

FORK Expansion sets (draft)

ADV - EAGLE #12

- PLAYERS: 4+
- COMPONENTS: Three cards of the same eagle. Bi-terrain (Arctic/Desert, Desert/Mountain, and Mountain/Swamp).
- SETUP: Place them on the side face down.
- At the end of the first turn, players who don't have a score card randomly take one eagle to hand.
 - If there are more than three players don't have a score card, no one takes an eagle. Then, repeat the process on the next turn.
- Play an Eagle following one of the two terrains on the card.
- Eagles in the lead terrain can score a Rabbit in any of the two terrains.

ADV – BEAR #11

- PLAYERS: 2+
- COMPONENTS: Four cards, four different bears, one for each terrain.
- SETUP: Randomly deal to all players as one of the Other FORK cards.
- When playing a bear following the terrain, it can score a wild cat, fox, or rabbit. When scoring, discard the target card, and keep the bear as score card. 2vp.

ADV – WILD CATS #10

- PLAYERS: 2+
- COMPONENTS: Four cards, four different cats one for each terrain.
- SETUP: Randomly deal to all players as one of the Other FORK cards.
- When playing a wild cat following the terrain, it can score an owl or small rabbit (#2/#3). When scoring, discard the target owl or rabbit, and keep the wild cat as the score card. 3vp.
- Drawing: Mountain Lion, Lynx (desert), Snow Leopard,

ADV – WILD KALE #1

- PLAYERS: 2+
- COMPONENTS: Six cards. Each has two terrain symbols.
- SETUP: Randomly deal to all players as one of the Other FORK cards.
- Rabbits in the lead terrain may score a wild kale that has the matching terrain.
- The Player who plays a surviving wild kale that follows the terrain can score the wild kale.

ADV – MOUSE #0

- PLAYER: 2+
- COMPONENTS: Two cards of the same mouse. Wild.
- SETUP: Randomly deal to all players as one of the Other FORK cards.
- Owl in the lead terrain may score a mouse. When scoring, discard the target mouse and keep the owl as score card. If there are one or more surviving mice, players with the most score cards discard a kale card. If they don't have kale, the mouse has no effect.

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When using expansions.

- game ends when one or more players are out of hand cards.
- 4+ player game, evenly distribute up to 12 cards per player.

Take Skunk when fail to score with an 8 or higher card. Flip this card when it happens again.

