

5+2-5
Players15-20
Minutes

AniMeter

ADVANCED RULES + FAQ

ADVANCED APPLE HUNTERS

You have played several times and want something new? We've got something for you!

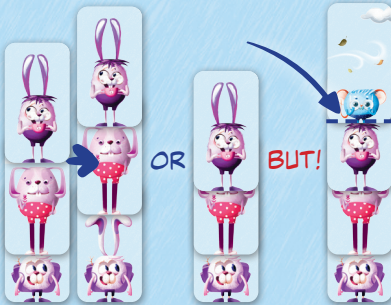
Animals of each type have their own know-hows. **Place three animals of a kind in a stack** to use their special abilities. Every know-how has an immediate one-time effect if the effect description does not state otherwise.

If you haven't read the basic rules of the game, please, read the Game Rules leaflet first!

COMPETITIVE MODE KNOW-HOWS: HARVEST HUNT!

3 MICE IN A STACK

Place one yellow apple crystal on any card of this tower. At the end of the game, add it to the apples you collected with this tower. If this tower does not collect apples from the tree-meter, the crystal is returned to the reserve.



3 HARES IN A STACK

Change the height of the tower. Move the 2nd AND/OR 3rd hare onto the ears of the hare below (but the next character must still be placed onto the top hare's head, so choose you hares wisely).

3 HEDGEHOGS IN A STACK

Place the tree-meter anywhere on the table to evaluate the height of your towers. After that return the meter to the middle of the table.



COOPERATIVE MODE KNOW-HOWS: WINTER STORES!

Note: during the game build your towers at right angle to the tree-meter.

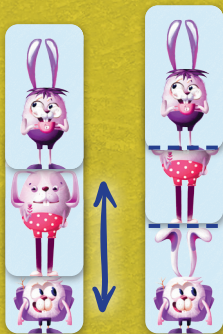
3 MICE IN A STACK

Place one yellow crystal on this tower. At the end of the game, add it to the apples you collected with this tower. If this tower does not collect apples from the tree-meter, the crystal is returned to the reserve.



3 HARES IN A STACK

Anytime during the game any player may change the height of the tower: move the 2nd AND/OR 3rd hare in the combination onto the ears of the hare below it (but the next character must still be placed on the top hare's head). The height of the tower may be changed **only once** during the game. If you do not remember whether you've done it yet, you can easily check it: some of the hares will stand on the ears instead of the stack of the hare below them.



3 HEDGEHOGS IN A STACK

Place the tree-meter anywhere on the table to evaluate the height of your towers. For about a minute discuss your strategy (unless you are not allowed to talk due to the eagles), after that return the meter to the middle of the table.



FREQUENTLY ASKED QUESTIONS (FAQ):

What happens if my tower reaches an empty sector?

- *Nothing. You neither lose, nor gain apples in this sector.*

May I use my fingers or other items at hand to measure the height of my towers and/or tree sectors during the game?

- *Absolutely not! You may measure the height of your towers in relation to the tree-meter only by sight.*

Do I have to use the special abilities?

- *No. You may skip the effect if you don't want to use it.*

Do 3 hedgehogs allow to place the meter next to each tower?

- *No. You may only move the meter once, after that you must return it to the middle of the table.*

If I place, for example, a 4th mouse on top of 3 mice, can I use their know-how again?

- *No, the same characters may only use their special know-how once per game. To use the know-how again you'd have to build a completely new combination. But, if you decided to skip the effect the first time around, you may use it after adding another character of a type to the stack.*

Do I collect the additional apple from the tower of 3 mice if this tower hits an empty sector? And if it's protected from the predators by a hedgehog? What if I collect the apples from the same sector with another tower?

- *No, you lose the extra apple in ALL the above cases. The additional apple may only be added to your score along with other apples received with this tower.*



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YOUR
LOGO

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