➔ Action Ⓓ

Take the card you assigned to the letter D and add it face up to the discard pile. Then, move the purple marker corresponding to the animal type on your card one space higher on the animal track. You (and only you!) immediately score 1 victory point for each animal of that type that you possess. Large animal tiles are worth 2 points.



Example: *Lena plays a card showing a Dodo. She moves the purple marker on the Dodo track one space higher. Since she has the large Dodo tile as well as one small Dodo tile, she scores a total of 3 victory points. All other players with Dodo tiles score nothing.*

Notes:

- *Depending on the cards in your cardholder, it is possible that you could also move markers in action phases B or C, or even move the markers more than once. Each time you move a marker, score points as outlined above.*
- *Once a purple marker has been moved to the topmost space of the track (the 5 space), you can no longer move it when carrying out this action. However, you do continue to score points as normal.*

GAME END

During the game, you move the purple markers higher and higher up the animal track. The values of the areas that the markers are in (0-5) not only determine the animal tile scoring multipliers used at the end of the game (see below), but also determine the end of the game itself. At the end of each round, add together the values of the areas of the five purple animal markers. If the sum is at least 7 (2 players), 9 (3 players), or 11 (4 players), then the game is over.



Final Scoring

In addition to the victory points scored during the game, each player now receives additional points as follows:

- 10 victory points for each complete set of 5 different animal tiles (remember: the large animal tiles count as 2).
- For each animal tile the player possesses, the player scores victory points equal to the scoring multiplier (i.e. the value of the area occupied by that animal's purple marker).
- 1 victory point for every 2 remaining resources.

The player with the most victory points is the winner. In the case of a tie, the winner is the tied player with more resources left over. If there is still a tie, there are multiple winners.

Example: *At the end of the game, Karen has the animal tiles and resources shown here. She receives an additional 57 victory points:*

- *For her 2 complete sets of 5 animal types:* ***20 VP***
- *For her animal tiles (2 x 3 + 2 x 2 + 3 x 4 + 2 x 2 + 2 x 5 points:* ***36 VP***
- *For her 3 remaining resources:* ***1 VP***





Action Ⓓ

Discard the card assigned to Ⓓ and move the purple marker that corresponds to the animal on the card one space higher; score 1 VP for each animal of that type that you own

Note! *The values of the areas the purple markers are in have no effect on scoring during the game. You only score 1 VP per animal, no matter what area the purple marker lands in*

GAME END

The game ends when, at the end of a round, the total value of the areas that the 5 purple markers are in is at least

- **7** (2 players)
- **9** (3 players)
- **11** (4 players)

Final Scoring

Players now score:

- **10 VP per complete set of animals**
- **? VP per animal**
- **1 VP per 2 resources**

The player with the most victory points wins



The Summary Sheet

... shows a summary of actions A to D on the upper left, and a summary of final scoring on the bottom right. It also provides a detailed explanation of each of the special card functions.
All symbols, landscape spaces, resource colors, or animals indicated on the summary sheet are only examples of the types of special functions; the cards themselves show all of the possibilities. The iconography is always the same; in most cases, players can claim an additional resource from the general supply, or gain victory points or the right to move a purple marker, etc.

The Special Functions

.... typically either modify the standard game rules or improve the strength of an action. As soon as a special function is covered by another card, its effect is lost, with two exceptions: If you received a new explorer from the general supply, then you keep the explorer even after the corresponding card is covered. Similarly, the effect of the card that gives you an additional card slot is not lost once that card's special function is covered.

You are allowed to combine the effects of multiple special function cards. The basic rule is that you *may* use these effects, but you are not forced to.

Example: *Peter has these three cards showing in his cardholder. During action C, if he chooses to place an explorer on a green landscape space with a rope, he scores 3 + 3 = 6 victory points while also receiving a resource of his choice from the general supply.*



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Do you have comments, critiques, or questions about this game? Write us:

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INTRODUCTION

Explore the mysterious island of La Isla, and hunt for long-thought-extinct animals: the gentle Dodo, the vigilant Giant Fossa, the elusive Golden Toad, the dexterous Sardinian Pika and the graceful Owlet Moth.
Place your explorers onto various island spaces, encircling as many of the valuable animals as possible. Play your cards to perform special functions, receive key resources, and score victory points for animals you've collected. If you play your cards right, you can get the upper hand!

The player with the most victory points at the end of the game is the winner.

Use your explorers to find as many animals as possible

The cards have 3 different functions to help in your quest

The player with the most victory points is the winner

GAME COMPONENTS



If you are reading these rules for the first time, ignore the text along the right hand side of each page. These rules serve as a summary to help you quickly familiarize yourself with the game.

GAME SETUP

When playing the game for the first time, carefully remove all cardboard pieces from their frames. Fold and fasten the cardholders so that the game summaries A-D are visible at the bottom of their front sides (see the figure on page 1).

***Important!** There is one extra tile for each type of animal (i.e. 5 extra small animal tiles). These are not needed during the game, and are included as replacements only!*

Build **the island** in the middle of the table. Add the 10 "teeth" pieces in random order to the central connector, so that a ten-sided island, La Isla, results.

Note: There are more than a hundred thousand options for what La Isla might look like!

Take **7 of each small animal tile** and randomly distribute them onto the 35 dark green jungle regions of the island. The numbers 2, 3, and 4 printed on the regions should remain visible *(see figure)*.

Place **the game board** (with the victory point track and the five animal tracks) next to the island.

Place **1 purple marker** onto the starting space at the bottom of each animal track.

Give each player:

- **1 cardholder** in the color of their choice, placed in front of them.
- **6 explorers** in the same color. Place one of them onto the 0/50 space of the victory point track, and the remaining 5 below the letter C on the player's cardholder.
  Place the remaining explorers (2 per color) in a *general* supply pile next to the island. *They will only enter the game via the corresponding cards.*
- **5 resources** (one per color) also placed below the letter C on the player's cardholder.
- **1 large animal tile** (randomly distributed), placed next to the player's cardholder *(easily visible by all)*.

With fewer than 4 players, return the unused game components (large animal tiles, cardholders, and explorers) to the game box.

Place **the remaining resources** next to the island as a general supply.

Sort **the 180 cards** by value: There are 120 1-value cards and 60 2-value cards *(numbers are located in the lower middle of each card)*. New players should play with the 1-value cards only, returning the 2-value cards to the game box. (After you have played the game a few times, use all 180 cards to make the game more interesting.)

Shuffle **all 120 (or 180) cards** and place them *face down* in multiple draw piles next to the island.

Give the oldest player **the starting player card**.





Build the island in the middle of the table. Place the 35 animal tiles (7 of each color) onto the island

Give each player:

- **1 cardholder**
- **6 explorers (placing 1 on the 0/50 space as a victory point marker)**
- **5 resources (one of each color)**
- **1 large animal tile**

Place the remaining explorers and resources in general supply piles next to the island

Shuffle, and place all 120 (or 180) cards face down in multiple draw piles

The oldest player begins

GAMEPLAY

The game is played in multiple rounds. Each round consists of a card phase followed by four action phases (A, B, C, and D).
At the end of a round, give the starting player card to the next player in clockwise order, and play a new round (starting with the card phase, followed by action phases A-D), etc., until the game is over.

Card Phase

In the card phase, all players draw **3 cards** from the face down draw piles of their choice, and add the cards to their hands.
Each card has three possible uses:

- Perform a special action (top)
- Receive resource (bottom left)
- Move marker ahead (bottom right)



Place these cards *face down* below your cardholder, such that *exactly one* card is assigned to each of the letters A, B, and D. This identifies which card you will later use to perform a special function (the card under the A), which you will use to receive a new resource (the card under the B), and which you will use to advance a marker (the card under the D).
Once all players have assigned their cards, the action phases begin.

Action Phases › Ⓐ › Ⓑ › Ⓒ › Ⓓ

Players first carry out action A. When all players have finished action A, they continue to action B, followed by action C, and finally action D. Action phases A, B, and D can be carried out by all players *simultaneously*, but action phase C *must be played in clockwise order*, beginning with the current starting player.

➔ Action Ⓐ

Take the card you assigned to the letter A and add it *face up* to your cardholder, leaving only the top half of the card (i.e. its special function) visible. From this point on, you may continue to use this special function, even in subsequent rounds.
As long as you still have a free slot in your cardholder (i.e. during the first three rounds), you may fill an empty space with the card that you chose. Starting in the fourth round, you must choose a card in your cardholder to *cover up*, taking away your ability to use the covered-up card's function. Note: You may cover up cards in the same slot multiple times.

***Note!** You are never allowed to have the <u>identical</u> special function visible in more than one slot on your cardholder. *Similar* functions, however, *are* allowed, and are often very useful.*





<u>GAMEPLAY</u>

Each round consists of a card phase, followed by action phases A, B, C, and D

<u>Card phase:</u>
Each player draws 3 cards, and assigns them to the letters A, B, and D of their cardholders

Ⓐ This card grants a special function

Ⓑ This card yields one resource

Ⓓ This card moves the corresponding animal marker

All players carry out action A first, then B, etc.

Action C must be played in clockwise order

Action Ⓐ:
Add the card assigned to A to your cardholder

Its special function may now be used

More details about the special functions on the cards may be found on the accompanying summary sheet as well as on the last page of these rules.

➔ Action Ⓑ

Take the card you assigned to the letter B and add it face up to a discard pile next to the draw piles. Then, take a resource from the general supply that matches the one indicated on the card, and add it to your own personal supply.



The player receives a grey resource

***Note:** The general supply of resources is not intended to be limited. Should it run out, use something else temporarily as a resource.*

➔ Action Ⓒ *(Main Action)*

In clockwise order starting with the current starting player, place one of your explorers onto the island. Take an explorer from your *personal* supply to start; once your supply is exhausted (i.e. after the fifth round), choose one of your already-placed explorers and move it elsewhere on the island.
Place explorers onto the middle of the colored *landscape* spaces, such that the space's symbols (tent, hat, rope, bottle, and backpack) remain visible.
Placing an explorer costs *two* resources of the *same* color as the space you are placing the explorer onto.



***Example**: Anna places her explorer onto a desert space. She returns two yellow resources to the general supply.*

***Note:** If you can't or don't want to place an explorer, you may instead take one resource, of your choice, from the general supply.*

Animal Tiles



Once you have placed explorers onto *all* of the landscape spaces that surround a jungle region, you receive the animal tile from that space, *as well as* victory points. First, place the animal tile next to your cardholder so that it is easily visible.
Then, score the number of victory points indicated by the jungle region (2, 3, or 4) by moving your victory point marker forward the corresponding number of spaces on the victory point track.
It is possible to claim more than one animal tile at the same time by surrounding more than one jungle region when placing a single explorer.

***Example**: Paul places his explorer onto the grey mountain space. This lets him claim two animal tiles, the Owlet Moth and the Sardinian Pika, since he has surrounded two jungle regions with four explorers. He places the two animal tiles next to his cardholder and scores a total of 5 (2+3) victory points.*

Notes:

- *Explorers of different colors may be on the same space, but <u>never</u> more than one explorer of the same color.*
- *The number of victory points awarded for surrounding a region and claiming an animal tile always equals the number of explorers needed to accomplish this.*
- *f you surround an empty jungle space (i.e. the animal tile has already been claimed), you receive nothing.*

Action Ⓑ:
Discard the card assigned to Ⓑ and take the corresponding resource from the supply

Action Ⓒ:
***In turn order,* place one explorer onto a landscape space**

Pay with 2 resources of the same color:

Desert space

Grassland space

Mountain space

Steppe space

Swamp space

If you can't or don't want to place an explorer, take a resource instead

As soon as you have completely surrounded a jungle region with explorers, claim the corresponding animal tile and receive victory points

