

2 / Construction phase

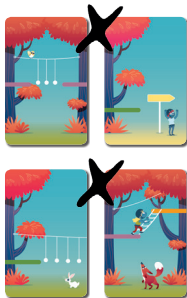
During this phase, all players play simultaneously. When one of the players gives the signal, you all turn up the cards you collected during the first phase and try to create the longest treetop trail possible by laying your cards next to one another.

- The trail must begin with a **Start** card and end with a **Finish** card.
- The **Activity** cards must be placed side by side respecting the colour of the platforms or by joining two halves of a single activity on the same level.
- It is not possible to join two half-platforms of different colours or to include a half an activity without the other half being placed next to it.

Valid connections



Invalid connections



It is possible that you might not be able to use all the cards you collected, in which case you set aside the unused cards.

As soon as you finish building your trail, you call out "Finished!" and take the highest **Bonus** card. You can then no longer make any changes to your trail. The other players continue to build and call out "Finished!" as soon as they complete their trail. If there are any left, in turn, they also take the highest **Bonus** card.

Winning: When all the players have finished their trails, check that the courses are all valid, and count your point(s): each card in the trail is worth one point, to which you add the points from your **Bonus** card, if you have one. The player with the most points wins the game. In case of a tie, the player with the biggest bonus is declared the winner.

NB: An invalid trail is not worth a single point!