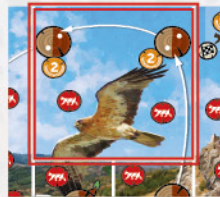
The icon with the red background shows where you must place your Lynx piece. It is NOT a "gain a Lynx" icon.



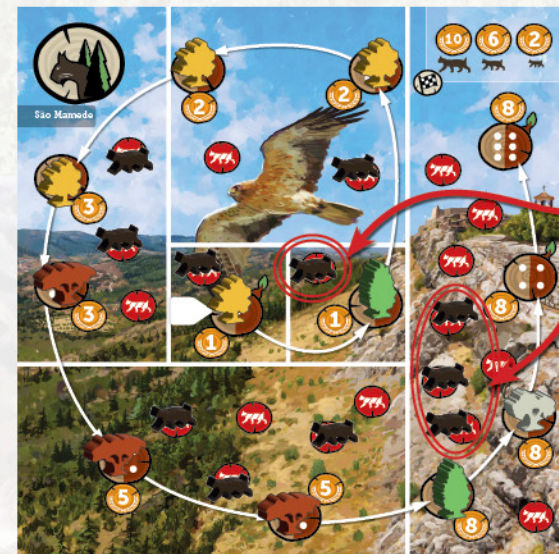
São Mamede

Once home to the Iberian Lynx in Portugal, a recent census records no resident Lynx in this mountain range. However, the protected area of Parque Natural da Serra de São Mamede is a potential candidate for future reintroduction efforts, offering hope for the return of the Iberian Lynx to its natural habitat.

- The spaces in this Location must be occupied in order, starting with the space indicated by the large white arrow. After that, follow the direction of the arrows to the next unoccupied space when placing a Tree.
- Each space controlled by a Tree of your color immediately scores the Victory Points indicated next to the space.
- The board is divided into different square/rectangle Zones. When you place a Tree in a zone, **you MAY also choose to place a number of Lynx from your supply, in the same zone, but each Lynx icon in that zone can only have one Lynx over it.** The number of Lynx placed is up to the player (you can choose to place zero Lynx, and you may be unable to place a Lynx if all Lynx icons in that Zone are full).
- Each Tree controls all the Lynx in that Zone, **so multiple players can control the Lynx in one Zone.** However, each Lynx cannot be controlled by the same player twice.



One of the Zones of this Location.



The brown player controls 5 Lynx.

Yellow controls 4 Lynx (the Lynx in the zone where yellow has two Trees only counts once).

Green controls 4 Lynx.

Gray controls 3 Lynx. Therefore the brown player scores 10 Victory points, yellow and green score 6 Victory points each and the gray player does not score because yellow and green are tied for second.

- At the end of the game, score 10 points for having control over the most Lynx, 6 for the second most, and 2 for third. You must control at least one Lynx in order to score points.
- If two players tie for the number of controlled Lynx, both players receive the total points indicated by that level of points and no other players score the next lower level of points.
- If three or more players tie, all tied players receive the total points indicated by that level of points and no other players score the next lower levels of points.

FLORESTA



Margaracha

A rare testament to spontaneous mountain vegetation, Mata da Margaracha thrives within Serra do Açor. This Biogenetic Reserve safeguards the last stronghold of Central Portugal's original landscape. After devastating wildfires, community-led reforestation efforts aim to create a protective belt of deciduous trees, preventing future disasters.

• Spaces in this Location **must be occupied in order**, starting with the spaces pointed to by one of the 4 large white arrows. After that, follow the direction of the arrows to place a Tree in the next unoccupied space.



• Each space controlled by a Tree of your color immediately scores the Victory Points indicated next to the space.

• If you take the x2 Token Special Action in this Location, double the amount of Victory Points you immediately receive and count that space as 2 Trees for the end game majority scoring described below.



• At the end of the game:

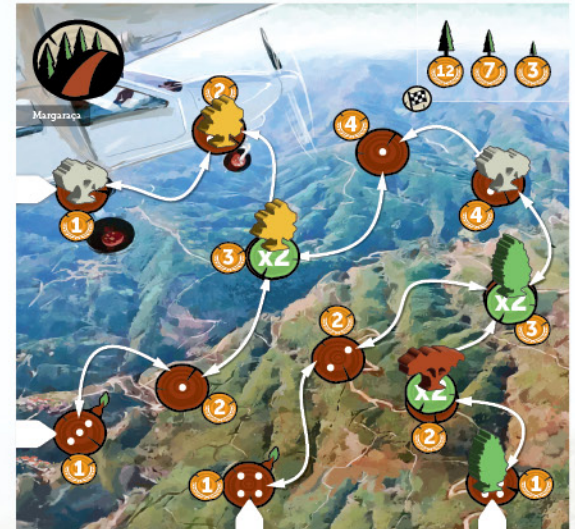
- The player with the most Trees in this Location scores 12 Victory Points.

- The player with the second most Trees in this Location scores 7 Victory Points.

- The player with the third most Trees in this Location scores 3 Victory Points.
You must have at least one Tree in this Location to score the end of game Victory Points.

• If two players tie for the number of controlled Trees, both players receive the total points indicated by that level of points and no other players score the next lower level of points.

• If three or more players tie, all tied players receive the total points indicated by that level of points and no other players score the next lower levels of points.



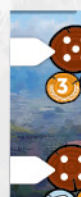
At the end of the game the yellow and green players tie for most Trees (both have 3 Trees) so they each score 12 Victory Points. The 7 Victory Points for second place are not scored. The brown and gray players tie for third place and each score 3 Victory Points.



Gardunha

Amidst its human-shaped landscape, Serra da Gardunha reveals remarkable biodiversity. Once renowned for thriving chestnut orchards, disease and wildfires inflicted significant damage. Despite recent reforestation efforts, the groves remain in recovery. Annual events beckon nature enthusiasts, while camping and glamping have become popular ways to immerse oneself in the embrace of this natural haven, where cherry trees and pine forests dominate.

• Spaces in this Location **must be occupied in order**, starting with one of the 4 spaces pointed to by the large white arrows. After that, follow the direction of the arrows to place a Tree in the next unoccupied space.



• Each space controlled by a Tree of your color immediately scores the Victory Points and earns the Camping Token(s) indicated next to the space.

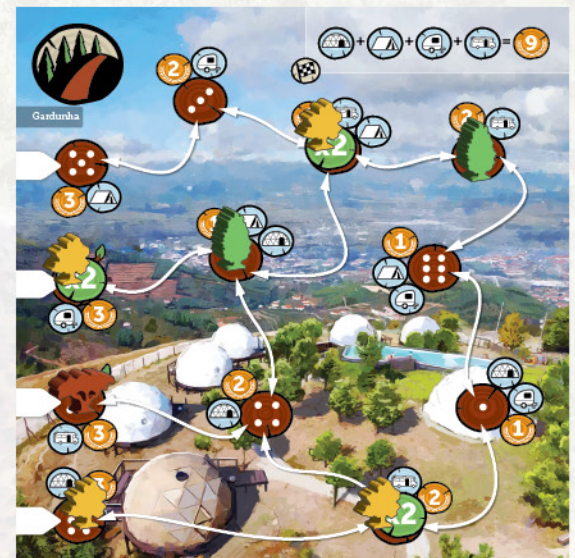
• If you take the x2 Token Special Action in this Location, double the amount of Victory Points and Camping Tokens you immediately receive.



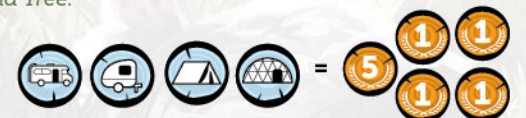
• At the end of the game, you receive 9 Victory Points for each set of 4 different Camping Tokens you have (a set is one Igloo, one Tent, one Trailer, and one Motorhome).



Note: All unused Camping Tokens (that don't complete a set), will score one Victory Point at the end of the game.



In this example the yellow player received these Camping Tokens during the game and will score 14 Victory points at the end of the game. Note that 3 of yellow's trees have an x2 Token under them, so the player gained double the tokens for them when they placed the x2 Token and Tree.



FLORESTA



Estrela

A majestic mountain range where unique species thrive at varying elevations. Several reforestations' campaigns aim to preserve its Biogenetic Reserve status and safeguard its natural diversity.

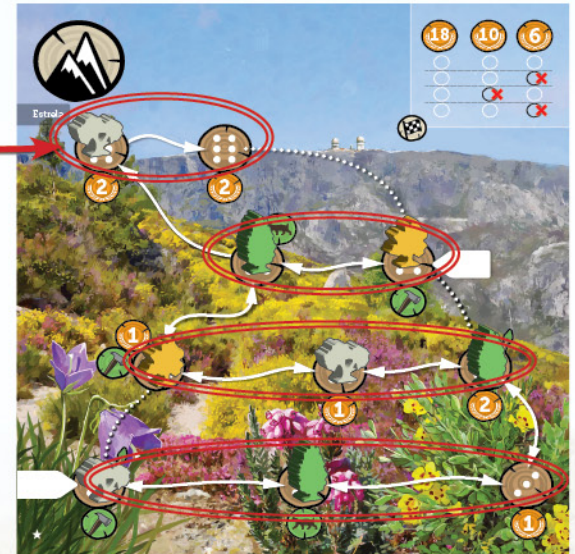
- There are 4 different horizontal rows with spaces to place Trees.
- Spaces must be occupied in order, starting with one of the 2 spaces pointed to by the large white arrows. After that, follow the direction of the arrows to place a Tree in the next unoccupied space (the dotted lines are ONLY used for Fire spreading). **You can only place one of your Trees per row.**
- Each space controlled by a Tree of your color immediately scores the Victory Points indicated next to the space. It may also immediately grant a Lynx or Axe Token as indicated next to the space.

If you place a Tree in this space, immediately gain one Axe Token and one Victory Point.



- At the end of the game:

- Gain 18 Victory Points if you have a Tree in all 4 rows.
- Gain 10 Victory Points if you have a Tree in any 3 rows.
- Gain 6 Victory Points if you have a Tree in any 2 rows.



In this example the green and gray players each score 10 Victory Points (they each have a Tree in 3 rows). The yellow player receives 6 Victory Points for having a Tree in 2 rows. Brown receives zero Victory Points because they have no trees in this Location.



Lousã

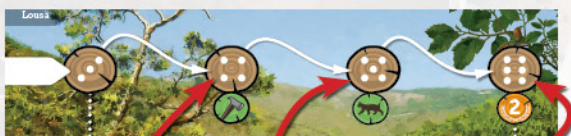
Where cultural heritage merges with the renowned Aldeias do Xisto, amidst nature's breathtaking beauty. Logging shapes this location, presenting challenges such as wildfires due to extensive tree monoculture.

- Spaces must be occupied in order, starting with the spaces pointed to by one (1) of the three large white arrows. After that, follow the direction of the arrows to place a Tree in the next unoccupied space (the dotted lines are ONLY used for Fire spreading).
- Each space controlled by a Tree of your color immediately scores any Victory Points indicated next to the space. It may instead immediately give a Lynx or Axe Token as indicated next to the space.
- This Location allows you to harvest planted Trees to score points at the end of the game. When placing a Tree in the second column (spaces with value 4),



you may decide to harvest **ALL** the standing Trees from the first column (all Trees from all players that are currently in spaces with value 3). You represent this by laying the standing Trees down on the same space(s) (the space(s) remain occupied).

- Similarly when placing a Tree in the third column (spaces with value 5) you may decide to harvest all Trees from all players in **ONLY** the second column (spaces with value 4), or when placing a Tree in the fourth column (spaces with value 6) you may decide to harvest all Trees from all players **ONLY** in the third column (spaces with value 5).
- Trees in the fourth column (spaces with value 6) are never harvested.



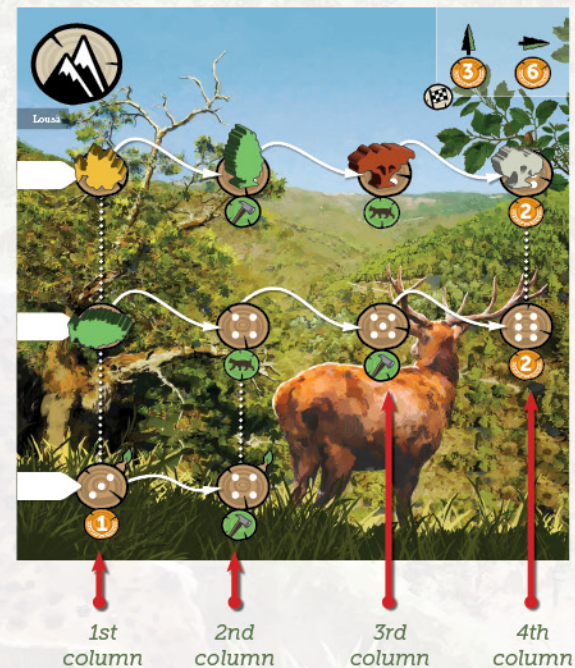
If you place a Tree here, you immediately receive one Axe token.

If you place a Tree here, you immediately receive one Lynx.

If you place a Tree here, you immediately receive 2 Victory Points.



- At the end of the game each player scores 3 Victory Points for each of their own standing Trees and 6 Victory Points for each of their own harvested (laid down) Trees.



At the end of the game the green player scores 9 Victory Points (6 from the harvested tree and 3 for the still standing tree). Yellow receives 6 Victory Points (the green player harvested the yellow Tree when they placed a Tree in the second column). The gray and brown players score 3 Victory Points each.

FLORESTA

Sabugal

The Forest Nursery near the Sabugal dam, focuses on producing native plants for sustainable and diverse forests. It aims to enhance floral diversity for planting in the Serra da Malcata Natural Reserve and surrounding mountain ranges like Serra da Estrela, Gardunha, Açor, and Lousã. Seeds from these areas are used, and the resulting plants are returned for reforestation efforts.

- Trees may be placed in any unoccupied space on this Location.

- When you place a Tree in an unoccupied space in this Location, you may **transplant** (move) one of your Trees that is already placed in this Location. Move that Tree to the Forest Location indicated by the column the transplanted Tree was in.

- If you choose to do this, the transplanted Tree can be placed in an unoccupied space of that Location with any number or color. You still have to follow the other rules and restrictions regarding the placement of that Tree piece in that Location.

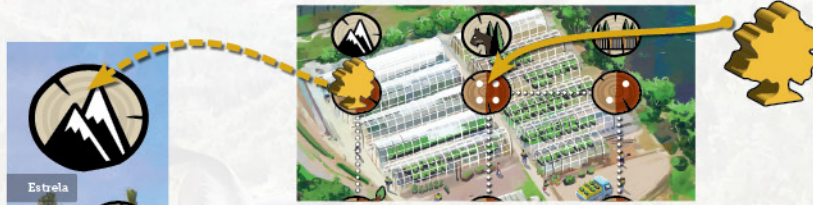
Note: if applicable, you must use the Action Card's Special Power BEFORE transplanting a Tree.

- At the end of the game, players will score 3 Victory Points for **each row** and 2 Victory Points for **each column** where they have most Tree pieces.

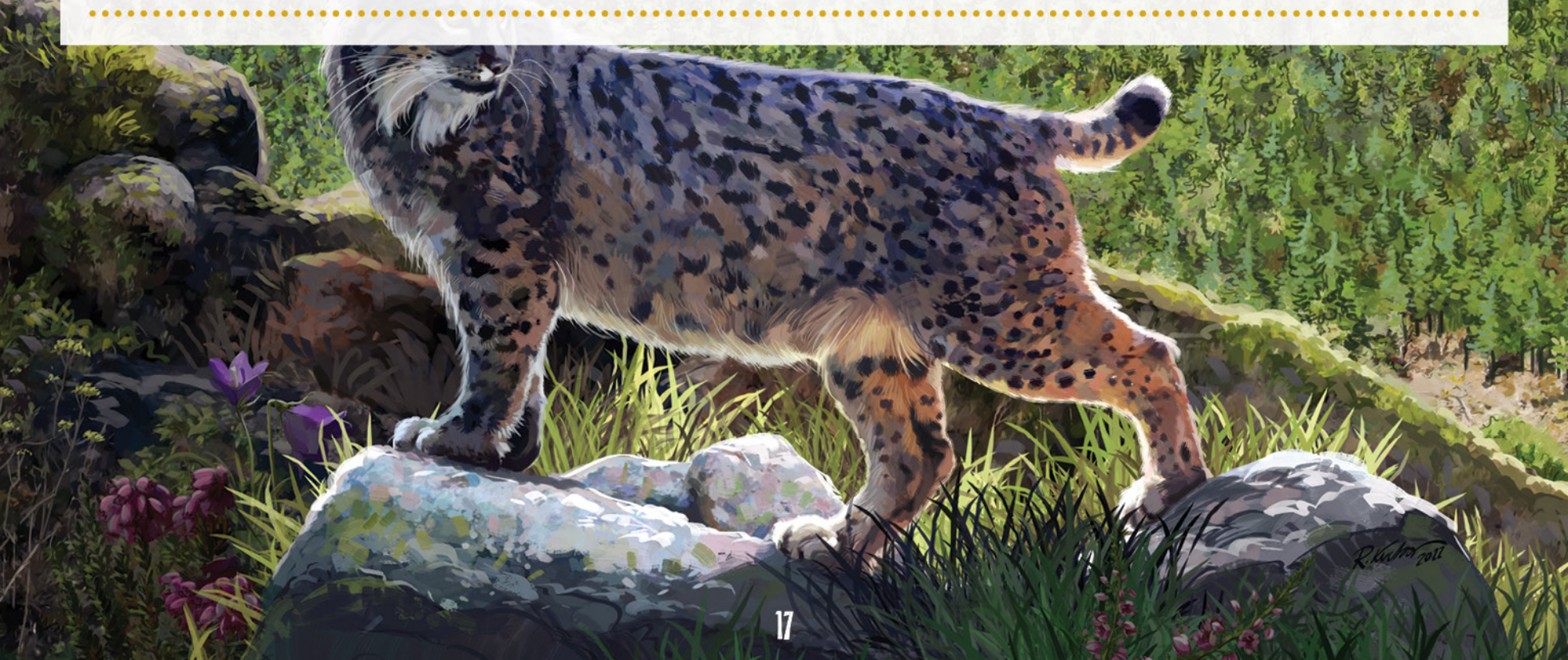
In the case of a tie for most Trees in a row or column, all the tied players receive the 3 Victory Points for that row or 2 Victory Points for that column.



At the end of the game players will score as follows:
 Top row: gray and yellow players score 3 Victory Points each since they both have 2 Trees in that row.
 Middle row: brown scores 3 Victory Points.
 Bottom row: yellow scores 3 Victory Points.
 First column: gray scores 2 Victory Points since they have the most Trees in that column.
 Second column: yellow scores 2 Victory Points.
 Third column: yellow and brown score 2 Victory Points each.
 Fourth column: grey and brown score 2 Victory Points each.



The yellow player placed a Tree in space 4. They transplant a Tree that they previously placed in this Location to Estrela, as indicated by the column's symbol.



FLORESTA

Espinhhal

A verdant haven of absolute tranquility, this welcoming environment is home to renowned attractions such as the Cascata da Pedra da Ferida and the natural pools of Louçainha. It offers a range of activities, including mountain biking, hiking trails, tree climbing, and wildlife and flora observation, providing ample opportunities for outdoor enthusiasts to immerse themselves in the beauty of nature.

- This Location is split into 4 different Zones. 
- Each Zone **represents an expansion** of the spaces in the other 4 Forest Locations in play. Each Zone in this Location will have a matching symbol (inside the large white arrows) to one of the other 4 Forest Locations in play.
- The only Special Action with a Location restriction that applies when placing Trees in this Location are the ones with the Espinhhal symbol. Ignore the other Zone symbols here for the purposes of Special Actions.
- Spaces **must be occupied in order**, starting with the spaces pointed to by the 4 large white arrows. After that, follow the direction of the arrows to place a Tree in the next unoccupied space.
- Each space controlled by a Tree of your color immediately scores the Victory Points indicated next to the space.
- It may also immediately give Camping Token as indicated next to the space.

- At the end of the game, if this Location is in play, it is always scored **FIRST**.

- If you have at least one Tree in each Zone in this Location you score 10 Victory Points.
- If you have at least one Tree in 3 Zones in this Location you score 5 Victory Points.
- If you have at least one Tree in 2 Zones in this Location you score 2 Victory Points.
- After scoring this Location, the players may move their Trees placed in each Zone to the corresponding Forest Location Boards (matching symbol), following these rules:

A) The Zones in this Location are resolved from bottom to top. Trees are moved following the order of the Tree placement in each Zone (follow the direction of the arrows). The first Tree in that Zone is the first to be moved to the corresponding Location, followed by the second and third Tree if they were placed. After finishing one Zone, repeat this process with the remaining Zones from bottom to top.

B) You can only move a Tree to the corresponding Forest Location if there is an unoccupied space available to move it to. The Tree can be placed in any unoccupied space with any value and color, but you still need to follow the other rules and restrictions regarding the placement of a Tree in that Location. For example: placing a Lynx if necessary, following the order of the arrows, or gaining the bonuses of the corresponding Location. If a Tree in Espinhhal has an attached Lynx, place it together with that Tree if possible. Otherwise add the Lynx to your personal supply. **No bonus Trees (page 7) may be placed as a result of moving Trees from Espinhhal.**

C) If there is no unoccupied space to move the Tree to by following the placement rules, instead leave the Tree where it is in Espinhhal.

At the end of the game, the brown player will score 10 Victory Points, because they were able to place one Tree in each Zone, scoring the maximum points for this Forest Location. Green scores 2 Victory Points for having a Tree in 2 Zones. Yellow and gray score zero Victory Points.

At the end of the game, the Zones in this Location are resolved in this order:



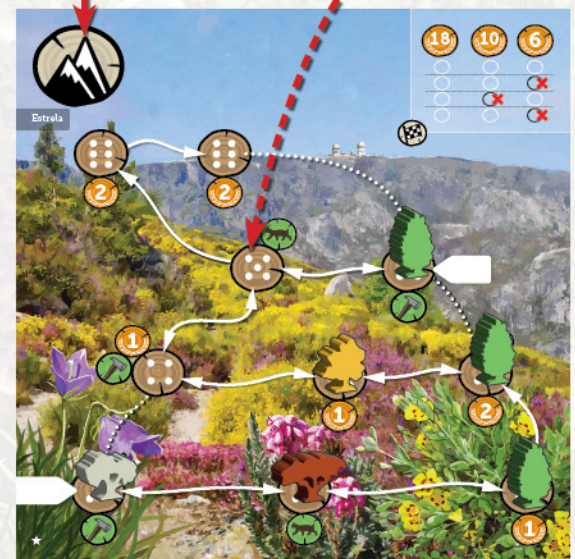
The icon with the red background shows where you must place your Lynx piece. It is **NOT** a "gain a Lynx" icon.



In this example, this must be the first Zone where players move their Trees because it is the bottom Zone in Espinhhal.

Because you cannot have more than one Tree on each level in the target Zone (Estrela) and have to follow the order of the solid line arrows, the green player cannot move their Tree.

The brown player will be next to move. They place their tree in one of the connected unoccupied spaces (beige with value 5). They immediately gain a Lynx that they may still use.



FLORESTA

END OF THE GAME

As soon as one player has no Trees left in their supply, the current round will be played until it ends.

When the last round is finished players will receive additional Victory Points according to these rules:



- Gain Victory Points for each Location - see the upper right corner in each **Forest Location** and **Watch Tower Location**. (See pages 12-18 for how to score each Location).



In a 2 or 3 player game non-player color Trees are ignored for all scoring proposes.

- If Espinhal is in play, it must be the first Location scored.

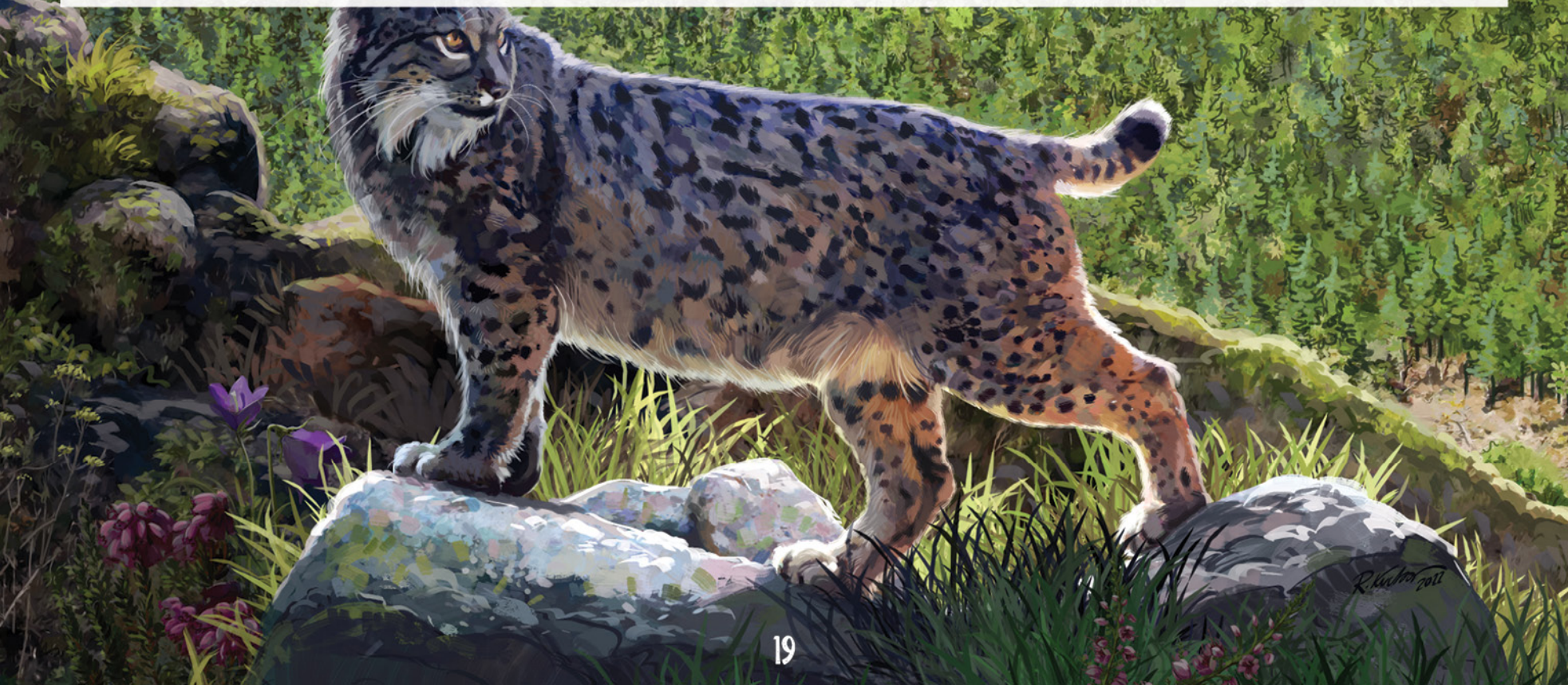


- Players gain one Victory Point for each unused Axe and Camping Token in their possession.



- Finally, add up all the Victory Points in their possession. The player with the most Victory Points wins the game.

If there is a tie, the tied player who scored the most Victory Points in their Watch Tower Location is the winner. If there is still a tie, the tied players share the victory.





A new round begins starting with the first player.

1 On your turn, play one Action Card from your hand and then:



2

Place a Tree on a Forest Location



Page 6

OR

Place a Watch Tower piece on a Watch Tower Location



Page 7

OR

Discard the Card and remove a Tree

Discard the Action Card you played this turn and return one of the Trees from your supply to the game box. Receive one Victory Point. Ignore any Special Actions on the discarded Action Card.



Page 7

3

Check Bonus Trees



If you meet any of the following conditions, you MUST immediately place a bonus Tree.



OR

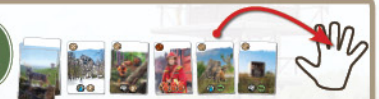


OR



Page 7

4



At the end of their turn, the active player selects one Action Card from the face up row of Action Cards and adds it to their hand. Then play passes to the player on their left. After all players have taken a turn, the **Fire Phase** begins.

Page 7

Fire Phase Page 8

5

1 - Fire Truck Action

Stay in a Forest Location with Fire Markers or move to one with Fire Markers within reach of your Watch Tower. Remove one or 2 Fire Markers on connected Paths and gain one Victory Point per marker removed.



2 - Fire Penalty

Each player loses one Victory Point for each Tree adjacent to a Fire Marker. Note: if a Tree is over an x2 Token, it has a double penalty.



3 - Fire spreads to adjacent connected Paths without a Fire Break or Fire Marker. **Only if there are NO Fire Trucks in that Location.**



4 - Replenish the Action Card row and new Fires Ignite

Flip new Action Cards equal to the number of players plus one.



Check for new Fires. (page 9)

6

The round ends after the Fire Phase.

The First Player Card passes to the next player clockwise and a new round begins.

If at the end of the round at least one player has no Trees in their supply, proceed to the end of the game.

Only the first 2 steps of the Fire Phase are mandatory in the final round (Fire Truck Action + Fire Penalty).

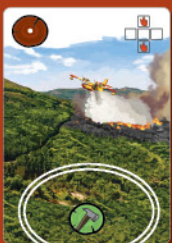
Page 9

AXE TOKEN MODIFIER

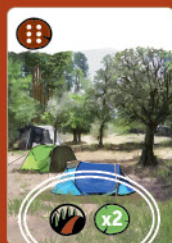


Axe:

Use one or more Axe Token(s) to change the value of your card +1 or -1 per Axe Token spent. Page 10



Receive an Axe Token: You gain an Axe Token from the supply.



x2 Token:

If you place a Tree in the Forest Location depicted by the Special Action, place an x2 Token in the unoccupied space and place your Tree on top of that token.



Lynx:

If you place a Tree in the Location depicted by the Special Action, you MUST immediately gain a Lynx.



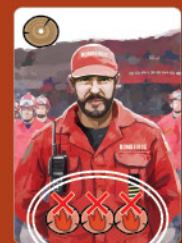
Wilds:

If you place a Tree/Watch Tower piece in the Location depicted by the Special Action, that card's value can be any number 1-6 (ignore the value on the card).



Create a Fire Break:

Immediately place a Fire Break from the supply into the Forest Location where you placed your Tree and gain 2 Victory Points from the supply.



Fire Fighter:

The player MUST remove 1-3 connected Fire Markers from the Location where they placed their Tree if Fire Markers are present. Receive one Victory point for each marker removed.



SPECIAL ACTIONS FROM THE ACTION CARDS Page 10-11