

# Zillertal

## How to play

Your work as a travelling photographer has brought you to the beautiful Alpine valley of Zillertal. Complete tasks and contracts in each village in the Valley, by capturing the perfect photo, matching the number of visible features on the ever-changing mountain landscape with those on your contracts. Zillertal is inspired by and named after the Zillertal valley in the Austrian Alps.

## Getting started

Shuffle the 36 Valley cards (if you are playing the print & play version there are just 18 cards but you can print a second copy of those sheets if you want to play three- or four-player). For a four-player game you will use all 36 cards; 27 cards for a three-player game and 18 for a one or two-player game - set the remaining cards to one side. Deal two cards to each player face down - this is their hand. Separate the Contract cards (each is a mountain village) into three piles corresponding to their score (1s, 2s and 3s at the foot of each card), then deal one from each pile to each player. Put the 'Z' tokens, 'icon' tokens and bonus tokens in a separate pile, within reach of all players.

On your turn, you:

- Play one of your two hand cards onto the single, shared Valley (the first player starts the Valley);
- Then, claim one or more tasks from one of your contract cards, if you can;
- Use an available bonus, at any point during your turn;
- Finally, draw a new Valley card from the deck into your hand (topping up to two) and replace any completed contracts with new ones from the deck (these can be of any value once a starting contract has been completed).

Valley cards can be placed to the left, right or on top of existing cards, and can overlap as much or as little as you like, as long as:

- The new card connects to existing cards without a gap, and with the bottom edge of all cards aligned;
- The land line of the card connects exactly with the Valley, at both left and right card edges;
- The left and right edges of the new card align with the vertical dotted lines on an existing card.



When you add a card to the Valley, you create a new landscape each turn, with different numbers of birds, cows, people, houses and trees. You can complete a task if the entire Valley contains the same number of a symbol that matches a task on one of your contract cards. Completed contracts are worth 1, 2 or 3 victory points, corresponding to completing 2, 3 or 4 tasks.

You must play a card each turn and can only claim a task after you have played your card. To claim a task, place a 'Z' token on to the space corresponding to that task. Once you have completed all the tasks on a contract, that contract is complete and you gain the points at the foot of the card (1, 2 or 3). You may only complete tasks on one of your contract cards during your turn, but can complete as many tasks as you are able within a single contract card.

To complete this task, there would need to be exactly nine cows visible on the landscape:



And to complete this contract, you would need to complete both tasks, either in a single turn or in separate turns:



Note – it's up to you to spot whether you have the opportunity to complete one or more tasks, and to work out what your optimum move is!

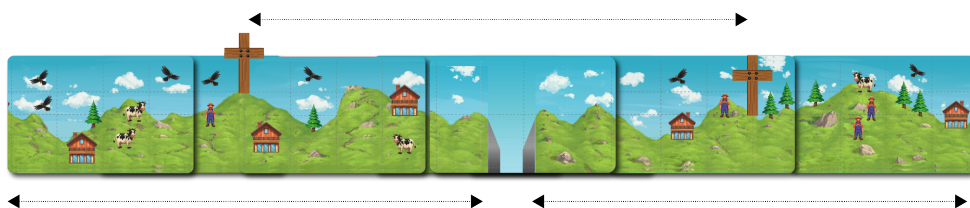
**Bonuses:** You can also gain bonuses that will allow you to take additional actions on your turn. In a multiplayer game, you can claim an unused bonus once you have completed your second full contract, once only, in any subsequent turn. Similarly, you can gain a second bonus when you have completed a fourth contract, if any bonuses remain unused. Each bonus can only be used once per game (once a player has used it, it is discarded) – the only exception is the Gorge, which can be used twice. Bonuses can be played at any point during your turn.

- Gain three tokens: take any three of the icon tokens and place them anywhere on the Valley landscape to help you complete a task. The plain green and blue tokens are 'blanks' and can be used to cover up existing icons.
- Complete a single task from one of your contracts, whatever is on the landscape and in addition to the rest of your turn;
- Change as many of your landscape and contract cards as you want, for new ones from the decks.
- Play a Gorge (see below)
- Play two Crosses (see below)

Usually, tasks can be claimed by matching the number of symbols appearing across the entire Valley. However, the Gorge and Crosses bonuses give you additional scoring options:

**Gorge** – you can place a Gorge card anywhere on the Valley, as long as it aligns with vertical dotted lines (the landline does not have to match up). The Gorge effectively splits the Valley in two, so that symbols on one side of the Gorge or the other can be scored, instead of across the whole Valley. When a Gorge is in play, players can no longer score across the whole Valley. A Gorge affects all players from when it is played, whoever placed it. A Gorge can have Valley cards played over the top of it, which will restore the single Valley again. Once this has happened, the Gorge is available to be 'claimed' a second time by any player – use the second gorge card as the first will have been covered.

**Crosses** – with this bonus, you can place two crosses anywhere in the Valley. Place each cross card above any landscape card so that the cross aligns with an existing vertical dotted line. Crosses provide a second option for scoring tasks – once in play, all players can score symbols that are between the crosses, as well as across the whole Valley, and the Crosses remain in play until the game ends. Crosses can span a Gorge and enable scoring between them but across the gorge.



*In the above example, the gorge and crosses have been played and there are now three ways to score:*

*To the left of the gorge, to the right of the gorge and between the two crosses.*

**Endgame** – When there are no Valley cards left to draw, players continue to play the cards in their hand until none are left. Then, the player with the most points from completed contracts wins – if players are tied, the one with more completed tasks on uncompleted contracts wins.

## **Solo mode**

Remove half of the landscape cards (18 cards) and set them to one side (these can be used for your next game). Deal yourself two landscape cards and six contract cards, two from each pile (totalling 12 points). Play exactly as in multiplayer mode (play a landscape card, complete tasks), but your aim is to try and complete all your starting contracts before you run out of landscape cards to play. Do not replace any contract cards that you complete. You can claim a bonus once you have completed your third contract.

If you're looking for a harder challenge, try it without using bonus abilities!