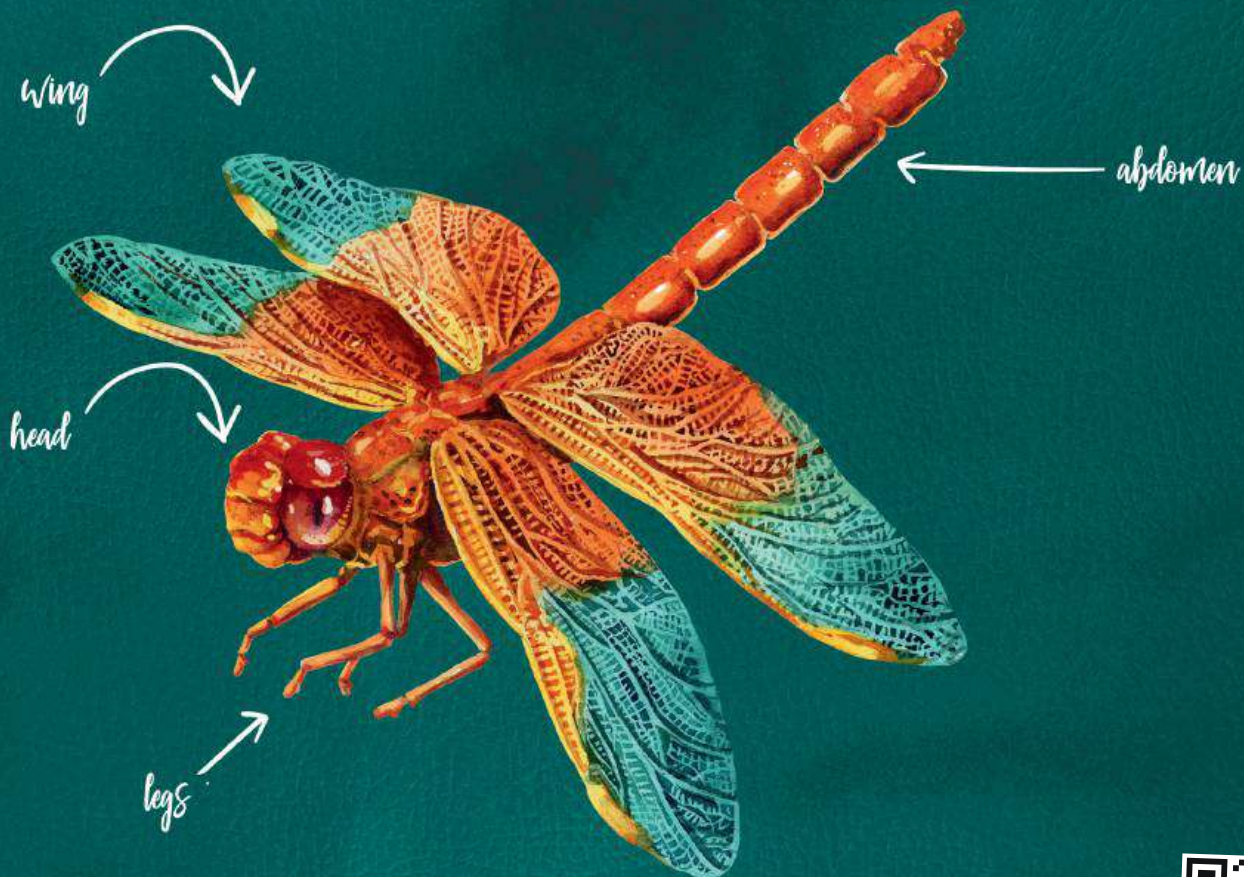


Meadow

Downstream



Rulebook



You don't have to read
this rulebook!
Watch the rules video.

The *Meadow: Downstream* expansion takes players on a new trip along the shores of lakes, rivers, and streams; discovering amazing water environments from a kayak's perspective. Players will gather inspiration, photograph new animals and plants, discover breathtaking views, and pocket the occasional souvenir. Struggles on the river only fuel their competitiveness to claim the title of most skilled observer, opening new exciting possibilities and offering new paths to fulfill their goals.

Components



4 two-sided starting (watery) ground cards



55 river deck cards



4 sunset cards

12 cards, including:

3 N deck cards 3 W deck cards 3 S deck cards 3 E deck cards



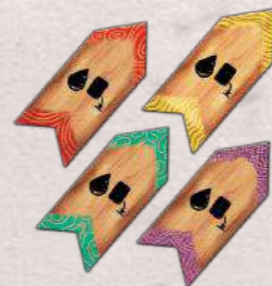
additional goal token



8 additional road tokens



4 kayaker markers
(1 in each of the 4 player colors)



4 river trail tokens
(1 in each of the 4 player colors)



envelope
(with 6 cards)



foldable river deck holder



2 waterfall tokens



Solo play components:

6 solo play cards



components used in the lazy river variant of the game



two-sided river board



4 beaver dam cards



4 additional bonus tokens
(1 in each of the player colors)



components used in the wild rapids variant of the game



two-sided river board




6 tent tokens



6 pier tokens

The *Downstream* expansion introduces two game variants: lazy river and wild rapids. Some of the components from the *Downstream* expansion are used in both variants. They are described on pages 4–7 of this rulebook. Furthermore, pages 8 and 9 describe changes from the base game common for both variants. Pages 10-14 describe in detail the gameplay of the lazy river and wild rapids variant.


The *Downstream* expansion rules assume that the cards from envelope **U** (Big Encounters) from the base game are in play. Before playing either variant, make sure to shuffle the cards from envelope **U** into their corresponding decks. Do not forget the goal token with the  symbol. Add this token to the goal token pool (see *Game Setup* in the base game rulebook).





Common components



River board


The expansion introduces a two-sided river board on which river deck cards  will appear. Before starting the game, the players must decide together which side of the board to play. Each side offers a different set of rules:

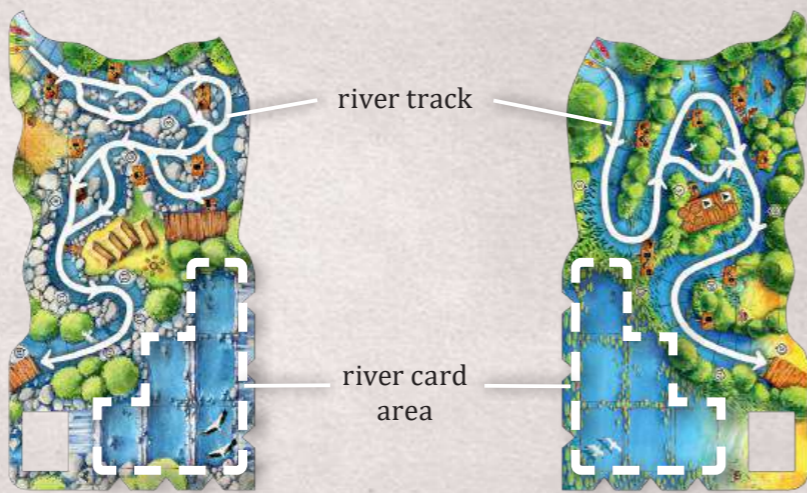
-  – the lazy river gameplay is described on pages 10-11.
-  – the wild rapids gameplay is described on pages 12-14.

Hi, I'm King Fisher!
With my help you'll learn a few interesting facts about the Downstream expansion. Listen to me carefully, and the game will be even easier.
My first advice?
The lazy river variant is best for your first game with the expansion.



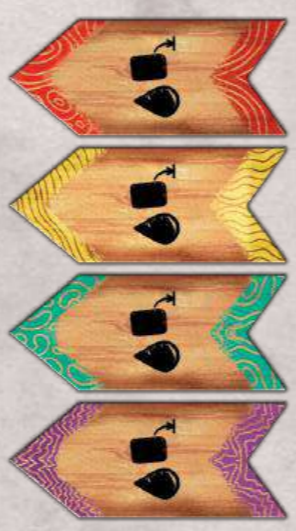
There are two distinct areas on both sides of the board.

- River track - you will move your kayaker on this track. Moving your kayaker marker to spaces marked with action symbols will allow you to perform additional actions. As you progress on the track, you will also earn more victory points.
- River card area - here you will place river deck cards . The edge of the board surrounding this area has notches. You will play your river trail tokens (and "?" path tokens) to get those cards.



River trail tokens

In addition to the base game path tokens, each player also has a river trail token. Unlike the other path tokens, this token allows you to perform only 1 action type and can only be placed in a river board notch. Just like with other path tokens, after placing it (and taking a card) you may play 1 card from your hand onto your meadow or surroundings area. You can place your token only in an unoccupied notch. The token remains in the notch until the end of the round (just like the path tokens from the base game).



"?" Path Token
 This path token is used in a 2- and 3-player game. The rules for placing this token in the main board notches remain unchanged.
Important! The "?" path token may be placed in a river board notch—allowing it to work like a river trail token.



Important! You cannot place base game path tokens with values 1-4 in the notches of the river board.



New starting ground cards

Each player has an additional two-sided starting watery ground card. Therefore, each player begins the game with 2 starting ground cards. Before the 1st round, but after taking the 5 cards in the preparation stage (according to the base game rules), each player chooses the side for their starting ground cards. Both starting cards are placed next to each other in any configuration.


example placement of the ground cards



There is still a limit of 10 ground cards in your meadow area.

River deck

This deck includes ground, observation, landscape, and discovery cards connected with a water environment. The rules for placing those cards are the same as in the base game.

Unlike the base game cards, the river deck cards  do not grant victory points. Instead they have an oar symbol at the bottom of the card.

When you play a card with an oar symbol in your meadow or surroundings area, you move your kayaker marker on the river board by the number of arrows visible on the oar symbol.



oar symbol



The oar symbols allow you to move your kayaker by 1-4 spaces, depending on the amount of arrows on the oar symbol.

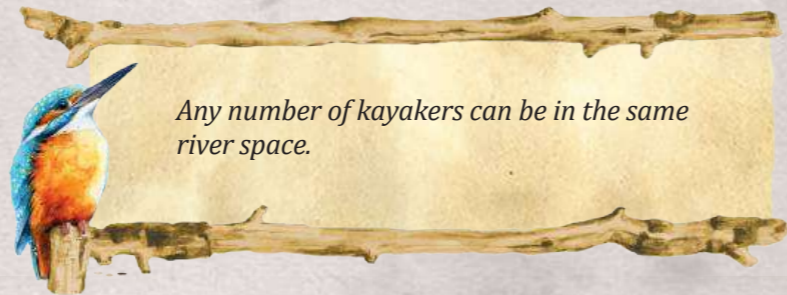


Example 1. Caroline plays the Small China-mark card in her meadow area. This card doesn't give her any victory points, but it includes an oar symbol with 2 arrows. Right after playing the card, Caroline moves her kayaker marker 2 spaces forward on the river track.



Important! You may only move your kayaker marker forward on the river board (you can never go back). At a fork, you choose which way to go.

Example 2. Caroline plays the White Willow card, which has an oar symbol with 2 arrows. Caroline moves her kayaker marker 2 spaces forward. There is a fork on her path, so she needs to choose which way she'll go.



Any number of kayakers can be in the same river space.

Important! In the rare case the river deck runs out of cards, replace it with deck S. If, after this change, you discard a river deck card ♠, remove it from play (instead of putting it at the bottom of the deck).



Additional cards for the base game decks

The expansion includes 12 additional cards that should be shuffled into the corresponding base game decks (3 cards for each deck: N, W, S, and E).

Important! The new cards are only used when playing with the *Downstream* expansion.

Those cards are marked with the ♠ symbol, located next to the card's number. This lets you easily recognize the expansion cards, e.g. to separate them from the base game deck.

New card symbols

The *Downstream* expansion introduces new card symbols. These symbols follow the rules from the base game rulebook in addition to those below:

Watery ground



The *Downstream* expansion introduces a 6th type of ground—watery ground. The rules for playing ground cards with this symbol are the same as playing ground cards from the base game.

Nature monument



Cards with the ▲ symbol from the S and N decks not only give victory points, but also have an oar symbol that allows you to move your kayaker marker on the river track. This symbol can also be found on the river board, and its rules depend on the board's side (see *Lazy river* p. 10 and *Wild rapids* p. 12).

Fish



Cards with the 🐟 symbol must be played directly on top of an empty 🌊 ground card (you must still fulfill all other requirements) or on another observation card at the top of a column with the 🌊 ground symbol.



There is a corresponding watery icon next to the card symbol to remind you of this rule.

Example 3. The Tench card requires the 🌊 and 🌿 ground symbols that are visible in the player's meadow area.

This card may only be played on top of a column that has a card with the 🌊 ground symbol.



Waterfall tokens

Place the waterfall tokens on the campfire board between the rocks of the round tracker. When the round marker passes a waterfall token, replace all of the cards from the river card area.

Here are the spots where you should place the waterfall tokens depending on the player count.

2- or 3-player game.



4-player game.



Twice during the game, when the round marker passes a waterfall token, you will replace the cards on the river board (see *End of the round* p. 9).

The Course of the Game



Just as in the base game, *Downstream* consists of 6 rounds in a 2- and 3-player game, or 8 rounds in a 4-player game. During your turn, you must perform an action, placing your path token in 1 notch. Depending on the chosen token:

- Path tokens with 1, 2, 3, 4, and ? may be placed in a notch of the main board or campfire board, just as in the base game.
- River trail tokens (and “?” tokens) may be placed in a notch of the river board. This allows you to take a card from the river card area and (optionally) play 1 card into your meadow or surroundings area. The token remains in the notch until the end of the round.



River board actions

If you place your river trail or “?” path token in 1 of the notches of the river board, you perform the following actions:

- You **must** take 1 chosen card from the row or column pointed at by your token. The empty spot is immediately refilled with a card from the river deck ♠.
- You **may** then play 1 card from your hand into your meadow or surroundings area (it doesn't have to be a river deck card ♠).

Example 4. Caroline places her river trail token in a free notch of the river board. Her token points at the column from which she must take a card. Caroline chooses a card and refills the empty spot with a new river deck card ♠. Now she can play 1 card from her hand.



Special actions of base game tokens

The following special actions, indicated by the path tokens from the base game, have been modified:



Take any face-up card from the main board or the river card area and refill the empty spot with the top card of the corresponding deck. You cannot play a card this turn.

Example 5. Will places a path token in a notch of the campfire board. This token action allows him to take any face-up card from the main board or the river card area. Will decides to take a card from the river card area.



Look at the top 3 cards of one deck on the main board or the river board ♠. Add 1 of these cards to your hand and put the remaining 2 cards on the bottom of the deck in any order. You cannot play a card this turn.

Example 6. Caroline places a path token in a notch of the campfire board. This token action allows her to look at the top 3 cards of any deck (available in the game) and add 1 of these cards to her hand. Caroline decides to look at the top 3 cards of the river deck ♠ and adds 1 of those cards to her hand, then puts the remaining 2 cards on the bottom of the deck.



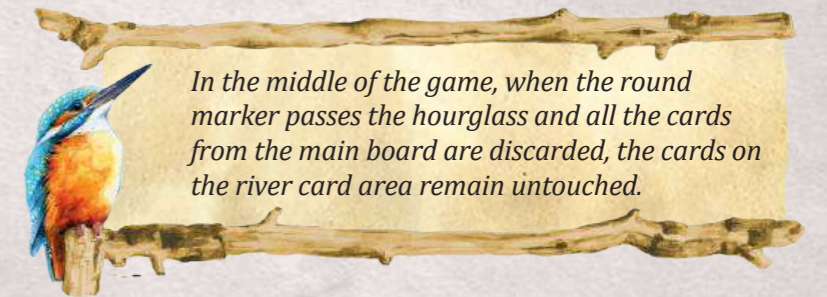
End of Round

When all players have placed all their path tokens, the round ends. Then the players collect all their path tokens (including river trail tokens).

The player that started the round passes the first player token to the player on their left, who will start the next round. Move the round marker to the next rock on the round tracker.

When the round marker passes a waterfall token, you must also do the following:

- discard all cards from the river card area and randomly place them on the bottom of the river deck ♠,
- refill the river card area with new river deck cards ♠.



In the middle of the game, when the round marker passes the hourglass and all the cards from the main board are discarded, the cards on the river card area remain untouched.



Lazy river



Place the river board on the table, with the symbol showing.

Game setup

2

Add the additional goal token to the goal supply before placing the goal tokens on the campfire board. Shuffle the N, W, S, and E cards from the *Downstream* expansion into the corresponding decks.

Next, prepare the game as described in the base game rulebook (don't forget the waterfall tokens described on page 7 of the *Downstream* rulebook).

3

Each player receives a river trail token, an additional bonus token of the matching color, and a two-sided starting watery ground card. Return unused cards and tokens to the box.

Place the beaver dam and sunset cards face up on the spots marked with the matching symbols (place them in descending point order, with the card worth the most points on top of the deck).

4

Randomly draw 2 face-up goal tokens from the remaining goal tokens (in a 4-player game it will be the last 2 goal tokens) and place them face-up next to the nature monuments .

6

Place the kayaker markers in players' colors at the starting spot of the river board.

7

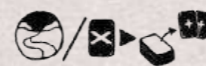
Rules of the lazy river variant

Some river track spaces have extra action symbols. When your kayaker marker stops on or passes such a space, you may perform its action. If you encounter more than 1 extra action symbol, do them in the same order as you encounter them.

Types of extra actions:



Take the top card of the river or E deck.



Take 1 road token or discard any card from your hand (put it on the bottom of the corresponding deck) and take the top 2 cards from any 1 deck on the main or river deck .

1

Shuffle the river deck and place it face down in the deck holder on the river board. Fill all the spots in the river card area with face-up river deck cards .

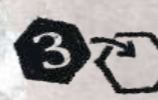
5



Take 1 face-up card from the main board or the river card area. Refill the empty spot with the top card of the corresponding deck.



Take the top beaver dam card from the river board.



This space has 2 goal pairs—each has a symbol. When your kayaker activates this space, if you have symbols in your meadow area matching at least one of the goals, you may place your additional bonus token here. This token will be worth 3 victory points at the end of the game. Unlike the campfire board, more than 1 player may place a goal token on the river board. You may pass this space with your kayaker marker without fulfilling the goal requirement (but you will not be able to place your additional bonus token).

Example 7. Steven moves his kayaker marker. His meadow area has at least one and symbol, therefore he fulfills the requirements of 1 of the goals. He places his additional bonus token on the marked space. Caroline placed her bonus token here earlier, but this does not prevent Steven from placing his.



Take 1 road token.



Take the top sunset card.



You may play a card from your hand into your meadow or surroundings area.

3 5 8 10 13 17 20

Numbers next to river spaces are victory points received at the end of the game. When scoring, count only the highest numbered space that your kayaker is on or passed.

End of Game and Scoring

The game ends at the end of the final round (just like in the base game). Take the points you got from the cards played in your meadow and surroundings area, as well as the bonus tokens placed on the campfire board and add to them:

- 3 victory points if you placed an additional bonus token on the river board.
- victory points from the highest valued space that your kayaker marker is on or passed.


The winner is the player with the most victory points. In case of a tie, use the base game's tie-breaker rules.



Example 8. The game ended. The players count their victory points like in the base game and then add victory points from the *Downstream* expansion. Steven (yellow kayaker) gets 8 victory points from the last space with a point value that he passed on the river board and 3 victory points for his bonus token—so he gets 11 additional victory points. Will (purple kayaker) gets 10 victory points for the space that he is at. Will hasn't, however, fulfilled the goal—so he only gets 10 points. Caroline (green kayaker) gets 13 points for passing the numbered river space and 3 victory points for her bonus token—she gets 16 additional victory points total.



Wild rapids

Game setup

Place the river board on the table, with the  symbol showing.

Shuffle the river deck  and place it face down in the deck holder on the river board. Fill all the spots in the river card area with face-up river deck cards .


Randomly draw as many tent tokens as there are players in the game. Then, place them face-up on the indicated area. Return the remaining tokens back to the box.


Randomly draw as many pier tokens as there are players in the game. Then, place them face up on the indicated area. Return the remaining tokens back to the box.


Rules of the Wild rapids variant

Some river track spaces have extra action symbols. When your kayaker marker stops on or passes such a space, you may perform its action. If you encounter more than 1 extra action symbol, do them in the same order as you encounter them.

Types of extra actions:

 Take the top card of the S or W deck.

 Look at the top 2 cards of the N deck. Add 1 of them to your hand and put the other on the bottom of the deck.

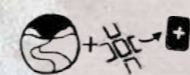
2 Add the additional  goal token to the goal supply before placing the goal tokens on the campfire board. Shuffle the N, W, S, and E cards from the *Downstream* expansion into the corresponding decks.

Next, prepare the game as described in the base game rulebook (don't forget the waterfall tokens described on page 7 of the *Downstream* rulebook).

Each player receives a river trail token, and a two-sided starting watery ground card. Return unused cards and tokens to the box.

4 Place the sunset cards face up on the spot marked with the matching symbol (place them in descending point order, with the card worth the most points on top of the deck).

8 Place the kayaker markers in players' colors at the starting spot of the river board.



Take 1 road token and any face-up card from the main board or from the river card area. Refill the empty spot with the top card of the corresponding deck.



You may play a card from your hand into your meadow or surroundings area.




Take 1 token from the pier area and immediately perform its action. Then return it to the box.

Pier token actions:



Take the top card of the E, W, and N decks.



Take the top 2 cards of the river deck .



Take 2 road tokens.




Look at the top 3 cards of the E deck. Add 1 of these cards to your hand and put the remaining 2 cards on the bottom of the deck in any order. Then you may play a card from your hand into your meadow or surroundings area.



Take any face-up card from the main board or the river card area. Refill the empty spot with the top card of the corresponding deck.



Discard any card from your hand (to the bottom of the corresponding deck) and take the top 2 cards of any 1 deck on the main board or the river deck .




Take 1 road token.




Take the top sunset card.



Shortcut:

In order to use the shortcut you must have a  symbol visible in your meadow area.

Example 9. Caroline has a  symbol visible in her meadow area, so when she moves her kayaker marker she may use the shortcut.



Take 1 token from the tent area. If it has an action, do the action. Then keep it in your surroundings area if it is worth victory points, otherwise return it to the box.

Tent tokens:



This token is worth 4 victory points at the end of the game.



This token is worth 3 victory points at the end of the game.



Take any face-up card from the main board or the river card area. Refill the empty spot with the top card of the corresponding deck. Then you may play a card from your hand into your meadow or surroundings area. This token is worth 1 victory point at the end of the game.



You may play a card from your hand into your meadow or surroundings area. This token is worth 2 victory points at the end of the game.



Take any face-up card from the main board or the river deck area. Refill the empty spot with the top card of the corresponding deck. Then you may play a card from your hand into your meadow or surroundings area.



You may play up to 2 cards from your hand into your meadow and/or surroundings area.

3 5 8 11 13 15 17 20

Numbers next to river spaces are victory points received at the end of the game. When scoring, count only the highest numbered space that your kayaker is on or passed.

End of Game and Scoring

The game ends at the end of the final round (just like in the base game). Take the points you got from the cards played in your meadow and surroundings area, as well as the bonus tokens placed on the campfire board and add to them:

- your tent token bonus points.
- victory points from the highest valued space that your kayaker marker is on or passed.

The winner is the player with the most victory points. In case of a tie, use the base game's tie-breaker rules.

Example 10. The game ended. The players count their victory points like in the base game and then add victory points from the *Downstream* expansion. Will (purple kayaker) gets 13 victory points for the last numbered river space he passed and 4 victory points for the tent token—so he gets 17 additional victory points. Steven (yellow kayaker) gets 5 victory points for the last numbered river space he passed, and Caroline (green kayaker) gets 8 victory points for the numbered space her kayaker is on. Steven and Caroline didn't gain any tent tokens.



Envelope Z

There is an envelope in the game box with additional cards. Each card has the letter Z next to its card number. After opening, shuffle those cards into the river deck.

Envelope Z - Over the water. Open after a trip to a river or lake. Cards from this expansion are thematically related to the cards from envelopes from the base game.



Solo Variant



In this variant, the game is played similarly to the 2-player game described in the base game rules, including the changes introduced by the *Downstream* expansion. However, your only opponent is a dummy player called Rover.

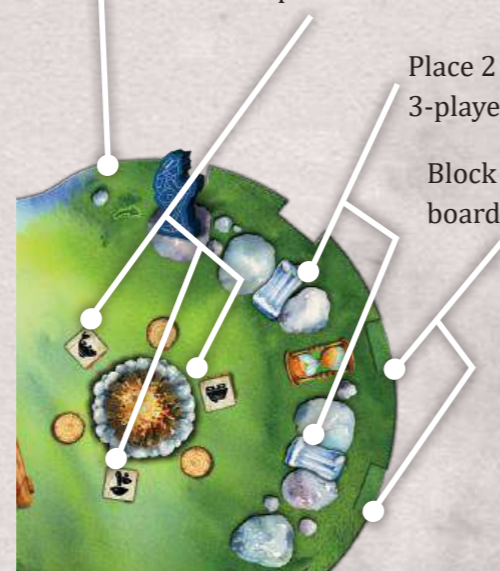
Changes to the Setup

Place the campfire board below the main board with the symbol facing up. Place the round marker on the 1st rock of the round tracker.

Add the additional goal token to the goal token supply. Randomly pick 3 (face-down) goal tokens. Place 1 token face up on each of the squares around the campfire.

Place 2 waterfall tokens as in 2- or 3-player game.

Block 2 notches of the campfire board with block tokens.



Choose a color and take all of the components for that color as in a standard game with the *Downstream* expansion, plus 2 starting ground cards.



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

Take 1 color marker of each of the other colors and randomly place them as illustrated, face up.



Shuffle the path tokens (with the 1, 2, 3, 4, and ? symbols) of all of the other colors and form a face-down pile. Place them next to the solo play game token.

Place the river trail tokens in the remaining colors next to the river board.

Shuffle the 6 cards of the solo variant from the *Downstream* expansion and place them in a face-down pile next to the river board.



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

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.

If you are playing the wild rapids variant, randomly draw 2 face-down tokens from both the pier and tent locations without looking at them. Place them in their corresponding spots, then flip one face up. When activating the pier or tent area, you may choose the face-up token or risk the unknown by choosing the face-down token. Then resolve the chosen token's action.



Changes to Gameplay

In the solo game, Rover is always the first player. Alternate turns until you run out of path tokens.

During Rover's turn, flip the top path token in their pile.

- If it's a 1, 2, 3, or 4 token, place it according to the solo variant from the base game.
- If it's a ? token, place it in any unused notch of the campfire board. If all of the notches are used, discard the token. Then reveal the top card of the solo deck and place 1 of the river tokens from Rover's supply on the notch indicated by the card. If the notch indicated by the solo variant card is already taken, use the next clockwise available empty space.

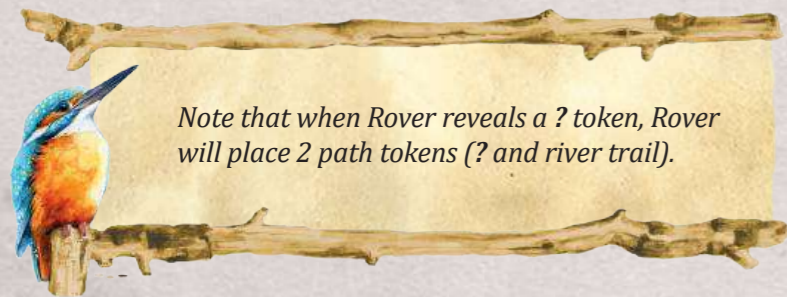
Discard all of the cards from the row or column pointed at by the river trail token and refill the spaces with new river deck cards. Place the discarded cards in any order on the bottom of the river deck.



The round is over when you place your last path token.

Collect all of your path tokens (including the river trail tokens). Then collect all of the river trail tokens played by Rover this round and place them next to the river board. Next, collect all of the other path tokens (those played by Rover this round and the unused ones), shuffle them, and create a new face-down pile. Move the round marker to the next rock on the round tracker.

When the round marker passes the waterfall token or the hourglass symbol, follow the base game rules for a multi-player game.



Note that when Rover reveals a ? token, Rover will place 2 path tokens (? and river trail).

End of Game and Scoring

The game ends at the end of the 6th round—time to count the points.

If you are playing the solo variant with the *Downstream* expansion, you do not count Rover's points. You count your points according to the standard rules and see how well you did in the solo scoring table.

Solo scoring table

<49	The current was not friendly today. You managed to observe only a few common species.
50–65	Bravo! Your sketchbook is full of new and valuable findings.
66–79	You managed to observe rare species while going downstream. This day was very fruitful.
80+	This was an amazing journey! Others may only envy your observations and collected findings.

Card index

	common name	scientific name	interesting fact	place and date of observation
SQ1–SQ4	Small China-mark (larvae)	<i>Cataglyphis lemnae</i>	Small China-mark caterpillars hibernate in chambers gouged out in the stems of water plants or in structures they build from fragments of the leaves and lemna because they are not able to survive the cold.	
SQ1–SQ4	Edible frog	<i>Rana esculenta</i>	Edible frogs are used in gastronomy. This species is the most common frog you'll find on our tables.	
Q01	Roach	<i>Rutilus rutilus</i>	During spawning season a roach is able to produce 40 000 eggs! However, usually there are only a few thousand.	
Q02	Weatherfish	<i>Misgurnus fossilis</i>	During periods of low-oxygen water, the weatherfish will sometimes get fresh air from the surface.	
Q03	Common carp	<i>Cyprinus carpio</i>	The common carp has been bred in China as early as the 5th century BCE, and the oldest mentions of fish farming in Europe come from around 350 BCE.	
Q04	Ruffe	<i>Gymnocephalus cernua</i>	The ruffe is a stagnophilic fish, which means it prefers stagnant water. It can be occasionally found in rivers.	
Q05	Crucian carp	<i>Carassius carassius</i>	Crucian carps do not deal well with other fish species. Basins with fewer other fish tend to have more crucian carps.	
Q06	Three-spined Stickleback	<i>Gasterosteus aculeatus</i>	Male three-spined sticklebacks build tunnel-shaped nests of plant materials in sandy or clay water beds that they glue together with a kidney secretion.	
Q07	Common green bottle fly (larvae)	<i>Lucilia sericata</i>	The larvae are used in treatment of difficult-to-heal wounds. They digest the necrotic tissue and accelerate the healing process, at the same time disinfecting the wound with bactericidal substances secreted while feeding.	
Q08	Black stork	<i>Ciconia nigra</i>	Unlike white storks, black storks prefer desolate habitats. They sometimes choose to nest in deep forests. They inhabit wetlands.	
Q09	Natterjack toad	<i>Epidalea calamita</i>	Due to their small hind legs, natterjack toads are known to trudge, rather than jump.	
Q10	Eurasian beaver	<i>Castor fiber</i>	Beavers are perfectly adapted to life by the water. They are covered with thick, oily fur and have flat, scaly tails. The toes of the hind limbs are connected by webbing. They can close their ears and nostrils with skin flaps, and their eyes have transparent eyelids, all of which protects them underwater.	
Q11	European pond turtle	<i>Emys orbicularis</i>	In 1998, a pair of Polish scientists noticed turtles with dates etched on their shells dating back to the 19th century. It turned out that the dates were etched by local shepherds. Thanks to this, we know that turtles may nest in the same area for many decades.	
Q12	Mill over the water		The wheel had to be especially durable, so it was usually made of solid oak or hornbeam wood. With the use of wooden spacers and gears, the movement of the wheel was transferred to a drive powering the millstone and other tools grinding grain.	
Q13	Common pike	<i>Esox lucius</i>	The pike is a predator that feeds on smaller fish as well as frogs and crayfish.	
Q14	Eurasian otter	<i>Lutra lutra</i>	Otters are predominantly nocturnal. Their whiskers allow them to determine their position in the water and help with hunting.	
Q15	White water lily	<i>Nymphaea alba</i>	The leaves of white water lilies float on water because the leaves and stems have a spongy tissue modification known as aerenchyma.	
Q16	Mountain river		Mountain rivers and streams sculpt the rocks of the substrate with the power of falling water and the rocky material it carries, thus creating picturesque sites: waterfalls, cascades, knickpoints, and plunge pools.	

Q17	Common merganser	<i>Mergus merganser</i>	The common merganser has a thin, hooked, red bill. The bill has small, serrated, tooth-like edges that help the bird hold on to prey.
Q18	White-tailed eagle	<i>Haliaeetus albicilla</i>	They feed mainly on fish and other birds, sometimes they hunt in pairs.
Q19	Small China-mark (imago)	<i>Cataclysta lemnata</i>	In order to lay eggs, the female lands on a thick layer of lemna covering the water surface. It lays from 100 to 500 semi-transparent eggs—with diameter of about 0.5mm—on the bottom of the leafy food.
Q20	Grey heron	<i>Ardea cinerea</i>	Hérons often build their nests close to each other. A colony built by herons is called a heronry.
Q21	White willow	<i>Salix alba</i>	Willow wood is soft and molds quickly. As a result, animals easily create hollows to inhabit. According to folk stories, the trees were also often inhabited by various demons.
Q22	Little ringed plover	<i>Charadrius dubius</i>	In order to distract a predator from its nest, the little ringed plover pretends to be wounded. The predator is drawn away from the nest to catch the plover, who then flies away.
Q23	European perch	<i>Perca fluviatilis</i>	The perch is a polyandric species with unusual behavior. A female may mate with up to 25 males.
Q24	Northern raccoon	<i>Procyon lotor</i>	Raccoons have very nimble paws that allow them to open various locks and get to human supplies.
Q25	Fishing float		In the past, pieces of bark, sticks, or feathers were used as fishing floats. Today they are made of materials of varying buoyancy—which makes them more versatile.
Q26	Broad-bodied chaser	<i>Libellula depressa</i>	The female lays eggs in stagnant or slow flowing water. If the basin dries out, the larvae bury themselves in the silt and hibernate.
Q27	Tench	<i>Tinca tinca</i>	Tench will eat whatever they can find buried in silt at the bottom of the reservoir: snails, shellfish, and other organisms. They often hibernate buried in silt.
Q28	Lesser white-toothed shrew	<i>Crocidura suaveolens</i>	They don't hibernate. In winter, shrews stay in small groups of up to a dozen or so in their nests.
Q29	Eurasian minnow	<i>Phoxinus phoxinus</i>	A very small fish, popular in fish tanks.
Q30	Noble crayfish	<i>Astacus astacus</i>	Many believe that crayfish in a basin prove that the water is clean. However, this is not always the case, as not all species of crayfish require water as clean as the noble crayfish.
Q31	Landscape with water lilies		The beauty of water lilies has always been an inspiration for various artists. In the history of painting, water lilies became famous thanks to a series of paintings by impressionist Claude Monet.
Q32	Landscape with a bridge		The oldest well-preserved covered wooden footbridge in Europe is Kapellbrücke (German: chapel bridge), which spans the river Reuss in Lucerne, Switzerland.
Q33	Nests in the escarpment		Sand martins create characteristic nests in escarpments. Hollowed out from the sand, the tunnels may be up to 100 cm long.
Q34	Path at the river		Paths along a lake or river are a perfect place for a stroll. Walking, even at a slow pace, is very good for both physical and mental health.
Q35	A pearl in a shell		When an irritant, like sand, works its way into a particular species of oyster, the layer of the inner mantle of the shell becomes irritated. It starts to produce aragonite and conchiolin substances to coat the irritant. Layer upon layer of this coating hardens on the irritant, thus creating a pearl.
Q36	Great waterfall		Water droplets scattered by a great waterfall may remain suspended in the air, creating mist.
Q37	House by the dam		Dams are built to prevent flooding, but unfortunately they also damage river eco-systems.
Q38	Ammonite		Ammonoids are extinct cephalopods in spiral shells which, millions of years ago, inhabited shallow waters of the whole planet. They are important fossils because they allow us to determine the age of the rocks they are found in.

Q39	Foraging fish at sunrise		Many fish species forage right before sunrise; that is why early morning is considered the best fishing time.
Q40	Whirlpools on the river		Under natural conditions, whirlpools are formed due to the terrain and water currents.
Q41	Common kingfisher	<i>Alcedo atthis</i>	Incredibly territorial and will even fight with their partners and offspring. In a battle, a kingfisher tries to grab its opponent by the beak and hold it underwater.
Q42	European eel	<i>Anguilla anguilla</i>	Eel blood is toxic to mammals. It contains a dangerous substance that leads to muscle tremors and cardiac palsy. However, after heating up to 58 °C, it loses its harmful properties.
Q43	Great crested grebe	<i>Podiceps cristatus</i>	Grebes eat their own feathers when food is scarce.
Q44	Wild strawberry	<i>Fragaria vesca</i>	Wild strawberries are used in folk medicine. They strengthen the body and have a slight diuretic effect.
Q45	Cattle at a waterhole		Forest waterholes are important to an ecosystem for various reasons. They are a source of water, a home to many species, a landmark for avian migration routes, and they increase water retention in the ecosystem.
Q46	Wels Catfish	<i>Silurus glanis</i>	Catfish are the largest predators in European rivers. They are not aggressive, but when hungry they will eat everything that will fit in their mouths—not only fish, but even ducks.
Q47	Pike-perch	<i>Sander lucioperca</i>	Big eyes, pigmentation, and reflective membrane behind the retina allow for increased sensitivity to visual stimuli.
Q48	Azure damselfly	<i>Coenagrion puella</i>	They live for only a year and spend most of that time as larvae under water.
Q49	Western marsh-harrier	<i>Circus aeruginosus</i>	Harriers build ground nests, which is uncommon for large predatory birds.
Q50	Great pond snail	<i>Lymnaea stagnalis</i>	The great pond snail's shell may have up to 7 twists. This species has the thickest shell of all snails.
Q51	White willow (pollard)	<i>Salix alba</i>	Pollarding is a pruning method that removes all of a tree's branches. Young white willows need to be pollarded every 5 years, or they might split.
Q52	Muskrat	<i>Ondatra zibethicus</i>	Musk rats came to Europe in 1905 as fur animals. The European population comes from animals that escaped the farms.
Q53	Yellow waterlily	<i>Nuphar lutea</i>	The underwater and overwater leaves of yellow waterlilies have different structures. In running-water basins, waterlilies might only be underwater plants.
Q54	A school of stickleback fish	<i>Gasterosteus aculeatus</i>	During the mating season, males create nests and change their colors to attract females. Their bellies turn bright red, and their eyes turn blue.
Q55	Mute swan	<i>Cygnus olor</i>	Swans symbolized beauty long before Hans Christian Andersen wrote "The Ugly Duckling". In Greek mythology, swans were associated with Aphrodite, the goddess of love and beauty.
Q56	Great diving beetle	<i>Dytiscus marginalis</i>	These beetles spend a lot of time underwater, even though they breathe fresh air. Before diving, they collect air under their wings. They return to the surface from time to time to replenish their air.
Q57	Black alder	<i>Alnus glutinosa</i>	Alder wood tolerates water really well. Freshly cut black alder has orange wood which darkens with time.
Q58	Rocky river		The rocks found in a river often have an oval shape smoothed by the current.
Q59	Scots pine (relic pine)	<i>Pinus sylvestris</i>	Relic pine is a rare type of Scots pine that looks different due to its location and climate. Its annual growth is very slow, and its branches twist in a characteristic way, giving the tree's crown an interesting shape.
Q60	Mosses and lichens on an erratic boulder		Lichens are symbionts of fungi and algae.

Q61	Inselberg		An inselberg is a hill, often with steep rocky slopes mainly created as a result of weathering and erosion. Inselbergs are remnants of larger rock massifs.
Q62	European mouflon	<i>Ovis aries musimon</i>	The hierarchy of males is determined by the size of their horns.
Q63	Forest stream		You shouldn't drink forest stream water because it may be contaminated.
Q64	The caves of Mechowo		The caves of Mechowo are among the few caves in Northern Poland. They are made of sandstone. There you can find, among other things, stalactites and unique karst formations.
Q65	Fisherman's hut on stilts		Stilt houses can be found all over the world. The construction method is used at sea, in marshes, and on dry land and permafrost. Stilts protect a house from various dangers, such as moisture or pests.
Q66	Amethyst		The word amethyst derives from the ancient Greek "amethystos", which translates to "not drunk". The name comes from the belief that drinking from a goblet made of this rock protects you from getting drunk.
Q67	Hanging nets		The shape and size of a net's mesh depend on the type of fish it's supposed to catch. The sizes of mesh may also be regulated by law to prevent catching protected fish.
Z01	Vistula Lagoon		The Vistula Lagoon connects to the Baltic Sea with the narrow Strait of Baltiysk situated in the Russian part of the basin through which sea waters pour in during strong storms.
Z02	Tatra chamois	<i>Rupicapra rupicapra tatrica</i>	The hooves of the chamois have a honed edge which hardens in winter, thus enabling safe movement on snow and ice. In the summer, the edge wears off on rocky ground and reveals the soft interior of the foot, which allows for better grip.
Z03	Asprete	<i>Romanichthys valsanicola</i>	Asprete is an incredibly rare fish species. It was only recently discovered in 1957 in Romania. It is classified as endangered.
Z04	Yellow marsh marigold	<i>Caltha palustris</i>	Yellow marsh marigold, also called cowslip, is toxic because it contains a substance that irritates the digestive system. After picking, its effect gradually weakens.
Z05	Tufted duck	<i>Aythya fuligula</i>	In order to dive, a tufted duck jumps a bit out of the water to increase its diving speed.
Z06	Harbor seal	<i>Phoca vitulina</i>	There is a thick layer of fat under the seal's skin, which grants thermal insulation, increases buoyancy, and acts as an energy reserve.
Q68-Q71	Beaver dam		Some people believe that beavers build their dams to catch fish. This is not true; beavers are herbivorous.
Q72-Q75	Sunset		Air diffuses blue light best. During the day, sun rays go through a thinner layer of air, so we mainly see light of that color. At sunset and sunrise, the sunlight has a longer way to travel. Most of the blue light gets dispersed, and we only see red, yellow, and orange light.

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