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1. INTRODUCTION

WELCOME TO THE AMAZON

The Amazon Rainforest makes up more than half the Earth's remaining rainforests and is mother to the wild. Possessing one of the world's richest and most biodiverse ecosystems, the Amazon Rainforest is home to 10% of Earth's known species. To further enrich our precious Amazon, the world's largest and most prestigious non-profit scientific organization, the Good Comet Society, has gathered you into the lush jungles of the Amazon Rainforest. Be prepared to run your very own conservation organization to make the jungles of the Amazon flourish! Restore the rainforest, plant trees and aquatic flowers, and help the environment thrive. Depending on your choices, your jungle can become a biome where various animals live in harmony, or it may develop communities where specific species thrive. Succeed in cultivating the most prosperous jungle and be rewarded the Good Comet Society's Grand Prize. Now, let's get to work!

COMPONENTS


5 Jaguars


5 Giant Otters


6 Macaws


6 Caimans


12 Woodpeckers


12 Leaf Frogs


12 Tamarins


8 Toucans


1 Anteater


1 Amazon River Dolphin


1 Anaconda


1 Hoatzin


1 Sloth


1 River Turtle


1 Iguana


1 Armadillo


16 Player Markers


4 Resource Bags


4 Starting Terrain Tiles


36 Terrain Tiles


21 Special Terrain Tiles


42 Trees


42 Aquatic Flowers


16 Seeds


5 Complete Tokens


8 “1 Leaf Tokens”


12 “1 Currency Tokens”


8 “1 Water Tokens”


8 “Automa Tokens”


1 End Game Bonus Token


14 “2 Leaf Tokens”


20 “2 Currency Tokens”


14 “2 Water Tokens”


18 “2 Fruit Tokens”


4 Discard Pile Boats


12 “3 Leaf Tokens”


12 “3 Currency Tokens”


12 “3 Water Tokens”


12 “3 Fruit Tokens”


10 “4 Leaf Tokens”

8 “4 Currency Tokens”

10 “4 Water Tokens”

10 “4 Fruit Tokens”

2 Token Vaults

16 Base Animal Cards

8 Unique Animal Cards

1 Automa Card

48 Insect Cards

1 Waterfall of Life

4 Player Aids

1 Scorepad

1 Rulebook

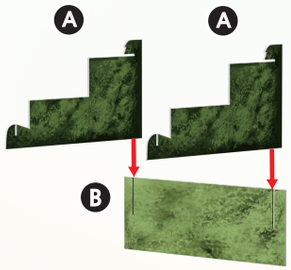
42 Scenery Cards

1. INTRODUCTION

ASSEMBLY INSTRUCTIONS

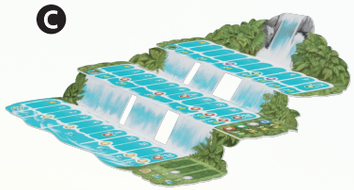
Waterfall of Life Assembly

1



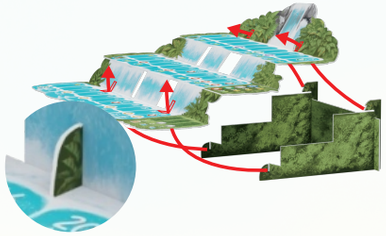
Connect 2 Side Supports A to Back Support B.

2



After carefully punching out the Waterfall C, fold inwards and outwards along the cut-line to create a staircase shape.

3



Align the hooks on Support 1 with the 4 holes on the Waterfall and secure.

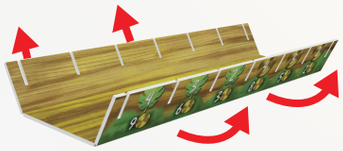
4



Complete!

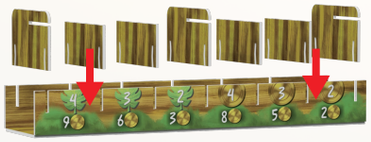
Token Vault Assembly

1



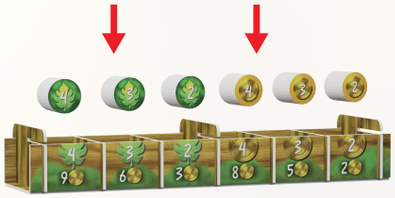
Fold the 2 sides of the Token Vault up as depicted.

2



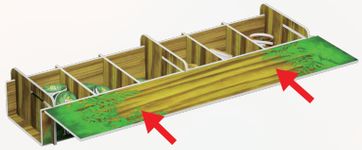
Insert the 3 Large Walls on the outermost sides and the very middle cutout. Insert the Small Walls into the remaining 4 cutouts.

3



Place and organize the Resource Tokens in each slot as indicated on the face of the Token Vaults.

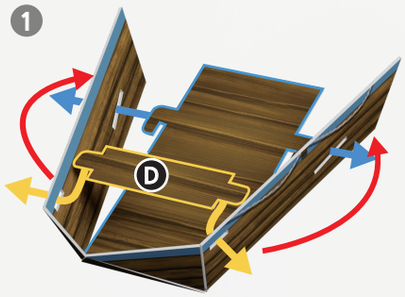
4



When storing in the game box, secure the contents by closing the vault with the included cover. Remove the cover before use.

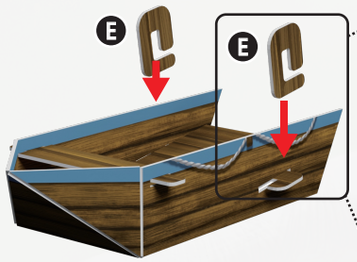
Discard Pile Boat Assembly

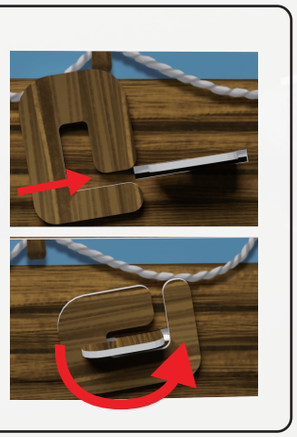
1



Fold the Boat so that the rope is shown on the outside. Insert Support D through the 2 front holes of the Boat and secure. Insert the hooks on the Boat floor through the 2 back holes.

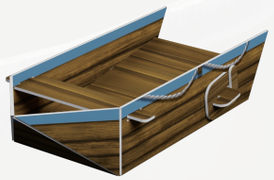
2



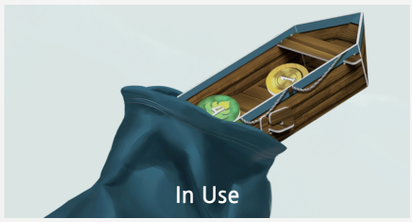


Secure the back hooks with the Rings E. Insert the Rings vertically then turn the Rings downwards to fully secure.

3



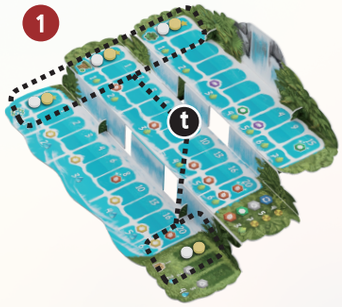
Complete!

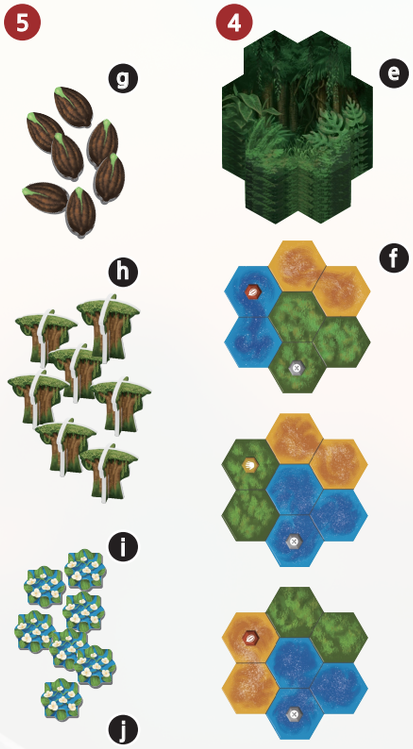


GAME SETUP

(Example of 2 Player Setup)

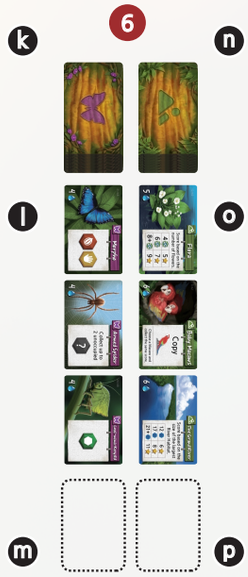














1. INTRODUCTION

1. Place the Waterfall of Life where it is visible to all Players.

2. Place 2 Token Vaults within reach of all Players. Make sure that all the tokens are correctly placed into their corresponding sections.

3. Lay out the Animal Refuge where it is visible to all Players.

   a. **Base Animal Card**: Choose a set of Base Animal Cards to play among the 4 sets, A/B/C/D. You can find the set type in the lower right-hand corner of the Base Animal Cards. Place all 8 Base Animal Cards of the selected set where all Players can clearly see them. Put the remaining Base Animal Cards back into the game box.
   - If you are new to this game, we recommend starting with the A-set.
   - If you've played through the sets thoroughly, try making a random set of your own. Choose one Base Animal Card for each of the 8 Animal Types.

   NOTE If playing with a random combination of Animals, more than 60,000 combinations are possible. Therefore, keep in mind that the game may go in a direction the Game Designer did not intend.

   b. **Animal Meeple**: Depending on the quantity written on the lower right-hand corner of the Base Animal Card, take the corresponding amount of Animal Meeples out of the box and place them near the Base Animal Card. The number of Animal Meeples used depends on the number of Players in the game. The remaining Animal Meeples are not used in the game, so return them back to the box.

No of Players	Wood-pecker	Leaf Frog	Tamarin	Toucan	Macaw	Caiman	Otter	Jaguar
	3x			2x	+2		+1	
1-2p	6 ea			4 ea	4 ea		3 ea	
3p	9 ea			6 ea	5 ea		4 ea	
4p	12 ea			8 ea	6 ea		5 ea	

NOTE For those interested in a shorter version of the game, see pg.18 for more details on Lightning Mode (great for beginners and/or younger players).

   c. **Complete Tokens**: Place the Complete Tokens near the Animal Cards.

   d. **End Game Bonus Token**: Place the End Game Bonus Token near the Animal Cards.

4. Arrange the Terrain Tiles as directed below.

   e. **Terrain Tile Deck**: Shuffle all the Terrain Tiles (excluding the Starting Terrain Tiles) and place them face down.


Starting Terrain Tiles


Terrain Tiles

   f. **Terrain Tile Pool**: Draw 3 Terrain Tiles from the Terrain Tile Deck and place them face-up.

5. Place the Seeds, Trees, Aquatic Flowers, and Special Terrain Tiles within reach. This area is called **the Supply**.

   g. Seeds h. Trees i. Aquatic Flowers j. Special Terrain Tiles

6. Set up the Nature Cards as shown.

   k. **Insect Card Deck**: Shuffle all Insect Cards and place them face-down.

   l. **Insect Card Pool**: Draw 3 Cards from the Insect Card Deck and place them face-up.

   m. **Insect Card Discard Pile**: Leave space for discarded Insect Cards.

   n. **Scenery Card Deck**: Shuffle all Scenery Cards and place them face-down.

   o. **Scenery Card Pool**: Draw 3 cards from the Scenery Card Deck and place them face-up.

   p. **Scenery Card Discard Pile**: Leave space for discarded Scenery Cards.

7. Each Player prepares their space by following the directions below.

   q. **Starting Terrain Tile**: Each Player takes a random Starting Terrain Tile and places it in front of them. The remaining Starting Terrain Tiles are returned to the box.

   NOTE As the game progresses, additional Terrain Tiles will connect to the Starting Terrain Tile. Therefore, make sure each Player has plenty of space to spread out.

   r. **Resource Bag**: Each Player chooses a color, takes a Resource Bag and places it in front of them. All Players start the game with 10 Resource Tokens. Place the following 10 Resource Tokens in each Resource Bag.


x 3 1-Currency Token


x 2 2-Currency Token


x 2 1-Leaf Token


x 2 1-Water Token


x 1 2-Fruit Token

   s. **Discard Pile Boat**: Each Player takes a Discard Pile Boat that is the same color as their Resource Bag and places it in front of them.

   t. **4 Player Markers**: Collect 4 Player Markers that are the same color as the Player's Resource Bag and place them on the first (leftmost) space of each of the 4 Tracks on the Waterfall of Life.

   u. **Unique Animal Card**: Deal out 2 Unique Animal Cards to each Player. Players choose 1 of the 2 cards that are dealt and places it face-up in front of them. If the card chosen displays a Starting Seed, collect a Seed immediately (see page 11 for more details). Unused Unique Animal Cards are returned to the box.

   v. **Unique Animal Meeple**: Take the Meeple that corresponds to the selected Unique Animal Card and place it on the card.

8. The Player who most recently watched a nature documentary becomes the First Player. The game proceeds in a clockwise direction, starting with the First Player.

9. In a 3-4 player game, the Player(s) whose turn comes third or later additionally receives a Seed before the game begins.

10. Each Player draws 5 Resource Tokens from their Resource Bag and places the drawn tokens in front of them. The place where each Player draws and places their Resource Tokens is called the **Play Area.** Now we're ready to begin!

II. OVERVIEW

GOAL OF THE GAME

The goal of ≪Life of the Amazonia≫ is to be the Player with the highest Environmental Score at the end of the game, which is represented by the ⭐ icon.

JUNGLE BUILDING

To achieve a high Environmental Score, Players need to create the most ecologically rich Jungle. To do this, Players will need to place various Animals in their Jungle. Since each Animal has its own unique scoring method, it is important to place Animals where they can best synergize with each other. It is also important to be mindful of placing Trees and Aquatic Flowers, along with acquiring the most suitable Nature Cards.



Jungle: The Terrain Tiles placed in front of each Player along with the various components placed within the tiles, are collectively referred to as the Player's "Jungle".

BAG BUILDING

In order to restore the Amazon to become the most ecologically rich Jungle, it is very important to develop the Resource Bag to fit the strategy. Players will need to pay Resource Tokens to perform the various Actions to restore the Amazon. These Resource Tokens are stored in the Resource Bags. Players begin the game with a relatively weak Resource Bag that, through purchases, they will gradually develop over the course of the game.

! Resource Tokens

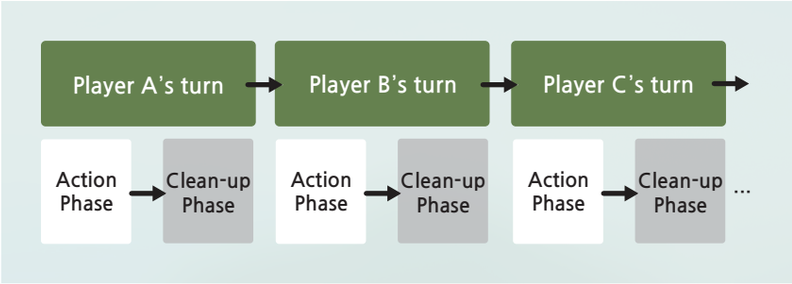
- Resource Tokens are stored in each Player's Resource Bag. Additional Tokens are available for purchase from the Token Vaults through the "Purchase a Resource Token" Action (see page 8).
- There are 4 types of Resource Tokens: Currency, Leaf, Water, and Fruit. The Tokens are marked from 1 to 4. The larger the value, the more valuable the Token is.



Currency Tokens | Leaf Tokens | Water Tokens | Fruit Tokens

GAME STRUCTURE

- Players take turns in a clockwise direction until the "End of the Game" conditions are met (see page 14).
- Each turn consists of an Action Phase and Clean-up Phase.
  - **Action Phase** (See page 7~13): Pay the required amount of Resource Tokens to perform the desired Actions. There are a total of 8 Actions that can be performed in the Action Phase.
    1. Purchase a Resource Token
    2. Place a Terrain Tile
    3. Place an Animal
    4. Place a Tree
    5. Place an Aquatic Flower
    6. Purchase a Nature Card
    7. Expand Storage
    8. Purchase a Bonus
  - **Clean-up Phase** (See page 14): Resource Tokens left unused during the Action Phase can be saved in the Play Area or discarded into the Discard Pile Boat. After this, 5 new Resource Tokens are drawn from the Resource Bag into the Play Area in preparation for the next turn.



- When 5 of the 8 Base Animal Cards have been depleted, the remaining Players, excluding the Player who depleted the last of the 5 Base Animals, play 1 more turn each, then the game ends (see page 14).
- Each Player counts the Environmental Score collected, and the Player with the highest score wins (see page 14~17).

NOTE At the end of the game, each Player's Jungle will vary in shapes and sizes, all taking on a different form. Explore each other's Jungle and discuss the strategies each of you came up with!

III. GAMEPLAY

ACTION PHASE

- In the Action Phase, Players use Resource Tokens to perform desired Actions.
- As long as the Player can pay the required amount for the desired Actions, Players are able to take as many Actions, one after the other. Even if this means repeating the same Action.
- To perform an Action, Players pay by discarding their Resource Tokens from their "Play Area" to their "Discard Pile Boat".
  - **Resource Bag**: A pouch that stores Resource Tokens.
  - **Play Area**: An area where Resource Tokens drawn from the Resource Bag are placed. Resource Tokens drawn by each Player are shared information; open for all Players.
  - **Discard Pile Boat**: When the Resource Tokens from the Play Area are spent, they move on to the Discard Pile Boat. When there are no more tokens left to be drawn from the Bag when new tokens need to be drawn, the Resource Tokens from the Discard Pile Boat are returned back to the Resource Bag. This is called **Bag Reset** (see page 8).

[Example]



ⓐ You are about to play the "Place an Animal" Action. To place a Tamarin in the Jungle, you need 5 Fruits.

ⓑ You pay 1 "3 Fruit Token" and 1 "2 Fruit Token" from your Play Area to the Discard Pile Boat.

ⓒ You can now place the Tamarin in your Jungle.



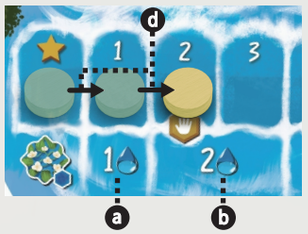
- If there are no more Actions a Player can or would like to perform, the Player wraps up their Action Phase and begins their Clean-up Phase. (See page 14).

5 RULES REGARDING ACTIONS

1. A Player can use multiple Resource Tokens to perform an Action(s).
2. If a Player pays with more Resource Tokens than required for the Action(s), the excess is not refunded. Remaining resources dissipate immediately.
3. Whether a Player uses 1 token or multiple, only 1 type of Action can be performed with a single payment. Players CANNOT separate the amount of a single Resource Token to perform more than 1 TYPE of Action. However, with a single payment, Players are able to perform that 1 TYPE of Action as many times as that payment allows.

[Example]

The Flower Track



Let's say for example, you would like to perform the "Place an Aquatic Flower" Action twice in a row. The cost of placing the 1st Flower is ⓐ 1💧, and the 2nd ⓑ 2💧. You can pay a "4 Water Token" ⓒ to consecutively perform the "Place an Aquatic Flower" Action twice ⓓ. Even though you paid 4💧 for a total 3💧 Actions, the remaining balance is not refunded and the extra 1💧 dissipates.

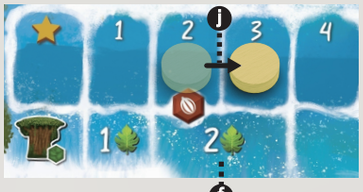


To give another example, let's say you would like to perform the "Place a Terrain Tile" Action that costs ⓔ 2🌿 and the "Place a Tree" Action that costs ⓕ 2🌿. You cannot perform both Actions by paying ⓖ 1 "4 Plant Token" because you can only perform one type of Action with one payment. So, you pay ⓖ a "4 Plant Token" to perform ⓗ the "Place a Terrain Tile" Action, and ⓘ a "2 Plant Token" to perform ⓙ the "Place a Tree" Action. The remaining 2🌿 dissipates after performing the "Place a Terrain Tile" Action.

The Terrain Tile Track



The Tree Track



4. When repeatedly performing the same Action multiple times with a SINGLE PAYMENT, the full cost of the Actions must be paid all at once. Afterwards, the Actions are executed in succession.

5 When paying for the cost of an Action, ANY 2 Resource Tokens can take place as any ONE 1-value Resource. The value shown on the 2 Resource Tokens being traded does not matter. There is no limit to the number of times this form of payment can be made.

[Example]

ⓐ To place a Leaf Frog, a Payment of 3 and 1 is needed.

ⓑ The needed amount of Fruit Tokens is already in the Play Area, but there are no Water Tokens.
Because you can pay any 2 Resource Tokens in place of a Resource worth 1 in value, you pay the "1 Currency Token" and "2 Currency Token" in place of 1 to be able to complete the Action.

ⓒ You can now place the Leaf Frog in your Jungle.

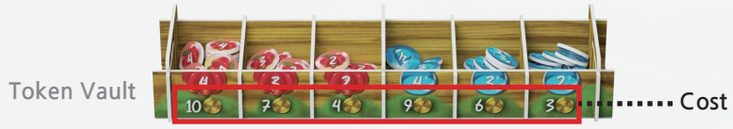


8 TYPES OF ACTIONS

1. PURCHASE A RESOURCE TOKEN

Players will need to develop their Resource Bags by purchasing more effective tokens in order to restore the Jungle more efficiently.

1 **Payment:** Pay the directed amount of Resources and gain the desired Resource Token from the Token Vault.



- If there are no more tokens left in the Token Vault, those tokens can no longer be purchased.
- Players can always view their tokens in their Discard Pile Boat and/or their Resource Bag, except when they are drawing Resource Tokens.

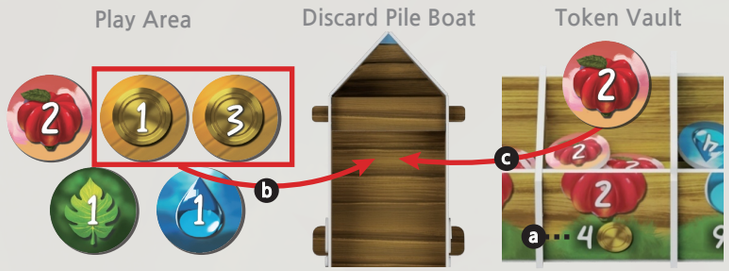
2 **Obtain:** Place the newly purchased Resource Token in the Discard Pile Boat for future use. As the game progresses and the Player resets their Resource Bag, the newly purchased Resource Tokens can then be used.

[Example]

ⓐ You would like to purchase the "2 Fruit Token" that cost 4 .

ⓑ You pay a "1 Currency Token" and a "3 Currency Token" from the Play Area to the Discard Pile Boat.

ⓒ Then you take the purchased "2 Fruit Token" from the Token Vault and add it to the Discard Pile Boat for future use.



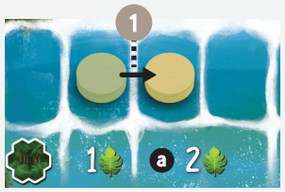
Bag Reset

- **Bag Reset**: If there are no more Resource Tokens left in the Resource Bag when the new Resource Tokens must be drawn, return all Resource Tokens from the Discard Pile Boat to the Resource Bag and draw out the tokens yet to be drawn. This means that the Resource Tokens discarded are used to continually replenish the Resource Bag.
- Do not perform Bag Reset immediately after the Bag has been emptied. Only perform "Bag Reset" when there is a NEED to draw new Resource Tokens and the Bag is empty.
- When in very rare cases, both the Discard Pile Boat and the Resource Bag are empty, no new Resource Tokens can be drawn.

2. PLACE A TERRAIN TILE

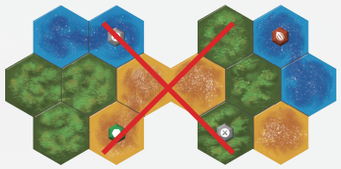
Take a new Terrain Tile from the Terrain Tile Pool and place it in the Jungle. To restore the life of the Jungle, placing Terrain Tiles must be a priority.

1 **Payment:** Move the Player Marker to the right on the Terrain Tile Track, and pay ⓐ the directed amount. If there is a Bonus on the Track, collect the Bonus immediately (see page 13). The Terrain Tile Track is located at the top level on the Waterfall of Life.



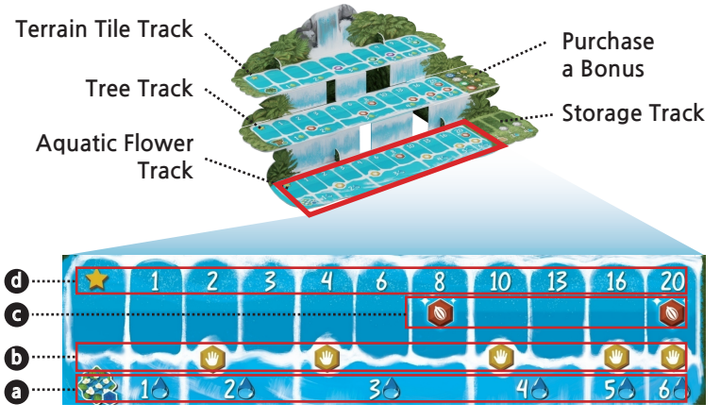
2 **Placement:** Take any tile of the 3 face-up Terrain Tiles from the Terrain Tile Pool and place it in the Jungle.

- The Terrain Tile chosen can be rotated freely.
- Terrain Tiles cannot be placed on top of other Terrain Tiles.
- **A new Terrain Tile must be connected to the Jungle by at least 2 Hexes.**



3 **Refill:** Draw a new Terrain Tile from the Terrain Tile Deck to place face-up to fill the Terrain Tile Pool.

! Waterfall of Life



ⓐ **Cost**: In order to move the Player Markers on the Track, Players must pay the directed amount.

ⓑ **Track Bonus**: These Bonuses are located below the track space. If a Bonus is present where the Player Marker is placed, the Player gains this Bonus immediately. For details on the types of Bonuses refer to page 13.

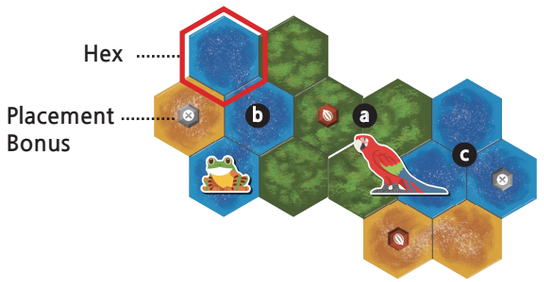
ⓒ **Limited Track Bonus**: These Bonuses are marked with a sparkling border and is displayed within the track space. The first Player to move to the space marked with the Limited Track Bonus will be the only one to receive the Bonus. In a 4 player game, the first 2 Players will receive the Limited Track Bonus.



ⓓ **Environmental Points**: When the game ends, each Track provides Environmental Points depending on the position of the Player Marker.

- Multiple Player's Player Markers can be placed in the same space on the Track at the same time.
- If there are no more spaces to the right, this Action can no longer be performed.

! Terrain Tile Terms



1. Hex: A Terrain Tile is made up of 7 small hexagons. Each of these hexagons is called a Hex.

- Each Hex can only hold one Life so 2 Lives cannot be placed on 1 Hex. **Life or Lives** refer to all placements that can be placed on the Terrain Tiles. This includes Base/Unique Animals, Trees, and Flowers.
- There are 3 types of Terrain: Forest, River, and Marsh.



2. Placement Bonus: Terrain Tiles contain Hexes with a Placement Bonus. If a Player places a Life on a Hex with a Placement Bonus, gain that Bonus immediately upon placement (see page 13).

3. Habitat: A Habitat is a group of adjacent Hexes of the same Terrain. The Habitats are divided into Forest, River, and Marsh depending on the Terrain. When counting the size of a Habitat, count the number of Hexes that make up the Habitat. Single Hex Habitats are possible.

E.g., in the example above, there are a total of 14 Hexes, divided into 5 different Habitats. ⓐ is a 5 Hex Forest Habitat and cannot be recognized as 2 different Habitats by arbitrarily dividing the area into 2 Forest Habitats that are 2 Hexes/3 Hexes each. ⓑ and ⓒ are both River Habitats but they are not connected, so these two Habitats are perceived as two different River Habitats.

4. Animal's Habitat: Refers to the Habitat the Animals are placed. 1 Hex Small Animals inhabit 1 Habitat and 2 Hex Large Animals can inhabit 1 or 2 Habitats (see page 11).

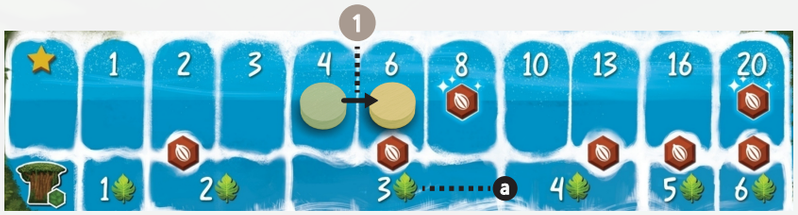
E.g., in the example above, the Frog's Habitat is a 3 Hex River Habitat ⓑ. The Macaw on the other hand, inhabits both the 5 Hex Forest Habitat ⓐ and the 3 Hex River Habitat ⓒ.

3. PLACE A TREE / 4. PLACE AN AQUATIC FLOWER

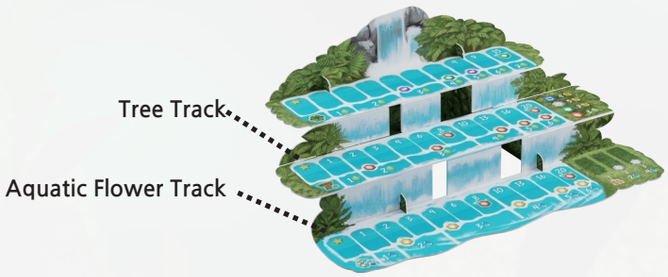
> ! These 2 Actions are separate Actions. However, given their similarity in details, they will be explained as one.

Take a Tree or Aquatic Flower from the Supply and place it on an unoccupied Hex in the Jungle. Trees and Aquatic Flowers provide Environmental Points on their own, but they can also be combined with other Animals and Scenery Cards to collect even bigger Environmental Points.

1 **Payment:** Move the Player Marker one space to the right on the Tree/Aquatic Flower Track, and pay ⓐ the directed amount. If there is a Bonus on the Track, collect the Bonus.



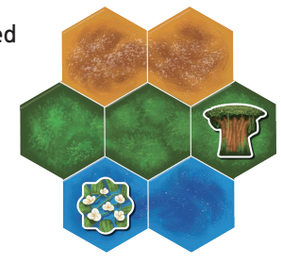
- The Aquatic Flower Track and Tree Track are located on the lower Floor and middle Floor of the Waterfall of Life respectively.



2 **Placement:** Players will take a Tree from the Supply for the "Place a Tree" Action and an Aquatic Flower from the Supply for the "Place an Aquatic Flower" Action, then proceed to place it in their Jungle.

! Terrain Conditions for the Tree/Aquatic Flower

- Trees can only be placed on an unoccupied Forest Terrain Hex.
- Aquatic Flowers can only be placed on an unoccupied River Terrain Hex.
- If there isn't a suitable Terrain to place a Tree or Flower in the Jungle, the Action cannot be performed.



NOTE For convenience, Aquatic Flowers will sometimes be shortened and referred to as "Flowers".

5. PLACE AN ANIMAL

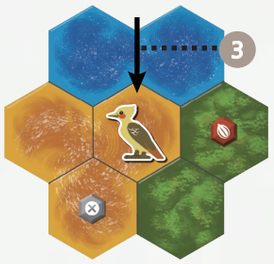
Take a Base Animal from the Animal Refuge or take a Unique Animal from the Unique Animal Card and place it in the Jungle. When the game ends, Players collect Environmental Points from the Animals in their Jungle.



1 **Select an Animal:** Choose an Animal from the Base Animals or a Unique Animal.
- Base Animals: 8 types of Animals in the Animal Refuge. All Players are able to place these Animals.
- Unique Animals: Animals that can only be placed by the Player who has selected the corresponding Unique Animal Card. 1 Unique Animal per Player.

2 **Payment:** Pay ⓐ the cost shown in the lower left-hand corner on the Animal Card of the Animal the Player would like to place.

3 **Placement:** Take the corresponding Animal meeple from the Animal Refuge or Unique Animal Card and place it in the Jungle. Terrain Conditions ⓑ of the Animals must be satisfied upon placement.



! Animal Cards

ⓐ **Cost**: Resources required to place the Animal in the Jungle.

ⓑ **Terrain Conditions**: Terrain Conditions that must be met to place the Animals in the Jungle.
- There is no direction distinction in the Terrain Conditions. Players are able to freely rotate and place the Animals in whichever direction.
- Even with the same Animal, Terrain Conditions may change depending on the Animal Card set used.
- Animals can only be placed in **unoccupied Hexes**, and no two Lives can be placed on a single Hex at the same time.
- Depending on their size, Animals are divided into Small Animals with a Terrain Condition of 1 Hex and Large Animals with a Terrain Condition of 2 Hexes.

	Must be placed on an Hex of a matching Terrain. In this case, on a River Hex.	Small Animals
	Must be placed on an Hex that matches either Terrain. In this case, either a Marsh or River Hex.	
	Can be placed on ANY of the 3 Terrain Hexes: Forest, River, or Marsh.	
	Must be placed on Hexes of 2 specific Terrains. In this case, it should be placed across 2 River Terrain Hexes.	Large Animals
	Must be placed on 1 specific Terrain and 1 Terrain of ANY type. In this case, it should be placed across 1 River and 1 Hex of any Terrain.	
	Can be placed on any Terrain, but must be placed across 2 Hexes of the SAME Terrain.	

ⓒ **Classes**: All Animals are classified into 3 different Classes: Birds, Mammals, and Herptiles.

Birds Mammals Herptiles

INFO · Herptiles refers to both Amphibians and Reptiles.
· In this game, Insect Cards do not count as Animals. Therefore, Insects are NOT categorized into these classificiations.

ⓓ **Animal Abilities**: All Animals have their own way of collecting Environmental Points after the end of the game. Refer to page 14-17 to learn how to collect points with Animal Cards.

ⓔ **Game Setup**: The Animal set and the quantity of Animal Meeples needed in-game. Used during Game Setup (see page 5).

NOTE For Lightning Mode, please refer to the quantities on page 18, NOT the quantities marked on the cards.

Animal Complete

· When a Base Animal Card from the Animal Refuge has fully been depleted, place a "Complete Token" on the corresponding Animal Card. Depleted Animals can no longer be placed.
· When 5 Base Animal Cards have been depleted and 5 Complete Tokens have been placed in the Animal Refuge, the remaining Players, excluding the Player who depleted the last of the 5 Base Animals, play 1 turn each, then the game ends.

Complete Token



TIP The number of Base Animals available is limited, so if there are Animals you would like to place, it is important to place them before they run out.

Unique Animals

A Unique Animal is chosen at the start of the game and can only be used by the Player who selected the Animal. Unlike Base Animals, as long as the Terrain and Unique Placement Conditions are met, Unique Animals can be placed in the Jungle at any time during the Player's turn **without cost**.



ⓕ **Unique Placement Conditions**: Unique Animals can only be placed in Hexes that satisfy their Unique Placement Conditions in addition to their Terrain Conditions. Unique Placement Conditions are indicated with a ❗.
· For some placement conditions, the description of "at least 1" has been omitted. The Hoatzin, for example, can be placed in the Jungle if it is placed adjacent to at least 1 Tree and 1 Flower.
· Once a Unique Animal is placed, Players do not need to sustain the placement conditions. The Hoatzin's ability can be continually applied even if the adjacent Tree and/or Flower is relocated and the Hoatzin's placement condition is no longer met.
· Once placed in the Jungle, Unique Animals cannot be moved through the "Relocate" Bonus (see page 13).

ⓖ **Abilities**: Each Unique Animal has its own special ability that will assist in restoring the Jungle more efficiently (see page 26).
· Only when the Unique Animal is placed in the Jungle, Players are able to use ⓖ the abilities of the Unique Animal.
· All Unique Animal abilities can **only be used once per turn**. Take the Hoatzin for example, if both a Tree and a Flower are placed in a single turn, only 1 of those Actions can be discounted with the Hoatzin's ability. In this case, the Player is free to decide which Action to apply the ability to.

TIP Develop a strategy to make optimal use of your Unique Animal, and place Plants and Base Animals in accordance with that strategy.

ⓗ **Starting Seed**: Some Unique Animals provide a Starting Seed at the start of the game. When a Player selects these Unique Animals during the game setup, the Player immediately collects 1 Seed. If there is nothing in the bottom left corner, this means this Unique Animal does not provide a Starting Seed.

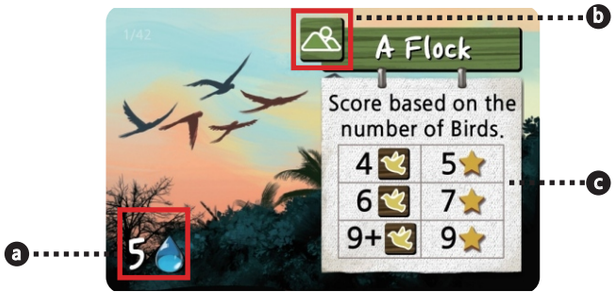
ⓘ **Difficulty**: Unique Animals are divided into 3 difficulty levels in accordance with their abilities. Difficulty 1( ) is the easiest and Difficulty 3( ) is the hardest.

TIP Unique Animals with high difficulty levels may not be suitable for beginners. It is recommended that Players not yet familiar with the game refrain from using such Animals.

6. PURCHASE A NATURE CARD

Take a Nature Card from the pool. Nature Cards help Players obtain an even higher Environmental Score or a one-time reward.

Nature Cards



ⓐ **Cost**: Resources required to obtain the Nature Card.

ⓑ **Types**: Nature Cards are divided into the 2 types below.

Scenery Cards: Environmental Points can be obtained with these cards after the game concludes.

- Players can have up to **4 Scenery Cards**.
- If a Player has reached their Scenery Card limit, one of the cards in the collection must be discarded in order to obtain a new card.

Insect Cards: One-time use cards that are used directly after purchase and discarded into the Insect Card Discard Pile.

- Insect Cards are not collected so they can be purchased and used even after the Scenery Card limit has been filled.
- Even if the effects of the Insect Card cannot be applied, Players are still able to purchase the cards.

NOTE To represent the biodiversity of the Amazon, Insect Cards also feature spiders and centipedes which are formally classified as arthropods, not insects.

ⓒ **Nature Card Abilities**: All Nature Card descriptions are based on the Player's individual Jungle. Refer to page 27-28 for more details regarding Nature Card abilities.

1. **Select a card:** Choose a card from the 6 cards in the Scenery/Insect Card Pool.

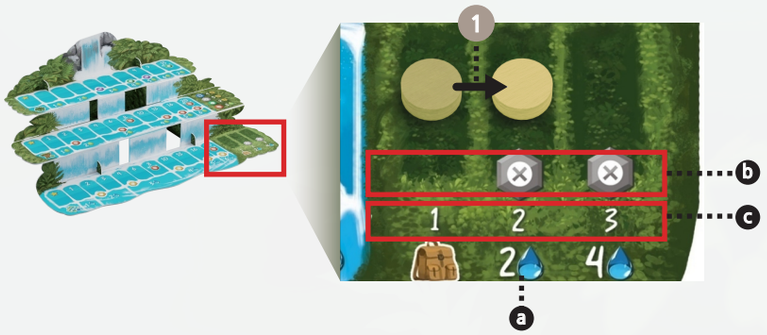
   NOTE Purchasing a Scenery Card and Purchasing an Insect Card are the same Action, therefore, Players are able to mix and match multiple cards with a single payment.

2. **Payment:** Pay ⓐ the cost shown in the lower left-hand corner of the Nature Card the Player would like to obtain.
3. **Obtain:** If a Scenery Card has been selected, the card is placed in front for final scoring at the end of the game. If an Insect Card has been selected, the abilities are applied immediately and the card is discarded into the Insect Card Discard Pile.
4. **Refill:** Refill the pool from the corresponding deck. When all cards in the deck are exhausted, the Discard Pile is shuffled to form a new deck.

7. EXPAND STORAGE

This Action increases the number of Resource Tokens that can be stored in the Play Area during the Clean-up Phase. By expanding the Storage, Players can reduce wasted Resource Tokens and utilize the resources more efficiently.

1. **Payment:** Move the Player Marker to the right on the Storage Track, and pay ⓐ the directed amount. If there is ⓑ a Bonus on the Track, collect the Bonus immediately.



- The Storage Track is located in the lower level of the Waterfall of Life.
- ⓒ refers to the number of Resource Tokens that can be stored in the Play Area during the Clean-up Phase (see page 14).
- In the beginning, each Player can store up to 1 Resource Token in the Play Area. The "Expand Storage" Action gives Players the chance to store up to 3 Resource Tokens at a time in the Play Area.

8. PURCHASE A BONUS

Players can purchase a Bonus by paying the amount directed on the middle floor of the Waterfall of Life.



1. **Payment:** Pay the directed amount of Resources and gain the Bonus.
   - Each type of Bonus can only be purchased **once per turn**.
   - For example, a Player can purchase a Relocate Bonus and a Compost Bonus with a single payment of 9. However, purchasing 2 Relocate Bonuses with a single payment of 8 is not possible.

III. GAMEPLAY

Bonuses

- As the game progresses, Players will receive a number of Bonuses that will assist in a smoother Jungle restoration process. Bonuses can be earned through Placement Bonuses, Track Bonuses, Limited Track Bonuses, "Purchase a Bonus" Actions, Insect Cards, and some Unique Animal Cards.
- Bonuses are only received after the full cost of the Action that generates the Bonus has been paid.
- If multiple Bonuses are to be collected with a single Action, the order in which they are collected is determined by the Player.
- **Players can choose not to receive the Bonus** if they wish.
- Players cannot choose to receive the Bonus at a later time.

1. Relocate: Choose a Life in the Jungle and move it to a different location.

- Relocated Lives can only be moved to spaces that meet their Terrain Conditions.
- Terrain Tiles and Special Terrain Tiles cannot be relocated.
- Unique Animals cannot be relocated.
- Relocating a Life is a different concept than placing a Life. Therefore, **Placement Bonuses cannot be obtained through Relocate**, and Unique Animal abilities that apply in relation to placing an Animal cannot be applied.
- The Placement Bonus that may reappear after relocating a Life can be obtained again through placing another Life.

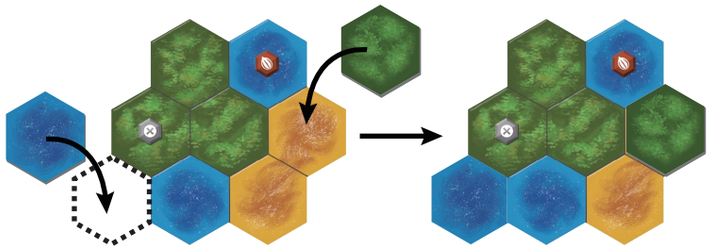
NOTE This Bonus does not swap the positions of 2 Lives.

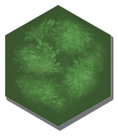
2. Compost: Choose a Resource Token from the Discard Pile Boat or Play Area and immediately remove it from the game. This Resource Token is returned to the Token Vault. (1-value Tokens are returned back to the box.)

- By doing so, this ensures that unwanted Resource Tokens are no longer drawn from the Resource Bag.
- Resource Tokens in the Resource Bag cannot be composted unless specified otherwise.

TIP For an efficient Resource Bag, it is important that low-value Resource Tokens are properly composted.

3. Place a Special Terrain Tile: Players take a Special Terrain Tile of their choosing from the Supply and place it immediately. The Special Terrain Tile can be used to change the Terrain of an existing Hex or to expand the Jungle.





Special Terrain Tile

- Special Terrain Tiles CANNOT be placed on top of an occupied Hex.
- If the Player places a Special Terrain Tile on an unoccupied Hex with a Placement Bonus, they DO NOT receive the Bonus.

NOTE Placement Bonuses are only obtained when a Life has been placed in the corresponding Hex.

- Special Terrain Tiles can also be placed to expand the Jungle without having to cover an exisiting Hex. In this case, **it must be adjacent to an existing tile by at least 2 Hexes** just like Terrain Tiles.
- If a Player needs to place a Special Terrain Tile on top of another Special Terrain Tile, return the previous tile back to the Supply then continue to place the new tile.
- In rare instances, where there are no tiles left in the Supply, a Player is unable to take any more tiles from this Bonus.

4. Gain a Seed: Obtain a Seed from the Supply immediately.



Seed

- Seed: When paying for an Action, a Player can pay a Seed in place of any resource, worth 1 in value.
- Seeds are one-time use. After it has been used, the Seed is placed back into the Supply, not the Discard Pile Boat.
- Seeds are not Resource Tokens, therefore, they do not count towards the Storage Track Storage Limit.
- **Each Player is allowed to have up to 4 Seeds at a time.** If a Player with 4 Seeds is to gain another, this Seed cannot be awarded.
- A Player is allowed to use more than 1 Seed per payment.

5. Draw: Draw a Resource Token from the Resource Bag and add it to the Play Area.

6. Renew: Choose **up to 2 cards and/or tiles** from the Insect/Scenery/Terrain pool(s) and discard. Refill the pool(s) by drawing new ones from the deck(s).

- For Terrain Tiles, discard them by placing them face-down at the bottom of the deck.
- Players may choose to renew just 1 card/tile from any of the pools or choose not to receive the bonus at all.
  E.g., a Player can renew 1 Insect Card and 1 Terrain Tile.

III. GAMEPLAY

CLEAN-UP PHASE

If a Player has no more Actions they would like to perform, or no Actions they can perform, the Player then ends the Action Phase and begins the Clean-up Phase in the following order.

1. Store unused Resource Tokens in the Play Area.
   - If all the tokens in the Play Area are not used or cannot be used in the Action Phase, Players are able to store tokens up to the number marked in their Storage Track on the Waterfall of Life.
   - Any unused Resource Tokens that cannot be stored are discarded into the Discard Pile Boat.
   - If the Player has used up all their tokens in the Play Area during the Action Phase, skip this step.
2. Draw 5 new Resource Tokens from the Resource Bag and place them in the Play Area.
   - Depending on the number of tokens stored in Step 1, there may be a maximum of 8 Resource Tokens available in the Play Area during the Clean-up Phase.
   - These tokens are what will be used in the next Action Phase.
3. When the Clean-up phase has been completed, the next Player begins their Action Phase.

NOTE If or when all Players are familar with the gameplay, during the Clean-up phase the next Player in turn can begin their Action Phase.



E.g., if your Player Marker is on the 2nd space on the Storage Track, you can store up to 2 Resource Tokens in the Play Area. If you have 3 unused tokens left from the Action Phase, you will need to choose 1 of the 3 tokens to discard into the Discard Pile Boat and 2 to keep in the Play Area. Then you will draw 5 tokens from the Bag and end your turn. During your next turn, you will have a total of 7 Resource Tokens to use from the Play Area.

END OF THE GAME

As soon as 5 (of the 8) Animal Cards in play are depleted of all Animal Meeples, the game ends in the following order.

1. The Player who depletes the 5th Base Animal becomes the "Final Player" and takes the End Game Bonus Token. The End Game Bonus Token awards the Final Player with **5 Environmental points.**
2. When the Final Player finishes their turn, all Players excluding the Final Player takes one last turn. After that, the game ends.

NOTE The Final Player placing the last meeple does not end the Final Player's Action Phase. If there are resources left to spend after placing the last of the 5th Base Animal, the Player is free to perform as many Actions as desired then proceed to end their Action Phase.

3. Each Player calculates their Enviornmental Scores collected, and the Player with the highest Enviormental Score WINS!
   - In the event of a tie, the Player with more Animals placed in their Jungle wins. If this proves another tie, the Players share the win.

CALCULATING YOUR SCORE

Environmental Points can be obtained through 7 different methods. Players record points earned on the Scorepad in the following order.

1. Base Animals placed in the Player's Jungle.
2. Purchased Scenery Cards.
3. Player's Player Marker standing on the Terrain Tile Track.
4. Player's Player Marker standing on the Tree Track.
5. Player's Player Marker standing on the Aquatic Flower Track.
6. 1 point for each unused Seed.
7. 5 Points awarded to the Final Player.

BASE ANIMAL SCORE CALCULATION

Base Animal placement is the most important method of scoring points in this game. All Base Animals have their own scoring conditions, and depending on the set used, the same Animal will have different scoring conditions. This section will explain the concepts and icons a Player needs to know to score points with Base Animals.

SCORING CRITERIA FOR BASE ANIMALS

Base Animals have 4 scoring criteria: "Each Animal", "Each Grouping", "Each Community", and "The Jungle". The scoring criteria for each Animal are indicated at the beginning of the Base Animals description.



- **Each Animal**: According to the scoring conditions written on the card, each corresponding Animal collects the points. If multiple identical Animals are placed, multiple sets of points are awarded according to the scoring condition.
- **Each Grouping**: The designated "Grouping" collects points according to the scoring conditions on the card.
- **Each Community**: The designated "Community" collects points according to the scoring conditions on the card.
- **The Jungle**: Points are collected based on the Animals arranged throughout the Jungle.

III. GAMEPLAY

Icons

Animals: Refers to Animals, both Base and Unique.

Life(Lives): All Animals, Trees and Aquatic Flowers.

Plants: Trees and Aquatic Flowers.

Placement Bonus: Refers to any Placement Bonus displayed on a Terrain Tile.

Immediate Effect: If an Animal Card is marked with a ⚡, the Animal's ability takes place immediately after placing the Animal in the Jungle. The ⚡ ability is only collected upon placement and cannot be collected again even if the Animal switches positions and is relocated to a new Hex.

GROUPING

A Grouping is a combination of specific Lives placed in certain formations as indicated by the card. Some Base Animals provide points based on the shape of the Grouping. Groupings on Animal Cards are represented with Green Colored borders.



1 The shape of a Grouping refers to the line connecting the edges of the Lives that makes up the Grouping.



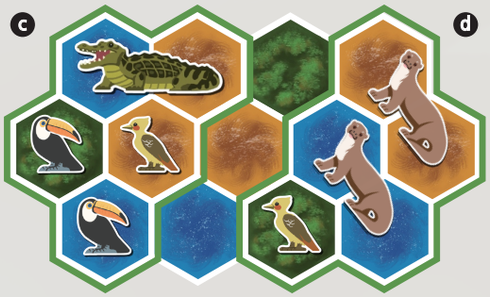
E.g., in the example below, Grouping ⓐ (the Caiman, Toucans, and Woodpecker) is arranged in the 3rd shape shown on the card and collects 10 points. The shape made by the Caiman and 2 Otters to the right does not appear on the card, therefore, does not collect any points. However, Grouping ⓑ (Caiman and Otter) is arranged in the same as the 2nd shape, therefore, Grouping ⓑ collects 7 points.



2 The shape can be rotated or reversed. The order in which the Lives are placed is up to the Player.

3 A Grouping in which 2 or more different Lives need to be present, each Grouping must be comprised of at least 1 of each Life.

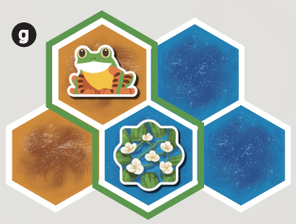
E.g., In the example below, Grouping ⓒ (the Caiman, Toucans and Woodpecker) is arranged in the 3rd shape on the card, therefore, 10 Points are awarded for this Grouping. However, take ⓓ for example, there are 2 Otters and 1 Woodpecker that form the 3rd shape shown on the card, but ⓓ does not score points because it is missing the main element for the Grouping, the Caiman.

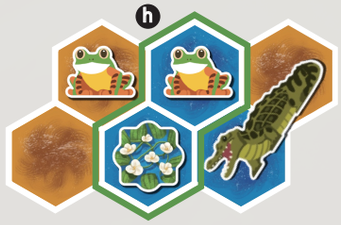


4 One Life CANNOT be counted multiple times and belong to more than 1 Grouping when calculating for a single Animal Card. However, the count resets when moving on to scoring for a different Animal Card. Players are free to decide how to Group their components.



E.g., An arrangement of 1 Leaf Frog with an adjacent Flower is designated as a Grouping and each Grouping collects 4 points. In the example below to the left, because the Flower and Frog are placed adjacent to each other, Grouping ⓖ collects 4 points. In the example below to the right, 1 Flower is adjacent to 2 Frogs. In this case, the 1 Flower cannot be used to fulfill a Grouping for both Frogs to collect 8 points. Each Life can only count for 1 Grouping per Animal Card. Therefore, the example below to the right also collects 4 points for 1 Grouping ⓗ. The Player is free to choose whether the Flower will group together with the Frog on the right or the Frog on the left. Both Frogs and Flowers counted for the Leaf Frog Card, can be counted for other Animal Cards scoring. Therefore, the Frog in example ⓗ with the Caiman to the right scores 5 points following the Caiman's Grouping conditions.





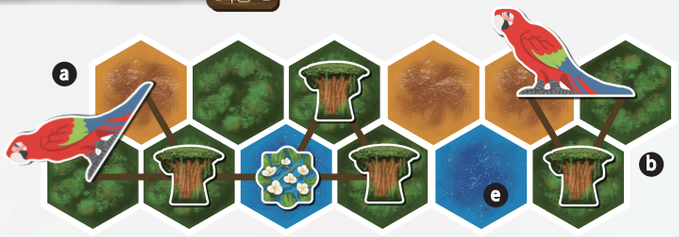
III. GAMEPLAY

COMMUNITY

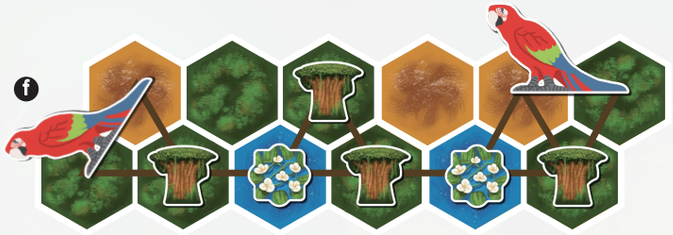
A Community refers to **a gathering of adjacent Lives** as indicated on the cards. Unlike Groupings, the shape does not matter for Communities.



E.g., this Macaw Card refers to a Community of one or more Macaws with at least 2 Plants. The example below shows 2 different Communities, ⓐ and ⓑ . Because Communities ⓐ and ⓑ are not adjacent, they are recognized as separate Communities. A Player cannot decide to recognize Community ⓐ as 2 separate Communities. Community ⓐ consists of a total of 1 Macaw and 4 Plants. Therefore, the Macaw that makes up Community ⓐ collects 7 points ⓒ for the 4 Plants.



Community ⓑ consists of 1 Macaw and 1 Tree, therefore, the Macaw in Community ⓑ does not collect any points for its Community.



If an additional Flower is placed in Hex ⓔ, Communities ⓐ and ⓑ become adjacent and merge into 1 large Community ⓕ. In Community ⓕ there are a total of 6 Plants, so each Macaw in the same Community would collect 8 points ⓓ each. Therefore, through 2 Macaws a total of 16 points were collected.

! Tables

2	6★
4	7★
6	8★
8	9★
10	10★
12+	11★

The left side of the table refers to the number of Lives or Hexes that are the criteria for the points awarded. Given the example table to the left,

- 0★ are awarded if there are less than 2 Plants.
- 6★ are awarded if there are 2~3 Plants.
- 7★ are awarded if there are 4~5 Plants.

⋮

- 11★ are awarded if there are 12 or more Plants.

SCORE CALCULATION EXAMPLES

Specific examples will be used to explain how to calculate the Environmental Score. Let's assume that the Player has built the following Jungle at the end of the game using the Base Animal Set A with the Iguana as the Unique Animal.



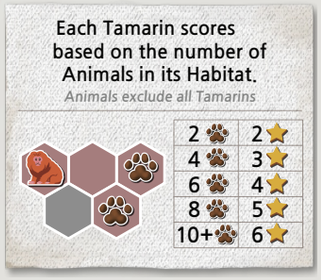
1 Base Animal Points

- **Woodpeckers: 8 Points**
  There are 2 Groupings from the Woodpecker Card resembled in the Jungle, totaling 8 points collected from Woodpeckers.

  NOTE Tree ⓐ is adjacent to 2 Woodpeckers, but can only form a Grouping with just 1 of them. So while there are a total of 3 Woodpeckers in the Jungle, there are only 2 Groupings of a Woodpecker and Tree that can score points.

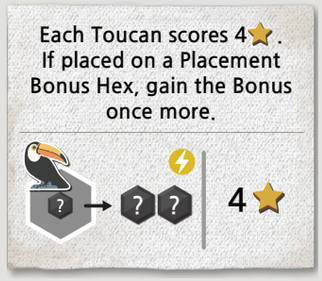


- **Tamarins: 12 Points**
  All 3 Tamarins live in the same Habitat, and excluding the Tamarins there are 6 Animals in the same Habitat. In this case, the Player collects 4 points for each Tamarin, for a total of 12 points. Large Animals that are partially placed in the Marsh, such as the Macaw ⓑ, are also counted.



- **Toucans: 8 Points**
  There are a total of 2 Toucans placed in the Jungle. Toucans collect 4 points each, totaling 8 points collected by the Toucans.

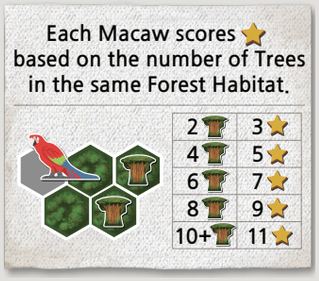
  NOTE In addition to the collecting scores at the end of the game, the Toucan also has a ⚡ ability that is immediately acquired once the Toucan is placed in the Jungle.



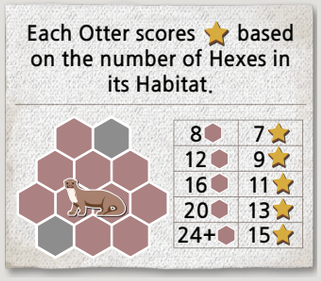
III. GAMEPLAY

- **Macaws: 10 Points**
  2 Macaws inhabit the same Forest Habitat with a total of 5 Trees. In this case, each Macaw collects 5 points for 5 Trees, for a total of 10 points.

  NOTE Tree (a) was also used to score for the Woodpecker as well as the Macaws. As such, Lives can be used multiple times to score for different Animal Cards.



- **Otters: 18 Points**
  Both Otters in this example live in the same Forest Habitat. The size of the Forest is 13 Hexes. Each Otter collects 9 points, for a total of 18 points collected by the Otters.



- **Jaguars: 24 Points**
  Jaguar (c) is adjacent to a total of 3 Animals: an Otter, a Woodpecker, and a Macaw; collecting 3 points x 3 Animals = 9 points. Jaguar (d) is adjacent to a total of 6 Animals, but a maximum of 15 points can be collected. Therefore, Jaguar (d) collects 15 points.
  Jaguar (c) and (d) are adjacent to each other but do not include each other when counting for adjacent Animals.



2 Scenery Card Points

Assume a Player has the following 2 Scenery Cards by the end of the game.





- **A Flock: 7 Points**
  Points for this card are awarded based on the number of Birds in the Player's Jungle. There are currently 7 Birds in the Jungle. Therefore, this card will award the Player 7 points.
- **Jaguar Cubs: 15 Points**
  Pick 1 of the Jaguars placed in the Jungle and score its points again. If the Player chooses Jaguar (d), 15 points are awarded from this card.

3 / 4 / 5 Track Points

Players gain Environmental Points equal to the number indicated on the Terrain Tile/Tree/Aquatic Flower Track space their Player Markers reside in by the end of the game.



- **Terrain Tile Track: 0 Points**
  The Terrain Tile Track does not award any points on its leading spaces but offers bigger points if the Player manages to advance to the later stages of the Terrain Tile Track. In this example, no points are awarded as there are no points displayed where the Player Marker stands.
- **Tree Track: 6 Points**
- **Aquatic Flower Track: 2 Points**

	A	B
	8	4
	0	16
	12	6
	8	4
	10	0
	0	18
	18	11
	24	9
	22	9
	0	0
	6	3
	2	13
	2	1
	0	5
★	112	99

6 Remaining Seed Points

Players receive 1 point for each Seed left unused at the end of the game. If a Player ends the game with 2 Seeds, the Player collects 2 points.

7 End Game Points

The Player to place the last of the 5th Base Animal from the Animal Refuge is awarded the End Game Bonus Token and takes the token to their Play Area. The End Game Bonus Token awards 5 points.

IV. VARIANT MODES

LIGHTNING MODE (2~4P)

This is a shorter, quicker mode for beginners or for Players who would like to enjoy a speedy play-through. Lightning Mode is not supported for Solo mode.

NOTE The Lightning Mode may prematurely end the game before Players can fully enjoy the gaming experience.

GAME SETUP CHANGES

Disregard the stated number of meeples needed on the Animal Cards, and prepare the Base Animal meeples according to the table below.

No of Players	Wood-pecker	Leaf Frog	Tamarin	Toucan	Macaw	Caiman	Otter	Jaguar
2p	5 ea			3 ea	3 ea		3 ea	3 ea
3p	7 ea			5 ea	4 ea		4 ea	3 ea
4p	9 ea			6 ea	5 ea		4 ea	4 ea

GAMEPLAY CHANGES

At the end of the game and immediately before final score calculations, each Player takes 1 Tree, 1 Flower, and 1 Special Terrain Tile from the Supply and places them in their Jungle in the desired order.

- Players cannot collect Placement Bonuses or use Unique Animals at this time.
- This step does not affect the Tree/Flower Tracks.
- If there are no Terrain Hexes to place a Tree and/or Flower, the Tree and/or Flower is not placed.

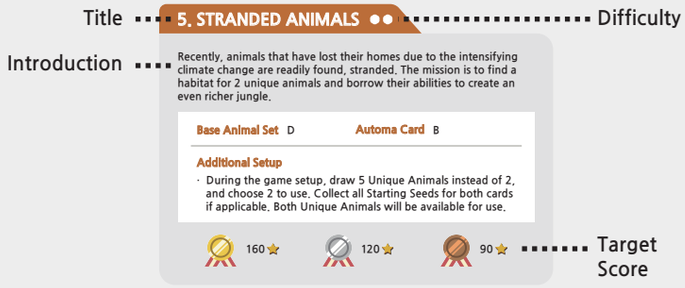
SOLO MODE

In the Solo mode, the Player plays the game against a virtual opponent, Black Comet. Solo mode consists of 9 total scenarios, and each scenario has its own additional rules and/or restrictions to provide varying levels of enjoyment.

GOAL OF THE SOLO MODE

There are 3 target scores for each scenario. Gold/Silver/Bronze medals are awarded according to the Player's performance. If no medals can be awarded, the scenario is considered to have failed. Try to achieve Gold for each scenario!

Scenarios



TIP The scenarios do not have to be played in the order presented. However, if you are new to the game, we recommend playing through Scenario 1 multiple times before moving on to others.

GAME SETUP CHANGES

Setup the game for 2 Players. Game Setup for the virtual opponent, Black Comet, proceeds as follows.

1. Choose from the scenarios on p.20-21 to play.
2. Place the Automa Card on the table with the directed side of the scenario facing up.
3. Place the Base Animal Cards indicated in the selected scenario.
4. Choose a Resource Bag and place 8 Automa Tokens inside. This is called **the Automa Bag**.
5. Place a Discard Pile Boat, the same color as the Automa Bag.
6. Depending on the color of the Automa Bag, choose a Player Marker in the corresponding color and place one on the "START" space of the Automa Card. This will be Black Comet's Player Marker.
7. Place the same colored Player Markers in the starting spaces of the Tree and Flower Track on the Waterfall of Life. Black Comet does not use the Terrain Tile Track and the Storage Track so place the remaining Markers back in the box.
8. Black Comet does not create its own Jungle, therefore, there is no need to prepare a Terrain Tile and a Unique Animal for Black Comet.
9. Some scenarios require additional setup. Refer to the requirements and prepare as needed.

IV. VARIANT MODES

GAMEPLAY CHANGES



- The Player takes 20 turns in succession. When a Clean-up phase has been completed, move the Player Marker on the Automa Card to the next space ⓐ.
- The Automa Card has spaces marked with Bonus icons ⓑ. When Black Comet's Player Marker reaches these spaces, the Player immediately gains the corresponding Bonus.
- When the Player Marker reaches a space marked with an icon ⓒ, the Player draws an Automa Token from the Automa Bag and applies the effects in the order detailed below.

Automa Tokens



- Automa Tokens contain different effects on either side. Specific Animals ⓐ are shown on the Front. The Back shows an icon indicating a Nature Card ⓑ and a Track Forwarding icon ⓒ.
- When an Automa Token is drawn, both the Front and Back of the effects are applied with the Front side ALWAYS applied first.

1 Depending on ⓐ the Animal shown on the Automa Token's Front side, remove the same quantity of the corresponding Animals from the Animal Refuge. In this example, the Player would need to remove 2 Tamarins.

- If there aren't enough Animals left to fulfill the Automa Token's effect, remove the remaining amount of Animals.
- If there isn't enough Animals to remove even 1, the Automa Token is no longer usable, and is removed from the game and returned to the game box. Afterwards, a new Automa Token is drawn from the Automa Bag to apply its effects from the beginning.



2 Discard the Nature Card that corresponds to ⓑ the depiction on the back of the Automa Token. When discarding a card, the card indicated by the Automa Token is chosen by the place in line the card stands when counting from the left. In this example, discard the Scenery Card that is 2nd in line from the left. When a card is discarded, draw a new card from the pool and place it face-up to refill the pool.





The Jaguar and Otter Automa Tokens are marked with a Renew Bonus on the back. If these tokens are drawn, the Renew Bonus can be applied. The Player does not have to act out the Renew Bonus if they would prefer not to.

3 On the track specified by ⓒ on the Automa Token, advance Black Comet's Player Marker on that Track. In this example, move Black Comet's Player Marker 1 space on the Tree Track.



- Black Comet does not collect Track Bonuses but the Player may be unable to collect Limited Track Bonuses depending on Black Comet's Player Marker advances.
- In rare instances, Black Comet's Player Marker may no longer be able to move further on the Track. In this case, leave the Marker unmoved.

4 When all the effects of the token has been applied, the Automa Token is discarded to the Black Comet's Discard Pile Boat.

5 Afterwards, if there happens to be 3 Automa Tokens in the Discard Pile Boat, place all tokens from the Boat back into the Automa Bag.

NOTE Players can check which Automa Tokens have been discarded in to the Discard Pile Boat at any time.

END OF THE GAME

- When the Player Marker placed on the Automa Card reaches its last space (marked with a bell shape), the game ends immediately and no additional turns follow.
- Unlike a 2~4 player game, the Solo mode does not end when 5 Base Animal Cards are depleted. Also, the additionally awarded 5 points for the Player who meets the End of the Game condition is not collected in this mode.
- When the game concludes, the Player calculates their final score. **The final score is the total score at the end of the game minus Black Comet's Tree Track & Aquatic Flower Track score.** Compare the final score to the scenario's target score to see the complementing medal awarded.
- E.g., you've selected Scenario 2 "Tiny Friends" and your score has come out to 140 points at the end of the game. Your final score is 140 minus Black Comet's Track score. For example, if Black Comet's Tree Track score was 8 and the Aquatic Flower Track was 8, you would deduct a total of 16 points from your score, putting your final score at 140 - 16 = 124 total. With that, the scenario's target score chart puts you at a silver medal!

IV. VARIANT MODES

1. FIRST MISSION ⬢

Welcome to the Solo Mode! Familiarize yourself with the Solo Mode rules by completing your first mission.

Base Animal Set Free **Automa Card** A

There are no additional rules for this scenario. Choose the Base Animal set you would like and try to score as high as possible!

140★ 100★ 70★

2. TINY FRIENDS ⬢

The area you will venture into today is an area with the richest insect population in the Amazon Rainforest. Create the richest jungle based on the abundant insect resources.

Base Animal Set C **Automa Card** B

Additional Setup

- Before starting your first turn, draw 3 Insect Cards. Discard any card that costs 5💧 or more and draw another. Pick 1 of the 3 to keep and discard the rest.
- Repeat this process 3 more times, starting the game with a total of 4 Insect Cards.

Additional Rules

- At your discretion, once per turn, at any time during your turn, you may use any 1 of the Insect Cards at no cost . Used Insect Cards are placed in the Insect Card Discard Pile.

160★ 120★ 90★

3. PRIMEVAL FOREST ⬢

One of the main reasons the Amazon Rainforest is so invaluable is that it is home to the most diverse forms of life on Earth. Create a harmonious jungle where various animals can thrive.

Base Animal Set D **Automa Card** A

Additional Rules

- When scoring, 20 points are deducted for each type of Base Animal not placed in your Jungle.

140★ 100★ 70★

4. BEST SCENE ⬢

Several key missions will be given in advance. Given the ecosystem of nearby habitats, a more thought-out restoration plan will be required than usual. Amidst the planning, take some time to take in the scenery.

Base Animal Set A **Automa Card** A

Additional Setup

- Before starting your first turn, draw 3 Scenery Cards and choose 1 to keep at no cost. If you chose a card that cost 6💧 or less, collect 1 Seed. Discard the 2 cards not selected.
- Repeat this process 2 more times, starting the game with a total of 3 Scenery Cards.
- The Scenery Cards acquired through this process do not count towards the Scenery Card hold limit.

180★ 130★ 100★

5. STRANDED ANIMALS ⬢⬢

Recently, animals that have lost their homes due to the intensifying climate change are readily found, stranded. The mission is to find a habitat for 2 unique animals and borrow their abilities to create an even richer jungle.

Base Animal Set D **Automa Card** B

Additional Setup

- During the game setup, draw 5 Unique Animals instead of 2, and choose 2 to use. Collect all Starting Seeds for both cards if applicable. Both Unique Animals will be available for use.

160★ 120★ 90★

IV. VARIANT MODES

6. CLOSE CONNECTION ●●

Interactions between different organisms are very important, not only in terms of the food chain but also in terms of genetic exchange between species. You are on a mission to revitalize an area where interaction between these creatures has been stagnant.

Base Animal Set B **Automa Card** B

Additional Setup

· Before starting your first turn, take a Jaguar from the game box (not from the Animal Refuge) and place it on the starting Terrain Tile matching its Terrain Condition. Placement Bonuses cannot be earned by placing this Jaguar.

NOTE Treat this Jaguar like you would any other. This mode will allow you to place up to 4 Jaguars.

Additional Rules

· Animals in your Jungle must ALWAYS be placed adjacent to each other. Animals cannot be placed or relocated otherwise.

160 ★ 110 ★ 80 ★

7. OVERABUNDANCE ●●

So far, the number of creatures inhabiting the jungle has increased significantly thanks to our efforts. However, an overabundance of the same species in particular habitats causes various ecological issues. These issues are crucial to bear in mind when carrying out this mission.

Base Animal Set A **Automa Card** A

Additional Rules

· If identical Lives are adjacent to each other, 5 points are deducted for each Life. Thus, if point deductions are made, at least 10 points will be deducted.
· For example, if 3 Flowers are placed in a row, 15 points will be deducted.



140 ★ 100 ★ 70 ★

8. ABANDONED PASTURE ●●●

The area you will be visiting this time is a long-abandoned pasture. An area where food and resources have been beyond scarce for native animals to occupy the lands again. In particular, it seems the resources could very well be non-existant towards the central regions. Proceed to promote the restoration project with these factors in mind.

Base Animal Set C **Automa Card** B

Additional Rules

· Score 3 points for each Animal placed on a Hex that forms the edge of the Jungle.



The edge of the Jungle

NOTE
As you create your jungle, you may end up with a hole within the Jungle. The hole also counts as the edges of the Jungle.

150 ★ 110 ★ 80 ★

9. EXHAUSTED BUDGET ●●●

The Amazon Rainforest restoration project is nearing its end, and the initial budget is almost exhausted. Due to tight budgets, we are unable to actively perform area restorations on this mission. Create the richest jungle possible with limited resources!

Base Animal Set B **Automa Card** B

Additional Setup

· During the game setup, place your Player Marker on the 3rd space (from the left) on the Terrain Tile Track rather than the leftmost space.

Additional Rules

· When scoring, deduct 1 point for each unoccupied Hex in your Jungle.

130 ★ 90 ★ 60 ★

V. APPENDIX

BASE ANIMAL CARDS

- Below is the Appendix. There is no need for the following to be thoroughly read before the game. Please refer to the following pages when there is a need for clarification or further explanation.
- The Leaf Frog and Woodpecker's abilities are similar in manner, therefore only 1 of the 2 will be described.
- The Macaw and Caiman's abilities are similar in manner, therefore only 1 of the 2 will be described.
- For detailed descriptions of the Base Animals set A, please refer to pages 16-17.



GIANT OTTER B

- The example shows 2 Otters placed in the same Habitat. With ✓ 6 Lives inhabiting the Otter's Habitat (2 Flowers, 1 Macaw, 2 Caimans, and 1 Toucan), each Otter collects 6 points. 2 Otters x 6 points = 12 points collected in total.
- When counting the Lives placed in the Otter's Habitat, Otters are not counted.
- Even if Large Animals, such as the Macaw and the Caimans, partially satisfy the conditions, they are still included in the count.
- Giant Otter B can collect up to 15 points. Even if the number of Lives totals 16 or more, the Otter can only collect a maximum of 15 points.

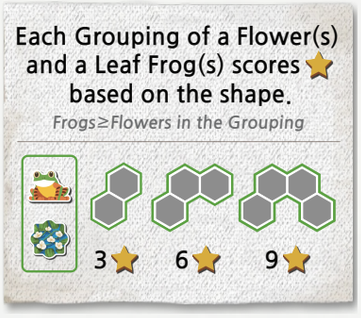




JAGUAR B

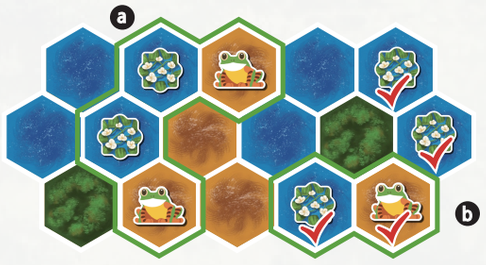
- There are a total of 4 ✓ Different Lives adjacent to Jaguar ⓐ: Flower, Tree, Caiman, and Toucan. Jaguar ⓐ collects 4 x 3 points = 12 points.
- Jaguar ⓐ is adjacent to 2 Toucans but as the card condition asks for "Different" Lives, only 1 of the 2 Toucans is counted.
- Jaguar ⓑ is adjacent to Jaguar ⓐ, but the condition excludes Jaguars, so Jaguar ⓑ is not counted when scoring for Jaguar ⓐ and vice versa.
- There are a total of ✓ 3 Different Lives adjacent to Jaguar ⓑ: Flower, Tree, and Macaw. Jaguar ⓑ collects 3 x 3 points = 9 points.
- Jaguar B can collect up to 15 points. Even if adjacent to 6 or more Different Lives, the Jaguar can only collect a maximum of 15 points.

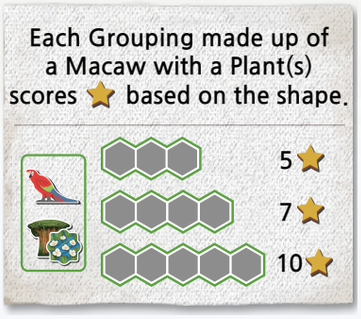




LEAF FROG B

- The shape of the Grouping can be rotated. Therefore, Grouping ⓐ achieves the 3rd shape and collects 9 points.
- ✓ shows 1 Frog and 3 Flowers that form the 3rd shape but is not recognized as achieving the 3rd shape because the condition, "Frogs≥Flowers in the Grouping" was not met.
- Instead, Grouping ⓑ achieves the 1st shape and collects 3 points.



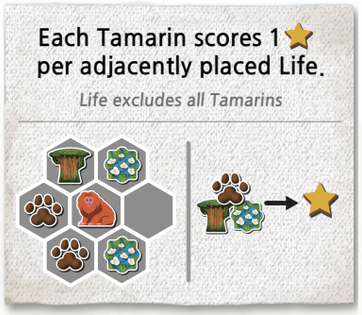


MACAW B

- The direction of the Macaw and the order of the Lives placed do not matter.
- The Grouping must consist of 1 Macaw with Plant(s). Therefore, a Grouping can consist of a Macaw and Trees or a Macaw and Flowers, or all 3.
  Groupings ⓐ, ⓑ, and ⓒ are all recognized as the 3rd shape and collect 10 points each.
- Grouping ⓓ on the other hand, forms a different shape than what is indicated on the card, so no points are collected.



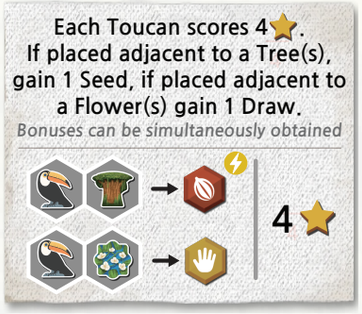
V. APPENDIX



TAMARIN B

- Tamarin (a) is adjacent to 4 Lives including ✓1 Caiman, 1 Tree, and 2 Woodpeckers, collecting 4 points. Of adjacent Lives, Tamarins are not counted, therefore, though Tamarin (b) is adjacent to Tamarin (a), Tamarin (b) is not counted when scoring.
- Tamarin (b) is adjacent to ✓1 Caiman, 2 Trees, 1 Flower, and 1 Toucan, collecting 5 points. Likewise, Tamarin (a) is not counted.

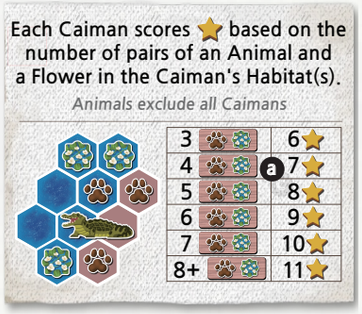




TOUCAN B

- If placed adjacent to one or more Trees, collect 1 Seed. If adjacent to one or more Flowers, collect 1 Draw Bonus. If adjacent to both a Tree(s) and a Flower(s), collect both a Seed and a Draw Bonus.
- Even if adjacent to 2 Trees, Players can only collect 1 Seed.
- When placing the Toucan as shown in the example, upon placement, collect 1 Seed and 1 Draw Bonus.
- At the end of the game 4 points are awarded for each Toucan.





CAIMAN C

- The Caiman is inhabiting a River and Marsh Habitat. The total number of Aquatic Flowers in the 2 Habitats the Caiman inhabits is 4 and the total number of Animals in the Habitats is 5. This makes a total of 4 Aquatic Flower and Animal pairs, therefore, the Caiman collects 7 points (a).
- Even if a Large Animal is placed partially in the same Habitat inhabited by a Caiman, the Large Animal is counted as meeting the condition. Therefore, the Macaw is considered to be in the same Habitat as the Caiman.

NOTE The Animal and Flower pair does not have to be adjacent to one another.

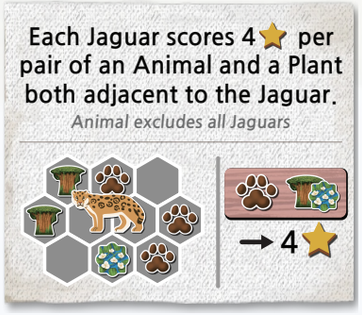




GIANT OTTER C

- The ✓ 5 different Lives (Flower, Tamarin, Toucan, Caiman, and Armadillo) inhabit the same River Habitat as the Otter. Therefore the Otter collects 2 points x 5 Lives = 10 points total. Though 2 Toucans inhabit the same River Habitat, the card condition asks for "Different" Lives, therefore only 1 of the 2 Toucans is counted.
- When counting the different Lives in the Habitat, Otters are not included in the count.





JAGUAR C

- There are ✓4 Plants and ✓3 Animals (2 Tamarins and 1 Caiman) adjacent to Jaguar (a). In other words, 3 pairs of a Plant and an Animal in total. Therefore, the Jaguar collects 3 pairs x 4 points = 12 points.
- Jaguars are not counted when counting adjacent Animals for this card. Therefore, Jaguar (b) cannot be counted when scoring for Jaguar (a) and vice versa.

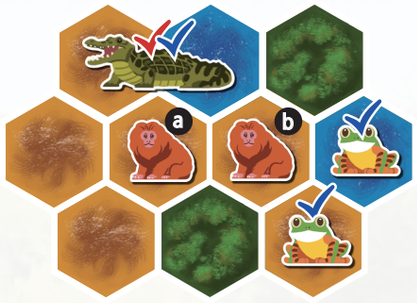


V. APPENDIX

Each Tamarin scores ★ based on the number of adjacent Animals.
Adjacent Animals exclude all Tamarins



TAMARIN C



- Tamarin (a) is adjacent to ✓1 Caiman, collecting 3 points. Of adjacent Animals, Tamarins are not counted, therefore, though Tamarin (b) is adjacent to Tamarin (a), Tamarin (b) is not counted when scoring.
- Tamarin (b) is adjacent to ✓1 Caiman and 2 Frogs, collecting 5 points. Likewise, Tamarin (a) is not counted.

Each Toucan scores 4★. Upon placement, receive a Bonus depending on the Terrain the Toucan is placed.



TOUCAN C

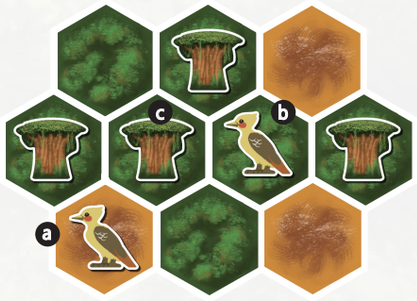


- If a Toucan is placed on the Hex shown, the Player receives a "Draw" Placement Bonus and because the Toucan was placed in a Forest Terrain, using the Toucans ⚡ ability, the Player also receives a Seed.
- At the end of the game, 4 points are awarded for each Toucan.

Each Woodpecker scores ★ based on the number of adjacent Trees.

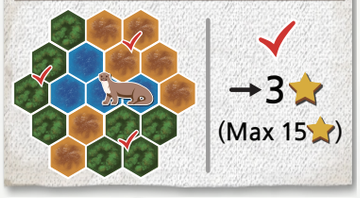


WOODPECKER C



- Woodpecker (a) collects 4 points as it is adjacent to 2 Trees. Woodpecker (b) collects 5 points as it is adjacent to 3 Trees.
- This Woodpecker's scoring criteria are not for Groupings, therefore, the same Tree(s) can be counted multiple times for scoring. In this instance, Tree (c), which is adjacent to both Woodpeckers is counted in both Woodpeckers' scoring calculations.

Each Otter scores 3★ for each Habitat that is 4 Hexes or larger and adjacent to its Habitat.



GIANT OTTER D

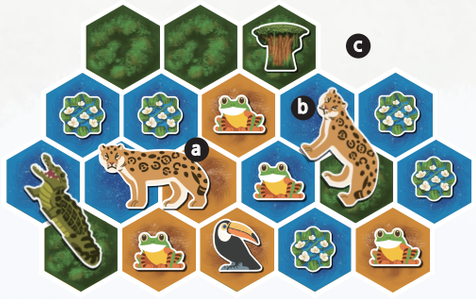


- The Otter inhabits a Marsh Habitat that is adjacent to a total of 6 other Habitats. Of the 6, ✓4 Habitats are made up of 4 Hexes or more. Therefore the Otter collects 3 points x 4 Habitats = 12 points total.
- Giant Otter D can collect up to 15 points. Even if 6 or more Habitats, that are larger than 4 Hexes are adjacent to its own Habitat, a maximum of 15 points can be collected.

Each Jaguar scores 15★ if it is not adjacent to another Jaguar and all 8 adjacent Hexes are occupied.



JAGUAR D



- All Hexes adjacent to Jaguar (a) are occupied and Jaguar (a) is not adjacent to any other Jaguars. Therefore, Jaguar (a) collects 15 points.
- An area adjacent to Jaguar (b) is an area without a Terrain Tile and is unoccupied (c). In this case, all 8 of the adjacent spaces are not occupied, so Jaguar (b) does not collect any points.
- If a Jaguar is adjacent to another Jaguar, these Jaguars do not collect any points.

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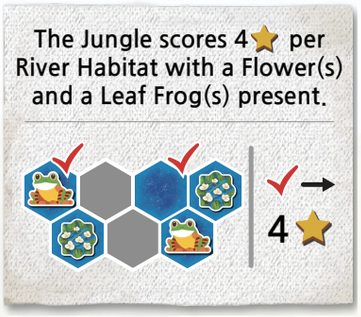
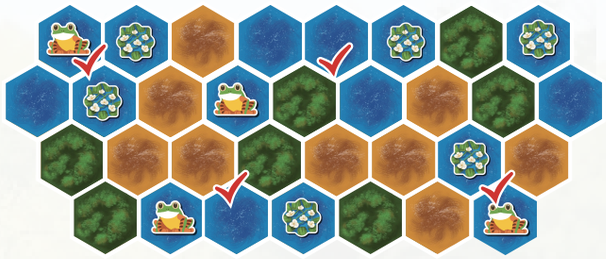
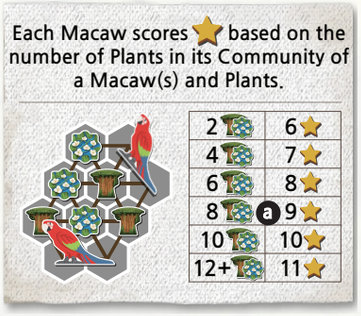


LEAF FROG D

- The example shows ✓ 4 River Habitats with both Frogs and Flowers present. In this case, the Player collects 4 points x ✓4 Habitats = 16 points through 4 Frogs.
- Even if there are 2 or more Frog and Flower pairs in the same River Habitat, the River is only counted once.

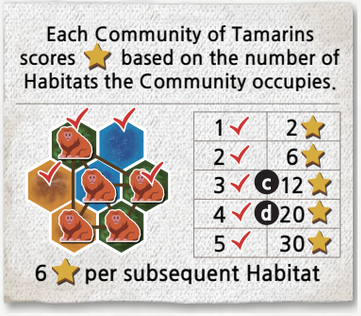




MACAW D

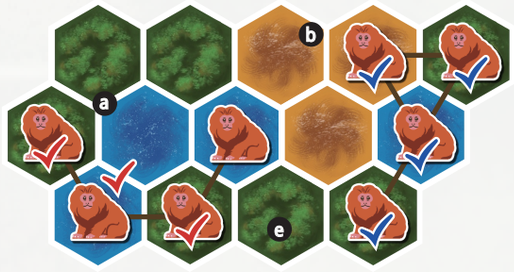
- 2 Macaws, 4 Trees, and 4 Aquatic Flowers placed adjacent to one another make up a Community. The total number of Trees and Aquatic Flowers is 8, so each Macaw would collect a 9 points each. 2 Macaws x 9 points = 18 points collected from the Macaws.

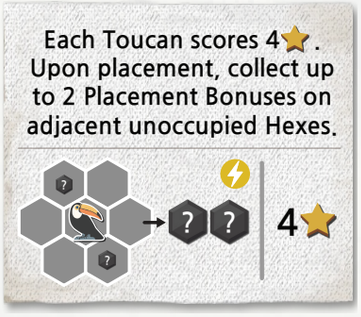




TAMARIN D

- Tamarin Community a occupies a total of ✓ 3 Habitats, collecting c 12 points. Tamarin Community b occupies a total of ✓ 4 Habitats, collecting d 20 points.
- 1 Habitat can count towards scoring for multiple Tamarin Communities. In the example, Forest Habitat e is included in both Tamarin Community a and b when scoring.
- Apart from the example to the right, if a Tamarin Community was to occupy 7 Habitats, the Player would collect 30+6+6=42 points.





TOUCAN D

- When placing the Toucan as shown in the example, upon placement, the Player can choose up to 2 of the 3 adjacent Bonuses to collect.
- If multiple Placement Bonuses are collected, the Player can choose to collect the Bonuses in the order they wish.
- If a Toucan is adjacent to only 1 Placement Bonus, the Player can only collect that Bonus.
- At the end of the game, 4 points are awarded for each Toucan.



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UNIQUE ANIMAL CARDS

Must be adjacent to at least 2 .

Gain a for 2 .

Once per turn

AMAZON RIVER DOLPHIN

- Upon placing the Dolphin, the Player is able to gain 1 Seed for 2 once per turn.
- The token(s) paid to gain the Seed is placed in the Discard Pile Boat.

Must be adjacent to at least 2 .

Reduce the cost of an by 1 .

Once per turn

ANACONDA

- Upon placing the Anaconda, the Player is able to perform the "Place an Animal" Action for 1 less. For example, a Toucan that costs 5 /2 can be placed for 4 /2 .
- Even if multiple Animals are placed in the Jungle in a single turn, only placing 1 of those Animals receives the discounted benefit per turn.

Must be on a Forest Habitat that is at least 6 Hexes.

Reduce the cost of a Nature Card by 1 .

Once per turn

ANTEATER

- Upon placing the Anteater, the Player is able to acquire an Insect Card or Scenery Card for 1 less, once per turn. For example, the Player is able to acquire a Scenery Card like 'Giants World' worth 7 for 6 .
- Even if multiple Nature Cards are to be acquired in a single turn, only 1 of the cards receives the discounted benefit per turn.



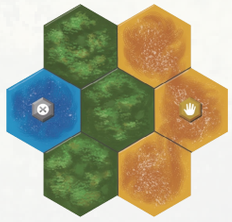
Must be on a Habitat that is at least 7 Hexes.

When placing a , choose any 1 ? on that Tile to collect.

Once per turn

ARMADILLO

- Upon placing the Armadillo, when a new Terrain Tile is placed through the "Place a Terrain Tile" Action, the Player immediately collects any 1 of the Placement Bonuses displayed on the Terrain Tile.
- For example, if the Player was to place a new Terrain Tile like the example on the right, the Player would choose either the "Compost" Bonus or the "Draw" Bonus to collect immediately.
- Even if more than 1 Terrain Tile is placed in a turn, the Player only receives 1 Bonus from 1 tile.



Must be adjacent to and .

Reduce the cost of or by 1.

Excludes Plants from Insect Cards.
Once per turn

HOATZIN

- Upon placing the Hoatzin, the "Place a Tree" or "Place an Aquatic Flower" Action will cost 1 or 1 less, respectively.
- If a Player places a Tree or a Flower through the ability of an Insect Card, like one imaged on the right, the Player is not able to use the Hoatzin's ability to receive a discount for that Insect Card.
- Even if the Player places multiple Plants in one turn, only a single Plant per turn can receive the discount.



Must be adjacent to at least 2 .

A Seed can be used as any 2-Value Resource.

Once per turn

IGUANA

- Upon placing the Iguana, when using a Seed, the Seed will now be worth 2 in value of any resource instead of 1.
- For example, through the Iguana's ability a Player is able to place a Macaw that costs 6 and 2 with 4 , 2 , and 1 Seed, with the 1 Seed counting as 2 .
- Even if a Player uses multiple Seeds at once during a turn, they are only able to apply this ability to 1 Seed a turn.

Must be on a River Habitat that is at least 6 Hexes.

Gain a when gaining a .

Excludes from Insect Cards.
Once per turn

RIVER TURTLE

- Upon placing the River Turtle, when a Player collects a Draw Bonus from either a Placement Bonus, Track Bonus, Limited Track Bonus or from the Toucan's ability, they also collect an additional Seed. The River Turtle's ability does not apply to Draw Bonuses obtained through Insect Cards. For example, if a Player uses the "Monkey Grasshopper" Insect Card to reuse the ability of a Toucan to obtain a Draw Bonus, the Player cannot collect a Seed through the River Turtle's ability.
- A Unique Animal's ability can only be applied after it has been placed in the Jungle. Even if a Player receives a Draw Bonus through a Placement Bonus when placing the River Turtle, the Player does not collect the Seed by applying the River Turtle's ability.



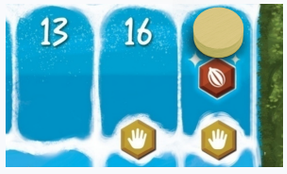
Must be on a Forest Habitat inhabited by .

Collect Flower/Tree Track Bonuses twice.

Includes Limited Track Bonuses.
Once per turn

SLOTH

- The Sloth's ability also applies to the Flower/Tree Limited Track Bonuses as well.
- If a Player is to collect multiple Bonuses during one turn, only 1 of those Bonuses can be collected twice.
- For example, if a Player moves their Player Marker to the last space of the Flower Track first, the Player can choose which of the Bonuses from the Seed and Draw Bonus they would like to collect twice. If the Player decides to collect the Seed Bonus twice, the Player would collect 2 Seeds and 1 Draw Bonus.



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SCENERY CARDS

- All Scenery Cards are scored based on the Player's individual Jungle.
- Assuming a Player has completed the Jungle below, each Scenery Card's description will be explained with the example below in mind.



1. A Flock: Score points based on the number of Birds placed in the Jungle. The example shows 6 Birds placed in the Jungle, scoring 7 points total.
2. Baby Caimans: Choose a Caiman placed in your Jungle. Collect the same score as the selected Caiman.
3. Baby Macaws: Choose a Macaw placed in your Jungle. Collect the same score as the selected Macaw.
4. Baby Tamarins: Collect 2 points per Tamarin placed in the Jungle. The example shows 3 Tamarins in the Jungle, scoring 6 points total.
5. Baby Toucans: Collect 2 points per Toucan placed in the Jungle. The example shows 2 Toucans placed in the Jungle, scoring 4 points total.
6. Bustling Jungle: Score points based on the total number of Animals in the Jungle. The example shows a total of 16 Animals, scoring 7 points total.
7. Cold-blooded: Score points based on the number of Herptiles in the Jungle. The example shows 3 Herptiles in the Jungle, scoring 5 points total.
8. Compact Jungle: On the Terrain Tile Track, score 3 points for each space the Player Marker has not yet reached. In other words, the smaller the size of the Jungle, the higher the score. As shown in the Terrain Tile Track example below, there are 3 spaces of the track not yet advanced, scoring 9 points.



9. Dense Forest: Score points based on the number of Trees placed in the Jungle. The example shows 5 Trees placed in the Jungle, scoring 5 points.
10. Diversity: Score 2 points for each type of Animal placed in the Jungle. The example shows 8 types of Animals placed in the Jungle, including the Unique Animal, scoring 16 points total.
11. Feathered Friends: Each pair of a Woodpecker and Macaw collects 3 points. The example shows 2 pairs, scoring 6 points total.
12. Flora: Score points based on the number of Flowers placed in the Jungle. The example will collect no points for this card as there are only 2 Flowers.
13. Follow up: Score points based on the size of the 2nd largest Habitat in the Jungle. In the example, Marsh Habitat ⓐ is the 2nd largest Habitat in the Jungle, 10 Hexes in size, and scores 10 points.
14. Fragments: Score points based on the number of Habitats in the Jungle that are 4 Hexes or larger. In the example, there are 4 Habitats that fit the criteria, therefore, a total of 7 points are collected.
15. Froglets: Score 2 points for each Leaf Frog placed in the Jungle. The example shows 2 Leaf Frogs in the Jungle, scoring 4 points total.
16. Full Jungle: The fewer the number of unoccupied Hexes without a Life, the higher the score collected by this card. In the example, there are 13 unoccupied Hexes, scoring 10 points.
17. Giants World: Score points based on the number of Large Animals in the Jungle. The example shows a total of 6 Large Animals, scoring 10 points total.
18. Hatchers: Each pair of a Bird and Herptile collects 2 points. In the example, there are 3 pairs of a Bird and Herptile (3 Herptiles and 6 Birds), scoring 6 points total.
19. Hatchlings: Score 2 points for each Woodpecker placed in the Jungle. The example shows 2 Woodpeckers in the Jungle, scoring 4 points total.
20. In the Forest: Score points based on the number of Animals on Forest Terrains throughout the Jungle. The example shows 6 Animals in Forest Terrains, therefore, no points are collected. Large Animals like Macaw ⓑ are still counted even if only half the Animal is placed in the Forest and the other half placed on another Terrain.
21. In the Marsh: Refer to #20 "In the Forest".
22. In the River: Refer to #20 "In the Forest".
23. Jaguar Cubs: Choose a Jaguar placed in your Jungle. Collect the same score as the selected Jaguar.
24. Just Within: Choose 1 Habitat in the Jungle and score 2 points for each type of Life placed within that chosen Habitat. For example, if Marsh Habitat ⓐ was chosen, 10 points would be collected for the 5 types of Lives occupying the chosen Habitat.
25. Mammalia: Score points based on the number of Mammals placed in the Jungle. The example shows 7 Mammals, scoring 8 points total.
26. Near the Flower: Choose a Flower in your Jungle. Collect 2 points for every different Life adjacent to the Flower. In the example, if the Player chose Flower ⓒ, Flower ⓒ being adjacent to 3 different Lives(Tamarin, Jaguar, and Frog) would collect 2 points x 3 Lives= 6 points.
27. Near the Tree: Choose a Tree placed in your Jungle. Collect 2 points for every different Life adjacent to the Tree. In the example, if the Player chose Tree ⓓ, Tree ⓓ being adjacent to 4 different Lives(Tree, Woodpecker, Otter, and Tamarin) would collect 2 points x 4 Lives= 8 points.
28. Otter pups: Choose an Otter placed in your Jungle. Collect the same score as the selected Otter.
29. Paws & Claws: Each pair of a Mammal and Herptile collects 2 points. The example above shows 3 pairs of a Mammal and Herptile (3 Herptiles and 7 Mammals). In this case, 3 pairs x 2 points = 6 points are collected.
30. Scenic Route: Collect 2 points for every Scenery Card in possession. When counting the Scenery Cards, count this card as well. As the maximum number of Scenery Cards a Player can hold is 4, the maximum score that can be obtained through this card is 8 points.
31. Seeds: Score 3 points for each unused Seed. Collect these points in addition to the 1 point awarded for each unused Seed at the end of the game.
32. Small World: Score points based on the number of Small Animals in the Jungle. The example shows a total of 10 Small Animals, scoring 7 points total.
33. Stream Mates: Each pair of 1 Frog and 1 Caiman collects 3 points. The example shows 2 Frogs but no Caiman, therefore, no points are collected.

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34. Surroundings: Choose an Animal placed in your Jungle and collect 2 points for every different Life adjacent to the Animal. In the example, if the Player chose Tamarin, Tamarin being adjacent to 5 different Lives(Tree, Jaguar, Woodpecker, Frog, and Flower) would collect 10 points.
35. The Grand River: Score points based on the size of the largest River Habitat. In the example, the largest River Habitat is 5 Hexes in size, therefore, no points are collected.
36. The Thick Marsh: Refer to #35 "The Grand River".
37. The Vast Forest: Score points based on the size of the largest Forest Habitat. In the example, Forest is the largest in the Jungle and scores 6 points as it is 13 Hexes in size.
38. Tree Mates: Each pair of a Tamarin and Toucan collects 3 points. In the example, there are 2 pairs of a Tamarin and Toucan, so 6 points are collected.
39. Trio: Collect 3 points for each set of a Mammal, Bird and Herptile placed in your Jungle. In the example, there are 3 sets of a Mammal, Bird and Herptile(7 Mammals, 6 Birds and 3 Herptiles). Therefore, collect 9 points.
40. Verdant: Collect 2 points for each pair of a Tree and Flower. In the example, there are 2 pairs of a Tree and Flower(5 Trees and 2 Flowers), so 4 points are collected.
41. Warm-blooded: Collect 2 points for each pair of a Bird and Mammal placed in your Jungle. In the example, there are 6 pairs of a Bird and Mammal (6 Birds and 7 Mammals). Therefore, collect 2 points x 6 pairs= 12 points.
42. Waterfall: At the end of the game, out of the 4 tracks available on the Waterfall of Life, the Player scores 3 points for each Track on which their Player Marker is in the lead. Ties are also accepted.
* In Solo mode, the opponent's marker is not placed on any other track but the Tree and Flower Tracks. For all other tracks, the Player can count their own Marker as the one in the lead.

INSECT CARDS

· All Insect Cards are based on the Player's individual Jungle.

1-2. Armed Spider: Select up to 2 Placement Bonuses on unoccupied Hexes, and apply those Bonuses in the preferred order. If there is only 1 unoccupied Placement Bonus Hex in the Jungle, only that 1 Bonus can be applied.
3. Assassin Bug: Take 1 Tree and 1 Aquatic Flower from the Supply and place them in your Jungle. Trees can only be placed on unoccupied Forest Hexes and Flowers can only be placed on unoccupied River Hexes. These placements do not affect the Tree/Flower Tracks on the Waterfall of Life.
4. Blushing Phantom: At the time of use, collect a Seed for each Class of Animal(Birds, Mammals, Herptiles) placed in the Jungle. Since there are only 3 Classes of Animals, the maximum number of Seeds that can be collected from this card is 3.
5-6. Bullet Ant: From the Token Vault, take 1 Resource Token, 4 in value. The acquired Resource Token is directly placed into the Discard Pile Boat.
7-8. Bumblebee: Immediately collect 1 Seed from the Supply.
9. Cramer's 88: For every 2 Trees in the Jungle, immediately collect 1 Seed. For example, if there are a total of 7 Trees in the Jungle, collect 3 Seeds.
10-11. Dung Beetle: Select 1 Resource Token from the Discard Pile Boat and place it back into the Play Area for play. If there are no Resource Tokens in the Discard Pile Boat at the time of use, this card has no effect.
12-13. Flannel Moth: Collect 2 Draw Bonuses.
14. Giant Centipede: Choose and collect 2 different Bonuses out of the 3 (Seed/Draw/Compost) in the order preferred.
15. Giant Stick Insect: Take 1 Tree from the Supply and place it on an unoccupied Forest Terrain Hex. This placement does not affect the Tree Track.
16. Harvest Spider: Choose a Small Animal from the Animal Refuge and place it on an unoccupied Hex matching its Terrain Condition. Unique Animals cannot be placed with this card.
17-18. Hercules Beetle: Collect 1 Compost Bonus.
19-20. Jewel Caterpillar: Perform a Compost Bonus, then from the Vault, take the same type of token but 1-value higher than the one just discarded and place it in the Discard Pile Boat. For example, if a Player composts a "2 Water Token", the Player collects a "3 Water Token" from the Vault and places it in the Discard Pile Boat. If a token, 4 in value, is composted, only perform the Compost Bonus as no higher valued tokens exist.
21-22. Leafcutter Ant: Collect 1 Resource Token, 3 in value, from the Token Vault. The acquired Token is directly placed into the Discard Pile Boat.
23-24. Leaf-footed Bug: The cost of 1 Animal purchased this turn is reduced by 2. This effect is lost if no Animals are placed before the turn ends.
25-27. Leaf Mimic Katydid: Take a Special Terrain Tile from the Supply and place it in the Jungle.
28. Lycorea Halia: For every 2 Flowers in the Jungle, immediately collect 1 Seed. For example, if there are 5 Flowers in the Jungle, collect 2 Seeds.
29-30. Monkey Grasshopper: Select 1 Toucan already placed in the Jungle and apply the effect again. This card is not to receive the same effects as when the Toucan was first placed but to reapply the Toucan's ability for when this card is used. As the Player is not actually placing a new Toucan in the Jungle, Placement Bonuses are not collected.
31-32. Morpho: Collect 1 Seed and 1 Draw Bonus.
33-34. Orchid Bee: Immediately collect 2 Seeds from the Supply.
35-36. Panacanthus: Reduces the cost of the "Place a Terrain Tile" Action this turn by 3. This effect is lost if the "Place a Terrain Tile" Action is not performed by the end of the turn.
37-38. Praying Mantis: Choose any number of Resource Tokens from the Play Area and discard them into the Discard Pile Boat. Afterwards, draw an equal number of new Resource Tokens from the Resource Bag.
39. Rainforest Bluewing: Take 1 Aquatic Flower from the Supply and place it on an unoccupied River Terrain Hex. This placement does not affect the Flower Track on the Waterfall of Life.
40. Tarantula: Choose 1 Large Animal from the Animal Refuge and place it on unoccupied Hexes matching its Terrain Condition. Unique Animals cannot be placed with this card.
41-42. Treehopper: Perform a Relocate Bonus. If there is a Placement Bonus in the Hex where an Animal is relocated with this card, receive the Placement Bonus unlike the existing "Relocate" Bonus. Players are unable to relocate to the same Hex simply for the purposes of regaining the same Placement Bonus. Note, the Toucan's effect cannot be re-applied through relocation.
43-44. Turquoise Cicada: Draw 1 token of choice from the Resource Bag. If there are no tokens left in the bag, apply the effect after proceeding with a Bag Reset.
45-46. Warty Leaf Beetle: Choose a Resource Token from the Resource Bag and Compost it. If there are no tokens left in the Bag at the time of use, this card has no effect.
47-48. Wasp: The Player collects 2 Seeds, and all other Players collect 1. Players who already hold 4 Seeds cannot collect any more from this effect.
* In Solo mode, only the Player collects 2 Seeds and the opponent collects none.