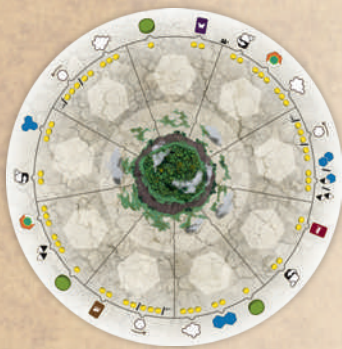


Wildscape

RULEBOOK

Game Components

CARDBOARD



1 Rondel board



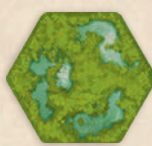
4 Starting Land tiles



16 Land tiles



1 Specialist board



70 Habitat tiles



24 Snake tiles



108 Herbivore tiles



15 Oasis tiles



46 River tiles
(18x 1-size,
16x 2-size,
12x 3-size)



18 Predator Bonus tiles

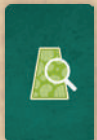


2 Bird Watching tiles

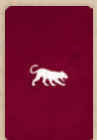


1 End Game Trigger tile

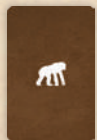
CARDS



40 Specialist cards



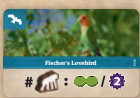
28 Predator cards



28 Primate cards



28 Fauna cards



10 Bird cards



1 Starting Player card



1 Solo card

MISCELLANEOUS



1 Rulebook



4 Player Aids



1 Scorepad

WOODEN TOKENS



1 Action Selection token



14 Sun Energy tokens



30+ Bio Energy tokens



10+ Tracking dice



14+ Predator pawns



14+ Primate pawns



5 Specialist tokens

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BGG



Rules



Tutorial Videos



14+



1-4



30'x



3.25 / 5



Setup

RONDEL

- 1 Place the **rondel board** in the center of the table with the multi-player side face up.
- 2 Randomly choose a starting segment. Going clockwise, **place 14 sun energy tokens (yellow)** in the middle ring in an alternating pattern around the board—first 2 tokens, then 1 token, then 2, then 1, and so on—until all the spaces are filled.
- 3 Place the **action selection token** next to the rondel.

HABITAT TILES

- 4 Mix the habitat tiles and place **9 face-up habitat tiles** on the spaces reserved for them on the rondel.
- 5 Near the rondel, place **3 face-down habitat stacks** based on your player count:



: 8 habitat tiles per stack



: 12 habitat tiles per stack



: 16 habitat tiles per stack

Short game variant: It's recommended to use this variant for your first few games, or for times when you have a little less time than usual. Make habitat tile stacks of 6/9/12 each for a 2/3/4 player game.

- 6 Place a **bird watching tile** on top of 2 of these stacks.
- 7 Form a **fourth face-down stack** using all remaining habitat tiles. Place the **end game trigger** tile on top of this stack.

SPECIALIST BOARD

- 8 Place the **specialist board** with the side marked for your player count face-up (either 3/4 players, or 2 players).
- 9 Place the **5 specialist tokens** on the starting space of each track matching that token's color.
- 10 Shuffle each deck of the **5 specialist types** separately, and place them face down next to the specialist board.

CARD TABLEAU

- 11 Shuffle the **animal card decks (fauna, primate, predator)** separately. With each card type in its own row, reveal the top 3 cards of each deck to form a 3x3 tableau. Place each deck face-down to the right of its corresponding row.
- 12 Shuffle and deal **2 bird cards** between each pair of neighboring players—randomly choose which side to play face up. Discard the rest to the box.

For a 2-player game: Deal 4 bird cards in total between both players.

GENERAL SUPPLY

- 13 Shuffle the **16 land tiles** and place them in a face-down stack. Turn the top tile face up.
- 14 Reveal random **predator bonus tiles** face up equal to 3 times the number of players. Discard the rest to the box.
- 15 Within easy reach of players, place:
 - herbivore tiles—sorted by habitat type and number, reintroduced side face up (*see page 6*)
 - snake tiles—sorted by habitat type
 - river tiles—sorted by size
 - oasis tiles—sorted by accompanying habitat
 - predator pawns
 - primate pawns
 - bio energy tokens (green)

Note: Predator and primate pawns and bio energy tokens are not intended to be limited. If you run out, use a suitable replacement.

PLAYER SETUP

- 16 Shuffle the **4 starting land tiles** and deal 1 to each player.
- 17 Each player takes **2 bio energy tokens**.
- 18 The person who most recently saw a wild animal goes first. They take the **starting player card**.
- 19 Each player draws 6 cards—**2 cards each from the fauna, predator, and primate card decks**.
- 20 Each player chooses and **discards any 3 animal cards** from their hand and chooses either side of their starting land tile to play face up (not shown in image).

Specialists Expert Variant #1: Recommended for when you know the game well and want to plan ahead for triggering specific specialist effects. In this variant, deal 2 random specialists of each type to each player. During step 20 of Player Setup, each player chooses 1 of each type to keep and discards the rest. They will be put into play as described in *Attract A Specialist* (page 11).

For an even more advanced variant, see the Specialist Draft (page 22) in the appendix.



Introduction

Wildscape (n.): An area within which plants and animals have been able to thrive with minimal or no human presence.
– Oxford English Dictionary, June 2024

The world changed.

Decades of climate pressure and human intervention pushed natural systems across the globe to their limits. Some regions were hit especially hard. Across large parts of Africa, prolonged droughts, soil degradation, and habitat loss left landscapes fragile and difficult to sustain. As conditions worsened, a series of natural crises forced communities to relocate—some perished completely.

But in the aftermath of a dwindling human population, the land began to breathe again.

Soils stabilized. Waters returned. Habitats reconnected. In solitary areas of Africa, a few dedicated naturalists gently nurture their own recovering land one seed at a time. They protect vulnerable habitats, reintroduce lost species, and support new wild growth. The land responds—sometimes subtly, sometimes dramatically—to the choices they make. The mistakes of the past will not be repeated. Push the land, and it will wither. Listen to the wildscape, and it will grow to become the most robust ecosystem of all.

*For a true-to-life account, I cannot recommend enough the 2013 short documentary “Forest Man”.
You will be inspired by what one individual dedicated to nature can accomplish.*



Gameplay Overview

Wildscape is played over a series of rounds consisting of each player taking one turn each. Begin with the player with the starting player card and proceed clockwise.

Each turn, you choose a segment on the central rondel that holds a specific habitat tile, a unique set of possible actions, and a varying amount of energy.

As you acquire habitat tiles, you place them into your land matching the habitat types tile-by-tile to build habitats of various sizes. You may freely place herbivores into those habitats based on the number of tiles that make up the total habitat. Place enough animals of a single habitat type, and you may attract that habitat's specialist for immediate or on-going bonus effects.

You spend energy to upgrade your herbivores, expand your land, place special tiles such as oases and rivers, place snakes, and gain unique animal cards—predator and primate cards for unique bonus effects, and fauna cards for personal end game objectives.

Bird cards provide competitive goals between neighboring players—play to their strategy to win bio energy and victory points (VP).

At the end of your turn, you'll refill the card tableau, refill the habitat tiles around the rondel, and distribute your used energy one-by-one clockwise around the rondel, creating an ever-changing strength for actions throughout the game.

When the end game trigger tile is drawn from the last remaining habitat stack, the game ends after one final full round is played. All VP are awarded at the end of the game for all rivers and animals in your land, specialist and fauna cards you own, and bird objectives. The most valuable ecosystem wins.

Suggestion for your first game

There are many different types of actions and habitat types you can choose to pursue in Wildscape. Deciding where to start can be intimidating.

For some initial direction in your first game, focus your actions to:

- Quickly claim 1 or 2 specialists.
- Choose 2 bird cards and win them during bird watching (page 12).

Core Concepts

There are two core concepts of Wildscape around which the rest of the game is played: placing **habitat tiles** and placing **herbivores**.

Habitats

There are 5 different habitat types:



River



Woodland



Wetland



Savanna



Desert

A single **habitat tile** may contain 1, 2, or 3 different habitat types (see example below). Whenever you acquire a habitat tile, you place it in your land on any empty space and in any orientation you like. It does not need to match adjacent edges. It does not need to be placed adjacent to any other tile. You may instead discard the tile if you wish.

When these rules refer to simply a *habitat*, it refers to an area in your land made up of habitat tiles that form a connected pattern of one habitat type. The size of any habitat in your land is the number of adjacent tiles with matching edges. Additionally, some habitat tiles feature a **sprout icon** that indicates a particularly lush feature—this hex counts as an additional tile when determining its size.



For example: This land contains a size 4 woodlands, a size 3 wetlands, and a size 6 savanna made up of 5 tiles + 1 sprout icon. You will also find many size 1 habitats scattered throughout your land.



A **mountain** occupies its space on land tiles—you cannot place habitat tiles on them. All mountains adjacent to one another are considered a single **mountain range** (even 1 mountain alone counts as a size 1 mountain range). Some mountains feature a waterfall that can be used as a water source for placing rivers adjacent to them.



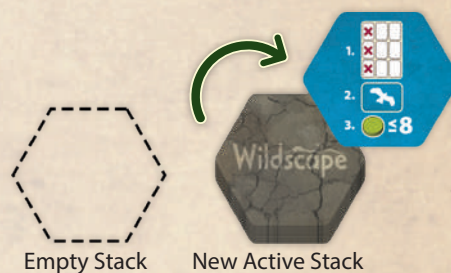
Oil spills are considered empty spaces, and habitat tiles can (and should) be placed there. Any oil spills that are left uncovered are worth -1 VP at the end of the game.

DRAWING HABITAT TILES FROM THE “ACTIVE STACK”

Usually at the end of a turn, and for some effects during your turn, you will be directed to draw a habitat tile from the active stack. This refers to the face-down stacks of habitat tiles you created during setup.

The active stack is the one without a bird watching tile or end game tile. Whenever you are asked to draw a habitat tile, you draw the top tile from this stack.

If for any reason you must draw when the active stack is empty, remove a bird watching tile from the next stack (or end game trigger tile, if there are no more bird tiles left), and that stack becomes the active stack.



A bird watching phase will take place at the end of this turn

When you remove a bird watching tile or end game trigger tile from a stack, flip it over and place it in the middle of the rondel as a reminder to follow the corresponding procedure described in the *End of Turn phase* (page 12).



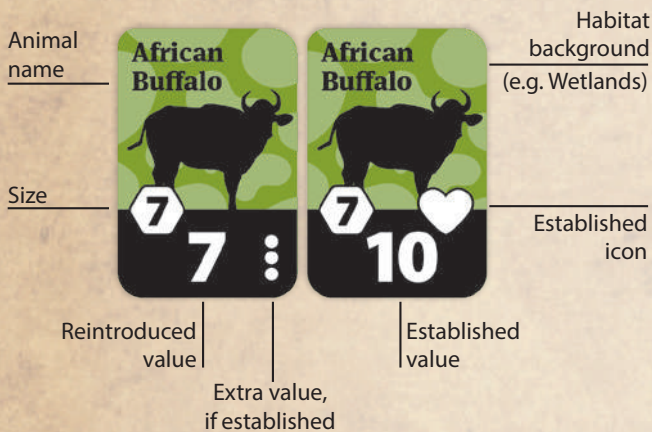
Reintroducing Herbivores

“Reintroduction” is the deliberate release of a species into the wild to establish a healthy, genetically diverse, self-sustaining population to the area. An “established animal” refers to a species that has successfully settled and reproduces in its new environment, becoming widespread.

Herbivore tiles are double sided—they enter the game on their reintroduced side, and only later can they be flipped to their established side. Each side of the herbivore tile shows its name, size, value, and habitat type.

A reintroduced herbivore’s size and value are equal—the accompanying dots indicate how much its value will increase if the animal tile becomes established.

The established side is indicated by a heart icon, showing the population growing in health and vitality. The full increased value is shown while its size remains unchanged. **Keep in mind that cards generally refer to a herbivore’s value, never its size.**



You may add as many herbivores from the general supply to a matching habitat as can fit. Remember, the size of a habitat is the number of habitat tiles that it’s made of. As long as the total size of all animal tiles (herbivores and snakes) in a habitat are **equal or less than** the total habitat’s size, they can be placed there.

For example: This woodland has a size of 6. You could place either a single size 6 Kudu, or two size 3 Pouched Rats. If you later add 4 more woodland habitat tiles to this area, you could then add another size 4 woodland herbivore.

Playing herbivores into your land is a free action that may be done at any time during your turn!

Keep in mind, however, that you may want to allow your habitat to grow before placing animal tiles. Larger animals are worth more VP when you establish them.

Once placed, a herbivore cannot be removed from its habitat. However, a herbivore never occupies any individual hex in its area—it belongs to the habitat as a whole—and may be repositioned for better readability at any time.

Wooden Tracking Dice (optional): Dice are included to make it easier to track the available space in habitats that are partially full. For example, if you place a size 7 African Buffalo into a wetland habitat of size 9, you may place a die with the “2” facing up as a reminder of the space left without having to re-count the habitat every turn. When you later add to the habitat, simply pip-up the die to maintain the correct count.

DESERT HABITATS

All herbivores need a source of water to survive—easily found in wetlands, woodlands, and savannas, but scarce in deserts.

In desert habitats, you must first place an oasis tile before a herbivore can be reintroduced there. Oasis tiles are largely specialized desert habitat tiles, but they can also contain a small area of one of the other habitat types. They are not included in the habitat tile draw deck. They can be gained only by specific rondel actions and special bonuses on cards and tiles.

Oasis tiles are indicated by a special central water feature as shown here. Because of the abundance of water, every oasis tile also counts twice as indicated by the sprout icon.

Note: Some desert habitat tiles also have a sprout icon, but this does not make them an oasis!

Each herbivore tile you place in a desert must have its own oasis to support it—i.e. a desert habitat with 2 herbivore tiles in it must also contain at least 2 oasis tiles.

Suggestion: You may cover an oasis with your desert herbivore to remind yourself that it’s been used.

Requires an oasis



Taking a Turn

There are many actions you can take on your turn—some cost you energy while others are free.

In Wildscape, energy comes in 2 types.

“Sun energy” ☀ is represented on the rondel. You can **never take this energy nor discard it**. As it is used, it recycles automatically allowing you to use it for a variety of purposes—never truly exhausted, only transformed from one form to another.

The other type is “bio energy” 🌿 stored in the earth and living things. This is kept in your personal supply to spend when needed. You may gain bio energy from the environment as represented by some specialists, and from the living world such as predators, primates, and birds. Transforming sun energy to bio energy is also possible on the rondel (see *Rondel Actions*, page 8).

Whenever you are asked to spend energy, it can always come from either type of energy available to you.

There are **2 mandatory actions** that you must take on your turn:

- Choose a segment on the rondel.
- Choose to take the free habitat tile OR play a primate card.

Your **optional actions** are:

- Take rondel actions
- Play predator cards
- Attract a specialist
- Activate a specialist’s effect
- Reintroduce herbivores (*fully explained above in Core Concepts—Reintroducing Herbivores*)

Most actions can be taken in **any order you choose**. The only exception is that you must choose a rondel segment before taking the actions that rely on it—take the free habitat tile, or take rondel actions. Even so, those dependent actions can otherwise be taken in any order with regard to each other or any of the other actions.

Each action must be completely resolved before taking another action. All beneficial effects are optional—you may choose to gain all, part, or none of them—but you must take them at once or forfeit them. Likewise, any tiles gained must be placed immediately or discarded. If you gain more than 1 bonus in the same instant, you may resolve them in any order. Any costs (e.g. discarding a card, or spending energy as shown by a ▶ symbol) **must** be paid to gain any effects associated with it.

Choose a Rondel Segment (Mandatory)

Place the action selection token next to any rondel segment of your choice. This dictates the habitat tile, the specific rondel actions, and the amount of sun energy available to you this turn.

You may choose any segment regardless of its previous placement, including the same segment as the previous player!



Suggestion: If you played a primate card this turn (or plan to), you may cover the habitat tile with the action selection token as a reminder that you cannot take the free habitat tile this turn (although you may claim it by other bonus effects). You may still take rondel actions!

The inspiration for Wildscape’s rondel illustration is Mount Lico in Mozambique, Africa. With 700m sheer cliffs, the mountain holds 74 acres of pristine rainforest hidden atop its volcanic crater. The story of its discovery is told in the National Geographic documentary “The Lost Forest” (2020).



Planet Labs, CC BY 4.0, via Wikimedia Commons

In our alternate world, you can see that the land around Mount Lico has been over-harvested and stripped of vegetation, but the forest atop that plateau was spared by its remote location. With careful planning, the bounty of life it still holds may be the seed to restart a new, sustainable ecosystem.



Habitat Tile or Primate Card (Mandatory)

At some point during your turn, you must take 1 of the 2 options shown here.

TAKE THE FREE HABITAT TILE
If you choose this option, you **must** take the habitat tile available in your segment of the rondel. However, you may discard the tile if you do not wish to place it in your land.

OR

PLAY A PRIMATE CARD
Instead of taking the free habitat tile, you may play 1 primate card per turn.

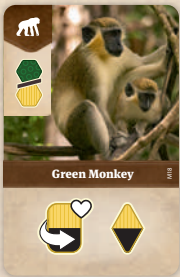
1. **Place a primate pawn** on a habitat tile matching one of the habitat types shown on the top-left of its card. If the tile matches both preferred habitat types, you must choose one or the other for the primate to make its home in.

Primate icon

Habitat type

Name

Effect



2. **You cannot place a primate onto a hex that is adjacent to another primate pawn**—*primates are territorial!* If you have nowhere to place it, you cannot play the card.

3. After placing the primate pawn, you **gain the immediate effect** shown on the card.

Please see the appendix for a complete explanation of primate effects.

For example: You want to place a Green Monkey, and it prefers either a woodland or savanna habitat. Since primate **A** is already in your land, you cannot place a new primate pawn onto any habitat tile inside the red outlined area—they are all adjacent to the existing primate. You must choose a woodland or savanna habitat tile outside the red area.

Note: Primates do not count against the size of the habitat they are placed in (*they live in the trees*).

Because primates prefer large territories, at the end of the game, you will earn VP for surrounding them with tiles matching their preferred habitat (*see End Game Scoring, page 13*). The player aid shows how often each habitat type appears on primate cards (*woodlands are the most common*).

Rondel Actions



Each segment of the rondel shows 2-3 different actions that can be taken on your turn, each one showing the amount of energy it costs.

When you take an action, slide that number of energy tokens from your segment to the center of the board to show they have been spent. As stated earlier, you may also discard bio energy (you start the game with 2) to pay for actions as if they were sun energy on the rondel.

You may take the actions shown in your segment as often as you like, including taking the same action multiple times, until you have no more (or not enough) energy to spend or simply wish to stop.

Rondel Icon	Cost	Effect
		GAIN BIO ENERGY Take 1 bio energy from the supply.
		TAKE A CARD Take 1 face-up card of the indicated type—primate, predator, or fauna (<i>see Primates page 8, Predators page 10, Fauna page 13</i>)—from the card tableau. Empty spaces in the tableau are not refilled until the end of turn.
		ESTABLISH A HERBIVORE Flip a herbivore tile to its established side (<i>see page 6</i>). This herbivore now has a higher value—this counts for the requirements of specialists, predators, fauna, and VP scoring.
	 ...	TAKE HABITAT TILES You may take and place a habitat tile from a segment counterclockwise from your current segment on the rondel. It costs 2 energy to take the habitat tile that is directly adjacent; 3 energy to take the habitat tile 2 segments away; 4 energy for the next, and so on. You do not have to take the habitat tiles closest to your segment.
		PLACE A LAND TILE Take the top land tile from the stack. Place the tile adjacent to your current land anywhere you like and in any orientation. It must touch at least one hex in your current land edge-to-edge. After placing the tile, flip the next land tile on the stack face up.
		PLACE AN OASIS Place an oasis tile on an empty space. You may choose any oasis available—one with an included woodland, wetland, or savanna; or a full desert with no additional habitat type included.
 	 	PLACE A RIVER Depending on the icon shown, pay 2/3 energy to place a size 2/3 river tile. River tiles are double sided, and you may choose which side to play face up—habitat types are placed differently on either side, but all tiles are the same. River tiles must be placed so that at least 1 water edge touches an existing water edge in your land. Note: The mountain on your starting land has two water edges (waterfalls). And each additional land tile has one mountain with a water edge.
		PLACE 2 SNAKES You may take 2 snake tiles (same or different) and place them into their matching habitats. Snake tiles are double sided—size 1 on one side and size 2 on the other. You may play either side face up provided the habitat is large enough to account for its size. You cannot flip snake tiles once they are placed. Deserts: Unlike herbivores, a desert snake does not require an oasis (<i>see page 6</i>).
		SNAKES & RIVERS You have a choice of size 1 rivers and snakes—take any 2. The rules for rivers and snakes apply the same as for their common actions above.

Note: When performing any of these actions at other times (i.e. due to card effects), resolve them as explained here but do not pay the rondel's energy cost.

Free Actions

In addition to **Reintroducing Herbivores** (page 6), the following actions can be done as many times as you like during your turn. They do not cost energy, but each may have its own specific requirement.



PLAY A PREDATOR CARD

To play a predator card, you must:

1. Satisfy the condition shown on the card.
2. Place a predator pawn on one of the animal tiles used to satisfy the condition. Each animal tile can have only 1 predator pawn—if you have no open animal tile, you cannot play the card.
3. After placing the predator pawn, you may select any of the face-up predator bonus tiles and gain the immediate effect shown. You may still play predators if there are no more bonus tiles available.

Note: An animal tile with a predator pawn on it may still be used to satisfy the conditions of predator cards you play later!



Please see the appendix for a complete explanation of predator conditions and predator bonus tiles.

Because predators prefer large and established prey (whose herds are more numerous), you will also earn VP at the end of the game based on the value of its chosen animal tile (see *End Game Scoring*, page 13).

A few notes:

- Predators do not count against the size of the habitat they are placed in.
- An animal tile does not represent a single animal, but rather a herd. Thus, **a herbivore herd may still become established** even after being hunted by a predator! This provides the hunter a more reliable source of food for the future and the predator will be worth even more points at the end of the game.
- A predator's **condition is only required for initial placement**. It does not matter if its condition later becomes invalid—it remains with its herbivore.



For example: You play the Desert Crocodile. You've met its condition requiring 2 wetlands and 2 desert animal tiles in habitats that are continuously adjacent to one another. Additionally, you must also place a predator pawn on **1 of the 4 animal tiles** used to satisfy the crocodile's condition.

The Hyrax in the desert already has a predator pawn on it, so you cannot place the new pawn there—note that even though the Hyrax already has a predator pawn, it can still be used to qualify for the Desert Crocodile's condition! You choose to place the pawn on the available Bushpig in the wetlands. The Jaculus and Greater Cane Rat would also be valid targets since they also count towards the crocodile's condition!

You may then claim one of the remaining predator bonus tiles, such as "Place a size 3 river tile," and place the river in your land as normal.





ATTRACT A SPECIALIST

Specialists are always looking for a new site for research in their area of expertise. To attract one, you must have thriving animal communities in habitats matching their type.

Specialists have a habitat type, and **each player may attract only 1 specialist of each type** during the course of the game for a total of 5 specialists.

Add up the total value of all your animal tiles (herbivores and snakes) of a habitat type—they do not need to be all in one habitat! For a river specialist, add up the total value of your river tiles. If the total value is equal to or higher than **the number showing directly above the specialist** on its track, you have successfully attracted their attention!

When you do:

1. Immediately move that specialist token 1 space higher on the track.
2. Draw 2 specialist cards from its respective deck, choose 1 and play it face up on the table. Discard the other to the bottom of its deck.

Specialist icon

Habitat type

Name

Effect type

Effect



VP

ACTIVATE A SPECIALIST'S EFFECT

Specialist cards have an effect that is either a once-per-game reward, once-per-turn, or fully repeatable depending on the icon shown. If there is no icon, check the appendix for that card's special timing.

If the effect of more than one card is triggered at the same time, you may decide which card to resolve first.

If a specialist grants you a specific action, you do not need to be on the associated rondel segment unless specifically shown on the card and/or stated in the appendix.

Please see the appendix for a complete explanation of specialist effects.

1×

This symbol indicates a once-per-game effect. When used, turn the card sideways to indicate that it cannot be used again.



This symbol indicates a once-per-turn effect. The specialist's effect cannot be repeated during the same turn.



This symbol indicates a repeatable effect. You may gain the benefit of this specialist's effect as many times as you wish during your turn.



For example: The woodland specialist token is on its starting space, so you must reach a total animal tile value of at least 6. You have a woodland herbivore with a value of 5 and a value 2 woodland snake—the total is 7 (more than enough)! Thus, you move the woodland specialist token to 6 on the track, draw 2 cards from the woodland specialists deck and choose 1 to play. The next player who wants to attract a woodland specialist will have to work a little harder to do so.

If you qualify for more than 1 specialist at the same time, you may choose the specialists in any order. However, you must make each choice individually without looking at any of the following decks.

If using an expert variant: Instead of choosing a specialist from the deck, you will simply play the specialist you chose at the start of the game.

The effects of each specialist type relate to...



River

Establishing and bonuses for playing herbivores of a specific habitat type



Wetland

Lands



Woodland

Once-per-game effects



Savanna

Rondel actions



Desert

Animal cards



End of Turn

When you are done taking actions, perform the following steps:

1. Distribute energy
2. Refill habitat tiles
3. Refill the card tableau
4. Bird watching or end game trigger (if necessary)

DISTRIBUTE ENERGY

Starting with the first segment clockwise from the action selection token, place a used energy token into each of the following clockwise segments until the center is empty.

Note: Do not move any unused energy from the current segment.



REFILL HABITAT TILES

Starting with the action selection token and going clockwise, refill each empty segment on the rondel with a habitat tile from the active stack.

REFILL THE CARD TABLEAU

If there are any empty spaces in the card tableau, fill those gaps by sliding any face-up cards to the left **1**. Then, reveal cards from their respective decks to fill any remaining gaps **2**.

If you need to refill from an empty deck, shuffle the discarded cards of that type to make a new draw deck.



BIRD WATCHING OR END GAME TRIGGER

If a bird watching tile or end game trigger tile was removed from a habitat tile stack this turn, read the corresponding section below. Otherwise, proceed to the next player's turn.



BIRD WATCHING

Consistent birdsong generally indicates an environment is safe and free from immediate predator threats, as birds typically go silent when predators are nearby. This natural acoustic cue signals stability, allowing human, avian, and other animal nervous systems to relax.

Bird icon

Name

Criteria



Tie-breaker icon, if needed

1. At the beginning of every mid-game bird watching, refresh the card tableau. Discard the leftmost animal card from each row to the discard pile and refill as normal.
2. Next, watch your birds! Each bird card has unique criteria based on the tiles or pawns in your land (see appendix for a complete explanation of bird criteria and possible tie-breakers). Each pair of neighboring players consults the 2 bird cards between them (or 4 cards in a 2-player game), and whoever meets a bird's criteria better gains 2 bio energy from the supply. If there is a tie (after any bird's tie breaker conditions, if any, have been applied) each player gains 1 energy—you may tie with zero.
3. Immediately after bird watching, if you now have more than 8 bio energy, the excess goes back to the general supply. Spend your energy ahead of time so you don't waste it!



END GAME TRIGGER

Noting which player has the starting player card, all players complete the current round so that all players have had the same number of turns. Then, all players take 1 final full turn.



See *End Game Scoring* to determine the winner.

End of Game Scoring ⚡

When the final round is over, add your VP earned from cards and pawns:

- Final bird watching
- Predator pawns
- Primate pawns
- Fauna cards in your hand
- Specialist cards you have played

Note: Unused energy is not worth anything in end game scoring.

And finally, add the value printed on the tiles in your land:

- The total face-up value of all **herbivores** and **snakes** in your land
- The value of all **rivers** in your land
- Subtract 1 VP for every **oil spill** still showing in your land

The player with the most VP is the winner with the most valuable ecosystem! **In case of a tie**, the player in later turn order wins.

FINAL BIRD WATCHING

Each pair of neighboring players consult the 2 bird cards between them (or 4 cards in a 2-player game) to determine who wins each bird exactly as before. However, instead of gaining energy, you gain 2 VP for each bird won or 1 each if tied.

PREDATOR PAWNS

Predators prefer large prey and plentiful herds for hunting.

Each of your predator pawns is worth VP based on the value of its prey (the animal tile it is placed on) according to the following table.

If the prey's value is	Then the predator pawn earns
1-3	1
4-6	2
7-9	3
10-12	4



PRIMATE PAWNS

Primates prefer large territories.

You score 1 VP for each adjacent tile edge matching the preferred habitat type of the primate's habitat tile.



For example: Primate **A** is claiming the woodland side of its habitat tile. There are 3 tiles with matching woodland edges, thus you score 3 VP. You receive no VP for the matching wetland edges! In the savanna, primate **B** scores 4 VP for its 4 matching edges.

Reminder: If the primate's tile matches both of its preferred habitat types, you will have played the primate pawn into one or the other. Only that habitat type is considered now.



FAUNA CARDS

Once gained, fauna cards are kept in your hand. They are considered animal cards, and can be discarded to pay for any effect that has a *discard an animal card* requirement.

If you keep your fauna cards until the end of the game, you earn VP based on how well you meet the criteria shown on each card.

Fauna icon

Name

Criteria



VP

The icon immediately right of the # icon indicates the item that must be counted—it might be habitats, animal tiles, a specific type of hex tile, etc. The right side of the card shows the VP awarded for the number you have. **Each fauna card may be scored only once**, no matter how many items you have beyond what it shows.

However, you may count an item towards multiple fauna cards, if it applies!

See the appendix for a complete explanation of each fauna card.



For example: The East African Lowland Honey Bee counts the number of savanna habitats in your land that have 1 or more animal tiles (herbivores or snakes). You have 3 savanna habitats, but only 2 of them have animal tiles—the third one is empty. So, according to the VP listed on the fauna card, you score 2 VP for your 2 qualifying habitats.

It does not matter that one of your habitats holds 2 animal tiles since the East African Lowland Honey Bee only counts habitats, not individual animal tiles.

Solo Rules

In Wildscape's solo mode, you face the Poachers, who hunt vulnerable animals in the barren lands. Your only hope is to restore a natural wildscape that's robust enough to give the animals a safe home to escape to.

The Poachers are an artificial player that simulates the actions of a human opponent. Before play, you must choose a difficulty level from 1 (easiest) to 7 (most challenging)—this will determine their starting animal tiles and the value of the animal and river tiles they acquire during the game.

Solo Game Setup

Games against the Poachers are setup as a 2-player game except for the following differences:

1. Place the rondel board with the side marked for solo play face up.
2. You do not need to create specific stacks of habitat tiles with bird watching tiles. Stack the end game tile (bottom) and both bird watching tiles (top) in the center of the Solo card as shown. A bird watching phase and the end game will occur during fixed rounds (see next page). When needed, simply draw face-down habitat tiles from a general supply.
3. Do not use bird card B07 Black-chested Snake Eagle / Northern Bald Ibis (different kinds of snakes / most specialists). If dealt, replace it with a different bird.
4. Place the 6 available predator bonus tiles in a row in random order. When the Poachers claim a tile, they will take them from left-to-right.
5. The Poachers do not receive any cards, bio energy, or a starting land tile.
6. The Poachers start with:
 - A primate and a predator pawn in their personal supply.
 - 1 animal tile from each habitat type—the size of each animal is equal to the difficulty level. Thus, if the difficulty is 1 or 2, the Poachers start with the appropriate snakes.
 - River tiles of your choice of value equal to the difficulty level.



Note: If your difficulty level is 6 or higher, the Poachers will begin the game already having reached every specialists' threshold (see *Specialists*, next page). Immediately place all specialist tokens covering row 6. Your starting threshold for attracting specialists will be 8.



For Example: At difficulty level 5, the Poachers start with four size-5 herbivores—one of each habitat type—and a size 3 and size 2 river tile.

Gameplay

The game lasts exactly 12 rounds. You will resolve a full bird watching phase after round 4 and 8, and the game ends after the Poachers take their turn in round 12.

In each round, you take the first turn and play as normal.

On the Poachers' turn, they will:

1. Choose a rondel segment.
2. Discard the free habitat tile.
3. Resolve only the special Poachers action shown for that segment.
4. Perform the End of Turn phase as normal (see *special bird watching rules* on next page).

POACHERS CHOOSE A RONDEL SEGMENT

The Poachers always choose the rondel segment with the most energy. If tied, they choose the segment that's first in clockwise order from your action selection segment.

POACHERS DISCARD THE HABITAT TILE

Poachers have no interest in preserving the environment.

The Poachers always discard the habitat tile at their rondel segment. Place the tile onto an empty slot on the solo card. When the solo card holds 4 tiles, you will resolve the event shown on the tile in the center of the solo card **at the end of the Poachers' turn** (see *Bird Watching* below).



POACHERS RONDEL ACTION

The Poachers' action always involves taking an animal tile, then resolving any additional action shown.



ANIMAL TILE

The Poachers take an animal tile matching the habitat type shown in the Poacher ring of their rondel segment. The segment showing all white means that the Poachers choose the habitat type for which they have the lowest total value of animals (if tied, you may choose).

They take an animal of a size equal to the number of energy tokens present. If the segment shows a +? icon, the size of the animal equals the amount of energy + the difficulty level! If there aren't any animals of a size available, they take the next lower size animal, and then take another animal tile to make up the difference, and so on.

For example: You are playing at a difficulty level of 5. The Poachers choose a segment with 5 energy and a +? icon for a total of 10. Thus, the Poachers take a size 8 herbivore and a size 2 snake.

ADDITIONAL ACTIONS



The Poachers take river tiles of your choice of value equal to the difficulty level.



The Poachers establish their 2 largest herbivores (if tied, you may choose).



Discard the leftmost card of the type shown from the tableau.

If it's a primate card, the Poachers take a primate pawn.

If it's a predator card, the Poachers take a predator pawn and discard the leftmost predator bonus tile.



SPECIALISTS

Too much Poacher activity makes it very unsafe for specialists.

The Poachers do not take specialists. However, if they reach 6 points of animals or rivers **before you've played the corresponding specialist**, move that specialist token to row 6 on the track. Your threshold for attracting that specialists is now 8.

BIRD WATCHING

At the end of the Poachers' turn, if all 4 slots on the solo card are filled, remove the 4 tiles and set them aside as a stack. Then, resolve the event shown on the tile in the center of the solo card.

BIRD WATCHING TILE

Resolve a full bird watching phase vs. the Poachers. The Poachers earn bio energy as normal when competing for bird cards.

Some bird cards have a ? icon to show that they are evaluated for the Poachers in a special way. *Please see the appendix for a full explanation for how to evaluate ? birds.*

Afterwards, the Poachers do not discard energy if they have more than 8. In fact, they will score 1 VP for every bio energy token held at the end of the game.

Finally, place the top bird watching tile on the set-aside stack of 4 habitat tiles.

END GAME TRIGGER TILE

The game ends immediately. See *End Game Scoring* to determine the winner.

End Game Scoring ⌛

After the 12th round, the game ends.

Resolve the final bird watching as normal, giving 2 VP to the winner, or 1 VP each if tied.

Add up your final score as normal. The Poachers' final score is equal to:

- their final bird VP
- the value of their herbivores
- the value of their snakes
- the value of their rivers
- 1 VP for each of their bio energy tokens

If you have more VP than the Poachers, you've built a thriving ecosystem strong enough to save the animals from extinction.

Appendix

Card Effects

All card effects are active as soon as they are successfully played. All beneficial effects are optional—you may choose to gain all, part, or none of them—but you must take them at once or forfeit them. Likewise, any tiles gained must be placed immediately or discarded. If you gain more than 1 bonus in the same instant, you may resolve them in any order you choose. Any costs (e.g. discarding a card, or spending energy as shown by a ► symbol) must be paid to gain any effects associated with it.

A full explanation of each card is provided on the following pages.



Birds

Bird cards are double sided—each card has an a & b side.

B01a Saddle-billed Stork: You have the single highest value river.

⚙ **Solo mode:** Count the Poachers' total river value divided by 2 (rounded down).

B01b Lesser Flamingo: You have the most rivers worth at least a value of 3.

⚙ **Solo mode:** Count the Poachers' total river value divided by 5 (rounded down).

B02a African Openbill: You have the most wetland animal tiles.

B02b African Fish Eagle: You have the single highest value wetland animal tile. Break ties by comparing the 2nd highest, and so on.

B03a Yellow-billed Kite: You have the most woodland animal tiles.

B03b Helmeted Guinea Fowl: You have the single highest value woodland animal tile. Break ties by comparing the 2nd highest, and so on.

B04a Cattle Egret: You have the most savanna animal tiles.

B04b Ostrich: You have the single highest value savanna animal tile. Break ties by comparing the 2nd highest, and so on.

B05a Crowned Sandgrouse: You have the most desert animal tiles.

B05b Secretary Bird: You have the single highest value desert animal tile. Break ties by comparing the 2nd highest, and so on.

B06a Kori Bustard: You have the most established herbivores.

B06b Southern Ground Hornbill: You have the most herbivores of value 6 or more.

⚙ **Solo mode:** Ignore the Poachers' starting animal tiles.

Vulnerable: Annoyed homeowners in urban areas in South Africa have been known to kill Southern Ground Hornbills due to behaviors like destroying windows in response to seeing their reflection. The southern ground hornbill, the largest species of hornbill worldwide, live in groups of 5 to 10 individuals and gather in groups to hunt difficult prey.

B07a Black-chested Snake Eagle: You have the most different kinds of snakes. There are 8 kinds of snakes—a value 1 and value 2 for each habitat type.

⚙ **Not used in the solo game.**

B07b Northern Bald Ibis: You have played the most specialist cards.

⚙ **Not used in the solo game.**

B08a Fischer's Lovebird: You have the most primate pawns.

B08b White-backed Vulture: You have the most predator pawns.

B09a Mountain Wheatear: You have the most mountain ranges.

⚙ **Solo mode:** When comparing for the 1st/2nd/last time, score as if the Poachers have 2/4/6 mountain ranges.

B09b Mountain Buzzard: You have the most mountain ranges of at least size 2.

⚙ **Solo mode:** When comparing for the 1st/2nd/last time, score as if the Poachers have 1/2/3 size 2 mountain ranges.

B10a Grey Crowned Crane: You have the longest straight line of occupied spaces.

⚙ **Solo mode:** When comparing for the 1st/2nd/last time, score as if the Poachers have a line of 5/7/9 occupied spaces.

Endangered: Due in part to conservation measures, recent increases in Rwanda, Zambia and Uganda may help to reverse the grey crowned crane's ongoing downward trend and provide hope for future improvement in the species' status. In Tanzania, the Bird Atlas project estimates 1000-1600 birds, up from 600-1000 in 2014, which is likely due to movement between Rwanda and Tanzania in the Kagera Valley.

B10b Shoebill: Find your longest line of occupied spaces in each of the 3 directions. Compare your 2nd longest one with your neighbor. If you have 2 lines tied for longest, one of those counts as your 2nd longest.

⚙ **Solo mode:** When comparing for the 1st/2nd/last time, score as if the Poachers have a line of 4/6/8 occupied spaces.



Primates

M01 Mantled Guereza: Discard an animal card from your hand to place a land tile and a size 3 river tile.

M02 Mandrill: Discard an animal card from your hand to place 2 habitat tiles from the rondel.

M03 Red-tailed Monkey: Take 2 habitat tiles from the active stack and place them.

M04 Blue Monkey: Establish 2 herbivores.

M05 Gorilla: Take 2 animal cards from the same column of the tableau. They do not need to be adjacent.

M06 Ring-tailed Lemur: Take 2 fauna cards from the tableau.

Endangered: With a suspected population reduction of $\geq 50\%$ over a three-generation period caused by severe forest fragmentation and unsustainable levels of live-capture for the illegal in-country pet trade, the ring-tailed lemur will likely be considered Critically Endangered in the near future. Ring-tailed lemurs are opportunistic omnivores eating whatever is easily available to them including spiders, chameleons, caterpillars, insects, small birds, and termite mounds.

M07 King Colobus: Take 2 predator cards from the tableau.

M08 Mona Monkey: Take 2 primate cards from the tableau.

M09 Bonobo: Gain energy until you have 4 in your personal supply.

M10 Garnett's Bushbaby: Gain 1 energy for each primate card you played or have in hand (including this one).

M11 Black-and-white Ruffed Lemur: Establish a woodland herbivore and place a woodland snake.

M12 Yellow Baboon: Establish a wetland herbivore and place a wetland snake.

M13 Campbell's Monkey: Place 2 snakes.

M14 Sooty Mangabey: Place a size 1 and a size 2 river tile.

M15 Grey-cheeked Mangabey: Place a habitat tile from the active stack and a size 1 river tile.

M16 Gelada Baboon: Discard an animal card from your hand to place a habitat tile from both the active stack and the rondel.

M17 Senegal Bushbaby: Gain 1 energy for each predator card you played or have in hand.

M18 Green Monkey: Establish a savanna herbivore and place a savanna snake.

M19 Western Red Colobus: Place a land tile.

Endangered: Already small and isolated, western red colobus populations are declining given the demand for natural resources from a rapidly growing human population in West Africa. The human population has increased by more than 100% in the seven range countries since 1990, and rates of forest loss have more than doubled since 2013.

M20 Tantalus Monkey: Place a size 3 river tile.

M21 Mohol Bushbaby: Place a size 1 river tile and gain 2 energy.

M22 Chimpanzee: Gain 1 energy for each land you have (excluding your starting land).

M23 Vervet Monkey: Discard an animal card from your hand to place a land tile and a full desert oasis tile.

M24 Barbary Macaque: Discard an animal card from your hand to place any oasis tile and a habitat tile from the active stack.

M25 Patas Monkey: Discard an animal card from your hand to place any oasis tile and a size 2 river tile.

M26 Olive Baboon: Establish a desert herbivore and place a desert snake.

M27 Hamadryas Baboon: Place a habitat tile from the rondel.

M28 Chacma Baboon: Place any oasis tile.



Predators

Each predator has a unique condition that must be met.

D01 Nile Crocodile: 2 established wetland herbivores.

D02 Leopard: 2 established woodland herbivores.

D03 Cheetah: 2 established savanna herbivores.

D04 Brown Hyena: 2 established desert herbivores.

D05 Honey Badger: An established wetland, woodland, and savanna herbivore.

D06 African Clawless Otter: A wetland and woodland herbivore of value 7 or more each.

D07 Serval: A wetland and savanna herbivore of value 7 or more each.

D08 Side-striped Jackal: A woodland and savanna herbivore of value 7 or more each.

D09 Marsh Mongoose: A wetland habitat containing a herbivore of value 7 or more and a snake.

D10 Banded Mongoose: A woodland habitat containing a herbivore of value 7 or more and a snake.

D11 Serengeti Wolf: A savanna habitat containing a herbivore of value 7 or more and a snake.

D12 Rüppell's Fox: A desert habitat containing a herbivore of value 7 or more and a snake.

D13 Spotted-necked Otter: A wetland habitat containing 2 herbivores of value 4 or more each.

D14 Ring-tailed Vontsira: A woodland habitat containing 2 herbivores of value 4 or more each.

D15 Spotted Hyena: A savanna habitat containing 2 herbivores of value 4 or more each.

D16 Fennec Fox: A desert habitat containing 2 herbivores of value 4 or more each.

D17 Small-spotted Genet: A wetland herbivore of value 5 or more in a habitat adjacent to 2 different mountain ranges.

D18 African Striped Weasel: A woodland herbivore of value 5 or more in a habitat adjacent to 2 different mountain ranges.

D19 Bat-eared Fox: A savanna herbivore of value 5 or more in a habitat adjacent to 2 different mountain ranges.

D20 African Wildcat: A desert herbivore of value 5 or more in a habitat adjacent to 2 different mountain ranges.

D21 Dwarf Crocodile: A wetland herbivore of value 6 or more in a habitat adjacent to 2 different rivers.

D22 Fossa: A woodland herbivore of value 6 or more in a habitat adjacent to 2 different rivers.

D23 Algerian Wolf: A savanna herbivore of value 6 or more in a habitat adjacent to 2 different rivers.

D24 African Wild Dog: A desert herbivore of value 6 or more in a habitat adjacent to 2 different rivers.

Critically Endangered: With only around 1,400 mature individuals remaining, the African wild dog (or painted wolf) is a rare sight. As a nomadic species, African wild dogs have huge territories – with packs in the Serengeti holding an estimated territory range of 900 square miles each. What truly sets them apart is their unbreakable bond and unique social structure, led by a dominant alpha pair. The alpha female serves as matriarch and is usually the sole breeder, with the entire pack dedicated to raising her litters. Deeply cooperative, they even use “sneezes” to vote on group decisions and are among the few predators that actively care for their sick and elderly, ensuring pups always eat first after a hunt.

D25 Desert Crocodile: 2 wetland and 2 desert animal tiles in habitats adjacent to each other. *

D26 Black-backed Jackal: 2 woodland and 2 desert animal tiles in habitats adjacent to each other. *

D27 Caracal: 2 savanna and 2 desert animal tiles in habitats adjacent to each other. *

* Each pair of animal tiles may be in one habitat or separate ones, but all must be in one continuous group of adjacent habitats. Adjacent habitats must touch edge-to-edge, meeting at a corner does not count. See example on page 10.

D28 Lion: 2 herbivores of value 10 or more each.

Critically Endangered: Lions once roamed most of Africa and parts of Asia and Europe. But African lions have disappeared from 94% of its historic range and can only be found today in parts of sub-Saharan Africa. Hunting is left to females of the pride, who hunt in groups. They are faster and more agile than males, able to hunt down animals that are much bigger and faster than them.



Predator Bonus Tiles

P01: Gain 3 energy.

P02: Place 1 snake and gain 2 energy.

P03: Place a size 1 river tile and a snake tile.

P04: Place a size 1 river tile and establish a herbivore.

P05: Place a size 2 river tile and gain 1 energy.

P06: Place a size 2 river tile and a snake tile.

P07: Place a size 3 river tile.

P08: Place a land tile.

P09: Place any oasis tile.

P10: Place a full desert oasis tile and gain 1 energy.

P11: Place a habitat tile from the rondel.

P12: Establish a herbivore and gain 1 energy.

P13: Establish a herbivore and place a snake tile.

P14: Take any animal card from the tableau.

P15: Discard 1 animal card from your hand to take a primate and predator card from the tableau.

P16: Discard 1 animal card from your hand to take a primate and fauna card from the tableau.

P17: Discard 1 animal card from your hand to take a predator and fauna card from the tableau.

P18: Spend 1 energy to place a land tile and a size 1 river tile.



Fauna

All criteria count items in your own land or personal supply.

F01 African Spurred Tortoise: Bio energy tokens.

***Endangered:** The African spurred tortoise is declining rapidly due to extensive habitat loss, exploitation for eggs and meat for consumption, and the gradual effects of climate change and desertification in its sub-Saharan habitat. It is one of the largest terrestrial chelonians in the world, and the largest tortoise in Africa exceeding 100 kg with a straight carapace length (SCL) of up to 86 cm.*

F02 Cape Cobra: Snakes tiles.

F03 Nile Monitor: Wetland animal tiles with the same value.

F04 African Striped Skink: Woodland animal tiles with the same value.

F05 Giant Plated Lizard: Savanna animal tiles with the same value.

F06 Rainbow Agama: Desert animal tiles with the same value.

F07 African Dung Beetle: Herbivores of value 8 or more.

F08 Giant Water Bug: Wetland habitats with animal tiles.

F09 African Giant Stick Insect: Woodland habitats with animal tiles.

F10 East African Lowland Honey Bee: Savanna habitats with animal tiles.

F11 Fattail Scorpion: Desert habitats with animal tiles.

F12 Chameleon: Animal tiles in 1 habitat.

F13 Straw-coloured Fruit Bat: Habitat tiles with only 1 habitat type (this includes the full desert oasis tile).

F14 Desert Locust: Oasis tiles.

F15 Cichlid: Size 1 river tiles.

F16 African Obscure Snakehead: Size 2 river tiles.

F17 Sharptooth Catfish: Size 3 river tiles.

F18 Leatherback Sea Turtle: Rivers containing all 3 sizes of river tiles.

F19 Congo Tetra: Number of river habitats.

F20 West African Manatee: Number of water sources for a single river.

F21 Walia Ibex: Size of your largest mountain range.

F22 Rock Hyrax: Different size mountain ranges.

F23 Meerkat: Mountain ranges completely surrounded on all sides by occupied spaces (not including other mountain spaces).

F24 Termites: Empty spaces in your land surrounded on all six sides by occupied spaces.

F25 Giant Ground Pangolin: Holes (of any size) between land tiles.

***Endangered:** Intercontinental trafficking of tropical African pangolin scales to Asia has increased in the last decade and governance and law enforcement changes needed to prevent the overexploitation of the species are unlikely to occur within one generation's time. Giant ground pangolins take shelter in places such as old aardvark burrows, dense thickets, or partially opened termite mounds. Their burrows have been found to have multiple entrances and large chambers which may allow the pangolins to turn and exit the burrow facing forwards.*

F26 Driver Ants: Land tiles, including your starting land, with no empty spaces.

F27 Giant Day Gecko: Habitats with 2+ animal tiles.

F28 African Monarch Butterfly: Land tiles, including your starting land, that are adjacent to only 1 other land tile.



Specialists

River

S01 Wildlife Photographer: If you place a new kind of wetland herbivore (i.e. by name), you may gain 2 energy.

S02 Tracker: If you place a new kind of woodland herbivore (i.e. by name), you may place a habitat tile from the active stack.

S03 Naturalist: If you place a new kind of savanna herbivore (i.e. by name), you may establish a wetland, woodland, or desert herbivore.

S04 Ophiologist: If you place a new kind of desert herbivore (i.e. by name), you may place 2 snakes.

S05 Wetland Ranger: If you place a wetland herbivore, it immediately becomes established.

S06 Woodland Ranger: If you place a woodland herbivore, it immediately becomes established.

S07 Savanna Ranger: If you place a savanna herbivore, it immediately becomes established.

S08 Desert Ranger: If you place a desert herbivore, it immediately becomes established.

Wetland

S09 Hydrogeologist: Place 1 land tile and a size 1 river tile.

S10 Hazmat Technician: Place 1 land tile. Place 1 energy onto each of its oil spills. You gain the energy when you cover the oil spill.

S11 Geophysicist: Choose to place 1 or 2 land tiles. If you place 2, all opponents gain 2 energy.

S12 Geologist: Spend 2 energy to place a land tile.

S13 Explorer: Discard an animal card from your hand to place 2 land tiles.

S14 Topographer: If you place a land tile, you may place a size 1 river tile.

S15 Cartographer: If you completely fill a land tile, including your starting land, either gain 1 energy or spend 1 energy to place a new land tile.

S16 Civil Engineer: You are allowed to place habitat tiles onto mountain spaces without water sources. If you do, gain 1 energy.

Woodland

S17 Activist: Discard an animal card from your hand to take an extra turn. Complete your current turn including all *End of Turn* steps, then take another full turn.

S18 Conservationist: Establish 2 herbivores.

S19 Fundraiser: Gain 4 energy.

S20 Hydrologist: Place a size 1 river and a size 3 river. They do not need to be placed next to a water source nor next to each other.

S21 Irrigation Engineer: Place 2 full-desert oasis tiles.

S22 Surveyor: Draw 3 habitat tiles from the active stack. Discard 1 and place the others into your land. If this effect removes a bird watching tile from the active stack, follow the bird watching rule as normal—do not place the bird tile back onto the active stack for any reason.

S23 Ecosystem Researcher: Take and place a habitat tile from the rondel and place a snake.

S24 Carnivore Ecologist: Take a predator bonus tile and gain its reward. You do not take a predator pawn.

Savanna



S25 Animal Nutritionist: Spend 3 energy to establish 2 herbivores.

S26 Hydraulic Engineer: If you place an oasis tile, gain 1 energy.

S27 Operational Researcher: If you choose the same rondel segment as the previous player, gain 2 energy. If you choose either segment next to it, gain 1 energy.

S28 Accountant: If you choose a rondel segment with the *gain bio energy* action, gain 1 energy. You do not need to take the action.

S29 Soil Scientist: Rondel segments with a *take habitat tiles* action allow you to take habitat tiles from either direction (clockwise or counterclockwise).

S30 Landscape Architect: Instead of placing the habitat tile that is in your segment on the rondel, you may place an adjacent habitat tile. If you played a primate card this turn, you cannot use this specialist.

S31 Ornithologist: During each bird watching, for every 2 energy or VP gained from birds (in total), gain an extra energy or VP. This bonus is gained after checking if you have more than 8 energy.

S32 Volunteer Coordinator: Place a bio energy token from the supply on each *take habitat tiles* segment on the rondel. For the rest of the game, you use these bio energy tokens exactly like regular sun energy in every way. All other players ignore them completely. When distributing used energy at the end of your turn, you decide the order for moving sun and bio energy into each segment.

Desert



S33 Botanist: Take 3 animal cards from a single column of the tableau. Discard any animal card from your hand, including from those you just gained.

S34 Zoologist: Take 3 animal cards from a single row of the tableau. Discard any animal card from your hand, including from those you just gained.

S35 Biologist: Take 4 animal cards from face-down decks. Discard any 2 animal cards from your hand, including from those you just gained.

S36 Environmentalist: If you take an animal card, gain 1 energy.

S37 Veterinarian: If you take an animal card, you may spend 1 energy to take any animal card from the tableau.

S38 Wildlife Rescue Technician: If you cover an oil spill, you may spend 1 energy to take any animal card from the tableau.

S39 Reptile Ecologist: If you place a snake, you may spend 1 energy to take any animal card from the tableau.

S40 Phenologist: Before the tableau is refreshed during bird watching, and at the end of the turn when the end game is triggered, you may take any animal card from the tableau.

 **Solo mode:** Instead of when the end game is triggered, you may take any animal card from the tableau during **your final turn**.



Specialist Draft Variant

EXPERT VARIANT #2

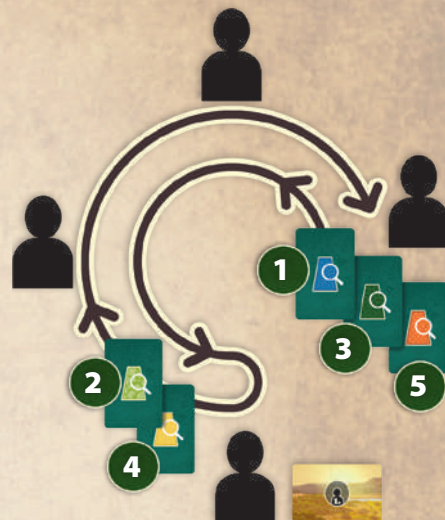
Recommended for very competitive players who prefer less randomness. Like variant #1 (see page 2), you start with your 5 specialists up front. However, this variant puts you in a competitive draft with your opponents for the most desirable specialists available.

You may draft specialist-types in any order you like, but for the purposes of this explanation, the draft works as follows:

1. Deal river specialist cards face up equal to the number of players +1.
2. Starting with the last player and in counterclockwise order **1**, each player chooses a specialist to keep. Return the remaining card to the box.
3. Repeat the process with wetland specialists. This time, start with the starting player and choose in clockwise order **2**.
4. Continue alternating the draft with woodland **3**, then savanna **4**, then desert specialists **5**.

Your specialists begin the game in-hand and will be put into play as described in *Attract A Specialist* (page 11).

After player setup, players will draft each type of specialist—river, wetland, woodland, savanna, desert—separately, alternating the player order of choosing for each type (commonly called a “snake draft”).



Glossary



Adjacent

Habitats or tiles are adjacent if they touch edge-to-edge. Habitats or tiles that meet at a corner only are not adjacent.



Animal Card

All cards in the tableau are animal cards—predators, primates, and fauna.



Animal Tile

Both herbivores and snakes count as animal tiles.



Empty Space

An empty space is any hex in your land not filled by a habitat tile, river tile, or mountain. A revealed oil spill space is empty. Areas off your land tiles are not considered empty spaces.



Occupied Space

An occupied space is any hex in your land that is filled by a habitat tile, river tile, or mountain. Areas off your land tiles are not considered occupied spaces.



Habitat

A habitat is an area in your land made up of tiles that form a connected pattern of 1 habitat type.



Habitat Tile

A habitat tile is a single hex tile that may contain 1 or more different habitat types.



Habitat Type

A habitat type is the category of river, wetland, woodland, savanna, or desert that an animal or card may refer to.



Mountain Range

All mountain spaces adjacent to one another make up a single mountain range. A single mountain space alone counts as a size 1 mountain range.



Reintroduced

A herbivore is reintroduced when it is first placed into a habitat. Place it with the side where its value and size are equal face up.



Established

A herbivore can be established by a rondel action or card effect. When established, the herbivore tile is flipped over showing a heart icon, and its value is greater than its size.

Imprint

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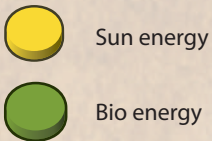
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Iconography

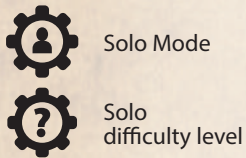
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PAWNS



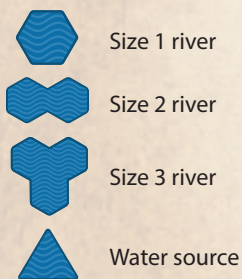
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LAND TILES



RIVER TILES



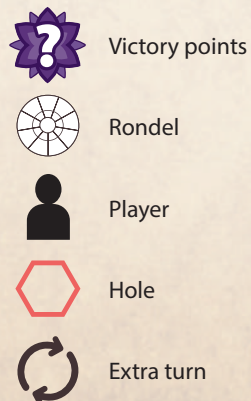
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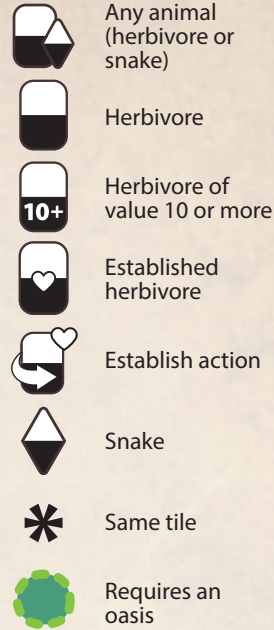
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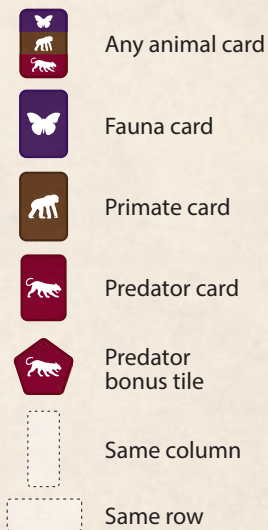
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ANIMAL TILES



ANIMAL CARDS



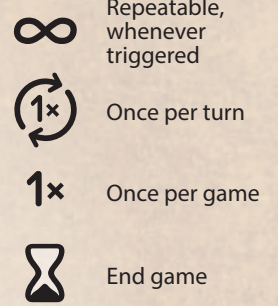
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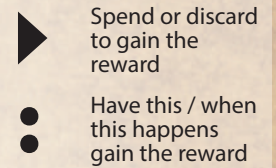
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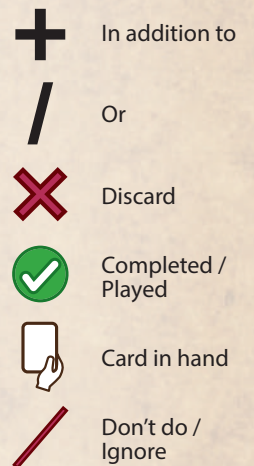
EFFECT TYPES



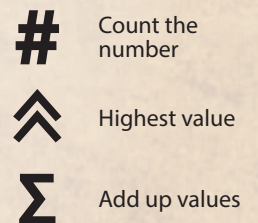
GAIN REWARDS



QUALIFIERS



COMPARISON



RELATIONSHIPS

