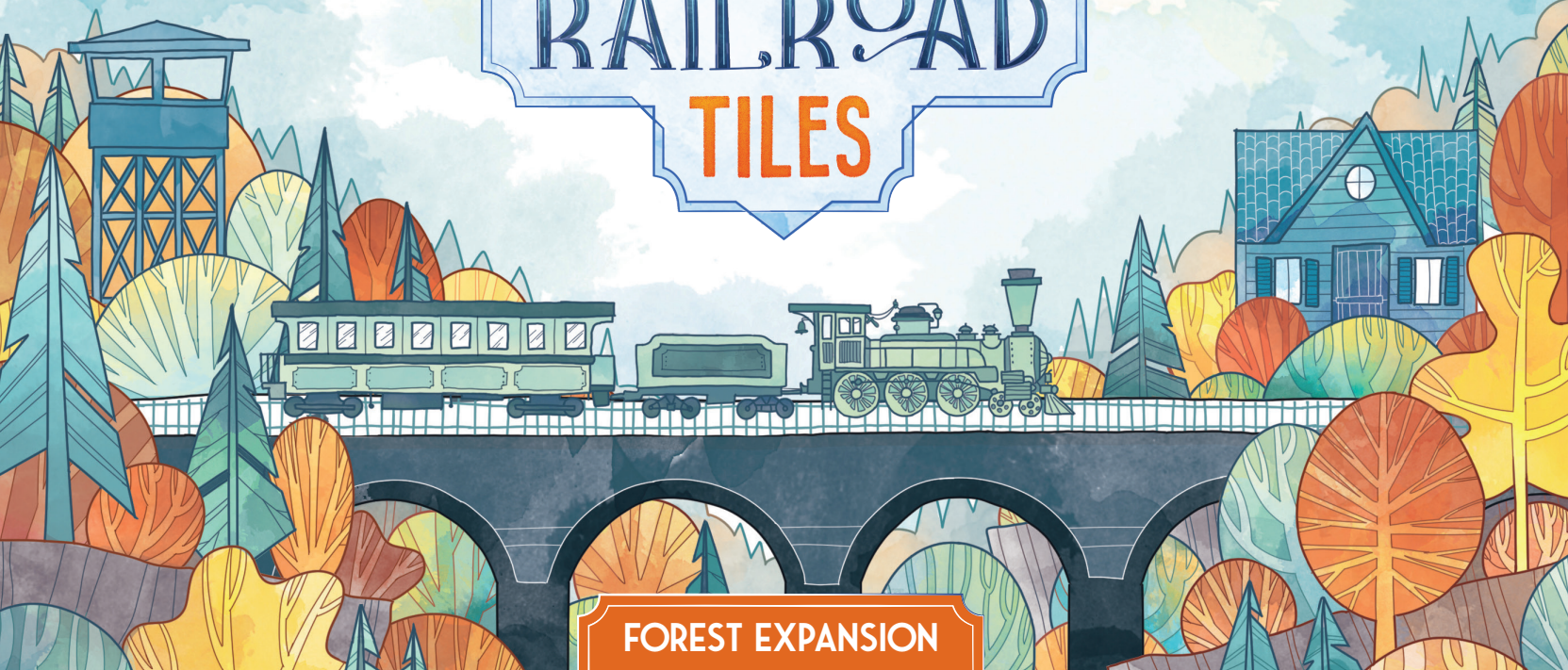
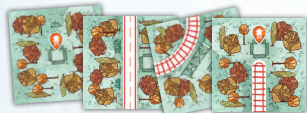


RAILROAD TILES



FOREST EXPANSION

COMPONENTS



42 FOREST ROUTE TILES



12 FOREST
OBJECTIVE TILES



3 LOOKOUT TOWER
PLACEMENT TOKENS



18 LOOKOUT
TOWER PAWNS



1 BAG

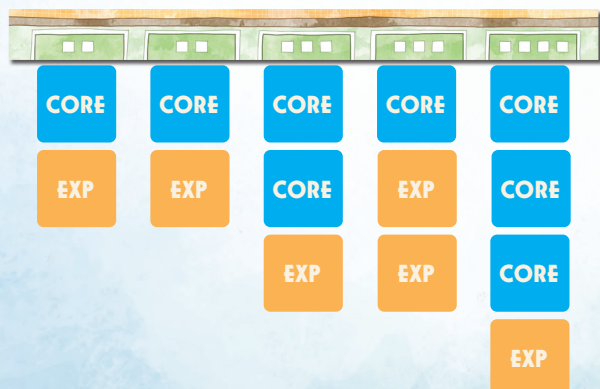
ADDITIONAL SETUP

- Shuffle all the **Forest Route tiles** inside the Expansion bag.
- Add the **Lookout Tower pawns** to the general pool of pawns.
- Remove the 3 Placement tokens with Car, Train, and Traveler (the ones without the Objective flag) from the game, and add the **3 Lookout Tower Placement tokens** in their place. Shuffle them with the other Placement tokens before you create the stack on the Clock space of the Station board.

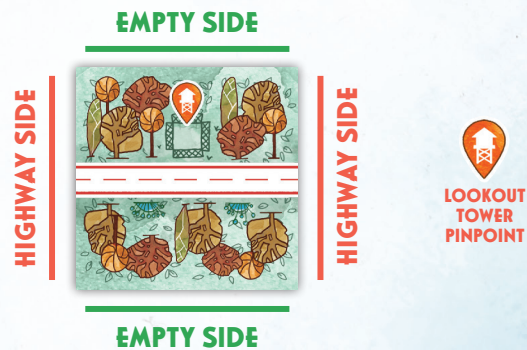


ROUND SETUP

When revealing **Route tiles**, you must follow a pre-determined mix of tiles from the Core Game bag and the Expansion bag. Each column will still contain as many tiles as the number of square icons at the top of that column.



FOREST TILES



Forest tiles (identified by their **background**) are a **new type of Route tile**. They can have Empty sides, Highway sides, or Railroad sides. They can be connected to any other type of tile, following the regular placement rule: connect similar sides to similar sides.

LOOKOUT TOWER PLACEMENT



For each Placement token in the Active Area that displays a Lookout Tower icon, you may place **1 Lookout Tower pawn** from the general pool on any tile that has a matching empty Pinpoint.

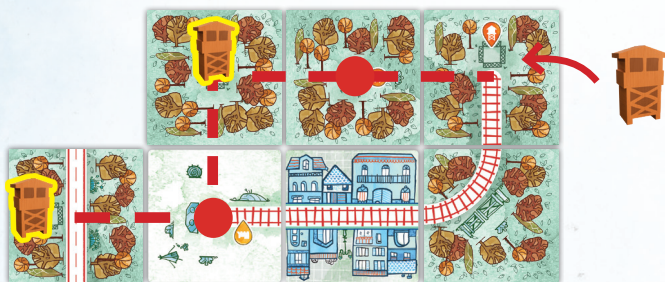
Lookout Towers are considered connected to each other if they are within a distance of 2 tiles or less. A group of Lookout Towers connected to each other forms a network.

When you place a Lookout Tower, you **immediately score 1 point + 1 point for each other Lookout Tower in its network**, up to a maximum of 5 Prestige points. Each Lookout Tower in the network beyond the 5th is still worth 5 Prestige points.

Note: Star pawns can also be used to place Lookout Tower pawns.



A Placement token with a Lookout Tower is in the Active Area. After placing her tiles, **Olivia** may now place a **Train** pawn and then choose between a **Car** or a **Lookout Tower** pawn.



The newly placed Lookout Tower is connected to the existing network since it's within 2 tiles of it. **Olivia** scores **3 points** (1 point + 2 points: 1 for each other Lookout Tower in the same network).

END OF GAME SCORING

For each group of **3 or more** orthogonally adjacent Forest tiles, you score **3 points**; you don't get any additional points for Forests larger than 3.



At the end of the game, **Olivia** has 2 groups of 3 or more Forest tiles, so she adds **6 points** to her total.

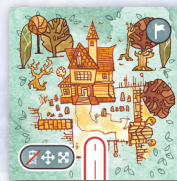
PLAYING WITH OBJECTIVES

This expansion includes 3 additional sets of Objective tiles; they work exactly like those in the Core Game (apart from their Forest-themed scoring conditions, of course).

When playing with the Forest expansion, you can use all Objectives from the Core Game, from this expansion, or a combination of both. We recommend including at least 1 Forest Objective. It is not possible to use Objectives from this expansion if you are playing only with the Core Game or with other expansions.

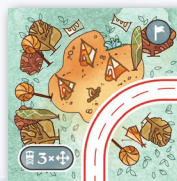
Note: Forest Objectives count as Forest tiles when calculating the End of Game scoring.

SCORING CONDITIONS



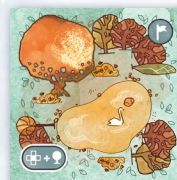
WITCH'S HOUSE

The Witch's House must not have any **Lookout Towers** at any distance in either orthogonal or diagonal directions.



CAMPGROUNDS

The Campgrounds must have at least **1 Lookout Tower** at any distance in at least 3 orthogonal directions.



NATURE RESERVE

The Nature Reserve must be connected to tiles in all 4 orthogonal directions and must be part of a Forest.

SOLO MODE CHALLENGES

When you play in solo mode with this expansion, you can only use the Challenges below:

CHALLENGE	MISSION	1★	2★	3★
LOST IN THE WOODS	No Lookout Tower in your play area is orthogonally adjacent to any other pawn (Car, Train, Traveler, or another Lookout Tower).	40	50	60
FRONTIER FOREST	Each Forest you have must include at least 1 Forest tile positioned along the outer border of your play area.	40	50	60
THE GREAT FOREST	Create a single Forest, containing all Forest tiles in your play area.	30	40	50

CREDITS

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