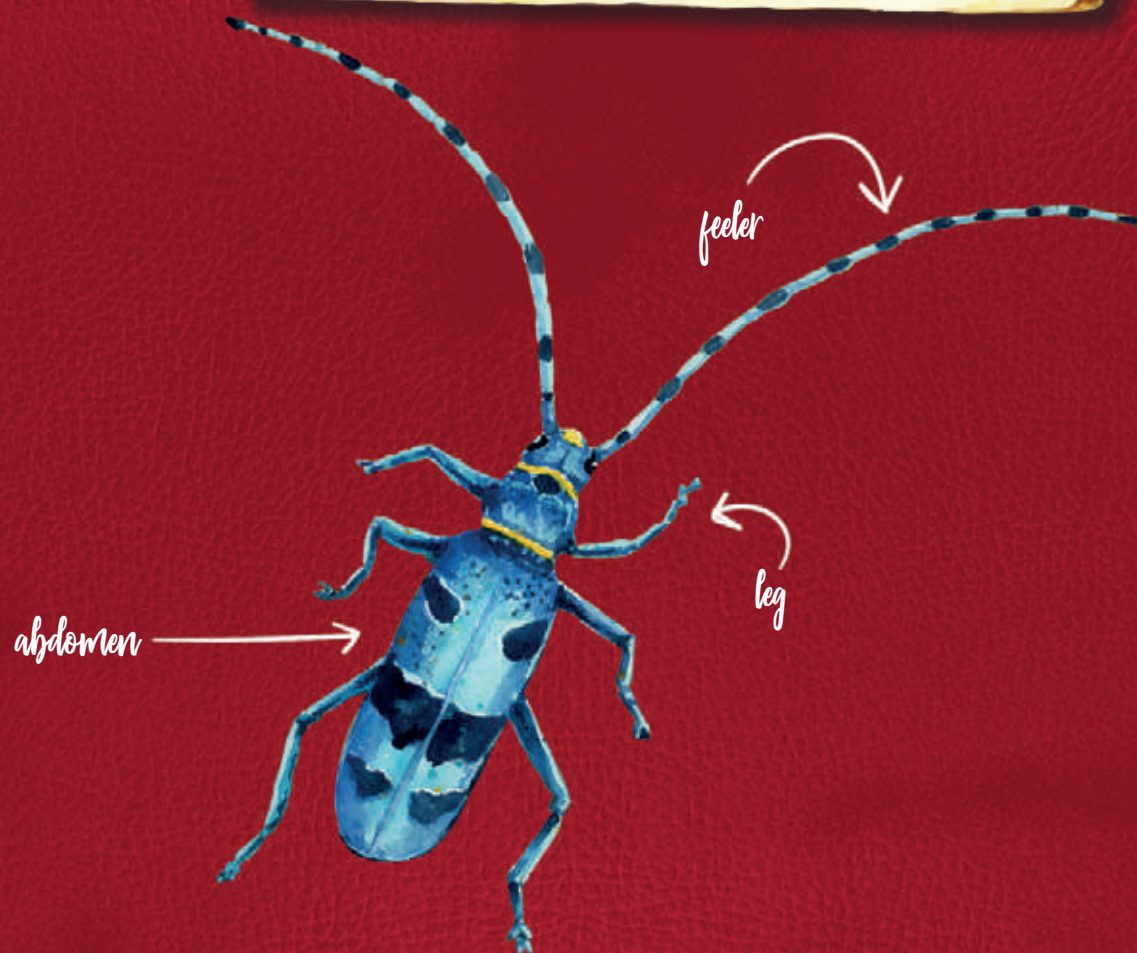


Meadow

Adventure Book



Rulebook



Don't want to read the rules?
Scan the QR code to watch
a video tutorial.

Meadow: The Adventure Book expansion takes you on a hike with a beautiful cave as your final destination. You will discover places that challenge you to change your perspective. Each page of the book is a different hike introducing new elements or changing the point scoring known from the base game.

The *Adventure Book* expansion consists of 6 hikes introducing additional rules and game elements. The hikes may be played individually or in the hiking mode.

Some of the hikes include new cards. Those are marked on the back with letters **N**, **W**, **S**, and **E**. After finishing the given hike, these new cards may be added to future games of the base game or with the *Downstream* expansion.

The *Adventure Book* expansion has been prepared **exclusively** for the base game of *Meadow*. This expansion is not to be combined with the *Downstream* expansion.



Before beginning the game with the *Adventure Book* expansion, add cards from Envelope **U** - Big Encounters together with its goal token.

Hiking Mode



The hiking mode will involve playing through each hike from this expansion. We recommend playing with the same players throughout the campaign. The player with the most stars at the end of the campaign is the winner. In case of a tie, the players share victory.

Hiking mode is an additional gameplay option. All the hikes can be played in any order, with different compositions of players. Even after playing this mode, players can choose to play single plays of their favorite hikes.

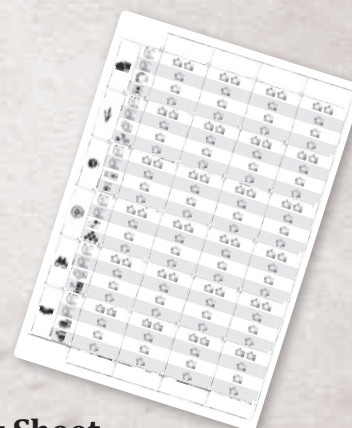
In hiking mode, after every hike, the players mark on their achievement sheet the amount of stars earned through victory points and acquired achievements.

After each hike, award:

- ★★ – to the player(s) with the most victory points;
- ★ – to the player(s) with the second-most victory points.

In the event of a tie after any hike, each of those players receives the full amount of ★.

Moreover, during each of the hikes, you may earn additional ★ for acquiring the achievements described in each of the hikes. You can find information about the achievements in the table at the end of the description of each hike, and the icon reminders on the pages of the book of adventures.



Achievement Sheet

The hiking mode includes the achievement sheet that lets you track your ★ gained from victory points and achievements described in each of the hikes.



Common Components



■ 6 Boxes (to be assembled before your first game)

Assemble each of the boxes before your first game according to the drawing on the attached leaflet.

Note!

Before you take out the cardboard components from the punchboards, please check the symbols on the punchboards. This will make it easier for you to place them in the corresponding boxes.

Components in boxes will be used when preparing certain hikes. Each of the hikes includes a description with the summary of components needed.



■ Adventure Book

The adventure book includes boards to play each hike. The adventure book replaces the campfire board from the base game. Leave the campfire board in the box and instead place the adventure book opened on the corresponding hike next to the main board.



■ 4 Player Markers

The markers are used in the following hikes: Windmills, Balloons, Observation tower, and Cave.



■ 3 Notch Tokens

Place the corresponding amount of notch tokens, depending on the amount of players, on the last page of the adventure book. In a 1- and 2-player game, use the token marked as "1+". In a 3-player game, additionally use the token marked as "3+", and in a 4-player game, use all of the tokens.



Adding notch tokens.

Hike 1. Beginning

It's time for a hike. Just make sure to pay attention to the sky. Sometimes you can spot clouds in unexpected interesting shapes. At other times it'll be dark rain clouds forecasting a weather change.

During this hike, you'll score points not only for exploring the meadow area but also for observing the sky. This will give you weather cards that in turn grant extra actions.

Components



8 sunny weather cards



8 rainy weather cards



2 weather indicators
(sunny and rainy)



4 bonus tokens with a value of "5"
(1 in each of the 4 player colors)



4 sunny weather tokens
(1 in each of the 4 player colors)



4 rainy weather tokens
(1 in each of the 4 player colors)



5 extra tokens



1 eight-sided die

Hike Preparation

Follow steps 1-4 of setup from the base game rulebook (p. 4-5).

1

Place the adventure book next to the main board and open it as shown in the diagram below. Remember to place the notch tokens according to the number of players (see p. 3 of this rulebook).

Place the round marker on the 1st umbrella of the round tracker.

2

Shuffle the base game goal tokens and place them face up, one at a time on each of the revealed spots. Unused goal tokens are returned to the box.

3

Divide the weather cards into sunny and rainy and place them face down next to the adventure book. Next, place two cards of each type on their corresponding spots.

4



- 5 Give each player their components from the base game (described in step 7 on p. 5 of the base game rulebook). Each player additionally takes a bonus token with the "5" value in their corresponding color.

- 6 Place the weather tokens that match the colors of the players on the starting spots of the corresponding tracks.

- 7 Place the weather indicators, extra tokens, and the die, next to the main board.



- 8 The player that was last soaked by rain receives the first player token and starts the game.



Rules of the Hike



The game follows the rules of the base game with the following changes:

Start of the Round

Roll the die at the start of each round to determine where to put the weather indicators on the main board. The result of the roll determines the position of the weather indicator according to the diagram in the adventure book. Perform a roll for each of the weather indicators separately, starting with the sunny weather indicator. The two indicators cannot share a space. If the roll for both indicators is identical, repeat the second roll until a different result is reached.



Diagram of the weather indicator placement



Example 1. At the beginning of the round, the roll result for the sunny weather indicator was 3, and for the rainy weather indicator 5.

Getting Weather Cards

The player that places their path token in the notch of the main board (or in the notch of a weather indicator) and takes a card in the row or column with the weather indicator, immediately moves their token on the corresponding weather track by 1, as indicated by the arrows. The sunny weather indicator moves you on the sunny weather track, and the rainy weather indicator moves you on the rainy weather track. If you choose a card that crosses the paths of both weather indicators, you choose only 1 of the weather tracks to move your token.

If the weather token reaches the last space and you would move it again, gain 1 of the 2 visible weather cards (corresponding with the track) and then move your token to the starting spot of the given weather track. Refill the empty space with a weather card of the corresponding deck.



Example 2. Steven places his path token and takes a card from a row with the sunny weather indicator. After taking the card, he moves his sunny weather token 1 space.



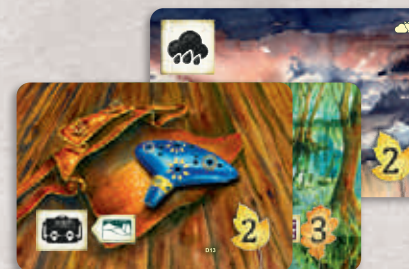
It's the last space on the track, so he receives 1 face-up sunny weather card as a reward and places his weather token back on the 1st space of the track.



If the weather card decks runs out, do not refill the empty spaces in the adventure book. They remain empty until the end of the game. From now on, instead of taking a weather card, you may play 1 card from your hand.

Playing Weather Cards

You may play a weather card from your hand in the same way you would play any other card in your hand. Weather cards are placed under previously played landscape cards as shown below. You may only play one weather card per landscape card.



Some of the weather cards that grant victory points also have placing requirements or give you a chance to perform an additional action. You must perform the additional action right after playing the weather card.

Actions of the weather cards

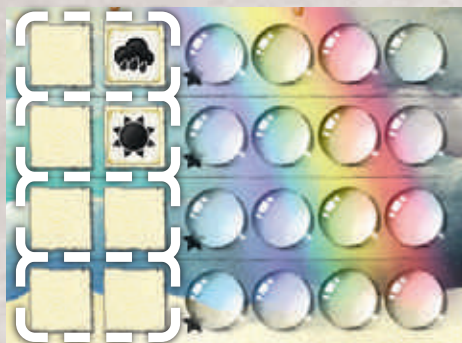
-  You may play a card into your meadow or surroundings area.
-  You may play up to 2 cards into your meadow and/or surroundings area.
-  Take the corresponding ground token as indicated on the card and place it on any of your ground cards (next to its ground symbol). Treat this card as if it included the symbols on the token.
-  Take the corresponding token as indicated on the card and place it on any of your observation cards (next to its symbol). Treat this card as if it included the symbol on the token. When covering the card, return the token back to the box.
-  You can't play this card on a landscape card that already has a discovery card. After playing this card on a landscape card, you can't place discovery cards on this card anymore (place this weather card just like a discovery card as a reminder).
-  Discard any 1 card from your hand.
-  At the end of the game, this card is worth as many points as the landscape card that it was placed on.
-  Take 1 road token.
-  Move your weather tokens on both tracks 1 space.
-  Take any the face-up **W** card from the main board. Refill the empty spot with the topcard of the **W** deck.
-  Take the top 2 cards of the **S** deck.

Adventure Book Actions



■ Performing Special Actions and Optional Goal Fulfillment

If you place your path token in 1 of the notches in the adventure book, you perform its bottom action (as in the base game). Additionally, you may fulfill a goal.



The pairs of symbols are goals. Just as in the base game, in order to fulfill a goal, you have to have both symbols of the pair visible in your meadow area. In the case of first 2 pairs, 1 of the symbols is a weather card symbol. In order to fulfill those goals, you have to have a corresponding card played and have the 2nd symbol visible in your meadow.

Your bonus tokens are placed on the board next to the corresponding pair you are scoring, starting with your 2-value token placed in the leftmost empty spot.

Important! In this hike all players also have available a bonus token with the value of "5". Additionally, there are 4 bonus token spaces, 1 for each of the players. Each player has the possibility of fulfilling each of the goals.

■ Placing a Path Token on the Common Space



Each of the players may place any of their path tokens on the space shown in the picture on the left. Placing a path token here lets you play a card into your meadow or surroundings area and fulfill a goal (as if you placed your path token in the notch of the adventure book).

■ End of Round

When all players have placed all their path tokens, the round ends. Then the players collect all their path tokens. Pass the first player token and move the round marker to the next spot (like in the base game). When the round marker passes the hourglass symbol, replace the **S** deck holder with the **N** deck holder and discard all cards from the main board and refill it with new cards.

End of the Hike



The game ends at the end of the 6th round (regardless of the number of players). Players count their victory points from the cards they played in their meadow and surroundings areas (including weather cards), as well as their bonus tokens from the adventure book.

Additionally, players receive victory points if their weather tokens are on the spots marked with 1 or 2 points on the tracks.

The winner is the player with the most victory points. In case of a tie, the players share victory.

Hiking Mode



Apart from the stars for 1st and 2nd place, you also receive ★ for the following achievements:



One ★ for each player who was the first to fulfill at least 1 goal (they have at least one bonus token in the first column).



One ★ for each player who played at least 1 sunny weather and 1 rainy weather card.



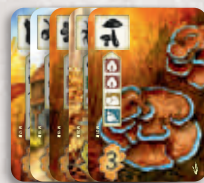
Hike 2. Bridges

Wetlands are the natural environment of many wild animals. It's difficult to observe nature in those hard-to-reach areas. However, thanks to footbridges, bridges, and natural stream passages, you will be able to discover the beauty of wild nature and maybe observe some huge animals. Each players' meadow area gets divided with a stream board; fulfilling goals will require placing the corresponding symbols on the correct sides of the bridges. In order to become the best observer, you must discover both sides of the meadow.

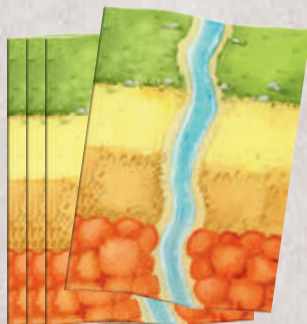
Components



24 bridge tokens
(6 in each of 4 colors)



5 additional hike cards
with the ♣ symbol



4 stream boards

Hike Preparation

Follow steps 1-4 of setup from the base game rulebook (p. 4-5).

1

Place the adventure book next to the main board and open it as shown in the diagram below. Remember to place the notch tokens according to the number of players (see p. 3 of this rulebook).



Place the additional five hike cards next to the board, visible to and within easy reach of all the players.

2

Shuffle the goal tokens and randomly place 6 of them on the marked spots. Unused goal tokens are returned to the box.

3



4

Place the round marker on the 1st footbridge of the round tracker.

5

Give each player their components from the base game (described in step 7 on p. 5 of the base game rulebook). Each player additionally takes 1 stream board and 4 random bridge tokens (1 of each of the colors). The bridge tokens should be placed on the stream board according to color.



6

The player that last crossed a bridge by foot receives the first player token.



7

Before you start the game (but after drawing cards in the player preparation step), place your starting ground card (chosen side face up) to the left or right of your stream board. Place the ground card taken in the previous step (from the E deck) on the other side of the stream board.



Rules of the Hike



The game follows the rules of the base game with the following changes:

Playing Cards into the Meadow Area

When playing a card in your meadow area, decide on which side of the stream board you want to place it. The symbols required for playing cards can be on either side of the stream board.



Example 3. Will places the lone tree card. He has the cards with the required symbols in his meadow area. He can choose to play the card on each of the marked spaces.

Important!

You can have up to 10 ground cards in your meadow area. You may freely place them to the left or right of the stream board.



■ Playing Cards into the Surroundings Area

As with playing cards into your meadow area, when playing landscape cards you must decide on which side of the stream board you want to place the card.

Keep your road tokens above the stream board. You decide where to place the landscape card when playing the card.



Example 4. Meadow and surroundings areas during the Bridges hike. Each of the areas is divided into the left and right side by the stream board.

■ Bridge Tokens


Each bridge token has 2 symbols. If you have cards with both symbols in your meadow area and they are on the correct sides of the stream board, you immediately flip the token.


The flipped token gives you points at the end of the game (as visible on the back side of the token).

Important! The bridge tokens don't have to be flipped in order. You may first flip the tokens with higher point values (as long as you fulfill their requirements) without flipping the ones with lower values.

Example 5. In order to flip the following bridge token:



A card with a  symbol has to be on the left side of your stream board.

While a card with a  symbol has to be on the right side of your stream board.

■ Hike Cards

When you flip your second bridge token, you immediately take 1 of the additional hike cards visible next to the adventure book.

Important! It doesn't matter which tokens have been flipped, you always take the hike card after flipping your second bridge token.

Example 6. Caroline flips a bridge token with a value of "3" after fulfilling its requirements.



Because it's her second flipped bridge token, she chooses 1 of the hike cards and adds it to her hand.






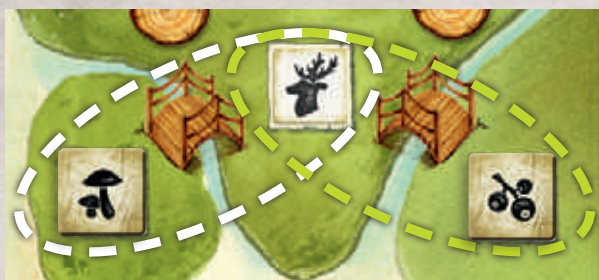
Adventure Book Actions



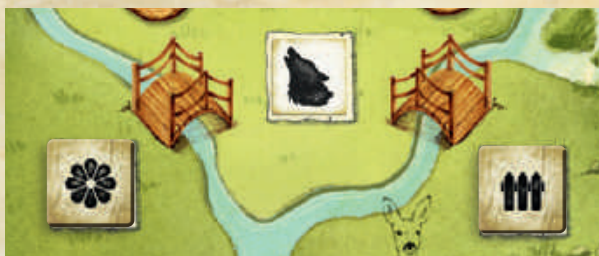
■ Performing Special Actions and Optional Goal Fulfillment

If you place your path token in 1 of the notches in the adventure book, you perform its bottom action (as in the base game). Additionally you may fulfill a goal.



The pages of this hike in the adventure book include 3 areas allowing you to fulfill a goal. They are marked with 1 of the symbols: , , . Each of the symbols creates a pair with 2 goal tokens.





Note the bridge between those symbols as it represents the stream board. In order to fulfill that goal, the cards with required symbols must be on the corresponding sides of your stream board.



Example 7. The above goals can be fulfilled in 2 ways:

- 1) The  symbol must be to the **left** of the stream board, and the  symbol to its **right**

OR

- 2) the  symbol must be on the **left** side of the stream board, and the  symbol to its **right**.

Each area has only 4 bonus token spots, therefore each player may **only** place **1** token of their color in the given area. In order to place all of your bonus tokens, you must fulfill 1 goal from each of the areas.

■ Placing a Path Token on the Common Space



Each of the players may place any of their path tokens on the space shown in the picture on the left. Placing a path token here lets you play a card into your meadow or surroundings area and fulfill a goal (as if you placed your path token in the notch of the adventure book).

■ End of Round

When all players have placed all their path tokens, the round ends. Then the players collect all their path tokens. Pass the first player token and move the round marker to the next spot (like in the base game). When the round marker passes the hourglass symbol, replace the **S** deck holder with the **N** deck holder and discard all cards from the main board and refill it with new cards.

End of the Hike



The game ends at the end of the 6th round (regardless of the number of players).

Important! During this hike, you count your points from the cards you played in your meadow and surroundings areas **separately, for each side of the stream board (left and right)**. Your final score is the amount of victory points you got from your meadow and surroundings areas from the side where you scored the **least** amount of points.

Additionally, you receive points for flipped bridge tokens and bonus tokens placed in the adventure book.

The winner is the player with the most victory points. In case of a tie, the players share victory.

Hiking Mode






Apart from the stars for 1st and 2nd place, you also receive ★ for the following achievements:



One ★ for each player who placed at least 2 bonus tokens in the adventure book.



One ★ for each player who, at the end of the hike, has each of the following symbols showing in their meadow area: , , .

Hike 3. Windmills

Tulip valley is one of the most beautiful stops in our travels, especially if you walk there by stepping from the western hills. Brick and wooden windmills contrast with the red and yellow fields of flowers. When fulfilling your nature observation plans, you might have a chance to wander closer and see the beautiful blooms. It's definitely worth spending some of your time here.

Components



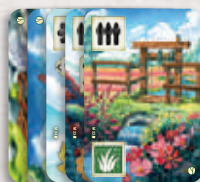
4 windmill discs
(1 in each of the 4 player colors)




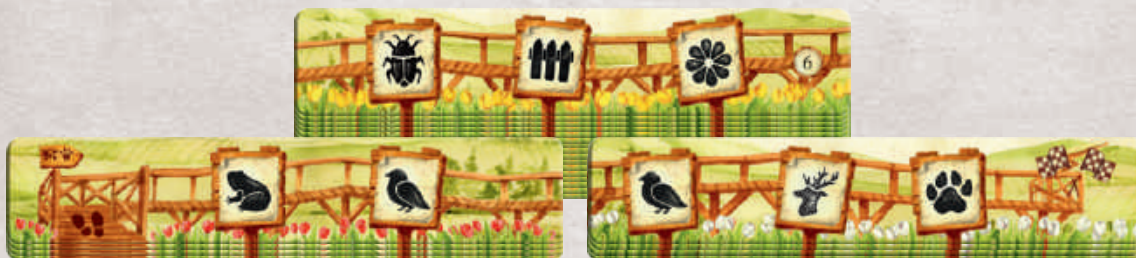
16 windmill blade tokens



During this hike use player markers from the common components.



5 additional hike cards
with the  symbol



24 trail tokens (including 4 start, 16 middle, and 4 end)

Hike Preparation

Follow steps 1-4 of setup from the base game rulebook (p. 4-5).

1

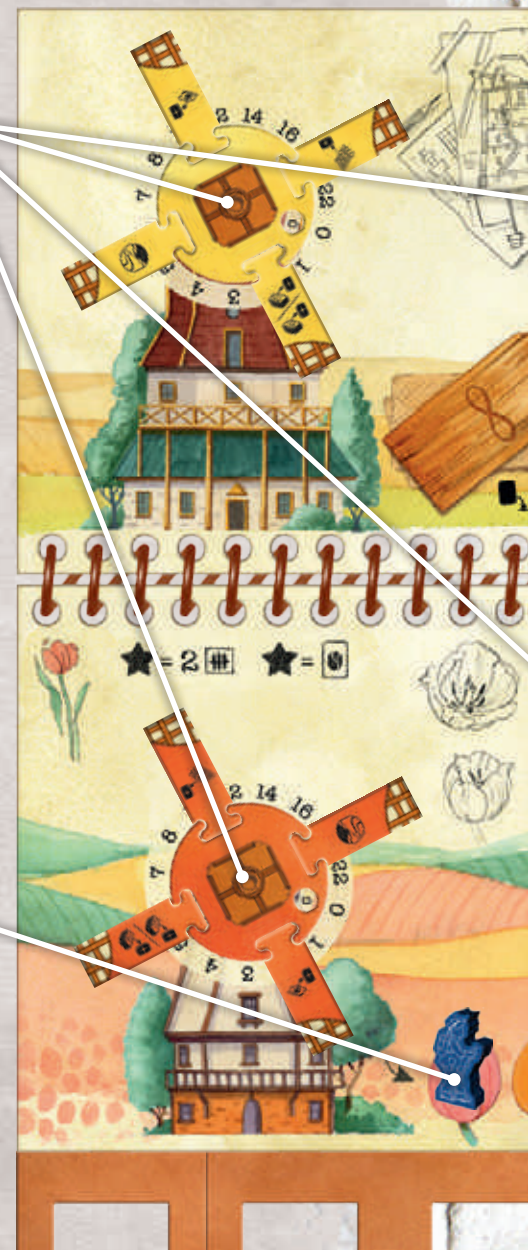
Place the adventure book next to the main board and open it as shown in the diagram below. Remember to place the notch tokens according to the number of players (see p. 3 of this rulebook).

Place the windmill discs in the colors of the players taking part in the game on the designated spots in the adventure book (make sure the magnets work). Then attach (in any order) the matching blades to the discs. Set the discs so they show a value of "0".

2

3

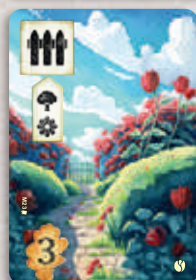
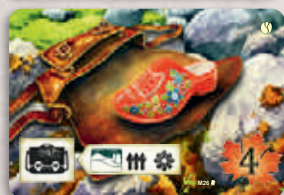
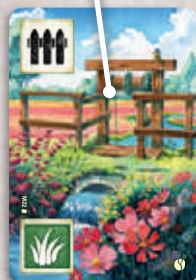
Place the round marker on the 1st tulip of the round tracker.



Place the additional five hike cards next to the board, visible to and within easy reach of all the players.



4



5

Divide the trail tokens into start, middle, and end tokens.



symbol of the start of trail token



middle of trail tokens are marked with numbers



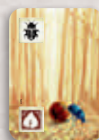
symbol of the end of trail token

Shuffle all types of tokens separately and give each player a random set consisting of 1 start of trail token, 3 middle of trail tokens, and 1 end of trail token. Unused tokens are returned to the box.

6

Give each player their components from the base game (described in step 7 on p. 5 of the base game rulebook) and player markers. Each player creates a path from the received trail tokens under their meadow area. The path must start with the start of trail token, then followed by 3 middle of trail tokens placed so their numbers go in ascending order, and then finished with the end of trail token. Place the starting ground card (with chosen side face up) above the start of trail token (as far to the left as possible) as shown below.

Place the player marker matching your color on the first space of the trail.



7

The player that last gave someone flowers receives the first player token and starts the game.



Rules of the Hike



The game follows the rules of the base game with the following changes:

■ Playing Ground Cards

When playing a ground card, place it to the right of your last played ground card. All played ground cards will be placed from left to right.

Note that you can only place 2 ground cards above each of the trail tokens.



You can play observation cards following all the standard rules from the base game.

■ Moving Player Marker on the Trail Tokens

Every time you play a card into your meadow area that matches 1 symbol from the trail token above which you just placed the card, you **may** move your marker on the matching symbol.

Important! The card must be played into the meadow area ABOVE the trail token with the corresponding symbol.

If you move your marker, turn your windmill clockwise 1 space.

The windmill should now show the amount of times you've moved your marker this game (not just the distance moved). The number visible is the amount of additional victory points that you'll score at the end of the hike.

You may skip symbols on the trail but you may never move your player marker back to the skipped symbol.



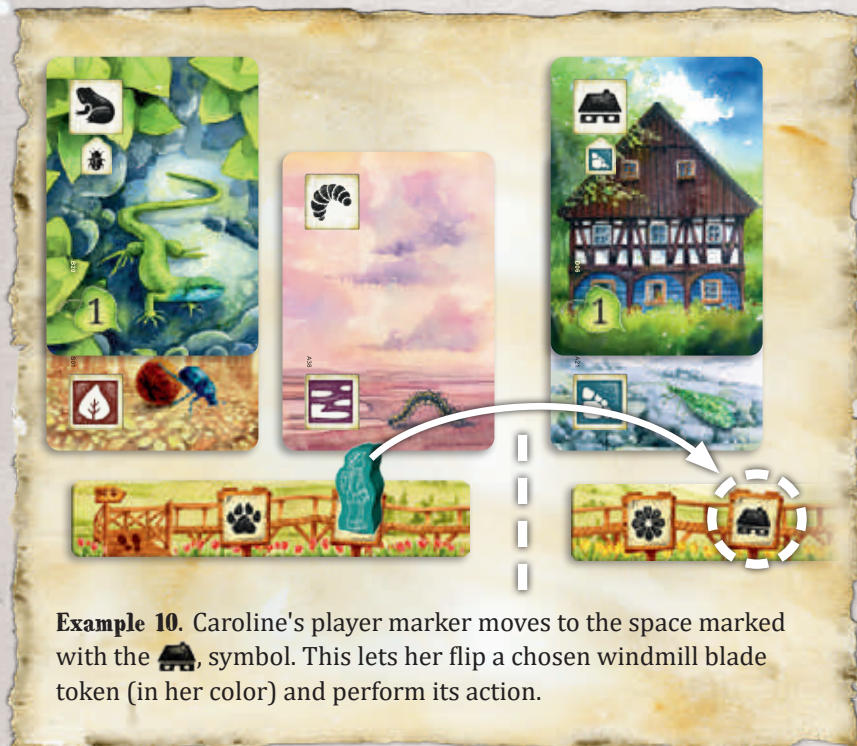
Important! If you use the special action allowing you to play 2 cards or you play a card with 2 symbols, you may still move your player marker only 1 time, even if the symbols on the played cards would indicate that you could do it 2 times.

When your player marker reaches the last space on the trail, it stays there until the end of the game.

■ Turning Windmill Blade Tokens

Each windmill blade token illustrates an action of the token. You flip the windmill blade token and perform its action when your player marker is moved to the next trail token.

Since you may skip spaces with symbols, it's possible that your marker is moved not by 1 but by 2 or more trail tokens. This situation is within the rules, however, you may only flip 1 windmill blade token and use its action.



■ Windmill Blade Token Actions



Take 1 road token.



Take 1 of the available additional hike cards (marked with the symbol)



Take the top card of the **E** or **W** deck and add it to your hand.



Take any face-up card from the main board and refill the empty space with the top card of the corresponding deck.

After performing the windmill blade action, flip it to mark that it has been used. You may perform each of the actions only 1 time during the hike.

■ Placing a Path Token on the Common Space



Each of the players may place any of their path tokens on the space shown in the picture on the left. Placing a path token here lets you play a card into your meadow or surroundings area.

■ End of Round

When all players have placed all their path tokens, the round ends. Then the players collect all their path tokens. Pass the first player token and move the round marker to the next spot (like in the base game). When the round marker passes the hourglass symbol, replace the **S** deck holder with the **N** deck holder and discard all cards from the main board and refill it with new cards.

End of the Hike



The game ends at the end of the 6th round (regardless of the number of players). Players count their victory points from the cards they played in their meadow and surroundings areas.

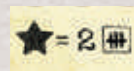
Additionally, you receive the amount of victory points indicated by the marker on the windmill disc on its outer circle (for the amount of moves you performed with your player marker on the trail tokens).

The winner is the player with the most victory points. In case of a tie, the players share victory.

Hiking mode



Apart from the stars for 1st and 2nd place, you also receive ★ for the following achievements:



One ★ for each player who, at any point in the game, had 2 symbols visible (mark this achievement during the game).



One ★ for each player who played an additional hike card this game.

Hike 4. Balloons

Have you ever dreamed of observing wildlife from the skies? Balloon flight seems to be a great idea then. Note the direction of the wind, keep an eye on the compass, and be prepared to fulfill your goals. Decide when to land to perform special actions and thus gain extra points.

Components



24 balloon tokens
(6 in each of the 4 sets)



During this hike use player markers from the common components.



1 compass rose dial

Hike preparation

Follow steps 1-4 of setup from the base game rulebook (p. 4-5).

1

Place the adventure book next to the main board and open it as shown in the diagram below. Remember to place the notch tokens according to the number of players (see p. 3 of this rulebook).

Place the compass rose dial as shown (make sure the magnet works). The dot on the compass rose dial should indicate the N direction.



Shuffle the goal tokens and randomly place 3 of them on the marked spots. Unused goal tokens are returned to the box.

2

3

Place each player's player marker on the left track of the balloon flight on:

- the space marked "4" in case of a 4-player game,
- the space marked "1-3" in other cases.



4

Place the round marker on the 1st balloon of the round tracker.

5

Give each player their components from the base game (described in step 7 on p. 5 of the base game rulebook), and a set of balloon tokens - 6 tokens marked with letters from A to F.



6

The player that most recently saw a hot air balloon receives the first player token and starts the game.



Rules of the Hike



The game follows the rules of the base game with the following changes:

Adventure Book Actions



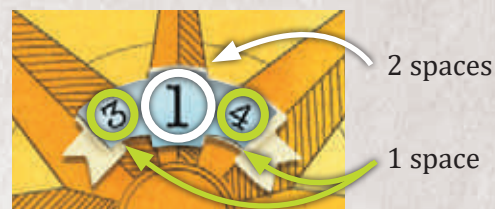
Performing Special Actions

If you place your path token in 1 of the notches in the adventure book, you perform its bottom action (as in the base game). Additionally, you may (both):

• Fly in a balloon

If the number on the played token matches the number visible in the opening in the compass rose dial, you may move your player marker in the adventure book by the correct amount of spaces.

If the value of your played path token matches the **large number** on the compass rose, move your player marker **2** spaces on the balloon flight track.



If the value of your played path token matches one of the **smaller numbers** on the compass rose, move your player marker **1** space on the balloon flight track.

When playing a ? token, it takes the numerical value of the token which special action it copies. Both tracks are described in more detail on the next page.

• Fulfill a goal

During this hike, the goals are represented by balloon tokens (marked with letters from A to F). Each of the letters refers to the set of 2 symbols on the compass rose dial visible next to the balloon token icon.



If you have both symbols assigned to the given balloon on the cards in your meadow area, then after placing your path token in the notch of the adventure book, you may flip this balloon token to the side with visible game end scoring points.

Important! Symbols in the smaller openings in the compass rose dial may change but you may fulfill each of the balloon tokens (each goal) only **1 time**.



Example 11. In order to fulfill the above symbol arrangement and flip the balloon token, you must have the cards with the following symbols in your meadow area:

- A balloon token - visible symbols and ;
- B balloon token - visible symbols and ;
- C balloon token - visible symbols and ;
- D balloon token - visible symbols and ;
- E balloon token - visible symbols and ;
- F balloon token - visible symbols and .

■ Placing a Path Token on the Common Space

Each of the players may place any of their path tokens on the space shown in the picture below. Placing the path token here lets you perform up to 3 different actions:



- play a card into your meadow or surroundings area;
- fulfill a goal (flip 1 of the balloons if you fulfill its requirements);
- move your player marker 1 space on the balloon track.

■ Balloon Flight Tracks

There are 2 tracks that you may move your player markers on. The left track shows additional actions.

Important! You perform these actions during a **stopover** (see next page), **not** when you first reach the space.

Take the top card of the **E** deck and add it to your hand.

Take 1 road token.

Take the top card of the **W** deck and add it to your hand.

Look at the top 1, 2, or 3 cards (depending on the space your player marker reached) of the **N** deck. Add only 1 of these cards to your hand and put the remaining cards on the bottom of the deck.

The right track contains spaces for players' bonus tokens. When you reach a spot with such a space, place your bonus token on it - starting with the lowest valued one.

spaces for the 3-value bonus token

spaces for the 4-value bonus token

spaces for the 2-value bonus token

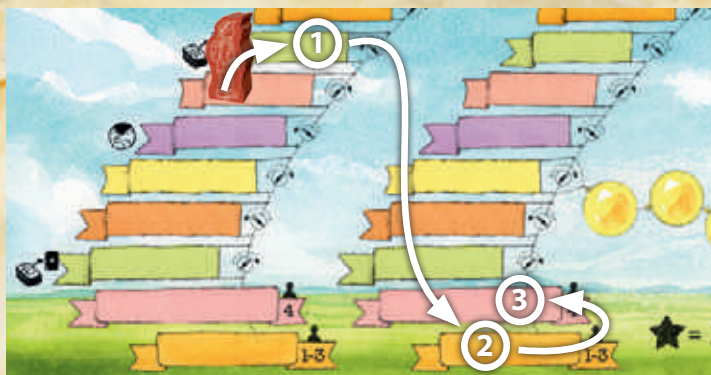


■ Stopover

When you would move your player marker on the left balloon flight track, you may decide to do a **stopover before or after the movement**.

You may then perform **all** of the additional actions available next to the space that you are at and all actions from the spaces below. Then you move your player marker to the starting player space on the right track corresponding to the number of players.

Important! Stopover is not considered to be player marker movement. You perform it before or after a single marker movement. If you would move twice, you may move 1 space, then perform a stopover, then move 1 more space on the right balloon flight track.



Example 12. Steven may move his player marker 2 spaces. He moves 1 space on the left track, finishing his movement on space marked with "1". He then decides to perform a stopover. He performs all additional actions from the left track, up to the space he reached - takes 1 card from the **E** deck, 1 road token, and 1 card from the **W** deck. Then he moves his player marker to the starting space of the right track (marked with "2"). He has 1 movement point left so he moves his player marker to the space marked with "3".

■ End of Round and Compass Movement

When all players have placed all their path tokens, the round ends.

First, move the compass rose. In order to determine the direction of the compass rose movement you must check which player is the furthest along (or, the highest) on either of the tracks. The symbol there determines the direction of the movement.



Move the compass rose 90 degrees clockwise.



Move the compass rose 90 degrees counterclockwise.

Important! It's crucial to move the compass rose by exactly 90 degrees. The big hands of the rose have to match the hands in the picture in the adventure book.

Then the players collect all their path tokens.

Pass the first player token and move the round marker to the next spot (like in the base game). When the round marker passes the hourglass symbol, replace the **S** deck holder with the **N** deck holder and discard all cards from the main board and refill it with new cards.

End of the Hike



The game ends at the end of the 6th round (regardless of the number of players). Players count their victory points from the cards they played in their meadow and surroundings areas, as well as their bonus tokens from the adventure book.

Additionally, you receive points from the flipped balloon tokens.

The winner is the player with the most victory points. In case of a tie, the players share victory.

Hiking Mode



Apart from the stars for 1st and 2nd place, you also receive ★ for the following achievements:



One ★ for each player who reached the last space of any of the tracks (mark this achievement during the game).



One ★ for each player who flipped all of their 6 balloon tokens.

Hike 5. Observation Tower

The observation tower allows you to watch the surroundings from above but it also presents some curiosities of nature. It's worth spending some of your time here and checking all of its floors to learn more about local flora and fauna. The binoculars that you get during the game will allow you to observe new species, fulfill goals, or perform additional actions. By playing cards in your meadow, you build it up to reach higher floors of the tower.

Components



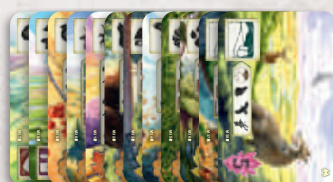
6 special path tokens



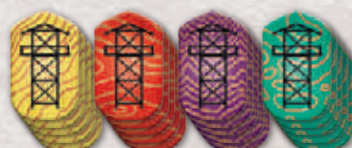
16 horizon tokens
(6 in "1" value and 5 in each of "3" and "5" values)



During this hike use player markers from the common components.



12 additional hike cards with the symbol



20 tower tokens
(5 in each of the 4 player colors)

Hike Preparation

Follow steps 1-4 of setup from the base game rulebook (p. 4-5).

- 1 Place the adventure book next to the main board and open it as shown in the diagram below. Remember to place the notch tokens according to the number of players (see p. 3 of this rulebook).

Place 2 horizon tokens with the value of "5" on the indicated spaces.

Place 2 horizon tokens with the value of "3" on the indicated spaces.

Place the remaining horizon tokens with the values of "3" and "5" in separate, face-down piles next to the adventure book.

Place all of the horizon tokens with the value of "1" in a face-up pile on the marked space.

Shuffle the goal tokens, randomly draw 6, and place them on the indicated spots. Unused goal tokens are returned to the box.



7

Place the round marker on the 1st floor of the minitower round tracker.

8

Shuffle and place the additional 12 hiking cards face-down in a deck next to the adventure book. Then flip and place 4 of them face-up.



9

Place the 6 special path tokens next to the adventure book.

10

Give each player their components from the base game (described in step 7 on p. 5 of the base game rulebook) and player markers, as well as a set of 5 tower tokens in their player color.



11

The player that last used binoculars receives the first player token and starts the game.



Rules of the Hike



The game follows the rules of the base game with the following changes:

At the Start of Each Round

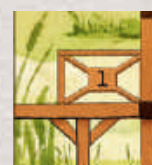
Important! Skip this step in the 1st round of the game.

At the start of 2nd and each following round of the game, each player (in turn order) must do the following:

Place a tower token

Each player places a tower token under 1 chosen card column in their meadow area. The column being a ground card and all observation cards played on the card. The placed tower token stays under the chosen column until the end of the game. The next tower token **may not** be placed under a column that already has a tower token.

Then each player places their player marker on a floor of the tower that matches the number of cards in the chosen column (including the ground card).



The player markers need to be placed on the dedicated space - the terrace shown here.



Example 13. At the start of the 3rd round, Will decides to place the tower token under a column that has 2 cards. He may not place the token under the highest column (including 3 cards) because it already has a token. Therefore, he places his player marker on the 2nd floor of the observation tower.

● Replace path tokens

Shuffle and draw as many special path tokens as there are players. Place the tokens face up within easy access of each player.

Beginning with the starting player, each player chooses 1 of their path tokens, places it to the side (next to the unused path tokens), and replaces it with 1 of the special path tokens.

You may use the special path token just as any other path token in your color. The actions indicated on the path tokens should be performed in order.

Symbols on the special path tokens

- You may play a card from your hand into your meadow or surrounding area.
- You may play up to 2 cards from your hand into your meadow and/or surrounding area.
- Take any card from the indicated row or column.
- Take 2 different cards from the indicated row or column (refill the empty spots after taking the 2nd card).
- Take the top card of the N deck.
- Take any 1 face-up card from the main board and refill the empty spot with the top card of the corresponding deck.
- Take 1 road token.
- Perform a binocular action.

Important! Each special path token allows you to perform 2 different binoculars actions.

■ Binoculars

When you are allowed to perform binoculars actions, you may choose 1 of the options from the floor you are on **or** any of the lower floors.

Important! If you perform 2 binoculars actions, you must perform 2 **different** actions.

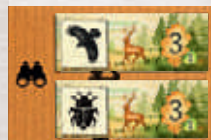
● Binoculars actions



1st floor binoculars actions:

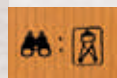
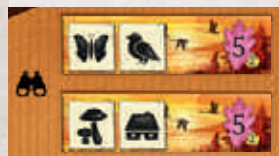
Choose 1 action:

- play up to 2 cards;
- take 2 road tokens;
- look at the top 3 cards of any deck on the board, and add 1 to your hand, and put the remaining 2 on the bottom of the deck;
- take any face-up card from the main board to your hand (and refill the empty spot).



1st, 3rd, and 6th floor binoculars action:

Take 1 horizon token of the correct value (1 point for 1st floor, 3 points for the 3rd floor, 5 points for the 6th floor).



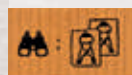
2nd floor binoculars action:

Add 1 hike card to your hand. Refill the empty spot with a card from the hike deck.



2nd, 3rd, and 4th floor action:

If you fulfill the goal requirements (2 visible symbols in your meadow area), place a bonus token with the value corresponding to the given floor.

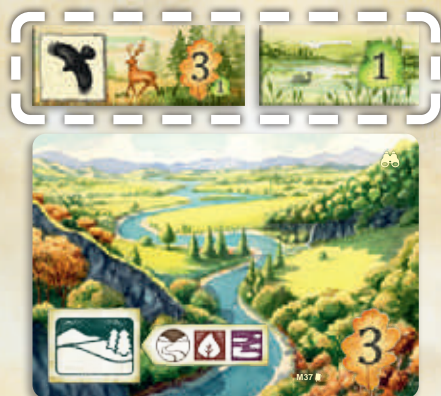


5th floor action:

Add 2 additional hike cards to your hand. Refill the empty spots with cards from the hike deck.

Horizon tokens

Place these tokens in your surroundings area:



Tokens with value of "1" are worth 1 victory point at the end of the game.



Tokens with value of "3" and "5" are worth the full amount of points (respectively 3 and 5) if at the end of the game you have the symbols indicated in your meadow area. Otherwise they are worth less points (respectively 1 and 2 instead).



Placing a Path Token on the Common Space



Each of the players may place any of their path tokens on the space shown in the picture on the left. Placing a path token here lets you play a card into your meadow or surroundings area.

End of Round

When all players have placed all their path tokens, the round ends. Then the players collect all their path tokens (including the ones put aside at the beginning of the round). Then collect all the special path tokens, shuffle them with the unused ones from earlier, then prepare new choices for the next round equal to the number of players.

Pass the first player token and move the round marker to the next spot (like in the base game). When the round marker passes the hourglass symbol, replace the **S** deck holder with the **N** deck holder and discard all cards from the main board and refill it with new cards.

End of the Hike

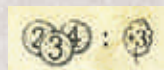


The game ends at the end of the 6th round (regardless of the number of players). Players count their victory points from the cards they played in their meadow and surroundings areas, as well as horizon tokens and their bonus tokens from the adventure book.

Additionally the players score victory points for:



each card above the 6th card played in a single column scores 1 point (e.g. 9 cards in a single column is worth 3 points);



placing all 3 bonus tokens scores 3 points.

The winner is the player with the most victory points. In case of a tie, the players share victory.

Hiking Mode



Apart from the stars for 1st and 2nd place, you also receive ★ for the following achievements:



One ★ for each player who placed all of their bonus tokens in the adventure book.



One ★ for each player who has a column of 7 or more cards in their meadow.



Hike 6. The Cave

This was a long journey but we finally reached the entrance to the cave. Will the gathered experience help us with its exploration? Will we reach the famous cave paintings? Put on your headlamps, pack the backpacks, take the last look at the sky, and go in! It's not as dark as we expected. We slowly proceed forward, ready to meet many new animal and plant species that you'll never encounter above ground.

Components




20 paintings tokens
(4 in each of the 5 designs)



4 cave discovery cards



32 additional hike cards marked with the  symbol
(8 cards per N, W, S, and E decks)

During this hike use player markers from the common components.

Hike Preparation

Follow steps 1-4 of setup from the base game rulebook (p. 4-5).

1

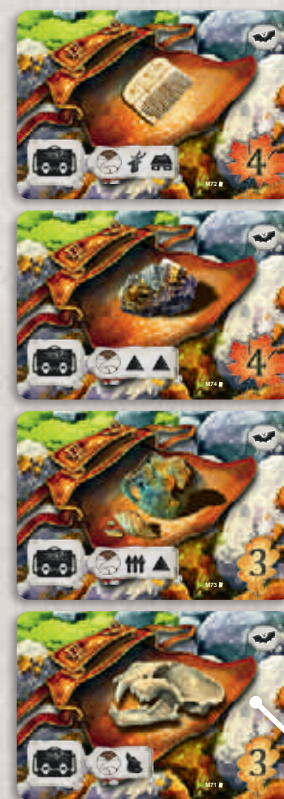
Place the adventure book next to the main board and open it as shown in the diagram below. Remember to place the notch tokens according to the number of players (see p. 3 of this rulebook).

Place the round marker on the 1st mineral of the round tracker.

Shuffle the goal tokens, then draw 8 and randomly place them on the marked spots.

Unused goal tokens are returned to the box.



Place the player markers at the cave entrance.



Place the 4 cave discovery cards next to the adventure book.





Example 14. In order to take the indicated paintings token, you must have  and  symbols in your meadow area.

After taking the paintings token, move your player marker on the next spot deeper into the cave. You may only move your player marker to the right and you are not allowed to go back.

■ Placing a Path Token on the Common Space



Each of the players may place any of their path tokens on the space shown in the picture on the left. Placing a path token here lets you play a card into your meadow or surroundings area and take a paintings token (if you have both required symbols in your meadow area and you don't have a token with this design yet).

■ The Cave and its Actions

Every time when you take a paintings token and move your player marker to the next spot in the cave, you activate its effect or action.

● Action of the cave spaces



Take the top card of the **N** deck.



Take the top card of the **E** deck and then play any card from your hand.




Take a cave discovery card.

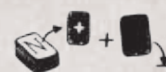


The values visible next to the spaces are granted as victory points at the end of the game. When scoring points, count only the highest valued space that your player moved through or is on currently.



Place the bonus token with the value corresponding to the amount of additional hike  cards you played in your meadow area. If you have played 4 or less cards, place the 2-value bonus token. If you have 5 or 6 cards, place the 3-value token, and in case of 7 or more cards played place the 4-value token.

Important! Each space may contain only 1 bonus token. You may not move your player marker into the cave corridor with a bonus token already there.



Take the top card of the **N** deck and then play any card from your hand.

■ End of Round

When all players have placed all their path tokens, the round ends. Then the players collect all their path tokens. Pass the first player token and move the round marker to the next spot (like in the base game). When the round marker passes the hourglass symbol, replace the **S** deck holder with the **N** deck holder and discard all cards from the main board and refill it with new cards.

End of the Hike



The game ends at the end of the 6th round (regardless of the number of players).

Players count their victory points from the cards they played in their meadow and surroundings areas, as well as their bonus tokens in the cave and the points for the highest valued space their player marker is on or has passed. The winner is the player with the most victory points. In case of a tie, the players share victory.

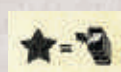
Hiking mode




Apart from the stars for 1st and 2nd place, you also receive ★ for the following achievements:



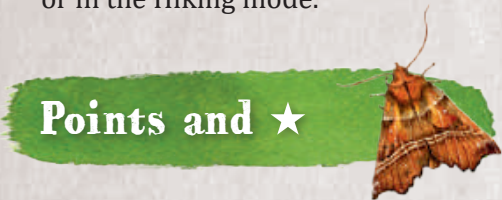
One ★ for each player who played a cave discovery card.



One ★ for the player who played the most additional hike  cards. In case of a tie, all tied players receive a ★.



This variant is based on the rules described on p. 14 and 15 of the base game rulebook. In the adventure book you'll face a dummy player called Rover. In this variant you may play a single scenario or in the Hiking mode.



Rules of acquiring ★ in the solo variant of the Hiking mode are different than in the multiplayer one. Therefore, ignore the descriptions of the Hiking mode at the end of the given hike.

At the end of a hike, score ★ as described in this chapter. After finishing all hikes, compare the amount of scored ★ with the table below in order to see how well you did against Rover.

Solo scoring table

<14	The hike was nice but your sketchbook leaves much to be desired.
15-18	You reached your goal but you feel that you missed some precious specimens.
19-22	You managed to capture many beautiful sketches and perform some very notable observations. Congratulations.
23-24	Such a wonderful sketchbook can only be envied!

If you decide to play a single hike, your result will be the gathered ★ (scored according to the rules of this chapter). If you score 3 or more ★, you may announce your victory over Rover.

Changes to the Setup

■ Setup

Prepare the hike as described in the Hike preparation part.

Place the solo play game token next to the main board.

Shuffle the path tokens (including the ? tokens) of all of the other colors and form a face-down pile. Place them next to the solo play game token.

Take 1 color marker of each of the other colors and randomly place them uncovered on 3 spots around the solo play game token.

Rover does not have their own meadow or surroundings areas, and the cards they collect during the game are placed in a face-up deck above the solo play game token.

Important! During some hikes, the symbol on the top card of the deck will be important at the end of the round - it'll be described in the scenario.

When you start each hike take your starting cards and refill the empty slots on the board with cards from the corresponding deck. Then take all of the cards from the 1st row under the deck holders and 1 card from the N deck and place them in Rover's deck. Refill the board again.

■ Changes to Gameplay, End of Game and Scoring

During gameplay, follow all the changes described on p. 15 of the base game rulebook. In the base game rules we refer to notches in the campfire board. For the games with Adventure Book expansion, treat the notches in the adventure book as if they were in the campfire board.

The additional changes to each hike have been described on the following pages.

Hike 1. The Beginning

In this hike, Rover will use a set of bonus and weather tokens in one of the unused colors. Place Rover's weather tokens on the board next to the player's tokens, and their bonus tokens, next to the solo play game token.


At the end of each round, check if the top card of Rover's deck matches any of the goal symbols. If yes, place Rover's bonus token (starting with the lowest valued one) on the 1st free space on the given goal. Note that Rover fulfills their goal if 1 out of 2 required symbols is visible in their deck. Therefore, they take the 1st place needed for a player to score a ★ for this achievement.

If Rover takes a card indicated by the weather indicator, move the corresponding weather token by 1 space on the given track. If they take a card indicated by both indicators, move both weather tokens 1 space on each of the tracks. If Rover's weather token reaches the last space of the track, place one of the weather cards face down next to their deck. Rover always takes the bottom card from the adventure book.

Regardless of the card's value, the weather card is always worth 2 victory points for Rover at the end of the game.




- You get 1 ★ if you have more victory points at the end of the hike than Rover.
- You get 1 ★ if you have at least 65 victory points at the end of the hike.
- You get 1 ★ if you were the first to fulfill at least 2 goals (you have at least two bonus tokens in the first column).
- You get 1 ★ if you managed to play at least 1 sunny and 1 rainy weather cards.

Hike 2. Bridges

You take the hike  card **every time** you flip a bridge token. At the end of the game, each card that you didn't get goes to Rover's deck.



Rover doesn't fulfill goals during this hike.


At the end of the game, count all of the points in Rover's card deck and then divide the result by two, round down.


- Get 1 ★ if at the end of the hike you have more victory points than Rover.
- Get 1 ★ if you have at least 35 victory points at the end of the hike.
- Get 1 ★ if at the end of the hike you have placed at least 2 tokens in the adventure book.
- Get 1 ★ if at the end of the hike you have the following symbols visible in your meadow area: , , .

Hike 3. Windmills

Rover doesn't move on the trails and they don't have their own windmill.

Every time that Rover takes a  card from the board, they immediately play another turn (if during this extra turn they take another  card - they **don't get** another turn).

At the end of the game count all of the points scored by Rover and see how many  ground cards they have. Each of those symbols is worth 1 additional victory point for Rover.

- Get 1 ★ if at the end of the hike you have more victory points than Rover.
- Get 1 ★ if you have at least 60 victory points at the end of the hike.
- Get 1 ★ if at any point in the game you have 2  symbols visible in your area (mark this achievement during the game).
- Get 1 ★ if you played an additional hike card this game.

Hike 4. Balloons

During this hike, Rover will use a player marker and bonus tokens in one of the unused player colors. Place the marker on the 1st space of the **right** track.

Every time Rover plays the "?" path token, they move their player token 2 spaces. When Rover reaches the space with a bonus token, place their bonus token on the given spot. At the end of the game add the bonus token points to the points scored by their deck.

- Get 1 ★ if at the end of the hike you have more victory points than Rover.
- Get 1 ★ if you have at least 65 victory points at the end of the hike.
- Get 1 ★ if you managed to reach the last space on any of the tracks (mark this achievement during the game).
- Get 1 ★ if you managed to flip all 6 of the balloon tokens.

Hike 5. Observation tower

During this hike, Rover will use bonus tokens in one of the unused player colors.

Place the additional hike cards in a row so it's easily visible which card has been placed first. After taking hike cards from this row, slide the cards to the left and refill only the rightmost spaces.

At the end of each round, check if the symbol of the top card of Rover's deck matches any of the goal symbols. If it does, place the bonus token corresponding to the value of the tower floor number on the designated space on this floor.

After checking if Rover fulfilled their goal, place the leftmost card on top of their deck and refill the row.

- Get 1 ★ if at the end of the hike you have more victory points than Rover.
- Get 1 ★ if you have at least 65 victory points at the end of the hike.
- Get 1 ★ if you have a column of at least 7 cards in your meadow area.
- Get 1 ★ if you managed to place all 3 of your bonus tokens in the adventure book.

Hike 6. The Cave

During this hike Rover doesn't collect paintings tokens.

At the halfway point of the game - before replacing cards on the board - take all revealed hike 🦇 cards and place them on Rover's deck.

At the end of the game, add all remaining cave discovery cards to Rover's deck.

Each hike 🦇 card in Rover's deck is worth an additional 1 victory point.

- Get 1 ★ if at the end of the hike you have more victory points than Rover.
- Get 1 ★ if you have at least 65 victory points at the end of the hike.
- Get 1 ★ if you managed to play a cave discovery card.
- Get 1 ★ if you have played more hike 🦇 cards than Rover does in their deck.



Card index

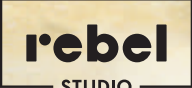
	common name	scientific name	interesting fact	place and date of observation
M01-M08	Storm cloud		Tens of thousands of storms take place on earth every hour, particularly above tropical lands and islands.	
M09-M16	Sunny cloud		Even though the rainbows that we see seem to be arch shaped, in truth they are circular. You may sometimes observe that from an airplane.	
M17	Least weasel	<i>Mustela nivalis</i>	Some weasels change the color of their fur in winter to white, which helps them camouflage if there is snow, however if there is none - they become an easy target.	
M18	Domesticated apple	<i>Malus pumila</i>	The cultivated apple is perfect for garden decoration. It's worth having more than one species of the tree, so you'll have them bloom longer and have more fruit thanks to cross-pollination.	
M19	Bird's-nest orchid	<i>Neottia nidus-avis</i>	The bird's-nest orchid doesn't photosynthesize. It takes all the nutrients it needs from mycorrhizal fungus to obtain the nutrients it needs to survive	
M20	Anthill		Ants form hierarchical communities where all of them fulfill certain roles so they can all survive. Most tasks are done by the workers, while the queen lays eggs.	
M21	Blue tooth	<i>Hydnellum caeruleum</i>	It's a saprotrophic mushroom that takes all of its nutrients from the dead organic materia.	
M22	Floodgate		Contemporary land reclamation activity is planned by taking into consideration not only the economical efficiency of the terrain but also the natural environment.	
M23	Hedge		As early as the Bronze Age, strips of plants were used to mark the borders of areas.	
M24	Wild tulip	<i>Tulipa sylvestris</i>	Tulip cultivation probably started in the X century in Persia. Tulips came to Europe in the XVI century from Turkey.	
M25	Landscape with a Dutch windmill		The Dutch windmills were created in the XVII century. They are distinguished by their unmovable frame and rotating head.	
M26	Clogs (discovery)		Clogs protect feet from mechanical injuries, that's why they were commonly used by men and workers in medieval Europe.	
M27	Norway spruce	<i>Picea abies</i>	One of the oldest known trees in the world is a Norway spruce. It grows in Sweden, it's 9550 years old, and is called Old Tjikko.	
M28	Fairy ring mushroom	<i>Marasmius oreades</i>	The fairy ring mushroom is a hygrophanous mushroom - it changes its color as it loses or absorbs water.	
M29	Bohemian waxwing	<i>Bombycilla garrulus</i>	The bohemian waxwing is able to eat twice as much of its weight in one day.	
M30	Roe deer	<i>Capreolus capreolus</i>	Roe deer make sounds similar to a dog's bark.	
M31	Violet carpenter bee	<i>Xylocopa violacea</i>	Just like regular bees, violet carpenter bees are crucial for the ecosystem as they pollinate plants. Bees are responsible for the breeding of 80% of all plants in the world, and those in turn are crucial for the survival of animals.	
M32	Wolverine	<i>Gulo gulo</i>	Wolverines behave very similar to weasels when it comes to hunting. They often hunt for larger prey and kill several animals in a short time to gather supplies.	
M33	Forest hut		Building a brick ground floor and a wooden first floor has many benefits: a brick ground floor gives stability, cumulates warmth, and protects against water, while the light floor construction allows the creation of wide eaves, balconies or bay windows.	
M34	European honey buzzard	<i>Pernis apivorus</i>	Apivorus also means bee eater. The main food source of this bird is the larva of wasps, hornets and bees, but it also eats other insects and small vertebrates.	

M35	Pine-tree lappet (larvae)	<i>Dendrolimus pini</i>	After hatching, the caterpillars eat the egg casing. Then they move to pine needles: they start by taking just small bites until they can eat them in whole.	
M36	Common raccoon dog	<i>Nyctereutes procyonoides</i>	Raccoon dogs originate from Eastern Asia. They were brought to Europe for fur farming. Currently they are established as an invasive species in the European Union.	
M37	Landscape with a river		All the oldest civilizations in the world started near rivers.	
M38	Landscape with a deer, hawk, and a wolf		Predators play an important role in the food chain because they regulate the herbivore population. When herbivores don't have natural enemies, the balance might be disturbed and the food can become scarce.	
M39	Venus of Oblazowa		The age of the figure of a woman found in Oblazowa cave is estimated to be 15,000 years old. Other traces of residence were also found in the cave, among them, tools used by Neanderthals 100,000 years ago.	
M40	Flint hand axe		Hand axes were made from stone, usually flint, by knapping pieces of stone. They were used for cutting.	
M41	View with cave in sandstone		Sandstone is a stone consisting mostly of silicate. Depending on its constitution, it might cover all sorts of colors: from white to yellow, red and grey-green, to almost black.	
M42	View with a cave		The longest cave in the world is the Mammoth Cave in the United States of America. It's 686km long.	
M43	View with houses in a cave		Located in Jordan, rock-cut Nabataean city is now called Petra (Greek: Rock) originally known to its inhabitants as Raqmu (multicolored) because depending on the time of the day, the rock seems to change color.	
M44	Campfire in front of a cave		Mastery of fire by homo erectus was one of the most crucial moments in the prehistoric history of the human kind. Through thousands of years, many cultures gave mystical meaning to fire, relating to security and life energy but also destruction. The meaning of mastery of fire also found its reflection in the Greek myth of Prometheus.	
M45	House on a rock		Taung Kalat in Birma and the monastery on Katskhi pillar in Georgia are examples of religious buildings on rocks that make use of solitude and seclusion from the world to bow in reverie.	
M46	House in a rock		Rock-cut residential buildings can be seen in the town of Uçhisar in Turkey.	
M47	Pseudoscorpion	<i>Chelifer cancroides</i>	Pseudoscorpions are actually very beneficial to humans. They feed on pests dangerous for beehives and book eating moths that destroy library collections.	
M48	Plectogona sanfilippoi	<i>Plectogona sanfilippoi</i>	Myriapods of this species live between 525-836 meters above sea level. Those species, unique for such habitats, are called endemic species.	
M49	Alpine marmot	<i>Marmota marmota</i>	When they hibernate, the body temperature of marmots drops from 36°C to 8-10°C. The oxygen usage lowers by thirtyfold, and the number of heartbeats decreases from 220 to 30 per minute.	
M50	Maidenhair spleenwort	<i>Asplenium trichomanes</i>	It was used in folk medicine as an expectorant (removal of mucus from airways).	
M51	Stalactites		The maximum annual increase in the length of stalactites comes to approx 0.25 to 3 mm.	
M52	Stalagmites		One the tallest known stalagmites on Earth can be found inside Son Doong Cave in Vietnam and are over 70m tall.	
M53	Alpine newt	<i>Ichthyosaura alpestris</i>	After laying eggs, the female wraps them in water plant leaves.	
M54	Olm	<i>Proteus anguinus</i>	Olms live in the caves of the Dinaric Alps. It's even possible to find them 300 m below ground level.	
M55	Herald	<i>Scoliopteryx libatrix</i>	They overwinter in caves. If they can't find any, they move to basements and other cool, man-made constructions.	
M56	Speleothem formations		Speleothem formations come to existence when water drops through cracks in the rock of the cave. The water melts the rock and precipitates calcium carbonate, which leaves behind sediment where the water travels.	

M57	Pillars		Stalagmites form under stalactites. Eventually they get closer to each other and, if nothing stops it, they become pillars.
M58	Rosalia longicorn	<i>Rosalia alpina</i>	The biggest danger for the rosalia longicorn population is cutting and destroying trees that they use to lay their eggs.
M59	Schreiber's bat	<i>Miniopterus schreibersii</i>	In many bat species the mother carries the young. However, some species, like the Schreiber's bat, create breeding colonies where the young bats wait together for the mothers to come from hunting.
M60	Lesser horseshoe bat	<i>Rhinolophus hipposideros</i>	The lesser horseshoe bat's nostrils are surrounded by skin growth that is used for focusing sound waves for echolocation.
M61	French cave salamander	<i>Speleomantes strinatii</i>	The species is endangered to become extinct in the next five generations because of the fungus infection batrachochytrium salamandrivorans from Eastern Asia, probably brought to Europe through trade of salamanders.
M62	Hohle Fels flute		This flute found in Germany is at least 35,000 years old. It proves that even the earliest Europeans cultivated musical traditions.
M63	European cave spider	<i>Meta menardi</i>	It lives in dark, moist environments and hates dry terrain. Because of its surrounding preference, it hunts for snails among other things.
M64	Porrhomma egeria	<i>Porrhomma egeria</i>	This species belongs to the linyphiidae family - also known as sheet weavers . It is the second largest spider family after salticidae.
M65	Travunijana djokovici	<i>Travunijana djokovici</i>	This species of aquatic snail was named after the famous Serbian tennis player Novak Djokovic.
M66	Herald (larvae)	<i>Scoliopteryx libatrix</i>	Herald's larvae feed on willow and poplar trees.
M67	Entrance to a sandstone cave		The longest sandstone cave is the Krem Puri Cave in India. It is 24.5 km long and contains dinosaur fossils from over 70 million years ago.
M68	Cave entrance in the meadow		Currently, the deepest known cave on Earth is Veryovkina Cave in Georgia at 2,223 meters (7,257 ft) deep.
M69	Fairy inkcap	<i>Coprinellus disseminatus</i>	They usually grow on dead, decaying trees but sometimes their fruitbodies may also be found on living ones. It can grow underground.
M70	Round-headed rampion	<i>Phyteuma orbiculare</i>	Grows in European mountains. The danger to the species comes from accidental damaging by tourists of the plants growing on the rocks.
M71	Cave lion's skull		Cave lions became extinct about 13 000 years ago. Their paintings have been found in Chauvet Cave and in Lascaux.
M72	Vimose Comb		Found in the Danish bog of Vimose, the comb comes from the 2nd century. It's suspected that the runic inscription "Harija" means the name of the owner.
M73	Fragment of ceramic dish from Neolithic age		Because of it's incredible resistance to time, ceramic is very important for archeology. Its research allows us to gather information about migration and ancient customs relating to food preparation, decoration, and burials.
M74	Pyrite crystallite on a rock		Starting a fire with pyrite or flint is one of the oldest flinting techniques. They were used in the XVI century in firearms known as the snaplock.

Credits

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