

ALPINA

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SETUP

1. Randomly choose 1 of the chamois goat cards and place it in the centre of the table. This is the starting card for the 5x5 grid of 25 cards you will build over the course of the game. Shuffle the rest of the cards.
2. Deal 6 cards to each player. Everyone should look at their hand, without revealing it to the other players. The remaining cards form the draw pile.

3. Take the number of Hiker pawns in the colour of your choice as indicated below:

Number of players	Number of Hiker pawns
2	8
3	5
4	4

Randomly select which player will go first. Turns proceed in clockwise order.

HOW TO PLAY

ON YOUR TURN :

1. Play a card (mandatory)

2. Place a hiker (optional)
3. Draw a card (mandatory)

1 - PLAY A CARD

On your turn, you must play a card from your hand into the grid in the middle of the table, following the rules below:

The card must be placed in the same orientation (horizontally or vertically) as the other cards, into an empty space in the 5x5 grid. It must be placed orthogonally (to the left, to the right, above, or below, but not diagonally) to a card that has previously been played.

It may not form a 6th row or column.

2 - PLACE A HIKER

If you wish, you may place 1 of your Hiker pawns on the card you have placed or on an orthogonally adjacent card.

There can only be 1 pawn on a card.

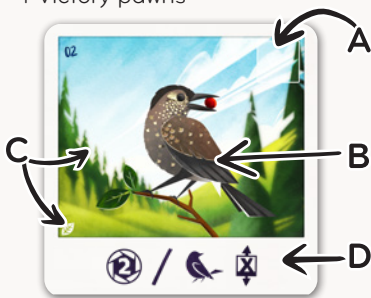


3 - DRAW A CARD

Draw back up to 6 cards.

COMPONENTS

- 56 cards • 32 Hiker pawns
- 4 Victory pawns



A. Hiker space

B. Animal type

- ▶ spotted nutcracker
- ▶ chamois
- ▶ grass frog

C. Landscape type

- ▶ mountain
- ▶ lake
- ▶ forest

D. Victory point condition

GOAL OF THE GAME

Gain the most victory points by strategically placing your hikers on the cards.

END OF THE GAME

The game ends when the 25th card is placed into the grid. The current player finishes their turn. Determine your score by adding up the points scored by each of your Hiker pawns.

The player with the highest score wins.

In case of a tie, the player who is lower in the turn order wins.

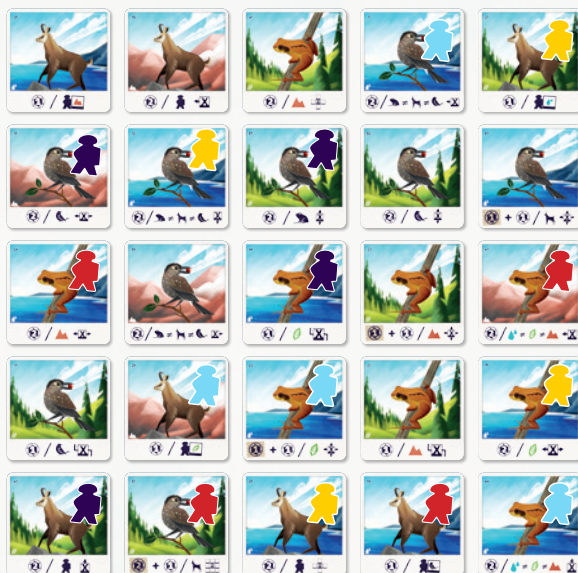
In this example, the scores are as follows (scoring the Hiker pawns from top to bottom and left to right):

Red gets
4+6+5+5
= 20 points

Yellow gets
9+4+4+6
= 23 points

Purple gets
8+6+5+4
= 23 points

Light blue gets
4+4+5+6
= 19 points



In this example, purple wins the game, because it is lower in the turn order.

SCORING

You score victory points for each card your Hiker pawns are placed on. Unless stated otherwise, the card the pawn is on does not count toward its victory point condition.

Some cards have guaranteed victory points (the number printed on a piece of tape; you always get these points), and conditional victory points (you'll get a different number of points depending on certain criteria).

During final scoring, each animal type offers a different way to score victory points:

- ▶ The spotted nutcracker scores points based on other animal cards in the grid.
- ▶ The chamois scores points based on Hiker pawns.
- ▶ The grass frog scores points based on landscape cards in the grid.

COUNTING POINTS:

To keep track of your points during final scoring, use a Victory pawn and the edge of the box. Move your pawn along the track as you add up the victory points scored by each hiker to calculate your total score.



In this example, gain 1 victory point + 1 victory point for each spotted nutcracker in the same row and column as this card.



2 victory points for each different type of animal (regardless of landscape) to the right of this card (in the same row).



2 victory points for each type of landscape (regardless of animal) to the left of this card (in the same row).



2 victory points for each spotted nutcracker in the same row as this card.



2 victory points for each spotted nutcracker in the same column as this card.



2 victory points + 1 victory point for each chamois orthogonally or diagonally adjacent to this card.



2 victory points for each lake orthogonally adjacent to this card.



2 victory points for each Hiker pawn below this card in the same column (regardless of colour).



1 victory point for each Hiker pawn (regardless of colour) on a chamois goat, **including this card**.



1 victory point for each Hiker pawn (regardless of colour) on a forest.



1 victory point for each nutcracker connected to this card.

Connected: linked to this card by an orthogonally connected path of cards of the same type.

THE PARC NAZIUNAL SVIZZER AND ROMANSCH

Founded in 1914 and the only national park in Switzerland, the Parc Naziunal Svizzer is also the oldest national park in the Alps. It is located in the canton of Gräubünden, near Zerne. The official language of this part of Switzerland is Romansch, which is the main language of 0.5% of the population (compared to 62.6% for German, 22.9% for French, and 8.2% for Italian, in 2019). This represents 42,875 people.

We chose this theme to showcase a site of natural beauty rich in flora and fauna, but also to shed light on a language that is little-known, even in Switzerland.

We also chose animals that can be found in this protected area. The spotted nutcracker is the symbol of the park, and as such was an obvious choice. We also wanted to include a mammal. Another of our games already features mouflon sheep, so we chose the chamois goat as symbolic of these Alpine regions. We wanted to include a diverse range of biological classes, so for our third and final animal we could choose between reptiles, amphibians, and fish (sticking with the vertebrate category). Our card design features each animal against lake, mountain, and forest backgrounds and we didn't want to depict a fish, well... out of water. A viper could have done the trick but might not have been as visually interesting as other options. And so we settled on an amphibian: namely, the grass frog. Found in both Alpine forests and pastures - and so in the three landscapes of our game - it was the perfect choice.