

# RULEBOOK



# THE SANCTUARY

ENDANGERED SPECIES



# THE SANCTUARY

## ENDANGERED SPECIES

*"I dedicate this game to Gosia.  
For her understanding for my hobby."*

Przemek

## GOAL OF THE GAME

Imagine that you received a few hundred hectares of land anywhere in the world. You carefully exchange any non-indigenous plants with native ones, recreating an environment where a variety of animals can live, including dozens of endangered species. Some of these endangered animals were victims of human violence or were found wounded and many of them were saved from illegal trade. In *The Sanctuary: Endangered Species*, you will create a sanctuary for different endangered animal species. With the help of volunteers and rangers you will develop your facility, take care of your animals, and recreate the animals' natural habitats as you attempt to save them from the impacts of civilization. You will maintain order and monitor animal behavior – everything to ensure that the animals in your sanctuary are happy and safe. Whoever builds the best sanctuary and scores the most points will be the winner.

## GAME COMPONENTS

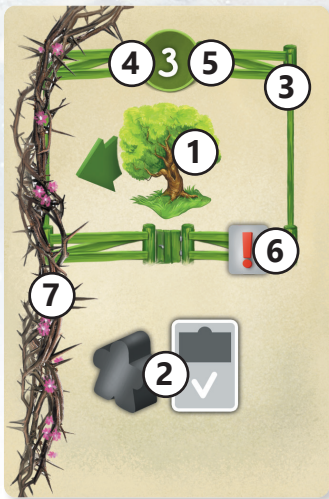
- 100 Action cards
- 4 Player boards
- 16 Storehouse improvement tiles
- 16 Animal tiles
- 16 Forestation tokens
- 16 Flooding tokens
- 4 Ranger tokens
- 4 Animal rescuers tokens
- 40 Happiness tokens
- 30 Threat tokens
- 24 Land acquisition tokens
- 4 Player figures (indicate the color of each player)
- 8 Reference cards (4 Polish and 4 English)
- 1 Starting Player card
- 8 Volunteer meeples
- 80 Resource cubes
- 1 Score pad
- Rulebook (English and Polish)





# COMPONENTS BREAKDOWN

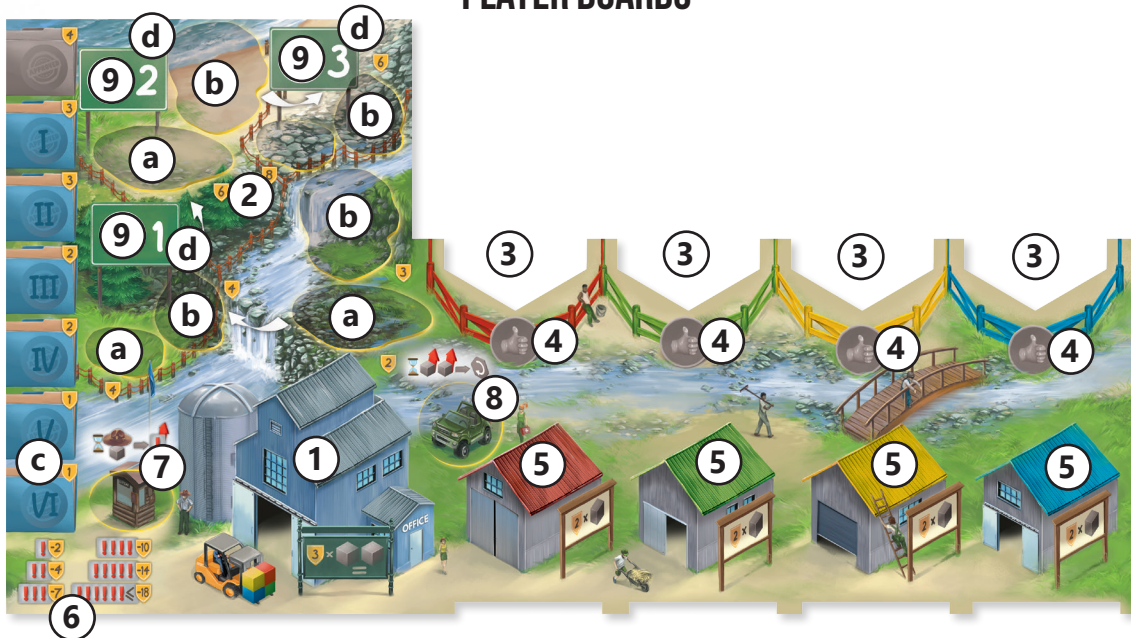
## ACTION CARDS



- ① **Main action** – symbols identify the main action's (or actions') effect(s) for this card. Main actions are always surrounded by a fence.
- ② **Side action** – symbols identify the side action's (or actions') effect(s) for this card.
- ③ **Card type** – fence colors help distinguish between different types of cards (helpful when preparing the action card decks for each game).
- ④ **Volunteer space** – area for volunteer meeples to be placed during the Assign Volunteers phase.
- ⑤ **Number of players** – indicates cards that are used in 3 and 4-player games.
- ⑥ **Threats** – indicates the number of threat tokens a player must take after performing the corresponding main action.
- ⑦ **Hedge** – limits volunteers' lines of sight. They cannot see through hedges.

For a detailed description of each action, see pages 11-13.

## PLAYER BOARDS



- ① **Management center** – place your resources here when you acquire them during the game.
- ② **Map of sanctuary** – use it to mark land parcels bought to extend your sanctuary and create more space for land reclamation actions (forestation and flooding). Land parcels are separated by fences: (a) spaces for flooding tokens; (b) spaces for forestation tokens; (c) land acquisition timeline.
- ③ **Animal habitats** – place your animals here when you acquire them during the game. You may have up to one type of animal in each color.
- ④ **Happiness symbols** – place happiness tokens here when you acquire them during the game.
- ⑤ **Storehouses** – place resources dedicated for certain habitats here. Improvement tiles are placed below their respective storehouses.
- ⑥ **Threat tokens chart** – place all your threat tokens here when you acquire them during the game. The chart shows how many points you will lose at the end of the game based on the number of threat tokens you have.
- ⑦ **Ranger's hut** – place ranger tokens here when you acquire them during the game.
- ⑧ **Animals rescuers vehicle** – place animal rescuers tokens here when you acquire them during the game.
- ⑨ **Land acquisition boards** – at the beginning of the game place land acquisition tokens on each board equal to the number shown (d).



## ANIMAL TILES



- ① **Population counter** – tracks the number of a certain species present in your sanctuary (the animal token is rotated so that the number on the bottom ① represents the population size of that species in your sanctuary).
- ② **Fence color** – indicates what type of habitat that animal belongs to and its corresponding storehouse.

## STOREHOUSE IMPROVEMENT TILES

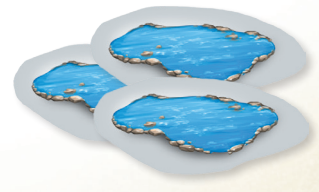
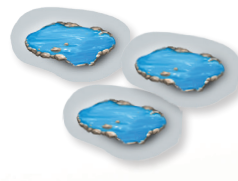


- ① **Improvement effect** – for a detailed description of each improvement, see pages 14-15.
- ② **Fence Color** – distinguishes different types of improvements from each other. Each improvement is assigned to a certain storehouse of the same color.
- ③ There are different **kinds of improvement effects**:
  - **once per game** – may be used at any time during your turn. Then turn the tile 90 degrees to indicate that you have already used it and cannot use it again during this game
  - **once per round** – may be used once per round, at any time during your turn, beginning with the round in which it was acquired. Turn the tile 90 degrees to indicate that you have already used it and cannot use it again during this round. Remember to turn it back during Clean-up phase!
  - **all the time** – effects apply for the entire game as long as you meet their requirements (if any)
  - **end game effects** – effects apply at the end of the game during final scoring and give you additional points.

## LAND RECLAMATION TOKENS



FORESTATION



FLOODING



## LAND ACQUISITION TOKENS



## HAPPINESS TOKENS



## THREAT TOKENS



## RANGER TOKEN



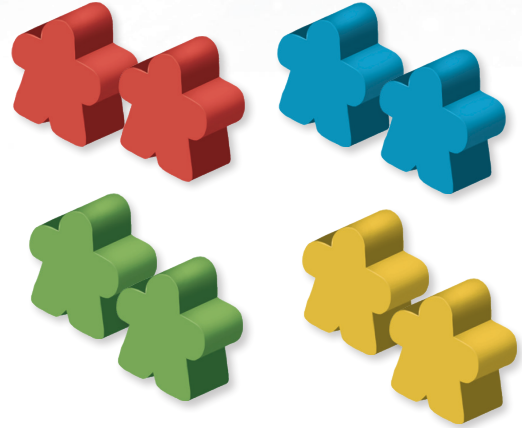
## ANIMAL RESCUERS TOKEN



## PLAYER FIGURES



## VOLUNTEER MEEPLE



## STARTING PLAYER CARD



## REFERENCE CARDS



## SCORE PAD



## RESOURCE CUBES



Symbolize everything that animals need to live. (**NOTE:** The gray resources are "wild" resources which means any of the colored resources may be used in their place.) Resources in *The Sanctuary* are not limited. Use replacements if needed.



# GAME SETUP



1. Each player takes a player board (1).
2. Each player takes 4 animal tiles (1 in each of the 4 colors: red, green, yellow, and blue) and places them aside near their board (2). These are the animals that will potentially show up in their respective sanctuaries. At the end of the rulebook you will find recommended sets of animals that share similar habitats, but you are free to divide the animals however you choose as long as each player has 1 of each color. We know that everyone has favorite animals and all of us love pandas!
3. Each player takes 2 volunteer meeples in their chosen color and a cardboard player's figure in the same color. Players place their figures in front of themselves to remind the other players of their chosen colors (3).
4. Each player places 6 land acquisition tokens on the indicated spaces of their player board (1 on the space marked with a "1", 2 on the space marked with a "2", and 3 on the space marked with a "3" (4).
5. Place all of the resources, ranger tokens, animal rescuers tokens, happiness tokens, land reclamation tokens, and threat tokens in separate piles on the table. In addition, sort all of the storehouse improvement tiles by their color and place them in separate piles on the table (5).
6. Randomly draw 3 storehouse improvement tiles of each color and place them on a random side (the tiles are double-sided) within reach of all players. In a 3-4 player game: draw 4 storehouse improvement tiles of each color. Return the remaining tiles to the box. They won't be needed during this game (6).
7. Prepare the action card decks according to the number of players:
  - 2-players: remove all cards marked with a 3 or a 4 on the volunteer space.
  - 3-players: remove all cards marked with a 4 on the volunteer space.
  - 4-players: set **aside** all cards marked with a 3 on the volunteer space.
8. Sort the cards by color into 5 different piles. You should have the following, depending on the number of players:
  - 2-players: 5 piles with 12 cards each.
  - 3-players: 4 piles with 15 cards each and 1 gray pile with 20 cards.
  - 4-players: 5 piles with 16 cards each.
9. Then randomly draw the indicated number of cards from the top of each piles to form new decks:
  - 2 players: draw 2 cards from each pile and place them in one face-down deck of 10 cards.
  - 3 players: draw 3 cards from each of the green, blue, red, yellow piles plus 4 cards from the gray pile and place them in one face-down deck of 16 cards.
  - 4 players: draw 4 cards from each pile and place them in one face-down deck of 20 cards.



10. Repeat this process until you have the required number of action card decks:

- 2 players: 6 decks with 10 cards each.
- 3 players: 5 decks with 16 cards each.
- 4 players: 4 decks with 20 cards each\*.

11. Shuffle each deck individually and place them separately face-down on the table off to the side (7).

\* Additionally in a 4 players game: after performing the above steps, take all of the action cards marked with a "3" that you set aside, shuffle them together, and place them face down by the other action card decks that you created. Thus you will have 5 action card decks in total – each containing 20 cards.

The person who most recently saw an animal in its natural habitat is the starting player and will begin the first round of the game. That player takes the starting player card and places it in front of themselves. If you are having difficulty determining the starting player, choose a different, random method of your choice.

## PLAYING THE GAME

The Sanctuary is divided into the following phases that must be resolved in the order shown below:

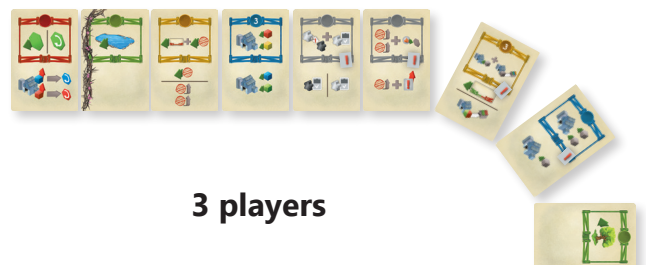
1. PREPARATION
2. ASSIGN VOLUNTEERS
3. PERFORM TASKS
4. CLEAN-UP

### 1. PREPARATION

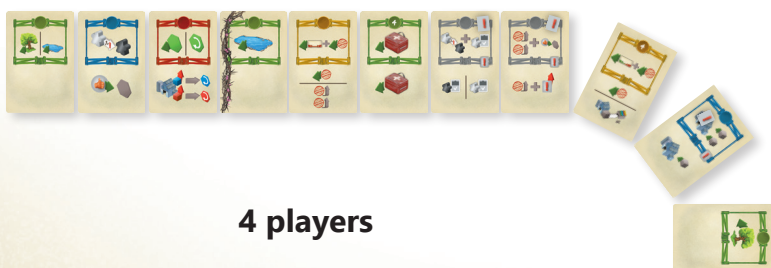
Select any 1 of the action card decks that has not yet been used this game. Then reveal cards from the deck, placing them face-up on the table in the arrangement shown depending on the number of players. Then, place threat tokens on all revealed action cards that have a threat token symbol.



2 players



3 players



4 players





## 2. ASSIGN VOLUNTEERS

Beginning with the starting player and proceeding clockwise, each player places one of their volunteers on the chosen volunteer space of an empty (unoccupied) face-up action card. Then, beginning with the last player and proceeding counter-clockwise, each player places their second volunteer on the volunteer space of a different face-up action card.

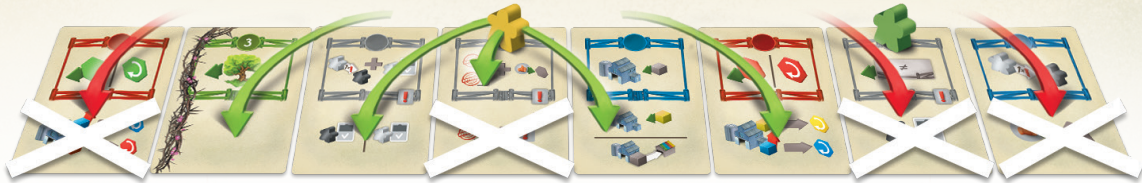
**Important:** note that in this way, the player who placed their first volunteer last will place their second volunteer first (one right after the other). In contrast, the player who placed their first volunteer first will place their second volunteer last.

### LINE OF SIGHT

Each volunteer placed on a card has their own line of sight. Each volunteer has within its line of sight (will be able to perform) any number of side actions from other cards that they can see. Line of sight is limited by other volunteers and hedges (If there is a volunteer (regardless of its owner) on a card, this card's side action is not visible). Each volunteer can also perform a main action from its own card but this action is not within its line of sight for the purpose of game rules. Line of sight does not "loop around" so a volunteer placed on the left-most or right-most card can only see in one direction.

**Important:** Volunteers CANNOT see the side action on the card they are placed on!

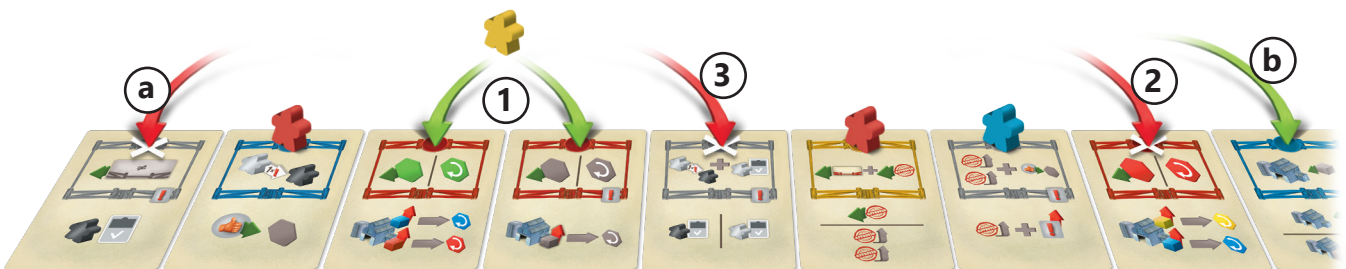
**Example:** Tomek is the yellow player. In this case, Tomek can perform all actions indicated by green arrows. The yellow volunteer cannot see the actions marked with red arrows because their line of sight is blocked by a green volunteer to the right and by a hedge to the left.



### DETAILED RULES FOR PLACING VOLUNTEERS:

You can place your volunteer on any empty card as long as there is at least one card within its line of sight. In other words, a volunteer has to be able to "see" at least one other card.

You cannot place your volunteer on a space where it would block another volunteer (yours or an opponent's) from seeing the only card within their line of sight (this volunteer's line of sight could already be limited by other volunteer or a hedge). In other words, you cannot create a situation where a volunteer has no cards within their line of sight. You also can not place your volunteer on a card that is "blocked" in that way on both sides.



**Example:** In this case, Tomek can place his volunteer on the cards indicated by green arrows ① because there will always be at least one empty card on their left or right side. He cannot place his volunteer on the card indicated by the red arrow ① because their line of sight would be blocked by a red volunteer to the right and there are no other cards to the left because it is the left-most card in the row.

Tomek cannot place his volunteer on the cards indicated by red arrows. In case number ② it would completely block the line of sight of the blue volunteer, who is already blocked on the left side by the red volunteer. In case number ③, it would block the line of sight for the red volunteer, who is already blocked on the right side by the blue volunteer. However, Tomek can place his volunteer on the card indicated by the green arrow ①, because the yellow volunteer can still "see" one card to its left and the blue volunteer one card to its right.



### 3. PERFORM TASKS

After all players have placed their 2 volunteers, beginning with the starting player and proceeding clockwise, each player chooses 1 of their volunteers and performs any/all of their available actions. You may only take actions that you are able to perform (main action and all side actions within that volunteer's line of sight).

No actions are mandatory; thus you do not have to take an action even if it is possible. You may take main and side actions in any order for example: first a side action, then main action and another side action. Each volunteer can perform each action only once!



After performing all of the desired actions with a volunteer, turn them on their side, keeping them on the card on which they were placed. Activated volunteers that lie on cards still block line of sight for other volunteers.

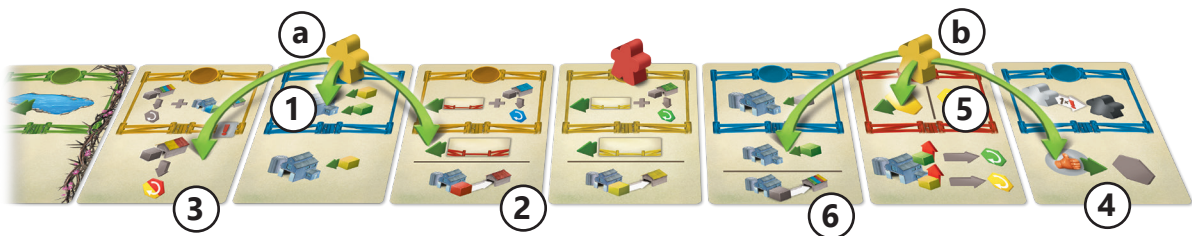
When all players have finished taking actions with 1 of their volunteers, play continues in the same direction and, beginning with the starting player, all players perform any/all actions available to their second volunteer.

**Note** that you CANNOT combine actions that come from different volunteers. You must first perform all of your desired actions with ONE of your volunteers and then, on your next turn, perform all of your desired action with your other volunteer.

**Important:** after performing your desired actions, do not remove your volunteers from their cards – only turn them on their side. They must remain there until all players are done performing all of their actions. Remember that they still block line of sight.

All possible actions are described on pages 11-13.

**Example:** Tomek decides to begin by taking actions using his volunteer **(a)**. First he performs the main action from the card his volunteer is placed on **(1)**, immediately taking two resource tokens in the indicated colors and placing them in his management center. Then he performs the side action from the card to the right **(2)** and moves red resource from management center to red storehouse. Now that he has a resource in red storehouse, he uses the side action from the card to the left **(3)** and increases the number of wolves in the red habitat by 1 by turning the wolf token one space clockwise. On his second turn, Tomek takes actions using his volunteer **(b)**. He begins by taking the side action from the card to the right **(4)** and places one happiness token below the wolf. Then he takes the main action from the card his volunteer is placed on **(5)** and gets another animal – a panda this time (yellow animal). Finally, he performs the side action from the card to the left and moves yellow resource from the management center to his yellow storehouse **(6)**.



### 4. CLEAN-UP

The Clean-up phase begins when all players have performed all of their chosen actions with both their volunteers. During this phase the following steps are performed in the order shown below:

- Remove all of the volunteers from the action cards and return them to their respective players.
- Remove all of the face-up action cards from the table and return them to the box – you will not need them anymore during this game.
- Return all improvement tokens with "once per round" abilities to their initial positions. They are ready to be used again.
- The starting player passes the starting player card to the person on their left.



# END OF THE GAME

The game ends when there are no unused action card decks remaining during the Preparation Phase. In a 2-player game, the game ends after the sixth round. In a 3-4 player game, the game ends after the fifth round. Now the final scoring occurs. Add up your points using the provided score pad. The player with the most points is the winner! In a case of a tie, points received for animal populations and their happiness level break the tie. If there is still a tie, all tied players share the victory.

## SCORING



**Land reclamation** – each flooding and forestation token that you placed on the board is worth the indicated number of points.



**Animals** – Each animal gives you as many points as the number shown on its population counter multiplied by the number of happiness symbols placed below the animal (including the one already printed on the board).

**Example:** Bartek has 4 snow panthers with 3 happiness tokens below their habitat. He scores 4 points for their populations x4 points for each happiness token (3 happiness tokens + 1 already printed on the board) for a total of 16 points.



**Resources in management center** – each set of 2 like-colored resources in a the management center is worth 3 points. There is no limit to the number of resources that can be placed in the management center.



**Resources in storehouses** – each resource in a storehouse, regardless of its color, is worth 2 points. There is no limit to the number of resources that can be placed in a storehouse.



**Land acquisition** – each stamp you gathered during the game is worth as many points as indicated by the timeline space on which it was placed. **Note:** stamps that are still at their initial spaces on the sanctuary map don't score any points.



**Storehouse improvements** – each storehouse improvement with this icon is worth a different number of points depending on its effect.



Subtract points for all threat tokens that you have acquired, according to the following table:



## ADVANCED PLAY VARIANT

If you have already played the game a few times and you are looking for a bigger challenge, consider trying this variant by applying the following rule changes during the **Perform tasks phase**:

- On your turn, you perform actions using both of your volunteers at once instead of activating them in two separate turns. In this way, players perform all chosen actions one by one i clockwise order.
- You may perform the actions available to your volunteers in any order. For example, you can use volunteer A to take their corresponding main action, then use volunteer B to take an available side action, and then use volunteer A again to take one of their available side actions.

All other rules remain the same.





# GAME SYMBOLS

								
management center	storehouse	animal	resource	storehouse improvement	and	or	if...than...	
								
move an improvement tile	add	discard	move	other color	any number	once	twice	
								
you	opponent	flooding	forestation	happiness	threat	land acquisition stamp	ranger	animal rescuers

# ACTIONS SAMPLES



Take the main action from any card that has your or your opponent's volunteer on it depending on the symbol. The chosen card does not need to be within your volunteer's line of sight.



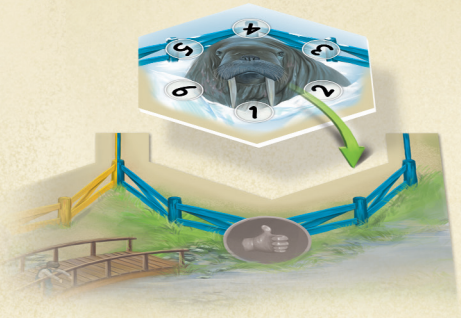
Take the side action from any card that has your or your opponent's volunteer on it depending on the symbol. The chosen card does not need to be within your volunteer's line of sight.



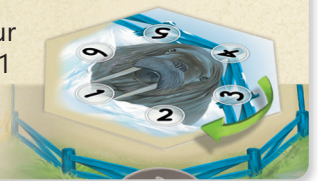
Skip taking this volunteer's main action.



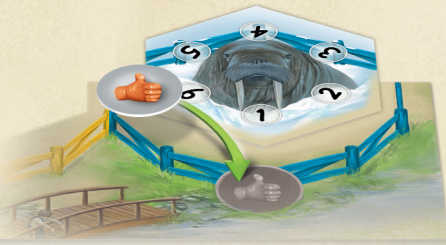
Take a blue animal tile and place it on the chosen side in the corresponding colored habitat on your player board. Place it so the "1" is at the bottom edge. This is its initial population. There can be only one animal in each habitat during the course of the game.



Increase the population of your blue animal by turning its tile 1 space clockwise. A population can never exceed 6.



Place a happiness token on the indicated space below an animal habitat in the color shown by this action. You can do this **ONLY IF** there is an animal in that habitat.





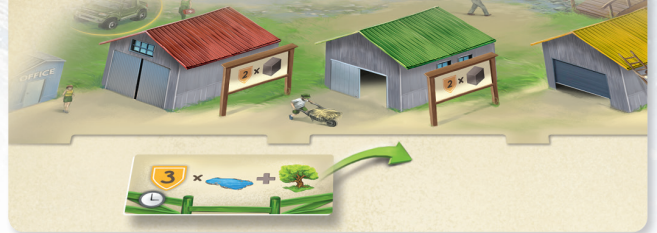


### Threats.

If your volunteer is placed on a card with a threat symbol, immediately after taking a main action, take the indicated number of threat tokens and place them on the indicated space on your player board. There is no maximum number of threat tokens that you can have on your board.



Take an available storehouse improvement with a fence in the corresponding color and place it in an improvement space below a storehouse of the same color. If there is a fence in two colors, choose one of them. There can be up to 1 improvement below each of your storehouses.



### Increase land value.

Take the indicated number of land acquisition tokens from your land acquisition timeline and move each of these tokens one space up on the timeline. You cannot move your tokens higher than the space marked with "4" victory points.



### Land acquisition.

When taking this action, perform the following steps in order:

- 1 Take a land acquisition token from the land parcel with the lowest available number shown on the green board.
- 2 Move this token to the land acquisition timeline space on your player board that corresponds with the current round number (marked with Roman numerals). There can be more than one token on each timeline space.

A land parcel is considered to be **PURCHASED** when there are no more land acquisition tokens on its green board. You can perform forestation and flooding actions only on purchased land parcels.



### Hire a ranger.

Take a ranger token from the supply and place it on the indicated space on your player board 1. You can have any number of ranger tokens. For each ranger token you have, you may take the following action once per round: place any resource below a ranger token 2. As long as it's there, once per round, at any time during your turn, you may remove 1 threat token from your player board..



### Hire animal rescuers.

Take an animal rescuers token from the supply and place it on the indicated space on your player board 1. You can have any number of animal rescuers tokens. For each animal rescuers token you have, you may take the following action once per round: any time during your turn, discard any two resource tokens from your management center to increase the population of a chosen animal by 1. Turn its tile 1 space clockwise, if possible.





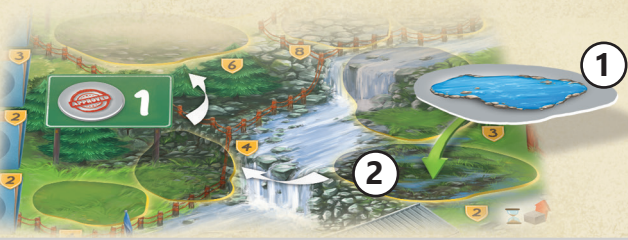


### Flooding action.

When taking this action, perform the following steps in order:

- 1 Take a large or small flooding token depending on which space on your player board you want to flood (in terms of function, the size and illustration of the flooding tokens does not matter. The differences are only visual).
- 2 Place the flooding token on the first available, empty flooding space within an already PURCHASED land parcel (a purchased parcel doesn't have any land acquisition tokens on its green board).

Note that flooding tokens must be placed in the order indicated by the arrows on your sanctuary map, starting with the parcel that you already own (before the waterfall, no green board on it), and continuing through the parcels marked with "1", "2" and finally "3" on their green boards.

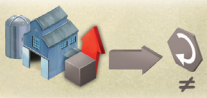
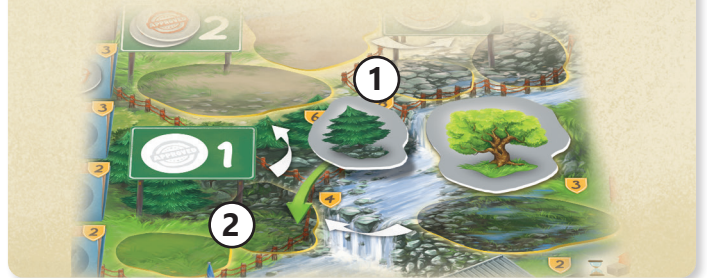


### Forestation action.

When taking this action perform the following steps in order:

- 1 Take a large or small forestation token depending on which space on your player board you want to forest (in terms of function, the size and illustration of the forestation tokens does not matter. The differences are only visual).
- 2 Place the forestation token on the first available, empty forestation space within an already PURCHASED land parcel (a purchased parcel doesn't have any land acquisition tokens on its green board).

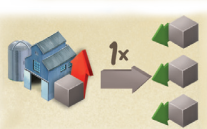
Note that forestation tokens must be placed in the order indicated by the arrows on your sanctuary map, starting with the parcel that you already own (before the waterfall, no green board on it), and continuing through the parcels marked with "1", "2" and finally "3" on their green boards.



Discard any resource from your management center to increase the population of a DIFFERENT colored animal by 1 space.



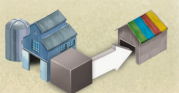
Add 1 green and 1 blue resource to your management center.



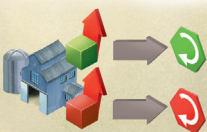
Discard any 1 resource from your management center to take any 3 resources of your choice, and place them in your management center.



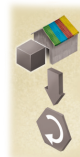
Discard any number of resources of a single color from your management center to add the same number of resources of 1 different color to your management center.



Move 1 resource from your management center to a storehouse of the corresponding color.



Discard green resource from your management center to increase the population of a green animal by 1 AND Discard red resource from your management center to increase the population of a red animal by 1. You don't have to use both options.



If there is at least 1 resource (regardless its color) in a storehouse, increase the population of an animal in the corresponding habitat by 1. That resource is not discarded.



Give up performing the main action with your other volunteer to move one of your improvement tokens to a space below a DIFFERENT colored storehouse.



Take an available storehouse improvement and place it in an improvement space below a storehouse of a different color.



Perform the side action on any card with an opponent's volunteer on it (the chosen card doesn't have to be within your line of sight).



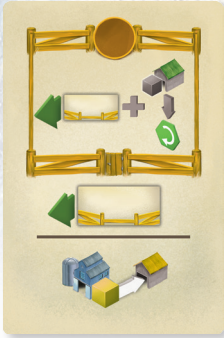
Take a threat token from your player board and add it to another player's board.



Place a happiness token on the indicated space below the habitat of an animal in the corresponding color (here: yellow OR red).

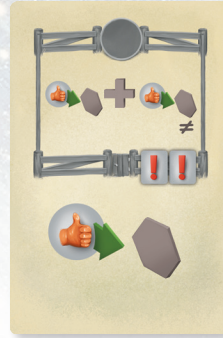


# SAMPLE CARDS



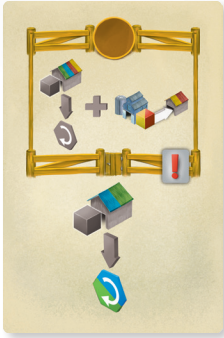
**Main action:**  
Choose 1 yellow storehouse improvement token from the supply and place it below your yellow storehouse, if possible. AND If there is a resource (regardless of its color) in your green storehouse, increase the population of your green animal by 1, if possible. That resource is not discarded.

**Side action:**  
Choose 1 yellow storehouse improvement token from the supply and place it below your yellow storehouse, if possible OR Move 1 yellow resource from your management center to your yellow storehouse.



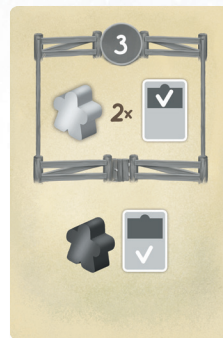
**Main action:**  
Place 1 happiness token on the indicated spaces below the habitats of 2 different animals.  
AFTER TAKING the main action, take 2 threat tokens and place them on your player board.

**Side action:**  
Place a happiness token on the indicated space below the habitat of any animal in your sanctuary.



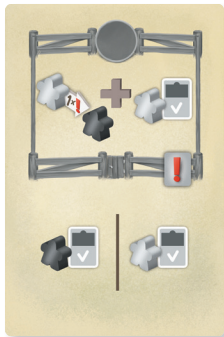
**Main action:**  
If there is a resource (regardless of its color) in one of your storehouses, increase the population of the animal in the corresponding habitat by 1. That resource is not discarded AND move 1 yellow resource from your management center to your yellow storehouse OR Move 1 red resource from your management center to your red storehouse.  
AFTER TAKING the main action, take a threat token and place it on your player board.

**Side action:**  
If there is a resource (regardless its color) in your green storehouse, increase the population of your green animal by 1, if possible. OR if there is a resource of any color in your blue storehouse, increase the population of your blue animal by 1, if possible. In either case the resources are not discarded.



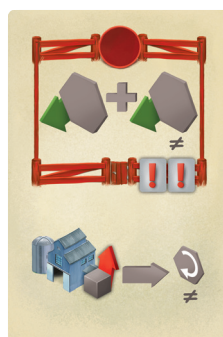
**Main action:**  
Perform the main action of your other volunteer 1 additional time.

**Side action:**  
Perform the side action on a card with an opponent's volunteer on it.



**Main action:**  
Take a threat token from your player board and add it to another player's board AND perform the side action on a card with your volunteer on it. The chosen card does not need to be within your volunteer's line of sight. AFTER TAKING the main action, take a threat token and place it on your player board.

**Side action:**  
Perform the side action on a card with an opponent's volunteer on it OR perform the side action on a card with your volunteer on it (including this one). The chosen card does not need to be within your volunteer's line of sight.



**Main action:**  
take 1 or 2 animals in 2 different colors and place them on the side of your choice in your habitats of the corresponding colors, if possible.  
AFTER TAKING the main action, take 2 threat tokens and place them on your player board.

**Side action:**  
Discard any resource from your management center to increase the population of a DIFFERENT colored animal by 1.

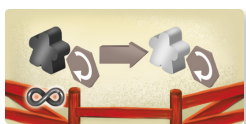
# STOREHOUSE IMPROVEMENTS



**ONCE PER GAME**  
choose a storehouse improvement already built by one of your opponents. For the rest of the game, treat this improvement as an exact copy of the one you chose.



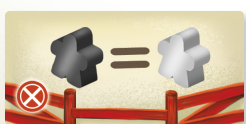
**AT THE END OF THE GAME**  
gain 10 points if you have exactly 2 storehouse improvements. Gain 5 points if you have exactly 3 storehouse improvements.



**ALL THE TIME**  
When 1 of your opponents increases the population of an animal, you may increase the population of the corresponding colored animal on your player board as long as you can meet all of the requirements that opponent had to meet. For example: discard a resource token of the indicated color.



**ONCE PER GAME**  
discard 1 threat token and, additionally, give up 1 of your threat tokens to each opponent, if able. If you don't have enough threat tokens to give to all of your opponents, you choose who receives them.



**ONCE PER GAME**  
if you forfeit all actions with one of your volunteers, you may instead perform all actions available to an opponent's volunteer. Your opponent will be able to use that volunteer normally on his or her turn.



**AT THE END OF THE GAME**  
gain 4 points. You may place this improvement token on any empty improvement space, regardless of its color.



**ONCE PER GAME**  
you may perform an additional main action from any card. The chosen action may or may not have another volunteer on it. Take a threat token if applies.



**AT THE END OF THE GAME**  
gain 8 points for each set of ranger and animal rescuers tokens.

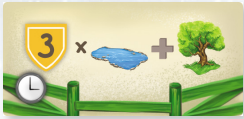




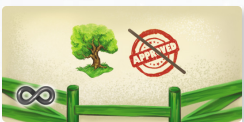
**ALL THE TIME**  
when determining line of sight for your volunteers, treat the leftmost and rightmost cards of the row as adjacent. In other words, your line of sight can "loop around". It means that you can place your volunteer on the top left or right card, even if there is other volunteer on an adjacent card, as long as your volunteer can see at least one card on the other side of the row.



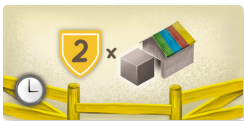
**ALL THE TIME**  
your volunteers can see through hedges. It means that you can place your volunteer on a card with a hedge, even if there is other volunteer on an adjacent card, as long as your volunteers can see at least one card on the other side of the hedge.



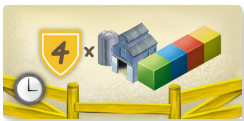
**AT THE END OF THE GAME**  
gain 3 points for each set of flooding and forestation tokens on your player board.



**ALL THE TIME**  
you can place forestation tokens on areas which still contain land acquisition tokens.



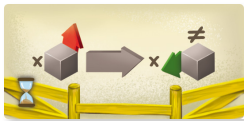
**AT THE END OF THE GAME**  
gain 2 points for each resource in a storehouse.



**AT THE END OF THE GAME**  
gain points for each complete set of 4 resources in 4 different colors in your management center.



**AT THE END OF THE GAME**  
gain 1 point for each resource (regardless a color) in your management center.



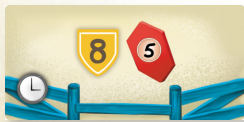
**ONCE PER ROUND**  
you may exchange any number of resources in 1 color from your management center for the same number of resource.



**AT THE END OF THE GAME**  
gain 8 points if your blue animal has a population of 5 or more.



**AT THE END OF THE GAME**  
gain 8 points if your yellow animal has a population of 5 or more.



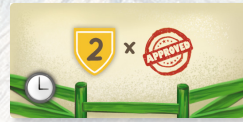
**AT THE END OF THE GAME**  
gain 8 points if your red animal has a population of 5 or more.



**AT THE END OF THE GAME**  
gain 8 points if your green animal has a population of 5 or more.



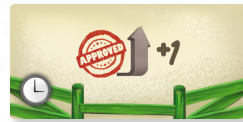
**ALL THE TIME**  
you can place flooding tokens on areas which still contain land acquisition tokens.



**AT THE END OF THE GAME**  
gain 2 additional points for each stamp token on your land acquisition timeline.



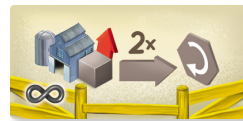
**AT THE END OF THE GAME**  
If you don't have flooding tokens and/or forestation tokens on a land parcel(s) that you have already acquired (has no land acquisition tokens on it), place 1 flooding and 1 forestation token there for free.



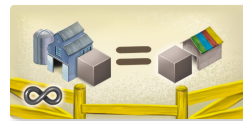
**AT THE END OF THE GAME**  
move all your acquisition tokens one space up on the land acquisition timeline.



**ALL THE TIME**  
when you move resources to storehouses, you may ignore color restrictions.



**ALL THE TIME**  
whenever you increase the population of an animal by discarding a resource, you may do it a second time if you have enough resources.



**ALL THE TIME**  
you don't need to have resources in a storehouse to perform an action that requires it in order to increase the population of an animal. It is enough if you have the right resource in your management center.



**ONCE PER ROUND**  
get 1 resource in a chosen color. Place it in your management center, chosen storehouse or below a ranger.



**AT THE END OF THE GAME**  
gain 8 points if your blue and yellow animals both have populations of 3 or more.



**AT THE END OF THE GAME**  
gain 8 points if your red and green animals both have populations of 3 or more.



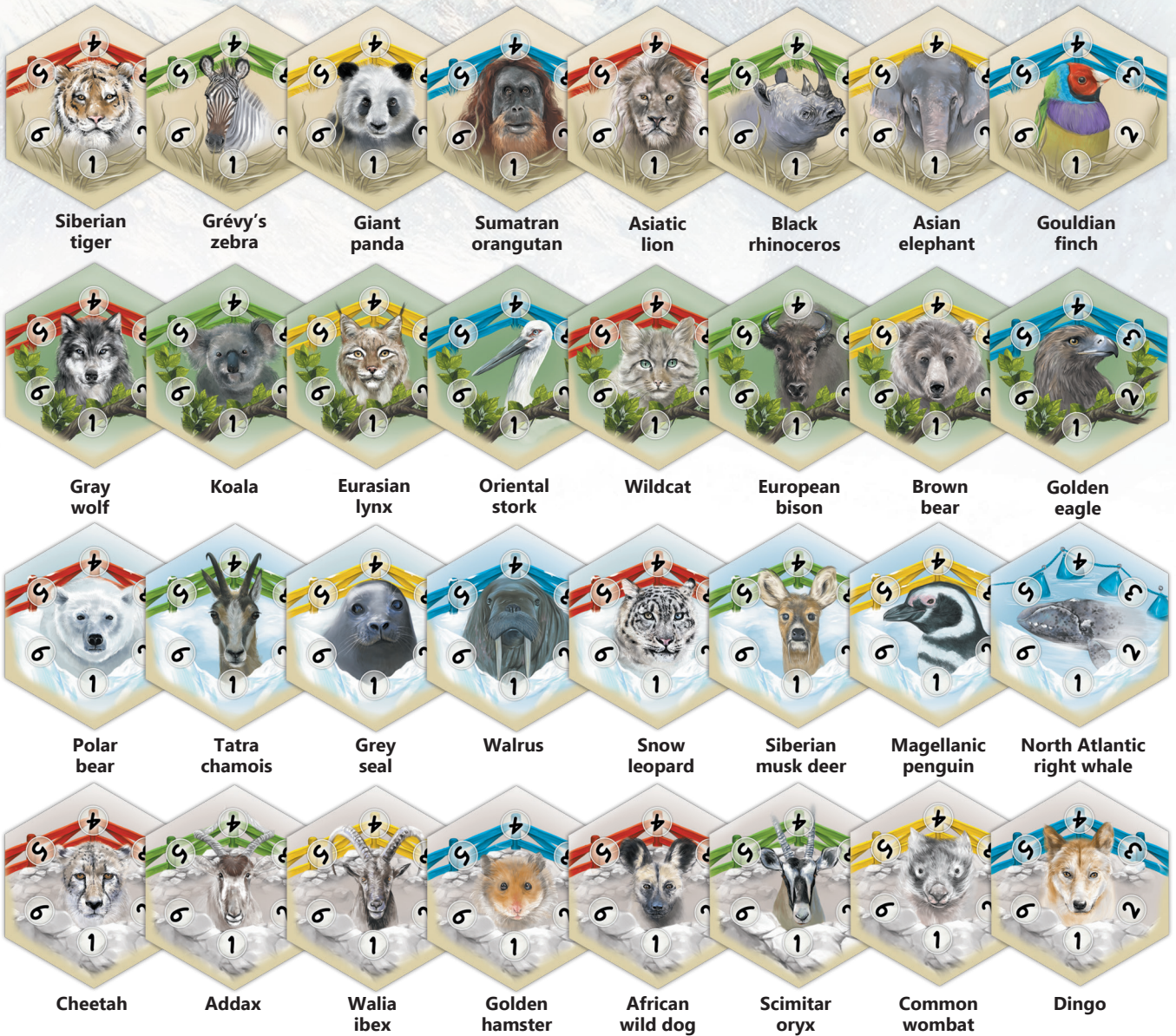
**AT THE END OF THE GAME**  
gain 12 points if all 4 of your animals have a population of 2 or more.



**AT THE END OF THE GAME**  
gain 10 points if 3 of your animals have a population of 3 or more.



# RECOMMENDED SETS OF ANIMALS



**Game Designer:** Przemek Wojtkowiak

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**Polish and English version development:** Cube Factory of Ideas

**English proofreading:** Ben Garbe

**Playtesters:**

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