

End of the game

The game ends immediately if...

- either the uncovered discovery cards can no longer be replenished to four
- or a player can no longer replenish the set of tiles to three

Discovery cards are checked for their rarity values.

The player with the highest number of points wins.



1st Edition, April 2005

The development of “Haselwurz und Bärenklau” was initiated by the Geobotanical Institute of the ETH Zurich and made possible through the ETH on their 150 year jubilee in 2005.

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Haselwurz und Bärenklau

A game for two to four players

Ages 8 and up

Playing time 45 to 90 minutes



Introduction

What's whizzing along the hedgerow? ... Another pixie?

The pixies seem to be on a discovery journey again, seeking rare plants and animals.

The aim in this thrilling competition for sought-after rarities is to move forward as quickly as possible.

And you've got the dragonfly, the badger, the grasshopper and the yellow hammer to help you on your trip.

Object of the game

In the game "Haselwurz und Bärenklau" the players act as pixies. The game set changes during the course of the game, as new forests, meadows, fields and waters continuously extend the paths of discovery.

Through a clever choice of your transport animal and by skillfully placing special elements like hedgerows and copses, you can improve your chances of discovering plants and animals. And whoever adds a suitable landscape element at the right moment, might even be awarded with two or three discoveries at the same time.

The player scores who gets the highest points of discovered animals and plants, given on the discovery cards.

Game contents

- 48 Hexagonal tiles with following elements:
 - forest (dark green), natural meadow (many-coloured), fertilized meadow (yellow/green), field (brown), lake (blue), village (red/gray), gravel-pit (gray)
- 48 Discovery cards with plants or animals and rarity values from 1 to 9
- 16 Movement cards with dragonfly, badger, grasshopper and bird (yellow hammer)
- 8 Game sequence cards
- 48 Markers (red)
- 12 Hedgerows (dark green)
- 6 Copses (dark green)
- 6 Flower chips (fallow meadow) (yellow)
- 4 Pixies in different colours
- 1 Brochure

Pixies stopping on the following tiles, can discover the indicated plants or animals:

Two cards may be taken at the same time:

- 1 Tree frog and Siberian iris
- 2 Tree frog and lizard or Siberian iris and lizard
- 3 Siberian iris and lizard

One card may be taken:

- 4 Tree frog or Siberian iris
- 5 Siberian iris
- 6 Lizard
- 7, 8, 9 Corncockle

Pixies stopping on any of the other tiles can't discover anything at the moment.

The corner with marker **a** also matches the environmental conditions for the corncockle, but discovering isn't possible any more.

The same applies for marker **b**: this corner matches the environmental conditions for the Siberian iris.



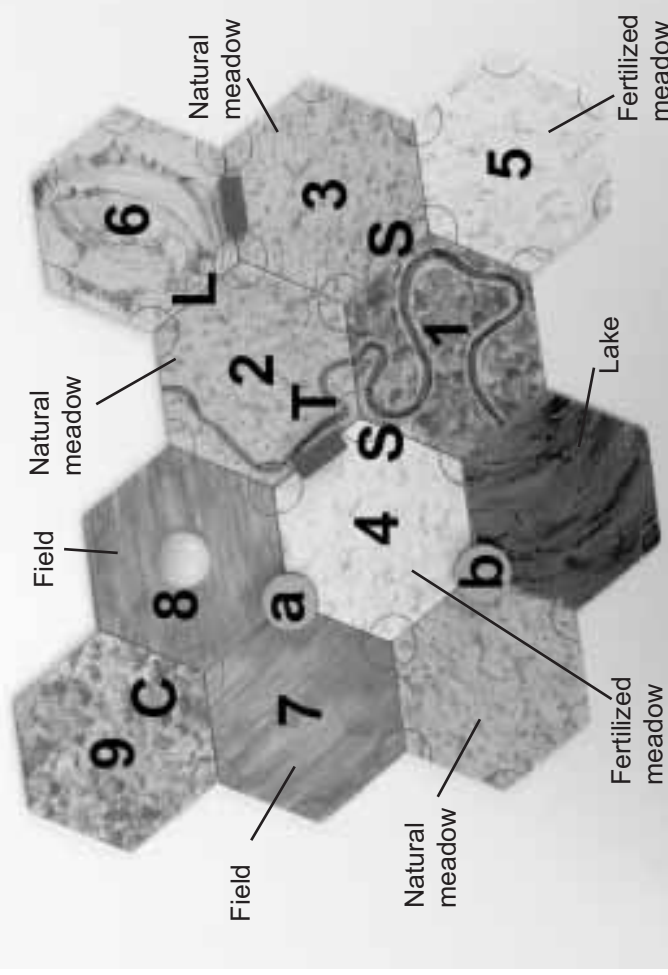
5. Replenish cards and tiles

The player takes one new tile to complete the set of three tiles again.

After the move the player replenishes the discovery cards to four again.

If players after a whole turn encounter the same set of uncovered discovery cards again they **may** (but don't have to) remove all 4 cards and place them under the deck. Four new cards are uncovered instead and laid on the table.

Example 3:



Example for the discovering of plants and animals.

The following discovery cards are uncovered, the corresponding animals and plants can be discovered:

- C** Corncockle
- L** Lizard
- T** Tree frog
- S** Siberian iris

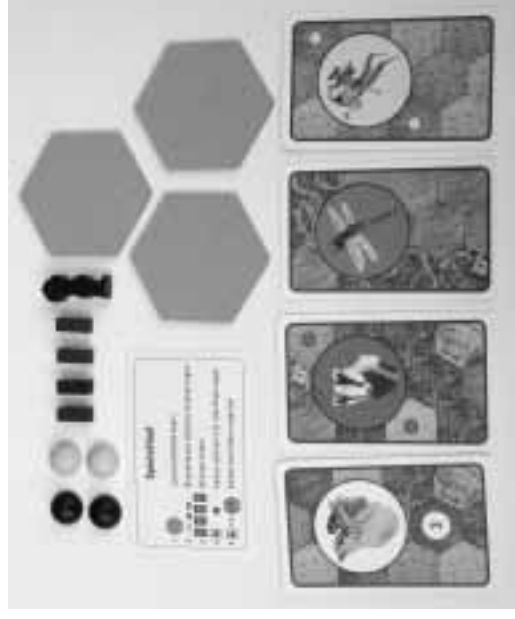
The corners marked by the big letters indicate the places, where the corresponding plants and animals can be discovered.

Setting up the game

1. Each player receives:
 - 1 pixie
 - 4 movement cards (same coloured frame as pixie)
 - 1 game sequence card
 - 3 tiles with the images facing down¹⁾

The number of available hedgerows, copses and flower chips are evenly distributed among the players

With 4 players, 2 players receive two copses each and one flower chip, the other 2 players receive two flower chips each and one copse.



Parts of one player when 3 players are in the game



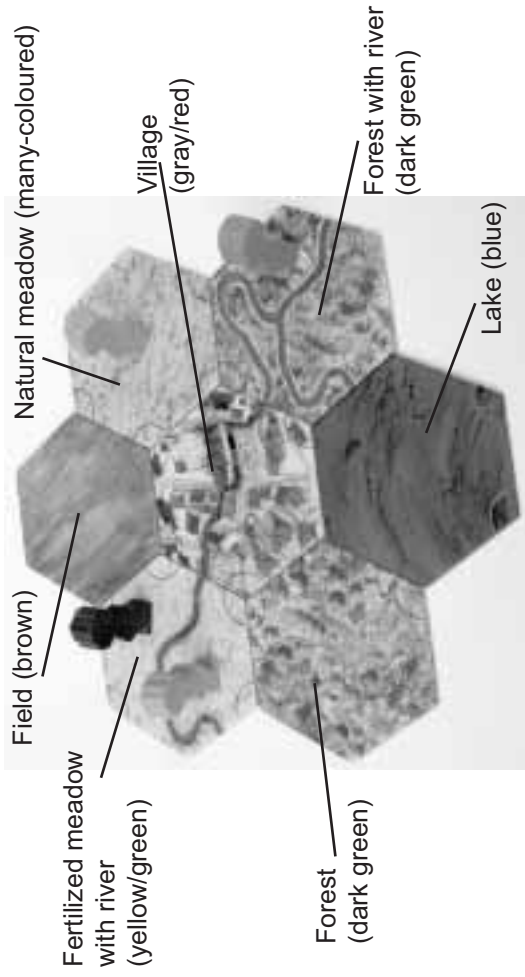
Wooden elements of one player when 2 players are in the game



Wooden elements of player A or B when 4 players are in the game (player C or D get 2 flower chips, 1 copse and 3 hedgerows each.)

1) Players may agree to play with tiles uncovered for everybody to see.

2. Place the following seven tiles in the middle of the table according to the image below:

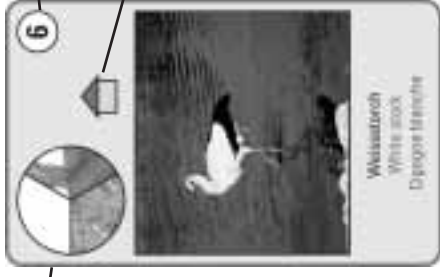


3. The players set their pixie on any tiles (except village and lake)
4. The remaining tiles are shuffled and laid down as several decks with the images facing down.
5. The red wooden markers are placed on the table.
6. Discovery cards are shuffled and laid down as one deck with the images facing down.
The four cards on top are placed uncovered for everybody to see.



Example 2:

A natural meadow and a lake must be on the adjoining tiles. A river may flow through the corner of the circle instead of a lake



Rarity value of the plant or animal
A village or a meadow with house must be on one of the adjoining tiles.

A flower chip must be on an adjoining field tile.



A fertilized meadow and a field must be on the adjoining tiles. A forest is not allowed to border this corner.

Name of the animal or plant

A fertilized meadow must be on the adjoining tiles. Any two other types of tiles may join this corner.



A hedgerow must border at this corner.

As soon as all movement cards have been turned over, all 4 cards are uncovered and can be used to move the pixie again.

4. Take cards and place red markers

If the pixie reaches a tile which – together with the neighbouring tiles – matches the environmental conditions (indicated top left on each card) of an **available discovery card**, then the player may:

- Take this discovery card and
- position a red marker on the corresponding corner of the adjoining tiles

Pay attention:

- ! For a marker to be placed on a corner three tiles have to be adjoining.
- ! You may not seek after plants or animals on corners which already have a red marker.
- ! Several plants and animals may be discovered at the same time.

! White segments on discovery cards indicate that any types of tiles may join this corner.

! A river must flow through the corner of a tile to match the corresponding environmental condition.

! If a flower chip is required, a field tile always has to join the corresponding corner even if this is not shown on the discovery card.

! Hedgerows always have to border at the corresponding corner.



Game procedure

The player who placed their pixie last, begins the game. Each turn proceeds as follows:

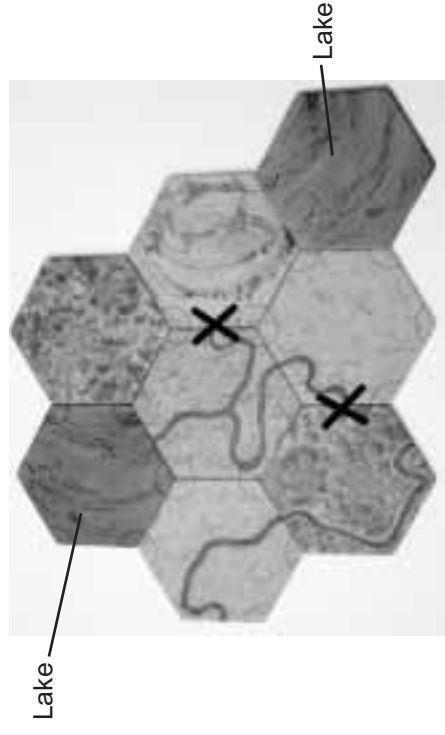
1. Place tiles
2. Optional: place flowers, copses, hedgerows
3. Move pixie
4. Take cards and place red markers
5. Replenish cards and tiles

1. Place tiles

The new tile is positioned next to an existing tile.

Pay attention:





Rivers may flow into a lake, but never end between two tiles.



There are no further restrictions.

2. Optional: place flowers, copses, hedgerows

The player may place one or more of their wooden elements on the tiles as follows:

-  Copses in natural and fertilized meadows, fields or gravel-pits
 -  Flower chips only on fields
 -  Hedgerows are not positioned in the tile, but along the border of two tiles.
 -  Hedgerows may bridge rivers, but cannot be positioned between two lakes or two forests.
- Copses and Flower chips can be positioned on the same field.

3. Move pixie

The player selects one of their uncovered movement cards and moves the pixie onto a tile, which – together with the neighbouring tiles – matches the environmental conditions of one or several uncovered discovery cards:



With the **dragon fly** the pixie may move along a **connected** watercourse of rivers and lakes. A river must flow through the starting tile and end tile (pixies cannot stop on a lake).



With the **badger** pixies can move through forest tiles, over tiles with copses or along hedgerows.
The starting tile and end tile of the badger must be forests or tiles with copses.



With the **grasshopper** pixies can move over meadow tiles (natural and fertilized meadows) or over field tiles with flower chips. They may start and stop on any of these tiles.



With the **bird** pixies can fly **over any kind** of tile with a maximum distance of three tiles.
The bird can stop on any tile **except village or lake**.

Village or lake tiles can be crossed with a bird or a dragon fly, but the pixies are not allowed to stop on these tiles.

The movement card which was used for the move must be turned over and is no longer available for future turns.

If players renounce to move, they are not allowed to discover animals or plants and have to turn over any of their remaining movement cards.

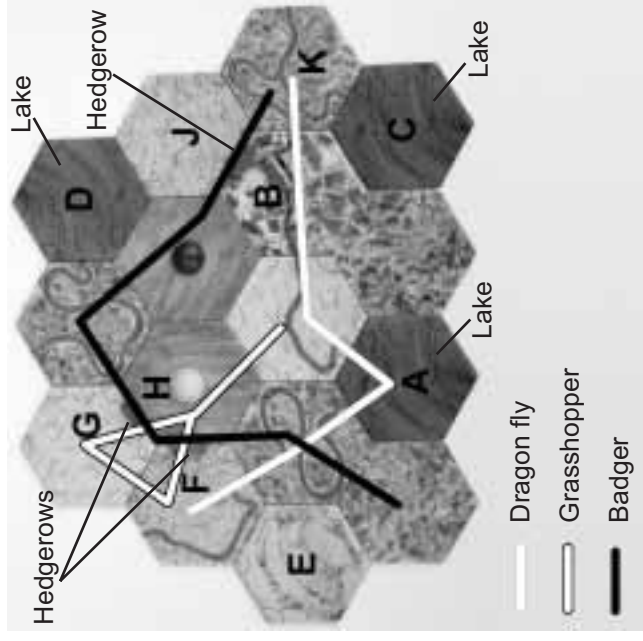
The same applies, if players have no matching movement card available in order to move their pixie.

Example 1:

If pixies move with the dragon fly, tiles **A** and **B** can be crossed, but the pixies may not stop there.

With the grasshopper tile **J** can't be reached, as there is no flower chip between tiles **H** and **J**.

With the badger pixies may move along hedgerows, but pixies may neither start nor stop on any of the neighbouring tiles **F**, **G**, **H**, **B** and **J**.



If pixies start with the bird on tile **E**, any tiles except **D**, **J**, **K** or **C** (4 tiles distance) can be reached. Furthermore pixies may neither stop on tile **A** (lake) nor on tile **B** (village).