

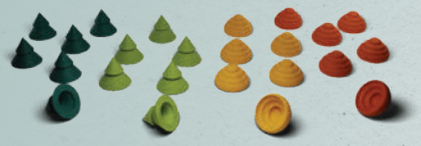
THE DAWN OF PANGAEA

WILD WOODS

By THOMAS FRANKEN 2-4 players, ages 10+, 40-80 minutes

Game Components

24 Treetops



12 Seeds



4 Player Boards



20 Blessing Tokens



4 Elemental Storm Cards & 4 Player Aid Cards



Game Setup

Follow the setup rules of the base game and add the following steps.

1. Select a Player Board of your choice and add the **6 Treetops** and extra **3 Seeds** on the corresponding slots.

2. Place **Blessing Tokens** on each indicated slot of the Player Board, following the standard setup on the right. The **Foresight** and **Strong Canopy** Blessing should only be available on the Player Board and never be used for the Blessing setup on the continent.

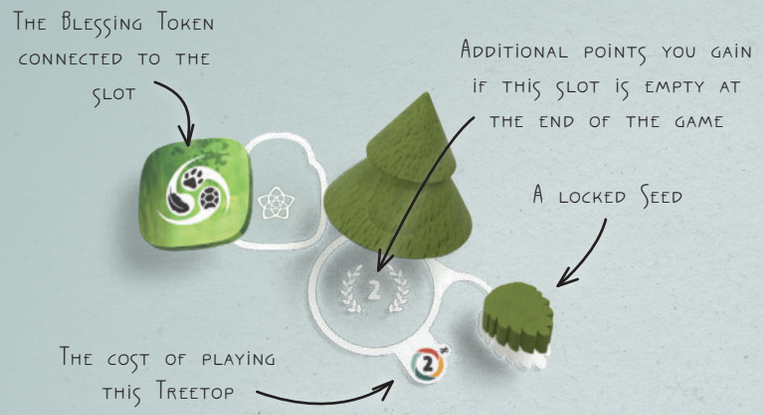
3. Optionally - play with the **4 Elemental Storm Cards** to add ad extra challenge to the game. After you received your hand cards and created the Open Market, shuffle 2 Elemental Storms into each Ritual deck (Lands and Creatures).



The Dawn of Pangaea - Wild Woods builds on the gameplay of the base game, but adds one new Main Action and extends two other Main Actions from the base game. **Unless stated otherwise, all rules of the base game still apply and are unchanged.**

Add Treetop — NEW —

Take a Treetop from your Player Board to grow your Trees to higher levels and unlock additional Seeds and Blessings.



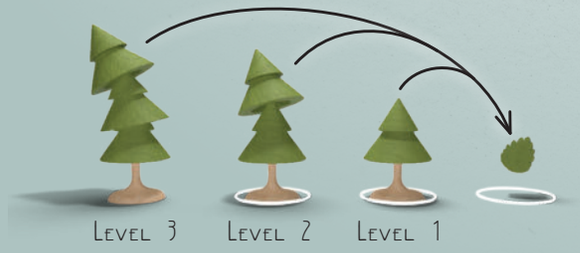
The cost to take a Treetop is indicated on the individual slots on the board and is either 0, 1, 2 or 3 Weather Tokens. The costs of 2≠ or 3≠ Weather Tokens must be a combination of **different types** and can't contain the same type twice.

After paying the costs, place the Treetop on any of your Trees. A Tree can't have more than two additional Treetops (**maximum level 3**).

If the Treetop slot has a **Blessing Token** attached to it, add it to your supply and play it anytime during your turn.

If you have removed all Treetops that were connected to an extra Seed, you unlocked that Seed and add it to your supply. You can use that Seed **for the rest of the game** and don't need to put it back, even if Treetops are returned to their slots.

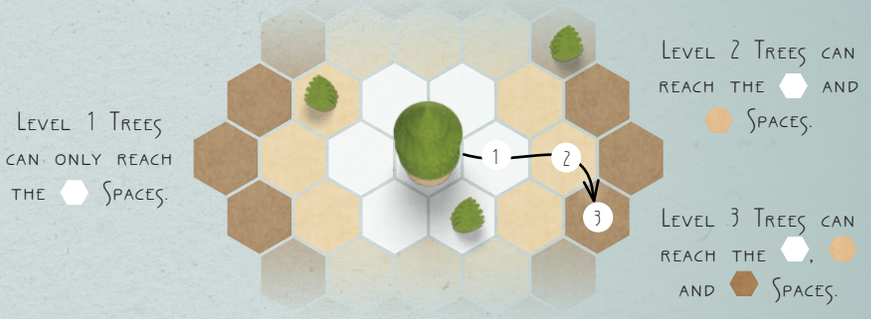
Higher-level Trees increase your range when placing Seeds across the continent, depending on their height. Note: **You cannot move** higher-level Trees if you have no Trees left in your supply.



Expand Forest — UPDATED —

You start with 2 Seeds and can unlock **3 additional** Seeds in the course of the game. The Expand Forest action allows you to place **all** your available Seeds (**max 5**) on the Land Spaces that are within the range of your existing Trees.

The higher your Trees are, **the further they can spread** their Seeds: A normal Tree with no additional Treetops (level 1) can only spread its Seeds to directly adjacent Land Spaces. A Tree with 1 additional Treetop (level 2) can reach adjacent Spaces that are 1-2 spaces away. A Tree of level 3 can reach adjacent Spaces that are 1-3 spaces away. This allows your higher level Trees to spread their Seeds **even across water**.



Seed Competition

Unlike in the base game, you can now **place Seeds on Spaces that are already occupied** by other Seeds. However, you may place Seeds on a Space occupied by an opponent only if, after placing them, you have **more Seeds** there than any other player. Several Flying Sees actions can be used for this purpose.

Seeds remain on that Space until a Growth action or Blessing affects it. Then, all players return their Seeds from that Space to their supplies, **but only the player who had the most Seeds there gets to grow a Tree**.



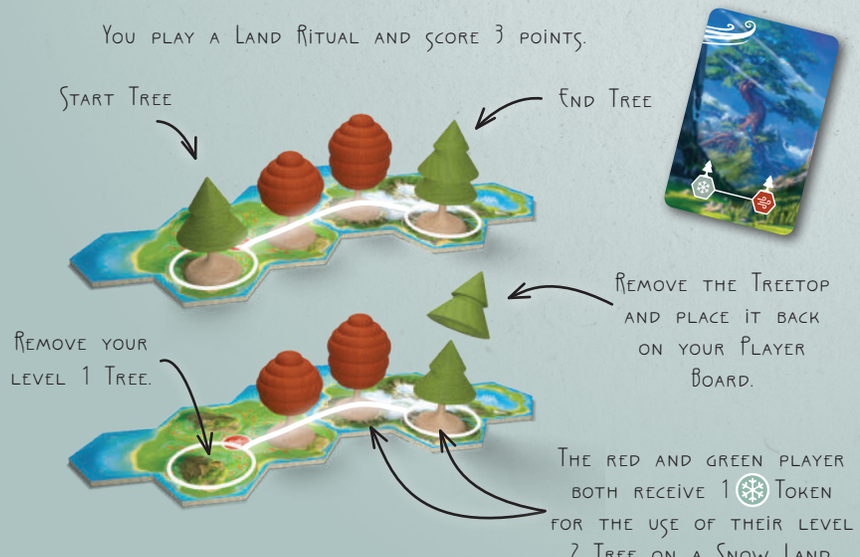
Seed Competition Example



Play Ritual Card — UPDATED —

When you play a Land Ritual, all players who own a higher-level Tree in the Ritual path gain **1 Weather Token** of the corresponding type for each of their involved higher-level Trees.

Finally, all your Trees involved in the Ritual path **decrease by one level** (unless the Tree is protected by the Ancient Thorondal). As usual, remove your small Trees and add them back to your supply. For each **higher-level Tree**, remove one Treetop and place it back on your Player Board on an empty slot **of your choice**.



Elemental Storms

Whenever an Elemental Storm card from one of the Ritual decks is revealed while refilling the Open Market at the end of your turn, play its effect on the Biome Tile **where your Spirit is located**. Note: You cannot draw an Elemental Storm as a Hand Ritual.

Remove all level 1 Trees on this Biome Tile (higher level Trees are not affected). For every removed Tree, their owners may draw **1 random Blessing** from the Blessing bag.

Finally, count the number of empty spaces on the Biome Tile (1-3) and **place an equal number of Weather Tokens** of the Elemental Storms type on the center of the Biome Tile, covering the original symbol (don't add any tokens, if the Elemental Storm and the Biome type are the same).

Treat that Biome as the new type for **as long as there are Weather Tokens on its center**. When players grow Seeds on that Biome, they take those tokens from the Biome center instead of from the supply. Once no Weather Tokens remain there, the Biome returns to its original type.



End of the Game

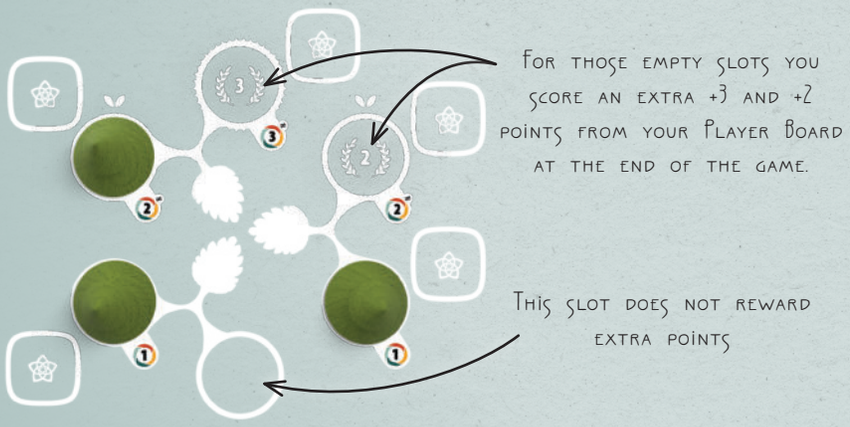
The end of the game is triggered when the first player reaches the top of the Sacred Mountain. Continue the current round until all players have had the same number of turns. Then proceed to the final scoring.

Final Scoring

The final scoring phase is identical to the base game, except that you can gain additional points from your Player Board. Treetops, like Trees, are not removed if they are part of the final Rituals.



Check the slots on your Player Board. For every free slot you gain additional victory points as indicated on the Board.



Each player, take a random Blessing from the Blessing bag.

New Blessing Tokens



Strong Canopy

Play an **Add Treetop** action as a free action. Choose a Treetop slot and pay the corresonding costs to place the Treetop on one of your Trees.



Foresight

Select one of the Rituals in the Open Market and add it to your hand. Add the corresponding Favor Token to your supply. Until the end of the game you play with 3 Hand Rituals instead of 2.

RETURN OF THE ANCIENTS

SOLO / CO-OP FOR 1-4 PLAYERS

When playing Co-op / Solo with Wild Woods use the Wild Woods side of the Moon Board. There is one additional effect on the two new Moon Cards that come with Wild Woods:



Each player, give up one of your two starting Seeds for the rest of the game.

In addition, there is one new interaction with the Shadow. At the end of your turn, if you added a second Treetop to one of your Trees this turn, making it a level 3 Tree, the Shadow moves to that Tree and the Shadow Phase is skipped this turn. Pass the turn to the next player.

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THE DAWN OF PANGAEA

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