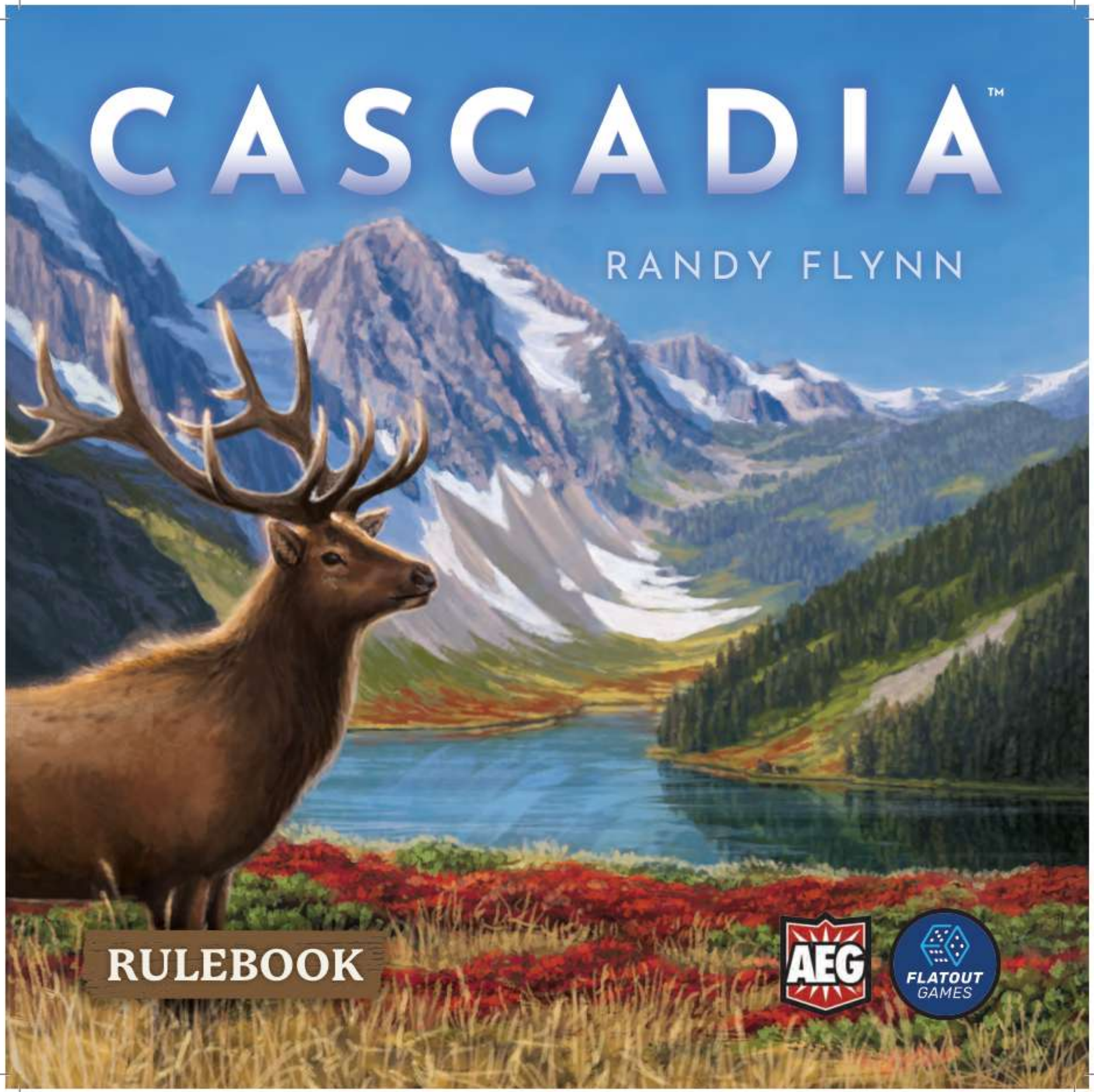
CASCADIA™

RANDY FLYNN



RULEBOOK

AEG

FLATOUT GAMES

CASCADIA™

A puzzly tile-laying and token-drafting game featuring the habitats & wildlife of the Pacific Northwest. Designed by Randy Flynn, for 1-4 players, ages 10+.



About the Region

The Pacific Northwest, also referred to as Cascadia (kas-KAE-Dee-uh), is a geographic region in western North America bounded by the Pacific Ocean to the west and (loosely) by the Rocky Mountains to the east. Though no official boundary exists, the most common conception includes the Canadian province of British Columbia and Yukon Territory as well as the U.S. states of Idaho, Oregon, and Washington.

About the Game

In Cascadia™, players compete to create the most diverse Pacific Northwest environment as they draft **Habitat Tiles** and **Wildlife Tokens** to construct a beautiful landscape mosaic. Each game of Cascadia™ features unique combinations of scoring objectives linked to each of the five wildlife species. While arranging wildlife into point scoring patterns, players will also be competing to create the largest contiguous habitat corridors. As players build out their environments they must pay careful attention to the habitats they create and the wildlife they populate, with the goal of creating the most harmonious ecosystem in Cascadia™.

About the Team

Most of our team members call Cascadia home! We are avid adventurers and have spent time hiking, cycling, paddling, and exploring in this great region! We were inspired by the great beauty of the habitats and the wildlife of this wonderful area and are excited to share this game, along with some facts about the region, with you and your family and friends! We hope it will inspire you to explore wild places wherever you may be, or consider paying Cascadia a visit!

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COMPONENTS

Your game of Cascadia should include the following.
If it doesn't, please go to https://alderac.com/customer-service



85 Habitat Tiles including **25 Keystone Tiles**
(Mountains, Forests, Prairies, Wetlands, Rivers)



5 Starter Habitat Tiles



100 Wildlife Tokens
(20 Bear, 20 Elk, 20 Salmon, 20 Hawk, 20 Fox)



21 Wildlife Scoring Cards
(4 Bear, 4 Elk, 4 Salmon, 4 Hawk, 4 Fox, 1 Family/Intermediate)



25 Nature Tokens
(Cones from the mighty Douglas Fir)



1 Cloth Bag
(For **Wildlife Tokens***)*



1 Scorepad

SETUP

1. Place all **Wildlife Tokens** in the **Cloth Bag** and shuffle/shake them well.

2. Using the chart below, determine how many **Habitat Tiles** you need, based on the number of players. Randomly select these tiles. Do not look at the tiles you include or exclude. For *solo mode setup, please see page 10.*

   2 players: 43 (or remove 42)
   3 players: 63 (or remove 22)
   4 players: 83 (or remove 2)
   (Note: This is 20 per player, plus 3)

   Shuffle these tiles and stack them face down (any number of stacks) within easy reach of all players. Place any excluded **Habitat Tiles** back into the box, they will not be used this game.

3. Randomly select 1 **Wildlife Scoring Card** for each of the five wildlife, then place those five cards in the center of the play area within easy view of all players. Put the other **Wildlife Scoring Cards** back in the box. (For your first game we recommend using the **Wildlife Scoring Cards** shown - these are the cards with 'A' in the bottom right corner).

4. Randomly distribute one **Starter Habitat Tile** to each player, placing it face-up in front of them. Place the others back into the box, they will not be used this game.

5. Reveal 4 **Habitat Tiles** from the face-down stacks and place them face-up in the center of the play area within easy reach of all players.

6. Draw 4 **Wildlife Tokens** from the **Cloth Bag** and pair them, in order, with each of the 4 **Habitat Tiles** to form 4 combinations of 1 tile and 1 token.

7. Place the **Nature Tokens** within easy reach of all players.

8. The player who most recently saw one of the wildlife in the game will be the first player. *(Or you may select the first player randomly).*



GAMEPLAY OVERVIEW

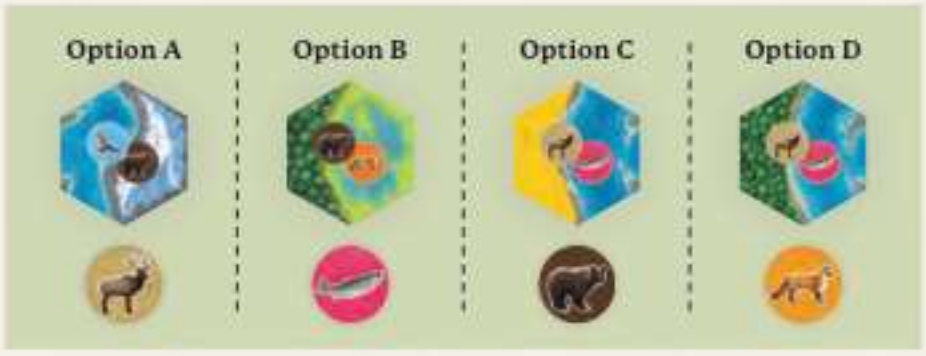
Beginning with the starting player and proceeding clockwise around the table, players will take turns drafting **Habitat Tiles** and **Wildlife Tokens** and adding them into their expanding environment, until the end of the game.

On each turn, a player will select a **Habitat Tile** and **Wildlife Token** combination and play them into their environment. *(Note: An environment is the full arrangement of tiles and tokens in front of each player that includes their **Starter Habitat Tile**).* At the end of each player's turn, both the **Habitat Tile** and **Wildlife Token** selected will be replaced with new ones from the **Habitat Tile** stacks and **Cloth Bag**, respectively.

The game ends when there are no more **Habitat Tiles** available to replace one selected by a player. *(Note: each player will play exactly 20 turns).* Then the game will proceed to final scoring and the player with the most points will be the winner!

TURN SUMMARY

1 Select a Habitat Tile and Wildlife Token



At the beginning of each turn there will be four **Habitat Tiles** and four **Wildlife Tokens** in the center of the play area. The **Habitat Tiles** and **Wildlife Tokens** will be arranged in four distinct combinations, each with one **Habitat Tile** and one **Wildlife Token**—providing four choices.

Before you make a selection, check to see if any of the wildlife are overpopulated:

If all 4 of the available **Wildlife Tokens** are the same, they are automatically wiped.



Take all 4 tokens and place them aside. Then, one-at-a-time, draw 4 new tokens from the **Cloth Bag** and pair each one, in order, with a **Habitat Tile**. *(Note: this could happen multiple times on any given player's turn).*

If 3 of the available **Wildlife Tokens** are the same, then the active player may choose to wipe these tokens.



Take only those 3 tokens and place them aside. Then, one-at-a-time, draw 3 new tokens from the **Cloth Bag** and pair each one, in order, with a **Habitat Tile**. *(Note: You may only do this once per turn).*

Once all overpopulations have been resolved, place any wiped tokens back into the **Cloth Bag**.

You will now select one **Habitat Tile** + **Wildlife Token** combination. Typically, you must take an existing combination. However, before you do, you may optionally spend a **Nature Token** to do one of the following:

1. Take ANY one of the four **Habitat Tiles** and ANY one of the four **Wildlife Tokens**.

2. Wipe ANY number of **Wildlife Tokens** and replace them. *(See overpopulation rules on this page for replacement process).*

The spent **Nature Token** is placed back into the supply. There is no limit to the number of **Nature Tokens** you may spend on your turn. If you do not have any remaining **Nature Tokens**, you must take an existing combination.

2 Place the Tile and Token into Your Environment



Once you have selected your **Habitat Tile** and **Wildlife Token**, you will place them into your environment in any order.

The **Habitat Tile** must be placed into your environment according to the following placement rules:



A. The **Habitat Tile** must be placed adjacent to any **Habitat Tile** already in your environment, that is, the **Habitat Tile** must touch at least one side of another previously placed tile, or the **Starter Habitat Tile**.

B. The **Habitat Tile** may not be placed on top of another **Habitat Tile** nor can any other **Habitat Tile** be moved.

(Note: Matching terrain is not a placement rule but may gain you points during end game scoring).

The **Wildlife Token** may be placed onto a single **Habitat Tile** according to the following placement rules:



There are 2 possible **Habitat Tiles** *where this fox could be placed*

A. The **Habitat Tile** must not already have a **Wildlife Token** on it.
(Note: this means you will only ever have, at most, one ***Wildlife Token*** *per* ***Habitat Tile****).*

B. The **Habitat Tile** must show the matching wildlife *(tiles display 1-3 options on them).*

If you cannot legally place the **Wildlife Token** because no open **Habitat Tile** can support that wildlife, or if you choose not to place the **Wildlife Token**, return the token to the **Cloth Bag**.

You may place the **Wildlife Token** onto the **Habitat Tile** you just selected on your current turn, or you may place it onto any other available **Habitat Tile**.

If you place your **Wildlife Token** onto a **Keystone Tile**, take a **Nature Token**. *(See Tile Overview on page 8).*

After you have placed the tile and token you selected, replace each one in the center of the play area. The **Habitat Tile** is replaced from the top of any face-down stack. The **Wildlife Token** is replaced by randomly selecting one from the **Cloth Bag**.

Note: when replacing tiles and tokens in the play area, do not move the existing tiles and tokens. Simply refill the empty spots.

Your turn is now complete. Play passes clockwise to the next player.

Tile Overview

Each **Habitat Tile** has one or two types of terrain and one, two, or three options for **Wildlife Tokens**.



This tile has wetlands and rivers. You can place a salmon, bear or hawk on this tile.



This tile has mountains and prairies. You can place a bear or fox on this tile.



This tile is a **Keystone Tile** . Whenever you place the matching **Wildlife Token** onto a **Keystone Tile**, you gain a **Nature Token**.

On your turn, before you select a tile and token, you may spend a **Nature Token** to do one of the following:

1. Take ANY one of the four **Habitat Tiles** and ANY one of the four **Wildlife Tokens**.

2. Wipe any number of **Wildlife Tokens** and replace them. *(See overpopulation rules p.6 for replacement process).*

There is no limit to the number of **Nature Tokens** you may spend on your turn.

At the end of the game, any **Nature Tokens** you still have are worth 1 point.

END GAME & SCORING

If, at the end of any player's turn, there are no face-down **Habitat Tiles** left in the stacks to replace the one taken, the game ends immediately and scores are tallied. *(Note: each player will play exactly 20 turns).*

Record scores on the **Scorepad** for the following:

1. Wildlife Scoring Cards
2. Habitat Tile Corridors
3. Habitat Tile Corridor Majorities
4. Nature Tokens

1. Wildlife Scoring Cards

For each player, score each Wildlife based on the **Wildlife Scoring Cards** used in the game. *(See **Wildlife Scoring Card** details on page 11).*

2. Habitat Tile Corridors

For each player, score 1 point per **Habitat Tile** in their largest contiguous habitat corridor *(group of a connected habitat type)* in each of the 5 habitats *(Mountains, Forests, Prairies, Wetlands, Rivers).*

Tiles are included in a contiguous habitat corridor if they share at least one matching edge of the six edges of the tile.

*(Record these points in the top left section of the corresponding box on the **Scorepad** for the habitat and player in question).*

Example:
If you had a group of 3 Forests and a group of 4 Forests, you would gain 4 points because 4 is your largest Forest group.

3. Habitat Tile Corridor Majorities

According to player count, score bonus points for having the LARGEST contiguous habitat corridor for each of the 5 habitat types. *(Use the numbers recorded on the **Scorepad** from step 2 to determine who gains bonus points. Record bonus points in the bottom right corner of the corresponding box for the habitat type and player in question).*

Solo game: 2 point bonus for each habitat type with a group size of 7 or more.

2-player game: 2 point bonus to the player with the largest habitat corridor in each of the habitat types. If tied, 1 bonus point each. No bonus points for second largest.

3/4-player game: 3 point bonus to the player with the largest habitat corridor in each of the habitat types. 1 point bonus for the second largest. If two players tie for largest, 2 points each, no points for next largest. If three or four players tie for largest, 1 point each, no points for next largest. Any ties for second largest, 0 points each.

4. Nature Tokens

For each player, score 1 point for each unused **Nature Token**.

Finally, tally all points and the player with the most points wins! In the case of a tie, the player with the most **Nature Tokens** wins. If still tied, they share the victory.





Jade's environment

Scoring Jade's Environment

Two pairs of bears for **11 points**

A line of two elk and line of three elk for (5+9) **14 points**

Run of 4 salmon for **12 points**

Four hawks for **11 points**

Three foxes for (3+5+3) **11 points**

Six connected mountains for **6 points** which was tied with Ash, so a bonus **2 points**

Four connected forests for **4 points** which was a three-way tie, so a bonus **1 point**

Seven connected prairies for **7 points** which was less than Ash, so a bonus **1 point**

Eight connected wetlands for **8 points** which was more than Lee or Ash, so a bonus **3 points**

Five connected rivers for **5 points** which was the least, so no bonus points

Two unused Nature Tokens for **2 points**



	Jade	Lee	Ash	
	11	19	4	
	14	7	11	
	12	20	16	
	11	8	14	
	11	13	10	
W	59	67	55	
	6 (2)	5 (-)	6 (2)	
	4 (1)	4 (1)	4 (1)	
	7 (1)	3 (-)	8 (3)	
	8 (3)	7 (1)	6 (-)	
	5 (-)	7 (2)	7 (2)	
H	37	30	39	
	2	0	1	
	98	97	95	

SOLO MODE

Setup: Follow the setup for a 2-player game with the following exceptions: only give yourself a **Starter Habitat Tile** and place the stacks of **Habitat Tiles** to the left side of the play area.

Turn Summary: Follow a turn as usual, but before you replace the **Habitat Tile** and **Wildlife Token** in the display, discard the tile and token furthest from the draw stacks, then slide the remaining two tiles and two tokens away from the draw stacks. The discarded tile and token are removed from the game. Then, draw two new **Habitat Tiles** and two new **Wildlife Tokens** and place them in the display as usual.

Turn Example:
On your turn you spend a **Nature Token** so you can take the **Keystone Tile** and the matching Elk **Wildlife Token**.



After you have placed the tile and token into your environment, discard the tile and token furthest from the draw stacks *(The Mountains-Wetlands tile and the Bear token are removed from the game).*



Slide the remaining two **Habitat Tiles** and two **Wildlife Tokens** away from the stacks, creating two pairs (if not already paired). Then refill the empty spaces in the display as usual.



End Game & Scoring: The game ends the same way as a multi-player game *(Note: you will play exactly 20 turns)*. Go through End Game & Scoring on pages 8-9. For single games, use this chart and compare your score. *For the full Cascadia Solo Mode experience, try the Scenarios on page 13.*

60+	A good start!
70+	You're getting it!
80+	Very Good!
90+	Excellent!
100+	Elite!
110+	Ascended!!

VARIANTS

FAMILY VARIANT

Setup: The Family Variant setup is the same as the standard game except, for step 3, use ONLY the Family Variant **Wildlife Scoring Card.**

Turn Summary: No changes (see Turn Summary on pages 6-7).

End Game & Scoring: Follow scoring on pages 8-9 but you may choose to skip step 3 depending on if you want majority scoring. The highest score wins!



Family Variant Scoring Card

Score points shown for each group of the same wildlife, depending on group size. Groups may be in any shape.

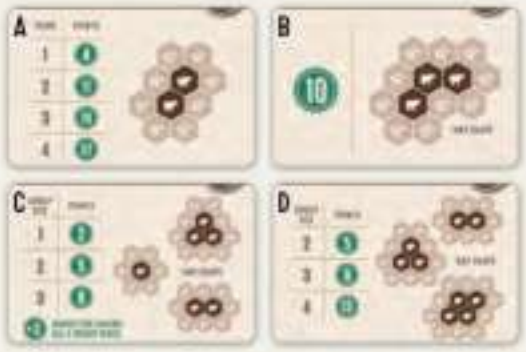


Example above is a group of three Salmon, a group of two Foxes, a group of two Elk, two single Bears, and three single Hawks.

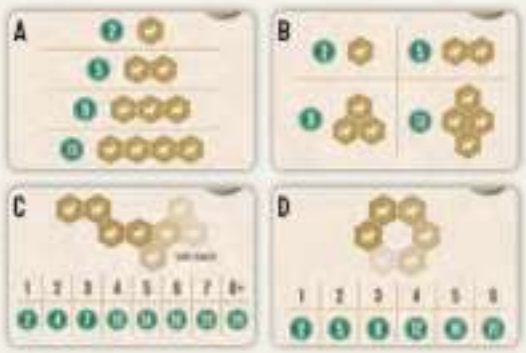
INTERMEDIATE VARIANT

The Intermediate Variant plays the same as the Family Variant but use the Intermediate Variant **Wildlife Scoring Card** which has different scoring for different sized groups.

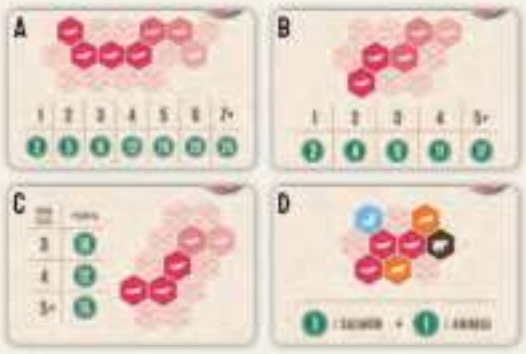
WILDLIFE SCORING CARDS



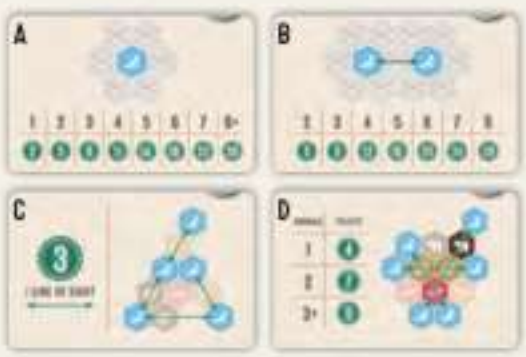
BEARS score for creating groups of bears of various sizes. In each case, bear groups may be in any shape or orientation, but two groups may not be placed next to one another. Each group must contain the exact number of bears shown on the scoring card, in order to score. **Card clarifications: (A)** Score an increasing number of points, based on the total number of pairs of bears. **(B)** Score 10 points for each group of exactly three bears. **(C)** Score for each group of bears 1-3 in size, and awards a bonus of 3 points for having one of each of the 3 group sizes. **(D)** Score for each group of bears 2-4 in size.



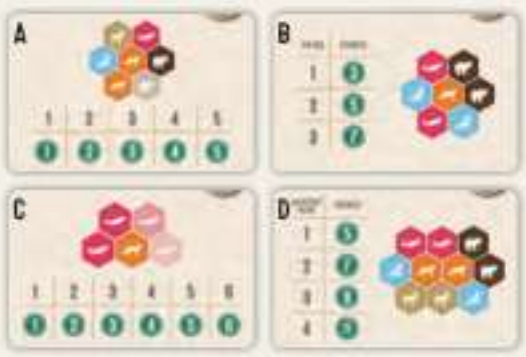
ELK score for creating groups of elk. Most elk cards require the groups to be in the exact shape/formation pictured on the card. Unlike bears, elk groups may be placed next to one another, but each elk may only score once, for a single group/formation. When scoring elk groups that are connected, always score the groups based on the interpretation that would result in the largest number of points. **Card clarifications: (A)** Score for groups in straight lines. Straight lines, as pictured, must be connected from flat side to flat side of the hexagons, in any orientation. **(B)** Score for groups in the exact shapes shown, in any orientation.
(C) Score for each contiguous group of elk, an increasing number of points, based on size. These groups may be of any shape or size. **(D)** Groups must be in a circular formation, as pictured.



SALMON score for creating runs of salmon. A run is defined as a group of adjacent salmon, where each salmon is adjacent to no more than two other salmon. (Note: This means that a group of 3 salmon in a triangle shape may count as a run, but no other salmon may be attached to this run). Each run of salmon may not have any other salmon adjacent to it. **Card clarifications: (A)** Score for each run, based on size, up to a maximum size of 7. **(B)** Score for each run, based on size, up to a maximum size of 5. **(C)** Score for each run, based on size, between 3 and 5. **(D)** Score for each run of salmon, one point for each salmon in the run, plus one point for each adjacent animal token *(type of animal does not matter)*.



HAWKS score for spreading out over the landscape. Hawks can score for either each hawk, each pair of hawks, or for lines of sight between hawks. A line of sight is a straight line from flat side to flat side of the hexagons, as pictured. A line of sight is only interrupted by the presence of another hawk *(therefore, line of sight may not cross from one hawk to another, through a hawk)*. **Card clarifications: (A)** Score an increasing number of points for each hawk that is not adjacent to any other hawk. **(B)** Score an increasing number of points for each hawk that is not adjacent to any other hawk, and also has a direct line of sight to another hawk. **(C)** Score 3 points for each line of sight between two hawks. *(Note: multiple lines of sight may involve the same hawk)*. **(D)** Score for each pair of hawks, an increasing number of points based on the number of unique animal types between them *(not including other hawks)*. Each hawk may only be part of one pair.



FOXES score for adjacencies to other animals. Foxes score either individually or in pairs, and each fox or fox pair is independently scored, with an increasing number of points, depending on whether conditions are met in any of the adjacent habitat spaces *(6 in the case of a single fox, 8 in the case of a fox pair in Card D)*. **Card clarifications: (A)** Score for each fox, an increasing number of points based on the number of unique animal types *(including other foxes)* directly adjacent to it. **(B)** Score for each fox, an increasing number of points based on the number of unique animal pairs *(not including other fox pairs)* directly adjacent to it. As pictured, pairs of other animals do not need to be adjacent to each other. **(C)** Score for each fox, an increasing number of points based on the number of similar animals *(not including other foxes)* directly adjacent to it. Only score the most abundant adjacent animal type. **(D)** Score for each fox pair, an increasing number of points based on the number of unique animal pairs *(not including other fox pairs)* directly adjacent to it. As pictured, pairs of other animals do not need to be adjacent to each other.

CASCADIA ACHIEVEMENTS

Study the Cascadian habitats and wildlife to gain Achievements as you hike your way through the landscape to become a Cascadian biologist! Cascadia Achievements can be earned and tracked as you play multi-player & solo games. Below is the Achievements hiking chart where up to 5 players can keep track of their overall progress. You may begin gaining Achievements at any time. To do so, write your name below any of the colored hiking tracks. Each time you play, choose one of the three Achievement modes: Scenarios (page 13), Normal Game (page 14), or Rule Restrictions (page 14) and follow the instructions. From now on, whenever you gain an Achievement (●●▶◆■) from any of the Achievement modes, fill in your shape under the appropriate mode and then come back to this page and fill in the next shape on your hike from left to right. Can you become a Cascadian biologist?



Key

- # Score at least # total points
- # 不 Fully score Wildlife # of times
- # # Score at least # points per any # Habitats
- # Score at least # points in each Wildlife shown
- # Score at least # points per Habitat shown
- W # Score # total points in (W)ildlife or (H)abitat
- # Play at least # of each Wildlife shown
- Wildlife types cannot be placed next to one another
- Habitat types cannot be placed next to one another
- Wildlife type cannot be placed on Habitat type
- 1st Wildlife type must be adjacent to 2nd Wildlife type
- # # Score at least # points per any # Wildlife

ACHIEVEMENTS (Scenarios)

Scenarios can be played in multi-player or solo mode. Each of the scenarios will show you which **Wildlife Scoring Cards** to use and 1-4 objectives that must all be completed to pass the scenario. When playing solo, we suggest starting with scenario 1 and working your way up to 15 as they get progressively more difficult. You may only fill in your Achievement shape when you pass the scenario. When playing multi-player, choose any scenario. All players who successfully pass the scenario may fill in their Achievement shape. Whenever you fill in a shape, fill in the next shape on your trail on the Achievement hiking map (page 12).

























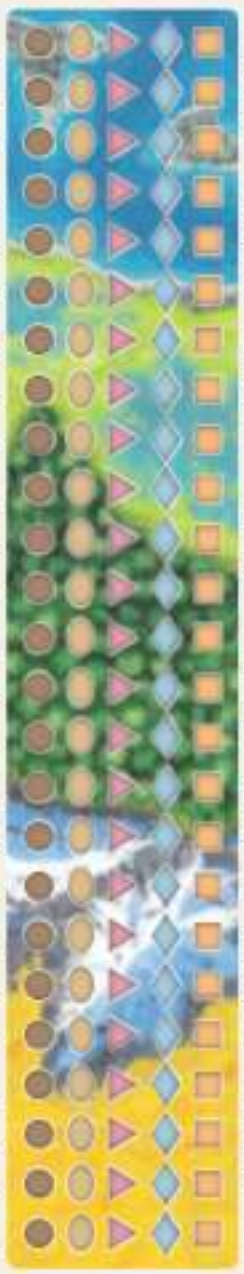






ACHIEVEMENTS (Normal Game)

Set up and play a multi-player game of Cascadia using the normal rules. The winner of the game will fill in a maximum of one Achievement shape in their column if an Achievement was earned. Whenever you fill in a shape, fill in the next shape on your trail on the Achievement hiking map (page 12).



1. Score 80+ Points
2. Score 85+ Points
3. Score 90+ Points
4. Score 95+ Points
5. Score 100+ Points
6. Score 105+ Points
7. Score 110+ Points
8. Have no Nature Tokens Left
9. Have no Bears
10. Have no Elk
11. Have no Salmon
12. Have no Hawks
13. Have no Foxes
14. Have more than 10 of a single Wildlife
15. Win Majority for 3 Habitats
16. Score 5+ Points for all Habitats
17. Score 12+ Points for a single Habitat
18. Score 15+ Points from a single Habitat
19. Score 10+ Points for each Wildlife
20. Score 20+ Points for two Wildlife
21. Score 30+ Points for a single Wildlife
22. End the game with 5+ Nature Tokens
23. End the game with 10+ Nature Tokens
24. Have no completed Keystone Habitats
25. Only have 3 types of Wildlife

ACHIEVEMENTS (Rule Restrictions)

Set up and play a multi-player game of Cascadia following the normal rules with one rule restriction from the list to the right. The winner of the game will fill in their Achievement shape under the rule restriction that was used. Whenever you fill in a shape, fill in the next shape on your trail on the Achievement hiking map (page 12).

1. At least one Habitat must match when placing tiles.



2. No matching Habitats may touch when placing tiles. *(Note: ignore Habitat scoring this game).*



3. Habitat Scoring change: All Habitat corridors of exactly three count for 3 points each.



4. Habitat Scoring change: Habitat corridors must be 5+ in size to score.



5. Play with a display of only three pairs of tiles/ tokens.



6. Play with two sets of Wildlife Scoring Cards - players each choose which of the two they wish to score.



7. Do not use Starter Habitat Tiles. Instead, each player's environment starts with two random Habitat Tiles.



8. Two Nature Tokens are required to take a Nature Token Action.



9. You may not place the Wildlife Token on the Habitat Tile you just placed.



10. Play with revealing scoring cards - each player starts the game with one of the five Wildlife Scoring Cards in their hand (secret), and any remaining are public on the table. When you play a nature token, reveal your scoring card by placing it face-up on the table.





GRIZZLY BEAR

The Grizzly Bear *(Ursus arctos horribilis)* is the largest of the North American bear species and can tower 8 ft tall when standing on their hind legs. About 75% of a Grizzly's diet is typically berries, fruits, and nuts, however, they are opportunistic omnivores, meaning they will eat a variety of plants and animals. Grizzly populations have been massively impacted by human settlement of their territories. Although conservation efforts have been successful at stabilizing populations in some areas, the number of Grizzlies now is less than 5% of the number that used to roam the land.



ROOSEVELT ELK

The Roosevelt Elk *(Cervus canadensis roosevelti)* is the largest species of elk in the region - they can grow to be 10 ft long and around 6 ft tall, and weigh over 1,000 lbs! The Roosevelt Elk was named after president Theodore Roosevelt, who established the Mount Olympus National Monument (now Olympic National Park) in 1909, in order to protect the animals and their habitat.



CHINOOK SALMON

The Chinook Salmon *(Oncorhynchus tshawytscha)* is the largest of the Pacific Salmon species found in Cascadia. Chinook Salmon have an incredibly large range and can be found throughout the Pacific Northwest, all the way down the coast of California and as far west as Asia, across the Pacific Ocean. Many salmon populations are threatened by human settlement, especially by dams and development in and near waterways, as well as overfishing.



RED-TAILED HAWK

The Red-Tailed Hawk *(Buteo jamaicensis)* is one of North America's most common bird species. It can be found throughout Cascadia, as well as throughout the continent. Its wingspan is about 50 inches. Red-tailed Hawks are 'raptors', or birds of prey, and they attack with a slow dive with their legs outstretched, which is different from a falcon, which swoops towards its prey.



RED FOX

The Red Fox *(Vulpes vulpes)* is one of the most widespread mammals in the entire northern hemisphere. The Cascade Red Fox is a subspecies of red fox that is found in the prairies and subalpine areas at the foot of the Cascade Mountains. Red foxes are clever hunters that will eat just about anything - from small rodents to birds, eggs, and even insects.

RIVERS

The Columbia is one of the largest, and perhaps most well-known rivers in all of Cascadia! It winds its way from headwaters in the Rocky Mountains of British Columbia all the way to meet the Pacific Ocean near Astoria, Oregon. The river is over 1,000 miles long and its basin is home to many species of salmon, including the Chinook, Coho, Sockeye, and Steelhead.

WETLANDS

Wetlands are often referred to as 'Nature's Kidneys' because they are so effective at cleaning aquatic ecosystems by pulling nutrients like phosphorus out of water. Wetlands are extremely biodiverse, meaning they contain a wide variety of life. They are also highly productive landscapes, since their abundant plant life effectively converts the sun's energy into biomass.

FORESTS

The forests of Cascadia are some of the most beautiful and diverse in the entire world. The Douglas Fir is the dominant species in many of the old-growth forests. The Hoh Rainforest located on Washington's Olympic Peninsula is one of the wettest places, receiving over 10 feet of rain each year! Forests are extremely important carbon sinks, as trees hold large amounts of carbon and are important links in reducing global climate change.

PRAIRIES

Prairies are grassland ecosystems that are often open with sparse tree cover. In Cascadia, many of the prairie areas are found in the more arid, high desert parts of the region. Prairies might seem like they are just grassy plains, but they are some of the most diverse places on earth, supporting many different wildlife species including rodents, reptiles, birds, and many mammals like foxes.

MOUNTAINS

The Cascade Range stretches from southern British Columbia all the way to Northern California. The range features both volcanic mountains, like Mt. St. Helen's which erupted in 1980, and non-volcanic mountains like the North Cascades. The highest peak in the range is Mt. Rainier which towers nearly 15,000 feet above sea level. Mt. Rainier is a major feature on the Seattle skyline, and is one of the most iconic geographic landmarks in the region.

FLATOUT GAMES COLAB

CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Cascadia is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Cascadia is:
Randy Flynn - design, development
David Iezzi - development
Molly Johnson - art direction, administration, development, marketing
Dylan Mangini - graphic design, marketing
Robert Melvin - development, administration, logistics
Kevin Russ - graphic design, marketing, development
Shawn Stankewich - project management, production, development, marketing

Illustration - Beth Sobel
Solo Mode Design - Shawn Stankewich
Scenario & Achievements Design - Randy Flynn, Robert Melvin, Shawn Stankewich

AEG Credits:
Nicolas Bongiu - director of projects
David Lepore - production

We would like to thank these friends for their playtesting and support of Cascadia:
Kalil Alobaidi, Julie Arenivar, Marleen Arenivar, Haley Shae Brown, Brian Chandler, Joseph Z. Chen, Jeremy Davis, Chris Domes, Justin Faulkner, Manuel Fernandez, Jacki Flynn, Ken Grazier, Kevin Grote, Spencer Harris, Ashwin Kamath, Carla Kopp, Emma Larkins, Peter McPherson, Julian Madrid, Chad Martinell, Gavin McGruddy, Aaron Mesburne, Tony Miller, Chris Morris, Robert Newton, Kathryn Nicholls, Eric Nicholls, Sophie Nicholls, Rhys Nicholls, Tom Rorem, Ryan Sanders, Taylor Shuss, Cody Thompson, Samantha Vellucci, Lauren Woolsey, Mark Yuasa, and John Zinser. Arcane Comics, Blue Highway Games, Playtest Northwest, Seattle Area Tabletop Designers, UnPub, and Zephyr Workshop.

All of the reviewers and previewers who graciously offered their time and talents to try out Cascadia and to help share it with the world!

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