

FOREST SHUFFLE

DARTMOOR

A card game by Kosch for 2-5 players, ages 10 and up
Playing time: 60 minutes

Forest Shuffle:
Dartmoor is a stand-alone game in the Forest Shuffle series. It cannot be combined with Forest Shuffle and its expansions.

OBJECT OF THE GAME

The hilly landscape of Dartmoor offers diverse habitats for plants and animals. While dragonflies and other insects bustle along the stream, ponies and sheep graze in the open heathland. You can also discover many a creature in the air and in the undergrowth.

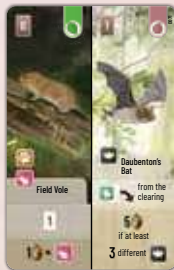
Create a unique moorish landscape for flora and fauna. Collect points by considering their preferences: Some animals like to be around their fellow species, while others want to be left alone or live in a specific habitat.

COMPONENTS

180 cards:



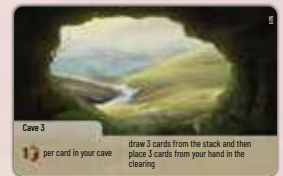
56 cards split
top and bottom



45 cards split
left and right



27 terrains (moors)



5 caves



3 winter cards



back



44 trees and
shrubs



1 scorepad



1 game board (the "clearing")

SETUP

If you already know Forest Shuffle, you don't have to read the entire rulebook, but only the text passages marked with this symbol **NEW**.

1 Place the clearing (i.e., the game board) in the center of the play area, within reach of all players.

2 **NEW** Set the 3 winter cards and the caves aside. Shuffle the remaining cards and return a certain number of them to the game box, **unseen**, based on the player count:

with 2 players → 45 cards

with 3 players → 30 cards

with 4 players → 15 cards

with 5 players → none—you play with all cards



3 Divide the remaining cards into **three** face-down piles of similar size.

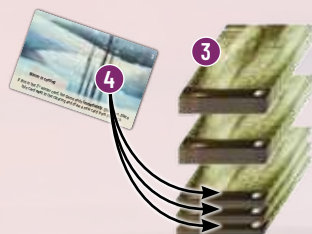
4 Shuffle **two** winter cards into **one** of the piles and put the **third** winter card **on top** of that pile.

5 Place the other two piles on top of the one containing the winter cards to form a draw pile, and place it on the left side of the clearing.

6 Everyone: draw **6 cards** into your hand.

7 **NEW** Shuffle the 5 caves and put one for each player into the clearing. The remaining cards are returned to the game box if you play with less than 5 players.

8 The player who last visited a moor starts the game.



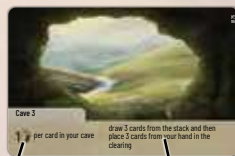
THE CAVES

NEW The caves are distributed **before** the game starts.

In reverse turn order, take one cave from the clearing each and place it face up in front of you.

Then carry out the effect of this cave (*on the right half of the card*), also in reverse turn order. The effect of cave no. 4 is only dealt with at the end of the game. Then the game starts.

Example: You chose cave no. 3 and draw 3 additional cards from the stack. Then you have to discard 3 of your now 9 hand cards and place them face up into the clearing.



Points for cards in your cave at the end of the game

effect

GAME FLOW

Beginning with the start player, everyone takes turns in clockwise order. On your turn, you must carry out **exactly one** of two possible actions:

A) DRAW TWO CARDS

For each card, you may choose to take it from the stack or the clearing.

OR

B) PLAY A CARD AND CHECK THE CLEARING

Pay the card's cost, place it in your forest, and perform its effect and bonus, if any. Then check if the clearing needs to be emptied.

A) DRAW TWO CARDS

When taking this action, **draw two cards, one at a time**, and add them to your hand. For each card you draw with this action, you have the choice of either taking a **face-down** card from the top of the stack or a **face-up** card from the clearing (*which may still be empty at the start of the game*).

Important: Your maximum hand size is 10 cards. If you have 9 cards in your hand, you may only draw one card. If you're already at hand limit, you can't choose this action.

Winter Cards



The lower third of the stack contains **3 winter cards**. When you draw the first or second winter card, you place it face up **next to the clearing** and immediately draw a replacement card from the stack. When the third winter card is drawn, the game ends **immediately**.

B) PLAY A CARD AND CHECK THE CLEARING

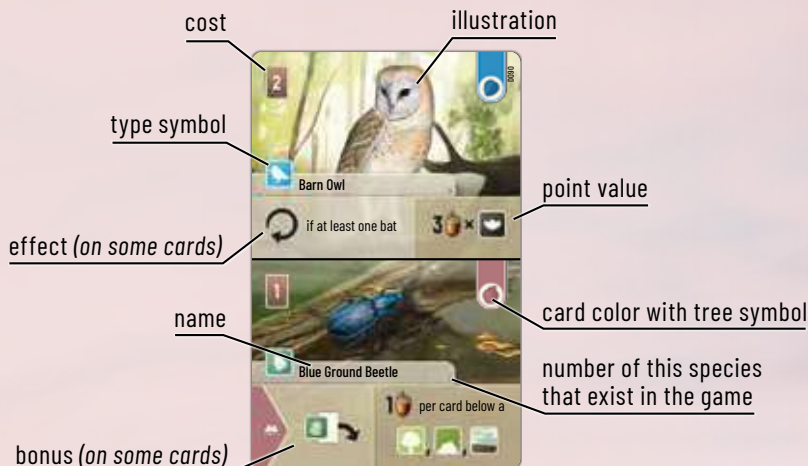
There are three types of cards:

- Each **tree and shrub** card features **exactly one type**, around which you can place animals and plants. Trees and shrubs are the basis of your forest.
- **NEW** Terrains are put into your forest horizontally and only provide slots for animals and plants on top and on the bottom. Terrains have a habitat symbol – in this game it is the habitat **moor** . Furthermore all card backs show a **universal moor**. They are like terrains and also provide slots for animals and plants on top and on the bottom.

NEW Important: Universal moors, however, cannot be played just like that but **only through effects or bonuses** (see page 6).

- All other cards are **split in two**: either horizontally, featuring one forest dweller on the top and another on the bottom, or vertically, featuring one each on the left and right.

All cards are laid out as follows:



Playing a Card

To play a card from your hand, you must first pay its **cost** by placing that many (*other*) cards from your **hand face up into the clearing**. When playing a split card, choose **one half** to play and pay only its cost.

Normally, it does not matter which cards you discard as payment. Some species, however, provide a bonus if you pay with specific cards (see “*Bonus*” on page 6).

Then, place the card **face up** in front of yourself. Your collection of played cards is called your **forest**.

Note: split cards must always be placed next to a tree, shrub or terrain.

Trees, Shrubs and Terrains

Trees and shrubs provide **card slots** for split cards on each of their four sides: top, bottom, left, and right.

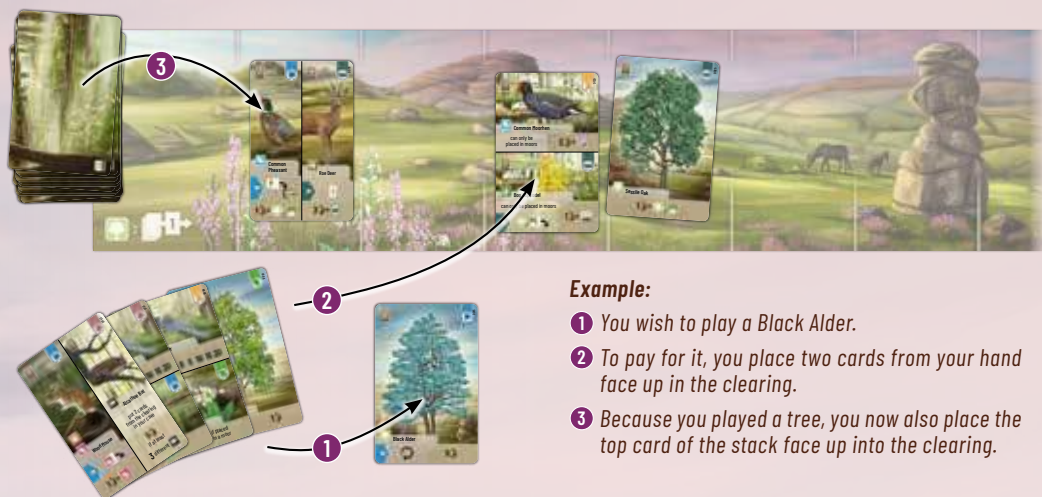
NEW **Terrains** also provide four **card slots**: two on top and two on the bottom. You cannot place any cards on the left or right.

As long as there is no card played to a card slot, it is considered empty; a tree, shrub, or terrain is considered fully occupied if there is one card in each of its four card slots.



Whenever you play a tree (*i. e.* a card with the symbol), you must also **draw the top card from the stack** and place it **face up** in the clearing. A symbol on the clearing reminds you of this rule during the game.

Note: This may cause a winter card to be revealed. If it does, proceed as described on page 3.



Example:

- ❶ You wish to play a Black Alder.
- ❷ To pay for it, you place two cards from your hand face up in the clearing.
- ❸ Because you played a tree, you now also place the top card of the stack face up into the clearing.

Animals and Plants

The split cards feature various inhabitants of the forest: animals or plants.

When playing a split card, you must place it in an empty slot on the corresponding side of a tree, shrub, or terrain in your forest. If you wish to play an inhabitant on top of a card, it must be placed on top of a tree, shrub, or terrain; to do so, slide the unused bottom half of the card under the tree, shrub, or terrain. The same rules apply to inhabitants on the right, left, or bottom halves of cards.

Note: Only the inhabitant that is still visible after the card has been placed counts as being in your forest. The hidden half is not relevant for the remainder of the game or for scoring.

Example: You have just added this Buzzard to your forest by sliding the bottom half of the card under the Goat Willow.



Important: Split cards can only be played if one of your suitable cards (tree, shrub, or terrain) has an empty card slot available on the corresponding side.

Effect and Bonus

After you paid for the card (and, if necessary, placed a card in the clearing) you now use its **effect** (if available) and then its **bonus** (if available).

Card effects and bonuses are explained with either icons or short descriptions. You can find an overview of all symbols on the last page of this rulebook. If you would like a more detailed explanation, consult the digital appendix (see QR code).



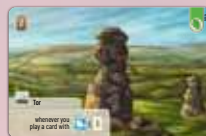
appendix

Effects

There are two types of effects:

- Most cards provide an **instant effect** that you use **once**. Some of them allow you to put cards in your cave.
- Some cards, however, provide a **permanent effect** which you can use for the **rest of the game** from now on. They have an effect when certain cards are placed in your forest. Each time you place such a card in your forest, you use the effect immediately.

***Example:** You have just played a Tor. From now on, whenever you play a bird, you draw the top card from the stack.*



Bonuses

Some species have a colored arrow featuring the  symbol, providing a **bonus** if you pay for the card with **matching cards**: To activate the bonus, **all cards** that you discard as payment must have the **same card color** (i. e. show the same tree symbol) as the card being played. When paying with split cards, it does not matter which half of the card shows the matching tree symbol.



***Example:** You play a Common Lizard into your forest.*

- ① To activate the bonus, you pay with a Nuthatch and a Crab Apple. Both cards have the same color (therefore, both show a Crab Apple symbol) as the Common Lizard.
- ② If you paid with a Goat Willow instead of a Crab Apple, you would not activate the bonus.

Special case:

NEW In the rare case that you could do neither action (A or B), reveal your hand. Discard 2 of your cards and draw 2 new cards from the stack. This ends your turn.

Checking the Clearing

At the end of your turn, if there are **10 or more cards** in the clearing, the clearing will be emptied. Remove all cards from the clearing and place them onto a separate discard pile.

Then your turn ends, and the next player clockwise takes their turn unless an effect or bonus allows you to take another turn.

END OF GAME

When the **3rd winter card** is revealed, **the game ends immediately** and you proceed to scoring. You **may not** finish your turn.

Total the points 🍓 of all visible cards in your forest, and add the number of cards in your cave, if any. This is your score.

If you are unsure how a specific card scores, consult the digital appendix (see QR code on page 5).

The player with the highest score wins. In case of a tie, enjoy a shared victory.

Scoring example: This display of cards scores a total of 127 🍓.



Top

- Emerald Damselfly
- Keeled Skimmer
- Small Red Damselfly
- Southern Damselfly
- Wheatear 5 🍓
- Buzzard 4 🍓

15 🍓

Bottom

- Beaver 10 🍓
- Heather 5 🍓
- Blue Ground Beetle 5 🍓
- Water Soldiers 8 🍓
- Bog Asphodel 3 🍓

Left/Right

- Common Pheasant 3 🍓
- Wood Mouse 2 🍓
- Shrew 1 🍓
- Roe Deer 15 🍓
- Dartmoor Black Rabbit 4 🍓
- Dartmoor Badger 12 🍓

Cave 10 🍓

Moors

- Valley Mire 10 🍓
- Wet Woodland 6 🍓

Trees

- Crab Apple 8 🍓
- Moor Birch 1 🍓

OVERVIEW

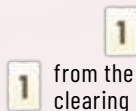
Type symbol

	Amphibian
	Tree
	Bat
	Insect
	Dragonfly
	Mouse
	Cloven-hoofed animal
	Plant
	Pawed animal
	Shrub
	Bird

Habitat symbol

	Moor
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Effects and Bonuses



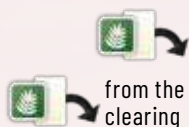
Draw one card from the top of the stack or from the clearing.*



Draw as many cards from the top of the stack as there are cards in your forest showing the indicated type symbol (e. g. 🐸).* (Observe the hand size limit.)



Take another full turn after this one, choosing between actions A and B, as normal.



NEW Put a card showing the indicated type symbol (e. g. 🌿) from your hand resp. from the clearing into your forest. You don't need to pay for it, but you may not use its effect or bonus. If there is no card with the indicated type symbol in the clearing, you cannot use this effect.



NEW Put any one card from your hand face down into your forest as a universal moor. You don't need to pay for it.

*** Note:** This may cause you to reveal a winter card. If it does, proceed as described on page 3.

Tree symbols



Crab Apple



Ash



Sessile Oak



Black Alder



Moor Birch



Goat Willow

CREDITS

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