



# LIFE OF THE AMAZONIA

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# I. INTRODUCTION

## WELCOME TO AMAZON

The Amazon Rainforest makes up more than half the Earth's Rainforest and produces more than 20% of our planet's oxygen. It is also mother to the wild, and home to more than 10% of the earth's flora and fauna. 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 to help the environment thrive. Depending on your choices, your jungle can be a symbiosis where various animals can live in harmony or it may become a nest for specific species to thrive. Succeed in cultivating the most prosperous jungle and be rewarded the Good Comet Association's Grand Prize. Now, let's get to work!

## COMPONENTS

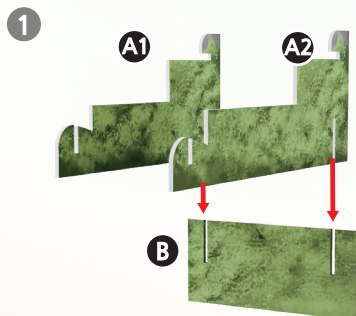
	5 Jaguars		5 Otters		6 Macaws		6 Caimans		12 Woodpeckers
	12 Tree Frogs		12 Tamarins		8 Toucans		1 Anteater		1 Dolphin
	1 Anaconda		1 Hoatzin		1 Sloth		1 Turtle		1 Iguana
	1 Armadillo		16 Player Markers		4 Resource Bags		4 Starting Terrain Tiles		36 Terrain Tiles
	21 Special Terrain Tiles		49 Trees		50 Aquatic Flowers		22 Seeds		5 Complete Tokens
	8 "1 Leaf Tokens"		20 "1 Currency Tokens"		8 "1 Water Tokens"		8 "Automa Tokens"		1 Waterfall of Life
	10 "2 Leaf Tokens"		10 "2 Currency Tokens"		10 "2 Water Tokens"		12 "2 Fruit Tokens"		
	14 "3 Leaf Tokens"		12 "3 Currency Tokens"		14 "3 Water Tokens"		14 "3 Fruit Tokens"		
	12 "4 Leaf Tokens"		12 "4 Currency Tokens"		12 "4 Water Tokens"		12 "4 Fruit Tokens"		
	16 Base Animal Cards		8 Unique Animal Cards		2 Automa Cards		69 Nature Cards		2 Token Vaults
	4 Player Aids		1 Scorepad		1 Rulebook		4 Discard Pile Boats		

 This is a prototype version of the rulebook. All content, design, and rules of the game may be subject to change.

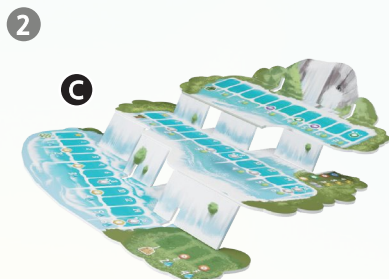
# I. INTRODUCTION

## ASSEMBLY INSTRUCTION

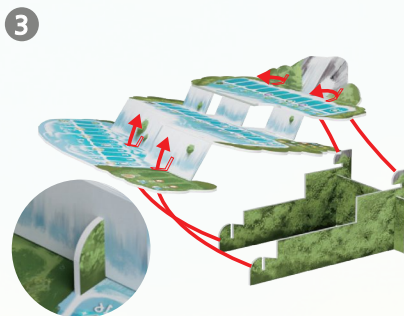
### Waterfall of Life Assembly



1 Connect Support **A1** to the left side of rectangular Support **B** and Support **A2** to the right.



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

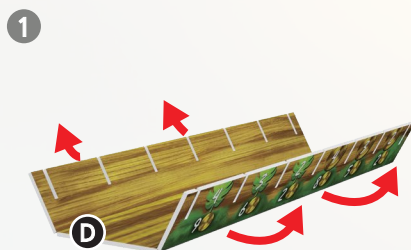


3 Align the hooks on Support **1** with the 4 holes on the Waterfall and secure. Make sure **A1** is connected to the left side of the Waterfall and **A2** connected to the right.

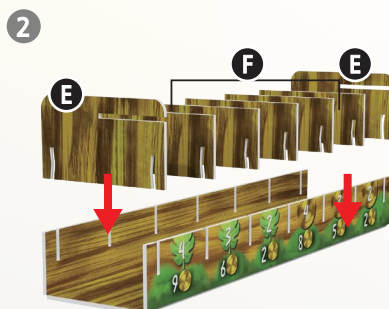


4 Complete!

### Token Vault Assembly



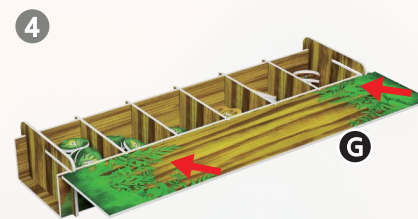
1 Fold the 2 sides of the Token Vaults **D** up as depicted.



2 Insert the 2 walls **E** to the outmost cutouts and 5 walls **F** to each center cutout of **1** and secure.

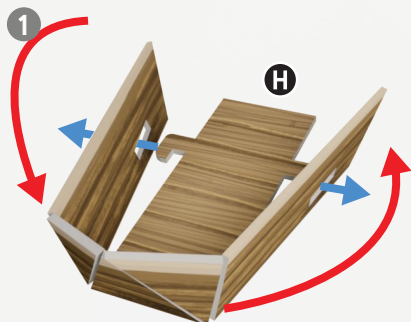


3 Collect the Resource Tokens as indicated on the Token Vault and organize them in each slot.

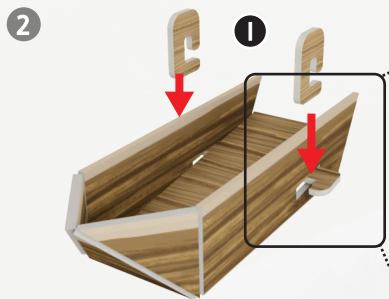


4 When storing in the Game box, close with cap **G**. Remove the cap before use.

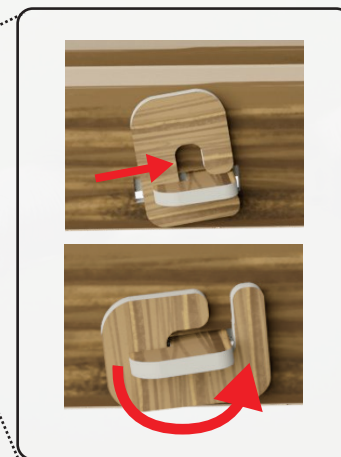
### Discard Pile Boat Assembly



1 Fold the Discard Pile Boat **H** as shown. Secure so that the hooks on the bottom passes through the holes on the sides of the Boat.



2 Secure the hooks with the Rings **I**. Insert the Rings vertically then turn the Ring downwards to fully secure.



3 Complete!



# I. INTRODUCTION

## GAME SETUP

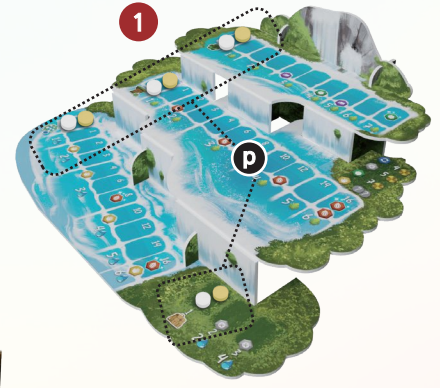
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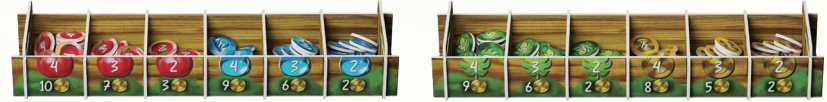
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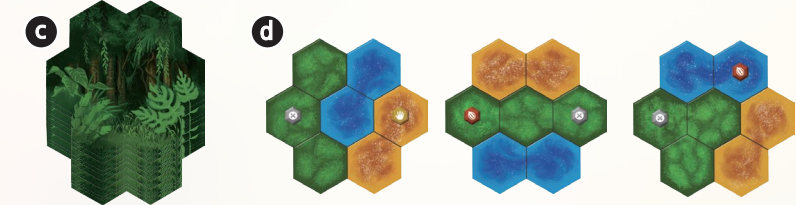
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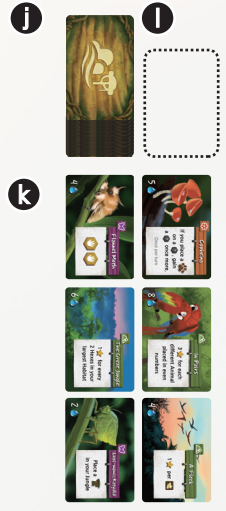
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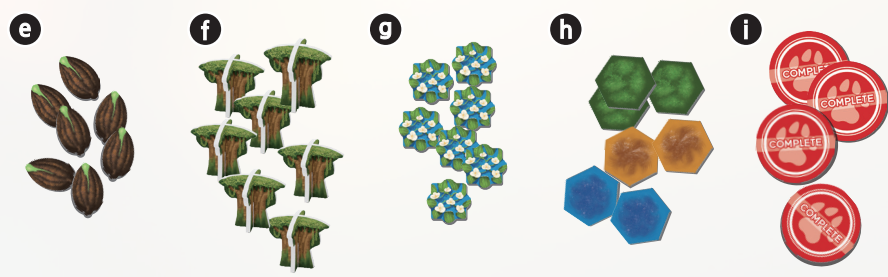
4



6



5



7





# I. INTRODUCTION

- 1 Place the Waterfall of Life where it is visible to all Players.
- 2 Lay out the Animal Refuge so it is visible to all Players.
  - a **Base Animal Card** : Choose an Animal Set to play among the 4 Animal Sets A/B/C/D. You can find the Set type in the lower right-hand corner of the Base Animal Cards. Place the 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 by creating a combination of Animals at random, more than 60,000 combinations are possible. Therefore, keep note 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	Woodpecker	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	

: Player Count

- 3 Place 2 Token Vaults within reach of all Players.
- 4 Arrange the Terrain Tiles as directed below.
  - c **Terrain Tile Deck** : Aside from the starting Terrain Tiles, shuffle the remaining Terrain Tiles and place them face down.



Starting  
Terrain Tiles



Terrain Tiles

- d **Terrain Tile Pool** : Draw 3 Terrain Tiles from the Terrain Tile Deck and place them face-up.
- 5 Place the Worker Tokens, Trees, Aquatic Flowers, Special Terrain Tiles, and Complete Tokens within reach. This area is called **the Supply**.
  - e Seeds
  - f Trees
  - g Aquatic Flowers
  - h Special Terrain Tiles
  - i Complete Tokens

- 6 Set up the Nature Cards as shown.
  - j **Nature Card Deck** : Shuffle all Nature Cards and place them face-down.
  - k **Nature Card Pool** : Draw 6 Cards from the Nature Card Deck and place them face-up.
  - l **Nature Card Discard Deck** : Leave space for discarded Nature Cards.

- 7 Each Player prepares their own space by following the instructions below.

- m **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.

- n **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 below in each Resource Bag.



"1 Currency  
Token" x 5



"1 Leaf  
Token" x 2



"1 Water  
Token" x 2



"2 Fruit  
Token" x 1

- o **Discard Pile Boat** : Each Player takes a Discard Pile Boat that is the same color as the Resource Bag and places it in front of them.
- p **4 Player Markers** : Place 4 Player Markers that are the same color as the Resource Bag on the first leftmost space of each of the 4 Tracks on the Waterfall of Life.
- q **Unique Animal Card** : Deal out 2 Unique Animal Cards to each Player. A Player chooses 1 of the 2 cards that are dealt and places it face-up in front of them. Unused Unique Animal Cards are returned to the box.
- r **Unique Animal Meeple** : Take the Animal 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 All Players excluding the First Player collect 1 Seed from the Supply.
- 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 Token is called the **Play Area**.

You are now 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, you need to create the most ecologically rich Jungle. To do this, you will need to place various Animals in your 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 to be placed 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 all the different Actions to restore the Amazon and those Resource Tokens are stored in Resource Bags. Players start the game with a relatively weak Resource Bag that gradually develops into a stronger one as the Player slowly purchases and grows their Bags over time.

### ! Resource Tokens

- Resource Tokens are stored in each Player's Resource Bag with additional available for purchase from the Token Vault through the "Purchase 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 Token

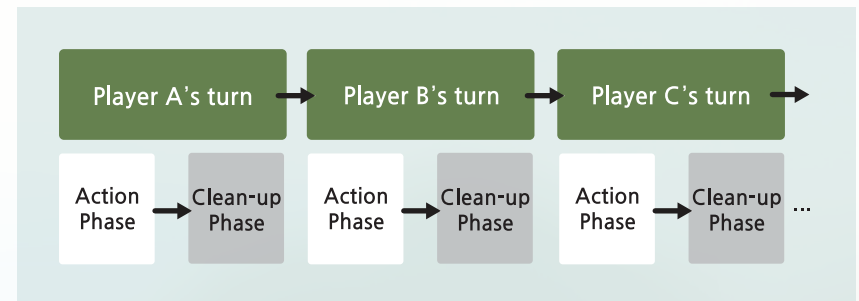
Leaf Token

Water Token

Fruit Token

## GAME STRUCTURE

- Players take turn in a clockwise direction until the end of the game conditions are met.
- Each turn consists of an Action Phase and Clean-up Phase.
  - Action Phase** (See page 7~13) : Pay the needed amount of Resource Tokens to perform the desired Actions. There are a total of 9 Actions that can be performed in the Action Phase.
    1. Purchase Resource Token
    2. Area Restoration
    3. Place Animal
    4. Place Tree
    5. Place Aquatic Flower
    6. Obtain Nature Card
    7. Use Plant Card
    8. Expand Storage
    9. Purchase Bonus
  - Clean-up Phase** (See page 13) : Resource Tokens left unused during the Action Phase can be saved in the Play Area or discarded into the Discard Pile. After this, 5 new Resource Tokens are drawn from the Resource Bag into the Play Area in preparation for the next turn.



- When all 5 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 13)
- 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, as needed. 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".
- **Resource Bag** : A pouch that stores Resource Tokens.
- **Play Area** : An area where Resource Tokens drawn from the Resource Bags are placed. Resource Tokens drawn by each Player is shared information, open for all Players.
- **Discard Pile** : When the Resource Tokens from the Play Area are spent, they move on to the Discard Pile. When there are no more Tokens left to be drawn in the Bag when new Tokens need to be drawn, the Resource Tokens from the Discard Pile are returned back to the Resource Bag, which we call **Bag Reset**. (See page 8)

[Example]

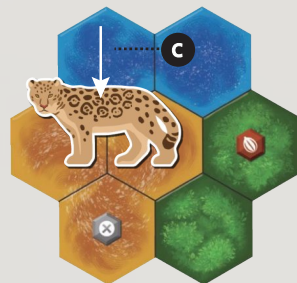
Resource Bag

Play Area

Discard Pile



- You are about to play the "Place Animal" Action. To place a Jaguar in the Jungle, you need 9 Fruits.
- You pay 1 "3 Fruit Token", 1 "4 Fruit Token" and 1 "2 Fruit Token" from your Play Area to the Discard Pile.
- You can now place the Jaguar in your Jungle.

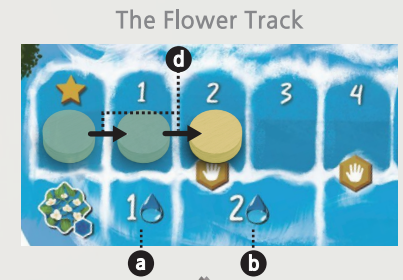


- If there are no more Actions a Player can or would like to perform, the Player wraps up their Action Phase and begins their Clean-up Phase.

## 5 RULES REGARDING ACTIONS

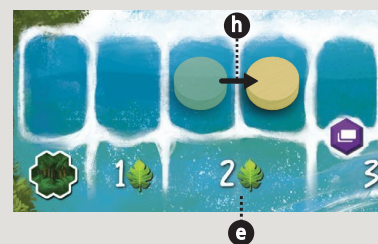
- 1 A Player can use multiple Resource Tokens to perform an Action.
- 2 If a Player pays for more Resource Tokens than directed for the Action, the excess is not refunded. Remaining Resources dissipate immediately.
- 3 Whether a Player uses 1 Token or multiple, only 1 type of Action can be performed 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 the same Action again.

E.g. You would like to perform the "Place Aquatic Flower" Action twice in a row. The cost of placing the 1st flower is **a** 1 Water Token, and the 2nd **b** 2 Water Tokens. **c** You can pay a "3 Water Token" to consecutively perform the "Place Aquatic Flower" Actions twice. **d**

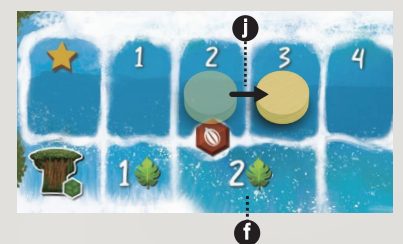


E.g. You would like to perform the "Area Restoration" Action that costs **e** 2 Plant Tokens and the "Place Tree" Action that costs **f** 2 Plant Tokens. You cannot do both Actions by paying **g** 1 "4 Plant Token" because you can only perform one type of Action with one payment. So, you pay **e** a "4 Plant Token" to perform **h** the "Area Restoration" Action, and **i** a "2 Plant Token" to perform **f** the "Place Tree" Action. The remaining 2 Plant Tokens after performing the "Area Restoration" Action is lost.

The Restoration Track



The Tree Track



- 4 When repeatedly performing the same Action multiple times with A SINGLE PAYMENT, the Actions can only be performed after paying the cost for the Actions in full.

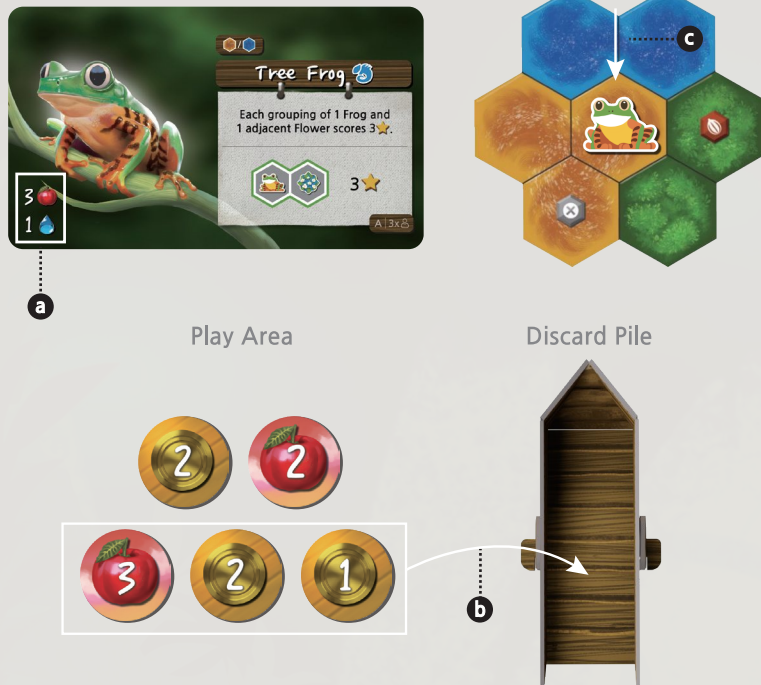


# III. GAMEPLAY

- 5 When paying for the cost of an Action, ANY 2 Resource Tokens can take place as any ONE value-1 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]

- a To place a Frog, a Payment of 3 🍎 and 1 💧 is needed.
- b 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.
- c You can now place the Frog in your Jungle.

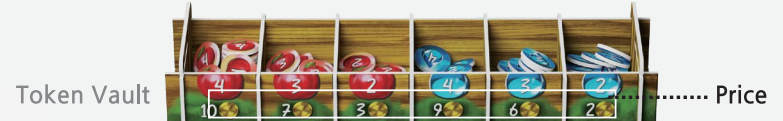


## 9 TYPE OF ACTIONS

### 1. PURCHASE RESOURCE TOKEN

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

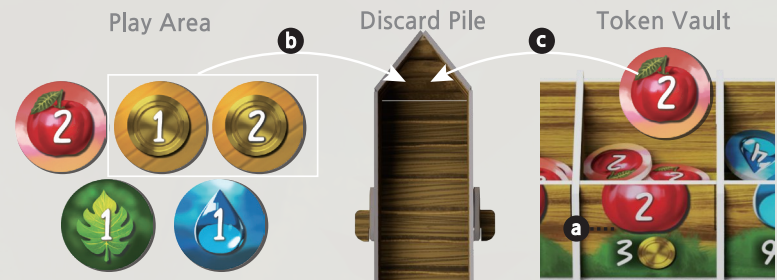
- 1 Payment : Pay the directed amount of Resources and gain the desired Resource Token from the Token Vault.



- If there are no more Tokens left in the Token Vault, those Tokens can no longer be purchased.
  - Players can always view their Resource Tokens in their Resource Bag, aside from when they are drawing Resource Tokens.
- 2 Place the newly purchased Resource Token in the Discard Pile for future use. As the game progresses and the Player resets their Resource Bag, the newly purchased Resource Tokens can then be used.

[Example]

- a You would like to purchase the "2 Fruit Token" that cost 3 🍌.
- b You pay a "1 Currency Token" and a "2 Currency Token" from the Play Area to the Discard Pile.
- c Then you take the purchased "2 Fruit Token" from the Token Vault and add it to the Discard Pile for future use.



### ! Bag Reset

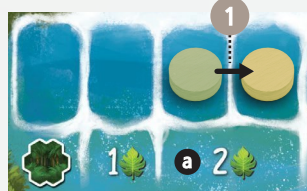
- **Bag Reset** : If there are no more Resource Tokens left in the Resource Bag when new Resource Tokens must be drawn, return all Resource Tokens from the Discard Pile to the Resource Bag and draw out the Tokens left to be drawn. This means that the Resource Tokens discarded can be drawn again and again.
- Do not perform Bag Reset immediately after the Bag has been emptied. When there is a need to draw new Resource Tokens and the Bag is empty, this is when "Bag Reset" should be performed.
- In rare cases, both the Discard Pile and the Resource Bag may be empty of Resource Tokens because all Tokens are already in the Play Area. In this case, no new Resource Tokens can be drawn.

# III. GAMEPLAY

## 2. AREA RESTORATION

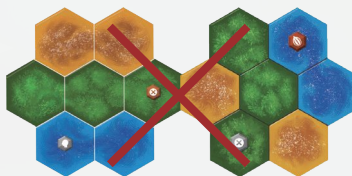
Take a new Terrain Tile from the Terrain Tile Pool and place it in the Jungle. To restore the life of the Jungle, placing Terrain Tiles must be a priority.

- 1 Payment :** Move the Player Marker to the right on the Restoration Track, and pay **a** the directed amount. If there is Bonus on the Track, collect the Bonus immediately. (See page 12). The Restoration Track is located at the top level on the Waterfall of Life.



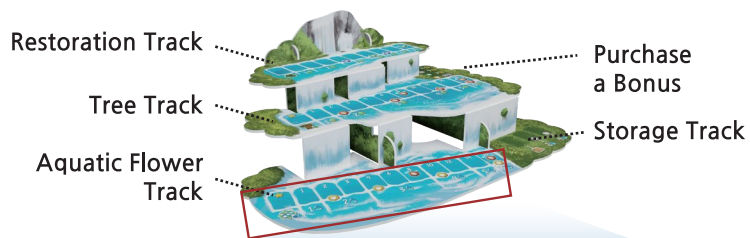
- 2 Take any Tile of the 3 face-up Terrain Tiles from the Terrain Tile Pool and place it in your Jungle.**

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

### ! Waterfall of Life



- In order to move the Player Marker on the Track, Players must pay the directed amount **a**.
- If a Bonus is present in a space where the Player Marker is placed, the Player gains this Bonus immediately. (See page 12)

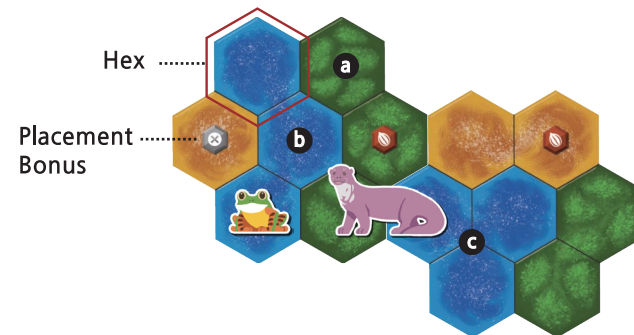
- b Track Bonus :** All Players who place their Player Markers in the corresponding space receive the Bonus.

- c Limited Track Bonus :** These Bonuses are marked with a sparkling border. The Player to move to the space with the Limited Track Bonus first will be the only one to receive the Bonus. In a 4 Player Game, the first 2 Players to move their Player Markers to this space will receive the Limited Track Bonus.



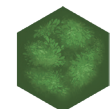
- When the game ends, The Tree Track and the Aquatic Flower Track provide Environmental Points **d** depending on the position of the Player Marker.
- Multiple Player's Player Markers can be placed in the same space on the Track at the same time.
- If there are no more spaces to the right, this Action can no longer be performed.

### ! Terrain Tile Terms

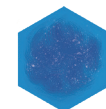


- 1. Hex :** A Terrain Tile is made up of 7 small hexagons. Each of these hexagons is called a Hex.

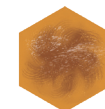
- Each Hex can only hold one Life so 2 Lives cannot be placed on 1 Hex. **Life or Lives** refer to all placements that are placed on the Terrain Tiles. This includes Base/Unique Animals, Trees, and Flowers.
- There are 3 types of Terrain : Forest, River, and Wetland.



Forest



River



Wetland

- 2. Placement Bonus :** Terrain Tiles contain Hexes with a Placement Bonus. If you place a life on a Hex with a Placement Bonus, you gain that Bonus immediately upon placement. (See page 12)

- 3. Habitat :** A Habitat is a group of adjacent Hexes of the same Terrain. The Habitats are divided into Forest, River, and Wetland 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. **a** 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. **b** and **c** 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 10)

e.g. In the example above, the Frog's Habitat is a 3 Hex River Habitat **b**. The Otter on the other hand inhabits both the 5 Hex Forest Habitat **a** and the 3 Hex River Habitat **c**.



# III. GAMEPLAY

## 3. PLACE ANIMAL

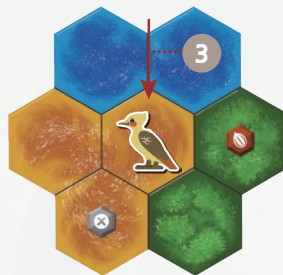
Take a Base Animal from the Animal Refuge or take a Unique Animal from the Unique Animal Card and place it in the Jungle. When the game ends, Players collect Environmental Points from the Animals in their Jungle.



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

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



### ! Animal Cards

- a Cost :** Resources required to place the Animal in the Jungle.
- b 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 2 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 according to their size.

	Must be placed on an unoccupied Hex of a matching Terrain. In this case, on a River Hex.	Small Animals
	Must be placed on an unoccupied Hex that matches either Terrain. In this case, either a River or Forest Hex.	
	Can be placed on ANY of the 3 Terrain Hexes : Forest, River, or Wetland.	
	Must be placed on unoccupied 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.	
	Can be placed on any Terrain, but must be placed across 2 DIFFERENT Terrain Hexes.	

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



Birds



Mammals



Herptiles

**INFO** Herptiles refers to both Amphibians and Reptiles.

- d Animal Abilities :** All Animals have their own way of collecting Environmental Points after Games End. Refer to page 14 to learn how to collect points with Animal Cards.
- e Game Setup :** The Animal Set and the quantity of Animal Meeples needed in-game. Used during Game Setup. (See page 5)

### ! Animal Complete

- When 1 of the Base Animal Cards from the Animal Refuge have 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, plays 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.

# III. GAMEPLAY

## 4. PLACE TREE / 5. PLACE AQUATIC FLOWER

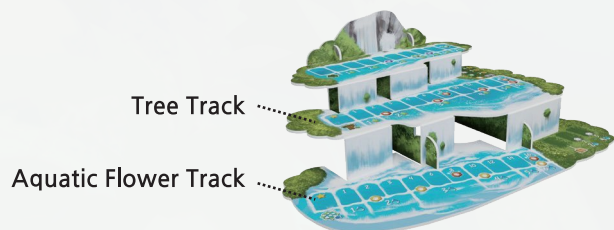
! These 2 Actions are separate Actions. However, given their similarity in details, they will be explained as one.

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 to create even bigger Environmental Scores.

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



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

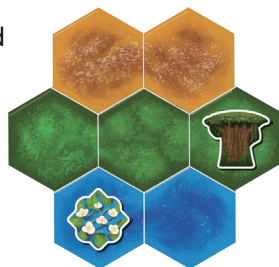


- 2 Placing a Tree/Aquatic Flower: Players will take a Tree from the Supply for the "Place Tree" Action and an Aquatic Flower from the Supply for the "Place Aquatic Flower" Action, then proceed to place it in their Jungle.

### ! Terrain Conditions for the Tree/Aquatic Flower

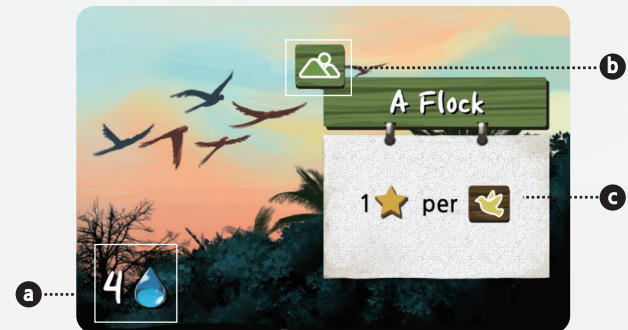
- Trees can only be placed on an unoccupied Forest Terrain Hex.
- Aquatic Flowers can only be placed on an unoccupied River Terrain Hex.
- If there isn't a suitable Terrain to place a Tree or Flower in the Jungle, the Action cannot be performed.

**NOTE** For convenience, Aquatic Flowers will sometimes be shortened to "Flowers".



## 6. OBTAIN NATURE CARD

Take a Nature Card from the pool. Nature Cards help Players obtain an even higher Environmental Score or assist Players proceed through the game more smoothly.



- 1 Select a Card : Choose 1 of the 6 Nature Cards from the pool.
- 2 Payment: Pay **a** the cost shown in the lower left-hand corner of the Nature Card the player would like to obtain.
- 3 Obtain Nature Card : Take the chosen Card and place it in front.
  - Players can have up to **5 Nature Cards**.
  - If a Player has reached their card limit, one of the cards in the collection must be discarded in order to obtain a new card.
- 4 Fill the Nature Card pool back to 6 by drawing a new Nature Card from the Nature Card Deck.

### ! Nature Cards

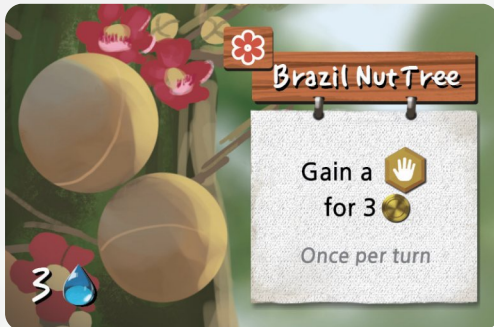
- a Cost** : Resources required to obtain the Nature Card.
- b Types** : Nature Cards are divided into the 3 types below.
  - Scenery Cards** : Additional Environmental Points can be obtained after the game concludes.
  - Plant Cards** : Various effects from these cards last from the time of acquisition to Games End.
  - Insect Cards** : One-time use cards that are used directly after purchase and discarded into the Discard Deck after use. Insect Cards are not collected so they can be purchased and used even after the card limit has been filled.
- c Nature Card Abilities** : All Nature Cards have their own unique abilities. Refer to page 27-28 for more details regarding Nature Card abilities.



# III. GAMEPLAY

## 7. USE PLANT CARD

Some Plant Cards require additional Resource Tokens to use their abilities.

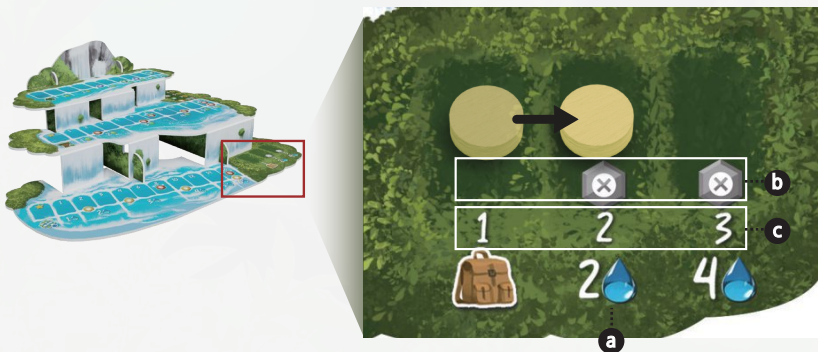


e.g. Players will need to pay 3 [gold coin icon] to use a "Draw" Bonus. The ability can only be used once per turn.

## 8. 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 your Storage, you can reduce wasted Resource Tokens and utilize the Resources more efficiently.

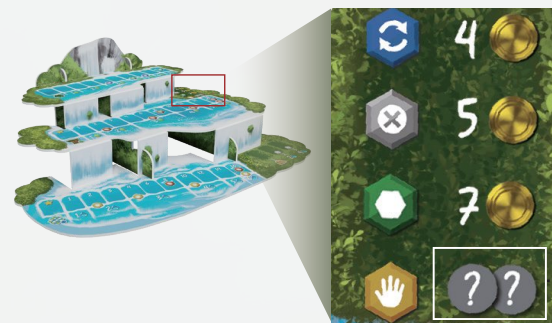
- 1 Payment: Move the Player Marker to the right on the Storage Track, and pay **a** the directed amount. If there is **b** a Bonus on the Track, collect the Bonus immediately.



- The Storage Track is located in the lower level of the Waterfall of Life.
- **c** refers to the number of Resource Tokens that can be stored in the Play Area during the Clean-up Phase. (See page 13)
- 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.

## 9. PURCHASE BONUS

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



Pay 2 Random Resource Tokens to purchase a "Draw" Bonus. The value of the paid Resource Tokens are insignificant.

### ! Bonus

- 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 Bonus Actions, and Nature 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 cannot choose to receive the bonus at a later time.
- Players can choose not to receive the bonus if they wish.



**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.
- Even though the Life is moved to a Hex with a Placement Bonus, the Placement Bonus cannot be obtained through this relocation.
- The Placement Bonus that may reappears after relocating a Life can be obtained again through another placement.

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



**2. Trash** : Choose a Resource Token from the Discard Pile 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.)

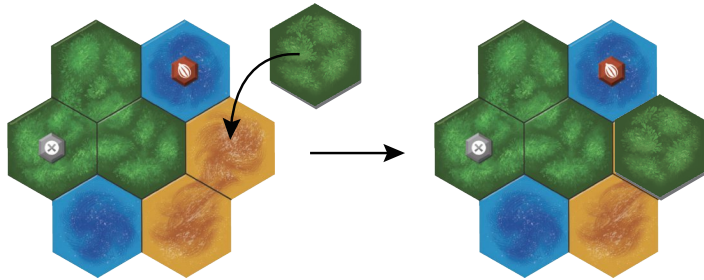
- By doing so, this ensures that unwanted Resource Tokens are no longer drawn from the Resource Bag.
- Resource Tokens in the Resource Bag cannot be Trashed.

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

# III. GAMEPLAY



**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 can be placed on top of another unoccupied Terrain Hex. Players are also able to stack Special Terrain Tiles on top of another Special Terrain Tile as long as it is unoccupied.
- 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 Tile can also be placed to expand the Jungle without having to overlap an existing Hex. In this case, it must be adjacent to an existing Tile by at least 2 Hexes just like Terrain Tiles.



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



**5. Gain a Seed** : Obtain a Seed from the Supply immediately.



Seed

- Seed : When paying for an Action, a Player can pay a Seed in lieu of any Resource, worth 1 in Value.
  - Seeds are one-time use. After it has been used, the Seed is put back into the Supply, not the Discard Pile.
  - 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.



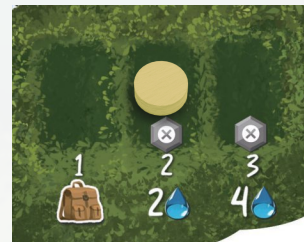
**6. Renew Nature Cards** : Choose up to 2 cards from the Nature Card Pool and discard them into the Discard Deck. Fill the pool by drawing an equal amount of new cards from the deck.

## 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.

- 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.
  - 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 familiar 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 and 2 to keep in the Play Area. Then you will draw 5 Tokens from the Resource Bag and end your turn. During your next turn, you will have a total of 7 Resource Tokens to use from the Play Area.

## GAMES END

When 5 Animal Cards are depleted of all Animal Meeples, the game ends in the following order.

- 1** The Player to deplete the last of the 5 Base Animals becomes the Final Player and receives 10 Finishing Points.
- 2** When the Final Player's turn is over, all Players excluding the Final Player takes one last turn. After that, the game ends.
- 3** Each Player calculates their Environmental Scores collected, and the Player with the highest Environmental 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.
  - Please refer to the following chapter for specific methods of calculating scores.



# IV. CALCULATING ENVIRONMENTAL SCORES

## CALCULATING YOUR SCORE

Environmental Points can be obtained through 6 different methods. Players record points earned on their Scorepads in the following order.

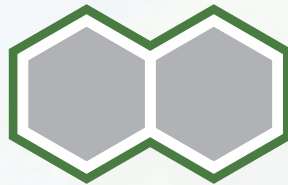
1. Base Animals placed in the Player's Jungle.
2. Unique Animal placed in the Player's Jungle.
3. Purchased Scenery Cards.
4. Player's Player Marker placement on the Tree Track.
5. Player's Player Marker placement on the Aquatic Flower Track.
6. 10 Points awarded to the Final Player

## THINGS TO KEEP IN MIND

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

## GROUPING

A Grouping is a combination of specific Lives placed in a certain formations as indicated by the card. Some Base Animals provide points based on the shape or composition 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.

**Caiman**

Each Grouping made up of a Caiman with other Animals scores based on the shape.

Other Animals exclude all Caimans

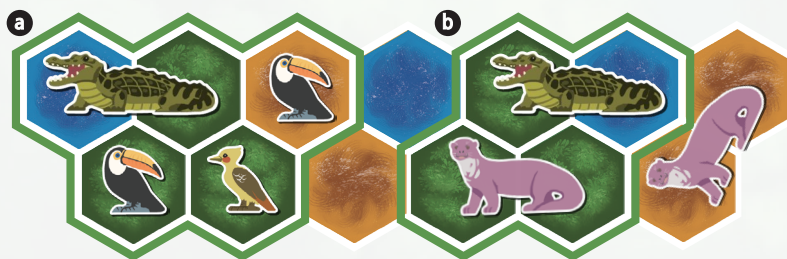
5

7

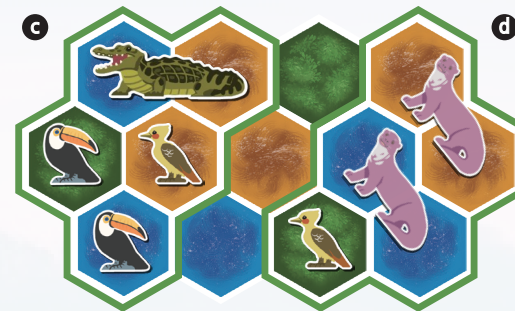
9

B | 3x+2

e.g. In the Terrain Tiles below, the Grouping **a** (the Caiman, Toucans, and Woodpecker) is arranged in the 3rd shape shown on the card and collects 9 points. The shape made by the Caiman and 2 Otters to the right in the example below does not appear on the card, therefore, does not collect any points. However, the Grouping **b** (Caiman and Otter) is arranged the same as the 2nd shape, therefore, Grouping **b** collects 7 points.



- 2 The shape can be rotated or reversed. Unless otherwise specified, the order in which the Lives are placed is up to the Player.  
e.g. In the Terrain Tile below, the Grouping **c** (the Caiman, Toucans and Woodpecker) is arranged in the 3rd shape on the card, therefore, 9 Points is awarded for this Grouping **c**.



- 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 above, there are 2 Otters and 1 Woodpecker **d** that form the 3rd shape shown on the card, but Grouping **d** does not score points with the Caiman because it is missing the main element for the Grouping, the Caiman.
- 4 When calculating for an Animal Card, 1 Life cannot be counted multiple times and belong to more than 1 Grouping. However, the count resets when moving on to scoring for a different Animal Card. Players are free to decide how to Group their components.

**Woodpecker**

Each grouping of 1 Woodpecker and 1 adjacent Tree scores 3 .

3

A | 3x8

e.g. An arrangement of 1 Tree with an adjacent Woodpecker is designated as a Grouping and each Grouping collects 3 points. In the example below to the left, because the Tree and Woodpecker are placed adjacent to each other, the Grouping **g** collects 3 points.



In the example above to the right, 1 Tree is adjacent to 2 Woodpeckers. In this case, the 1 Tree cannot be used to fulfill a Grouping for both Woodpeckers to collect 6 points. Each Life can only count for 1 Grouping per Animal Card. Therefore, the example above to the right also collects 3 points for 1 Grouping **h**. The Player is free to choose whether the Tree will Group together with the Woodpecker on the right or the Woodpecker on the left. Both Woodpeckers and Trees counted for the Woodpecker Card, can be counted for other Animal Cards for scoring. See description for Macaw on page 16.



# IV. CALCULATING ENVIRONMENTAL SCORES

## COMMUNITY

A Community refers to a gathering of adjacently connected lives as indicated on the cards. Unlike Groupings, the shape does not matter for Communities.

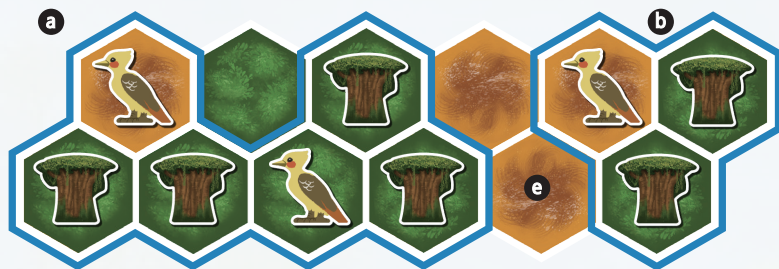
**Woodpecker** 

Each Woodpecker scores  based on the number of Trees within its Community of Woodpecker(s) and Tree(s).

No.	d	★
2	d	2
4	c	3
6	g	4
8		5
10+		6



e.g. This Woodpecker Card refers to a Community of Woodpecker(s) and Tree(s). The Terrain Tile example below shows 2 different Communities, **a** and **b**. Because Communities **a** and **b** are not adjacently placed, they are recognized as separate Communities. A Player cannot decide to recognize Community **a** as 2 separate Communities.



Community **a** consists of a total of 2 Woodpeckers and 4 Trees. Therefore, the Woodpeckers that makes up Community **a** each collects **c** 3 points for the 4 Trees, the total being, 2 Woodpeckers x **c** 3 points = 6 points. Community **b** consists of 1 Woodpecker and 2 Trees, therefore, each Woodpecker would collect **d** 2 points. Community **b** would collect a total of 1 Woodpecker x **d** 2 points = 2 points total. So in the example above, through 3 Woodpeckers a total of 8 points were collected.



If an additional Woodpecker was to be placed in Hex **e**, Community **a** and Community **b** becomes adjacent and is recognized as one large Community **f**. In Community **f** there are a total of 6 Trees, so each Woodpecker in the same Community would collect **g** 4 points each. Therefore, through 4 Woodpeckers a total of 16 points were collected.

## SCORING CRITERIA FOR BASE ANIMALS

Base Animals have 4 scoring criterias: "Each Animal", "Each Grouping", "Each Community", and "The Jungle". The criteria for scoring for each Animal is 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. A "Grouping" can contain multiple identical Animals.
- **Each Community** : The designated "Community" collects points according to the scoring conditions on the card. A "Community" can contain multiple identical Animals.
- **The Jungle** : Points are collected based on the Animals arranged throughout the Jungle.

## ICONS



**Animals** : Refers to Animals, both Base and Unique.



**Tree and/or Aquatic Flower**



**Life(Lives)** : All Animals and/or Tree and/or Aquatic Flower.



**Unrestored Area** : An area where no Terrain Tile or Special Terrain Tile has been placed.



**Unoccupied Hex** : An unoccupied Hex where no Lives have been placed.





**Occupied Hex** : A Hex where Lives such as a Tree, Aquatic Flower, or Animal have been placed.



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



**Immediate Effect** : If an Animal Card is marked with a , the Animals 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 in a new Hex.



# IV. CALCULATING ENVIRONMENTAL SCORES

## ENVIRONMENTAL 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.



### 1. BASE ANIMAL POINTS

#### • Woodpeckers : 6 Points

There are 2 Groupings from the Woodpecker Card resembled in the Jungle, totaling 6 points collected from Woodpeckers.

Each grouping of 1 Woodpecker and 1 adjacent Tree scores 3★.



#### • Frogs : 6 Points

There are 2 Groupings from the Tree Frog Card resembled in the Jungle, totaling 6 points collected from Frogs.

Each grouping of 1 Frog and 1 adjacent Flower scores 3★.



#### • Tamarins : 9 Points

All 3 Tamarins live in the same Wetland, and excluding the Tamarins there are 6 Animals placed in the same Wetland. In this case, the Player collects **a** 3 points for each Tamarin, for a total of 9 points. Large Animals that are partially placed in the Wetland, such as the Macaw **b** in this example, are also counted.

Each Tamarin scores ★ based on the number of other Animals in its Habitat.  
Other Animals exclude all Tamarins

No.	★
2	1★
4	2★
6	<b>a</b> 3★
8	4★
10	5★
12+	6★

#### • Tucans : 6 Points

There are a total of 2 Tucans placed in the Jungle. Tucans collect 3 points each, totaling 6 points.

Each Toucan scores 3★. Upon placement, gain 1 Seed.



#### • 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, equaling a total of 10 points.

Each Macaw scores 1★ for each Tree in the same Forest Habitat.



! The Trees **c** were also used to score for the Woodpeckers as well as the Macaws. As such, Lives can be used multiple times to score for different Animal Cards.

#### • Otters : 12 Points

Both Otters in this example, live in the same Forest Habitat. The size of the Forest is 13 Hexes. Each Otter collects 6 points, for a total of 12 points.

Each Otter scores 1★ for every 2 Hexes of its Habitat.



! When calculating, do not round up.

#### • Jaguars : 21 Points

For this Jaguar Card, the Player gains points according to the number of Hexes occupied, not the number of Lives. The type of Life placed does not matter. Among the adjacent Hexes of Jaguar **d**, the number of occupied Hexes equals 8 Hexes, therefore, collecting 3 points x 4 = 12 points. Jaguar **e** having 7 adjacent occupied Hexes, collects 3 points x 3 = 9 points.

Each Jaguar scores 3★ for every 2 adjacent occupied Hex.

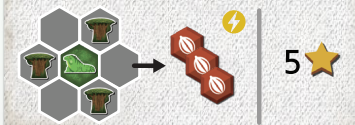


### 2. UNIQUE ANIMAL POINTS

#### • Iguana : 5 Points

For placing the Iguana, 5 points are collected.

Iguana scores 5★. Upon placement, gain a Worker Token for each Tree adjacent to the Iguana, 3 max.





# IV. CALCULATING ENVIRONMENTAL SCORES

## 3. SCENERY CARD POINTS

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

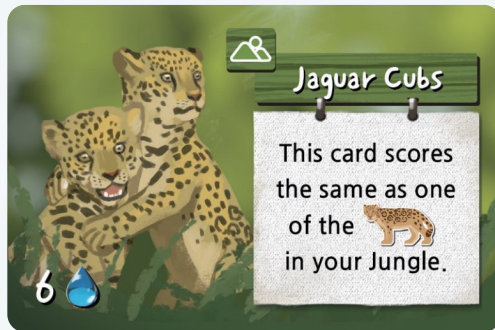
### · A Flock : 6 Points

1 point is awarded for each Bird in the Player's Jungle. The Player has placed 6 Birds total, 2 Woodpeckers, 2 Toucans, and 2 Macaws, for a total of 6 points collected from this card.



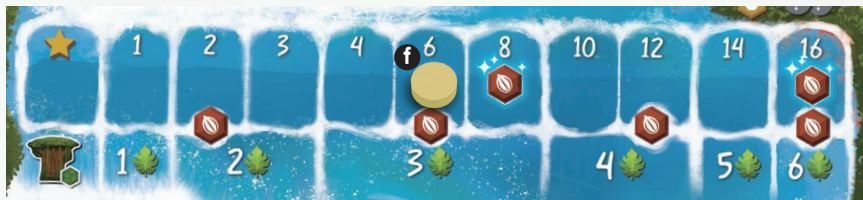
### · Jaguar Cubs : 12 Points

Pick 1 of the Jaguars placed in the Jungle and score its points again. In this case, if the Player chooses Jaguar ④, 12 points are awarded from this card.



## 4. TREE TRACK

Players gain Environmental Points equal to the number indicated on the Tree Track space their Player Marker resides in by the end of the game. In this example, the Player is awarded ⑥ 6 points.



## 5. AQUATIC FLOWER TRACK

Players gain Environmental Points equal to the number indicated on the Aquatic Flower Track space their Player Marker resides in by the end of the game. In this example, the Player is awarded ② 2 points.



## 6. END GAME POINTS

The Player to have placed the last of the 5th Base Animal from the Animal Refuge to meet the Games End conditions is awarded 10 Points.

	A	B		
Person				
Bird	6	12		
Frog	6	12		
Monkey	9	6		
Toucan	6	6		
Parrot	10	0		
Snake	0	18		
Porcupine	12	4		
Jaguar	21	9		
Paw Print	5	7		
Mountain	18	13		
Tree	6	8		
Flower	2	10		
FINISH	10	0		
Star	111	105		

The Player with the highest Environmental Score after calculations, wins!



# V. SOLO MODE

«Life of the Amazonia» is also available for Solo Players. The Player plays the game against a virtual opponent, Black Comet, and applies the Solo Play changes to the game. Solo Play has 2 modes: Challenge Mode and Campaign Mode.

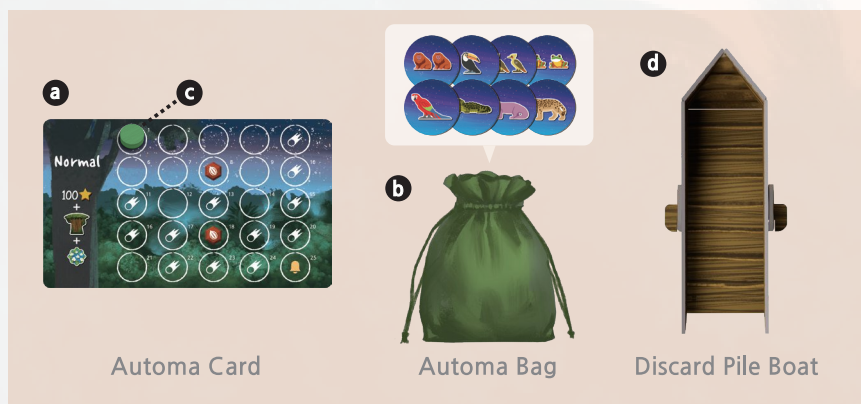
## CHALLENGE MODE

The Challenge Mode is a mode in which the Player selects the desired difficulty and challenges the objective. The difficulty level is indicated on the left side of the Automa Card, and divided into a total of 4 difficulty levels: Easy/Normal/Hard/Extreme.

## GAME SETUP CHANGES

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

- Choose a Automa Card of desired difficulty and place it near the Jungle.
- Choose a Resource Bag and place 8 Automa Tokens inside. This is called the **Automa Bag**.
- Depending on the color of the Automa Bag, choose a Player Marker in the corresponding color and place 1 on the 1st space of the Automa Card. This will be Black Comet's Player Marker. Place the rest of 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.
- Place a Discard Pile Boat, the same color as the Automa Bag, next to the Automa Bag.
- Black Comet will not be creating its own Jungle. Therefore, there is no need to prepare Starting Terrain Tiles and Unique Animals for Black Comet.
- Player receives 1 Seed as a starting Resource.

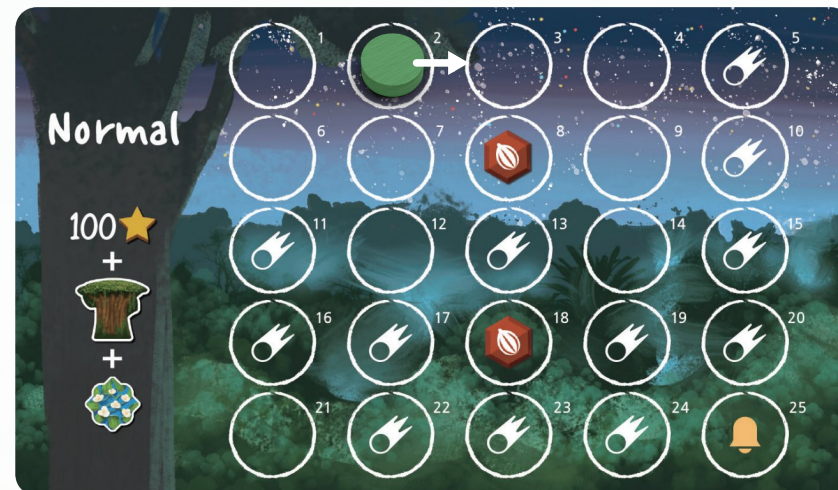



## GOAL OF THE CHALLENGE MODE

- Players must score higher than the Final Target Score to win.
- The Final Target Score is the sum of the Score on the Automa Card plus the total score of both Black Comet's Tree Track and Aquatic Flower Track standing scores combined.

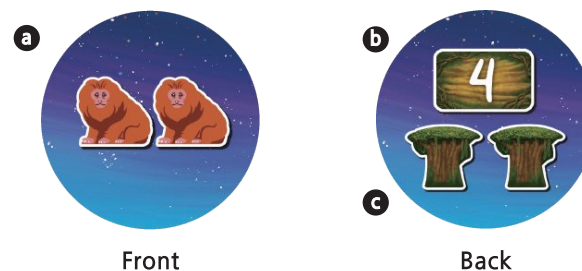
## GAMEPLAY CHANGES

- The Player takes 24 turns in succession. When a Clean-up phase has been completed, move the Player Marker on the Automa Card to the next space.



- Automa Cards have 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 on the following page.

## Automa Token



- Automa Tokens contain different effects on either side.
- a** Specific Animals are shown on the Front.
- The Back shows an Icon indicating **b** a Nature Card and **c** 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.

# V. SOLO MODE

- Depending on **a** 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.



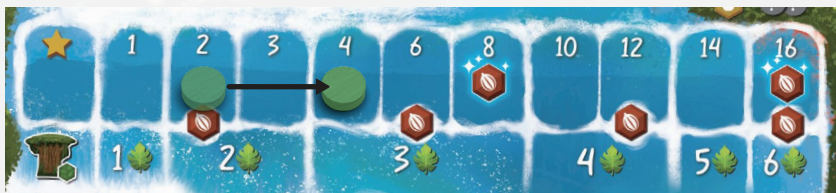
- Discard the Nature Card that corresponds to **b** the depiction on the back of the Automa Token. When discarding a card, the card indicated by the Automa Token is chosen by the place in line the card stands when counting from the left. In this example, remove the 4th card from the left. When a card is removed, draw a new card from the pool and place it face-up to refill the pool.



**A question mark in the Nature Card section :**  
The Player can choose whether or not they wish to discard a card. If they wish to do so, they choose any 1 card from the Nature Card Pool and discard it.



- On the track specified by **c** on the Automa Token, advance Black Comet's Player Marker on the Track by the number of Trees or Flowers. 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 this example, move Black Comet's Player Marker 2 spaces on the Tree Track.



- 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.

- When all the effects of the Token has been applied, the Automa Token is discarded to the Black Comet's Discard Boat.
- Afterwards, if there happens to be 3 Automa Tokens in the Discard Boat, place all Tokens from the Discard Boat back into the Automa Bag.

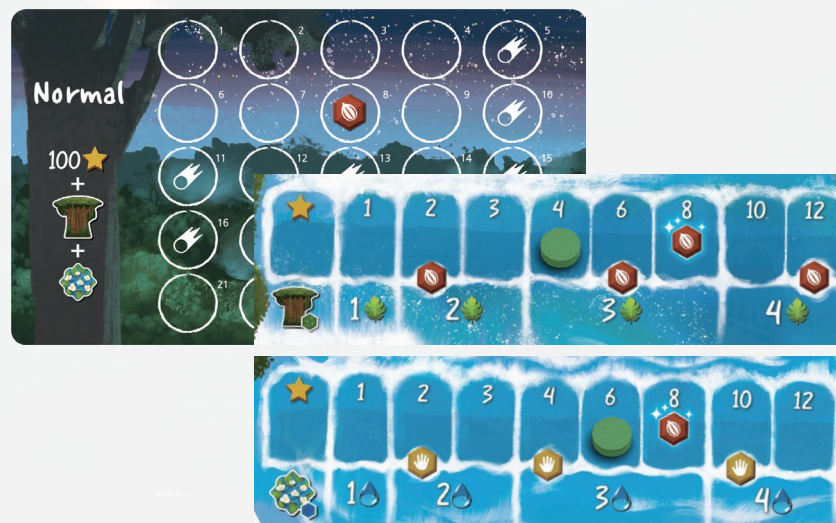
**TIP** Players can check which Automa Tokens have been discarded in to the Discard Boat at any time



## GAMES END

- The existing Games End conditions do not apply.
- When the Player Marker placed on the Automa Card reaches its last space, the game ends immediately and no additional turns follow.
- The additionally awarded 10 points to the Players who met the Games End conditions cannot be collected in the Solo-mode.
- When the game concludes, the Player calculates their final score. A Player wins when they've achieved more than the Final Target Score.

e.g. The Player selected to Play in "Normal" Difficulty. The Final Target score for this Player's game is Automa Card's 100 points plus Black Comet's standing on both the Tree and Aquatic Flower Track, which is 4 and 6 points respectively, adding up to a total of 106 points. Therefore, the Player will win if they've obtained a score higher than 106 Environmental Points.





## V. SOLO MODE

### CAMPAIGN MODE IN PROGRESS

In Campaign Mode, a Player challenges a prearranged set of scenarios. Each scenario contains additional rules and conditions to win. In each scenario, Players will need to prepare and play as directed. Campaign Mode is not available through prototypes. For more details on our Campaign Mode, please look forward to our final copies.

## V. SOLO MODE

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# VI. APPENDIX

## BASE ANIMAL CARDS

- Please refer to page 16 for additional information concerning Deck A.
- The 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.

Each Grouping of Frog(s) and Flower(s) scores ★ based on the shape.

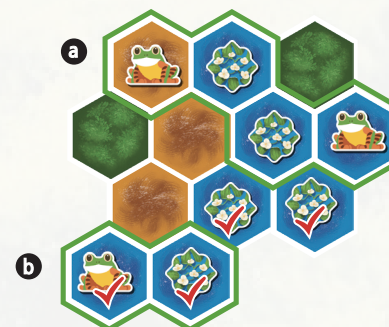
The number of Frogs must be greater than or equal to the Flower in the Grouping



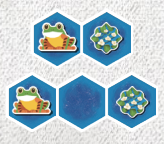
2 ★    6 ★    8 ★

### FROG B

- The shape of the Grouping can be rotated and/or reversed. Therefore, Grouping **a** achieves the 3rd Grouping Shape and collects 8 points.
- ✓ shows 1 Frog and 3 Flowers that form the 3rd Grouping Shape but are not recognized as achieving the 3rd Grouping Shape because the condition, "The number of Frogs must be greater than or equal to the Flower(s) in the Grouping" was not met.
- Instead, Grouping **b** achieves shape 1 and collects 2 points.



The Jungle scores ★ based on the number of River Habitats with Frog(s) and Flower(s) present.

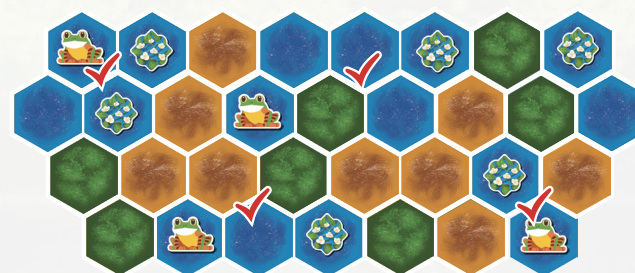


No.	★
1	2 ★
2	5 ★
3	9 ★
4	<b>a</b> 14 ★
5	20 ★


4 ★ per additional Habitat thereafter

### FROG D

- The example shows ✓ 4 River Habitats with both Frogs and Flowers present. In this case, the Player collects **a** 14 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.
- Apart from the example to the right, If there are 7 River Habitats with a Frog and Flower present the Player would collect  $20+4+4=28$  points.



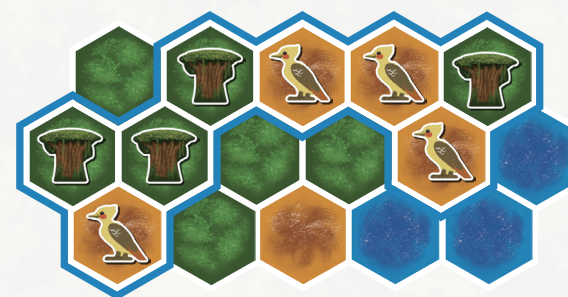
Each Woodpecker scores ★ based on the number of Trees within its Community of Woodpecker(s) and Tree(s).



No.	★
2	2 ★
4	<b>a</b> 3 ★
6	4 ★
8	5 ★
10+	6 ★

### WOODPECKER C

- In the example, 4 Woodpeckers and 4 Trees are placed adjacent to one another and form a Community.
- Given the number of Trees, each Woodpecker collects **a** 3 points. There are 4 Woodpeckers in the example making the total 12 points.



Each Tamarin scores 1 ★ per adjacently placed Life.

Life excludes all Tamarins



### TAMARIN B

- Tamarin **a** is adjacent to ✓ 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.





# VI. APPENDIX

The Jungle scores ★ based on the number of Tamarins adjacent to an Unrestored Area.

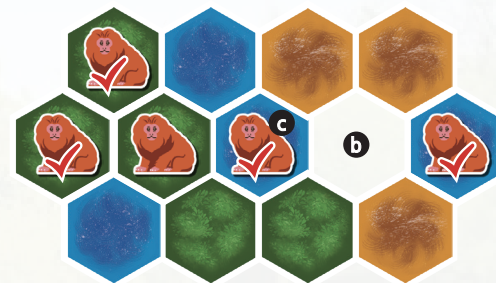


No.	★
1	2★
2	6★
3	11★
4	<b>a</b> 16★
5	23★

5★ per Tamarin thereafter

## TAMARIN C

- The example shows a total of ✓ 4 Tamarins adjacent to Unrestored Areas, therefore the Player collects a total of **a** 16 points for the combined number of these Tamarins.
- There may be instances where there are random holes of Unrestored Areas made in the Jungle like **b**. This space is also considered Unrestored, therefore, **c** Tamarins placed adjacent to this area are also counted.
- Apart from the example to the right, If there are 7 Tamarins adjacent to Unrestored Areas in the Jungle,  $23+5+5=33$  points are collected.



Each Community of Tamarins scores ★ based on the number of Habitats the Community occupies.

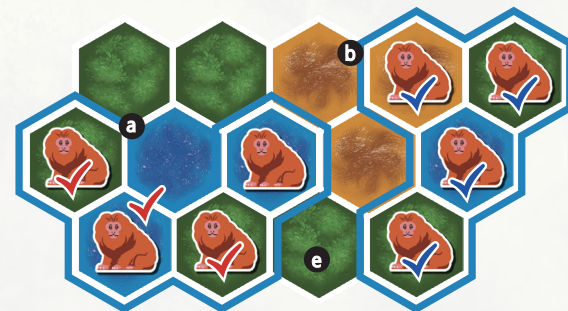


No.	★
1	2★
2	6★
3	<b>c</b> 12★
4	<b>d</b> 20★
5	30★

6★ per additional Habitat thereafter

## 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.



Each Toucan scores 3★. If you place a Toucan on a Placement Bonus Hex, immediately gain the Bonus once more.



3★

## TOUCAN B

- If a Toucan is placed on the Hex shown, the Player receives 2 “Draw” Placement Bonuses instead of 1.
- At the end of the game, 3 points are awarded for each Toucan.



Each Toucan scores 2★. Upon placement, collect all Placement Bonuses on adjacent unoccupied Hexes.



2★

## TOUCAN C

- When placing the Toucan shown in the example, the Player immediately collects the 3 adjacent “Draw”, “Gain a Seed”, and “Trash” Placement Bonuses.
- If multiple Placement Bonuses are to be collected, the Player can choose to collect the Bonuses in the order they wish to.
- At the end of the game, 2 points are awarded for each Toucan.



Each Toucan scores 3★. Upon placement, receive an instant Bonus depending on the Terrain the Toucan is placed.



3★

## TOUCAN D

- 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 Toucan's ⚡ ability the Player also receives a Seed.
- At the end of the game, 3 points are awarded for each Toucan.





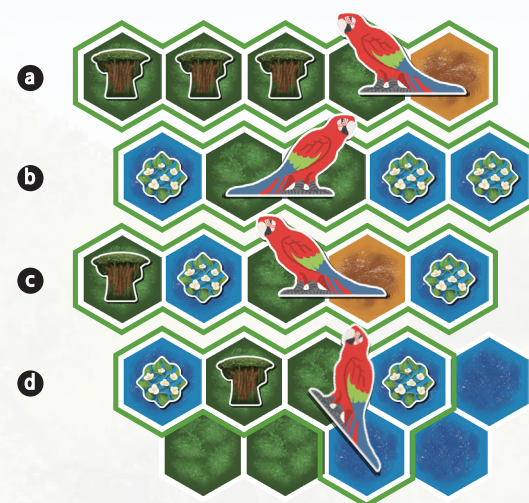
# VI. APPENDIX

Each Grouping made up of a Macaw with Tree(s) and/or Flower(s) scores ★ based on the shape.



## MACAW B

- The direction of the Macaw and the order of the Lives placed are irrelevant.
- The Grouping must consist of 1 Macaw with Tree(s) and/or Flower(s). Therefore, a Grouping can consist of a Macaw and Trees or a Macaw and Flowers. Groupings **a**, **b**, and **c** are all recognized as the 3rd Grouping shape and collect 9 points each.
- Grouping **d** on the other hand, forms a different shape than what is indicated on the card, so no points are collected.



Each Macaw scores 3★ per pair of an Animal and a Tree both adjacent to the Macaw.

*Animal excludes all Macaws*



## MACAW D

- 4 Animals, an Otter, 2 Woodpeckers, and a Jaguar are adjacent to the Macaw. 3 Trees are also placed adjacently. Per pair of 1 Animal and 1 Tree the Macaw collects 3 points. In this example there are 3 pairs of 1 Animal and 1 Tree, 3 pairs x 3 points = 9 points collected.



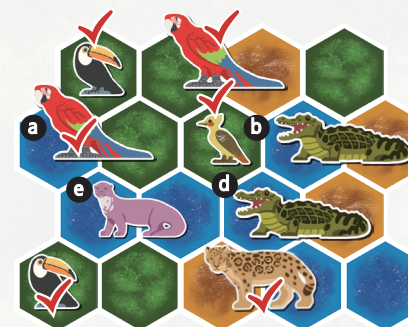
Each Caiman scores ★ based on the number of other Animals adjacent to its River Habitat.

*Other Animals exclude all Caimans*

No.	★
4	5★
6 <b>c</b>	6★
8	7★
10	8★
12	9★
14+	10★

## CAIMAN C

- Even if a Large Animal is placed partially in the River Habitat inhabited by a Caiman with the other half placed in an adjacent Terrain, the Large Animal is counted as meeting the condition. Therefore, Macaw **a** is considered to be adjacent to the River Habitat inhabited by the Caiman.
- The number of Animals adjacent to the Caiman **b**'s River Habitat is **✓ 6**, therefore, **c** 6 points are collected. When calculating the Caiman, Caimans are not included in the Animal count.
- Caiman **d** also inhabits the same River Habitat and also collects 6 points, for a total of 12 points collected by 2 Caimans.
- Otter **e** is not counted as it inhabits the Caiman's River Habitat, not an adjacent Habitat.



Each Otter scores ★ based on the number of Lives placed in its Habitat.

*Life excludes all Otters*

No.	★
6 <b>a</b>	8★
8	9★
10	10★
12	11★
14	12★
16+	13★

## 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 **a** 8 points. 2 Otters x 8 points = 16 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 **b** in this example, partially satisfy the conditions, they are still included in the count.





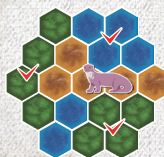
# VI. APPENDIX

Each Otter scores  $\star$  based on the number of Hexes of its smaller Habitat.



No.	$\star$
8 <b>c</b>	7 $\star$
10	8 $\star$
12	9 $\star$
14	10 $\star$
16	11 $\star$
18+	12 $\star$

Each Otter scores  $\star$  based on the number of Habitats larger than 3 Hexes that are adjacent to its own.



No.	$\star$
3	3 $\star$
4 <b>a</b>	5 $\star$
5	7 $\star$
6	9 $\star$
7	11 $\star$
8+	13 $\star$

Each Jaguar scores 2  $\star$  for each DIFFERENT Life adjacent to itself.

*Life excludes all Jaguars*



→ 2  $\star$

Each Jaguar scores 2  $\star$  for each DIFFERENT Life placed within a straight line of itself.

*Life excludes all Jaguars*



→ 2  $\star$

Each Jaguar scores 3  $\star$  for each DIFFERENT adjacent Animal Class.

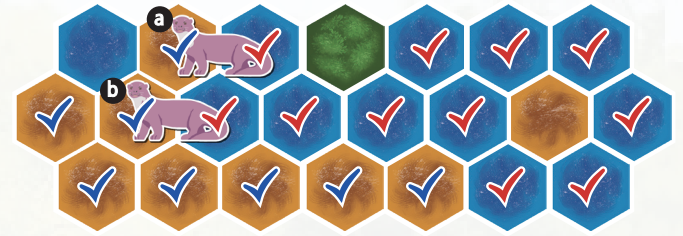
*Animal Classes include Birds, Herptiles, and Mammals (excluding the Jaguar)*



→ 3  $\star$

## OTTER C

- Otters **a** and **b** are placed in the same Habitats. The River Habitat is made up of  $\checkmark$  11 Hexes and the Wetland  $\checkmark$  8, making the Wetland Habitat smaller than the River Habitat. Thus, Otters **a** and **b** collect **c** 7 points each, for a total of 14 points.



## OTTER D

- The Otter inhabits a Wetland Habitat that is adjacent to a total of 6 other Habitats. Of the 6,  $\checkmark$  4 Habitats are made up of more than 3 Hexes. With 4 Habitats matching the Cards condition, **a** 5 points are collected by the Otter.



## JAGUAR B

- There are a total of  $\checkmark$  4 Different Lives adjacent to Jaguar **a**: Flower, Tree, Caiman, and Toucan. Jaguar **a** collects  $4 \times 2 = 8$  points.
- Jaguar **a** is adjacent to 2 Toucans but as the Card condition asks for "Different" Lives, only 1 of the 2 Toucans is counted.
- Jaguar **b** is also adjacent to Jaguar **a**, but the Card condition excludes the Jaguar, so Jaguar **b** is not counted when scoring for Jaguar **a**.
- There are a total of  $\checkmark$  3 Different Lives adjacent to Jaguar **b**: Flower, Tree, and Macaw. Jaguar **b** collects  $3 \times 2 = 6$  points.

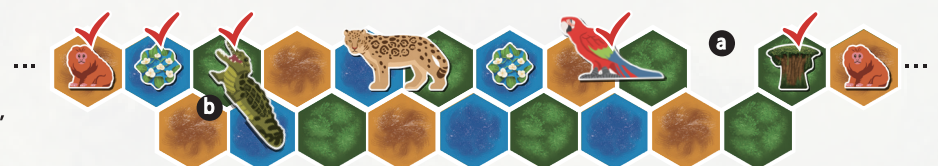


## JAGUAR C

- In the example, the  $\checkmark$  5 Lives in line with the Jaguar are the Tamarin, Flower, Caiman, Macaw, and Tree. The Jaguar collects  $2 \text{ points} \times 5 = 10$  points.

There are 2 Tamarins and 2 Flowers in the same line as the Jaguar, but the Card condition asks for "Different" Lives so only 1 of each is counted. Because the Card conditions exclude the Jaguar, even if another Jaguar is placed in the same straight line, the Jaguar is not counted as a Different Life.

- An Unrestored Area such as **a** does not cut off a straight line.
- Even if Large Animals such as the Caiman **b**, partially satisfy the conditions, they are still included in the count.



## JAGUAR D

- Even if they are different Animals but are of the same class, the Jaguar only counts 1 for the class.
- In the example, there are  $\checkmark$  2 classes adjacent to Jaguar **a**: Birds (Toucan) and Herptiles (Caiman, Frog). Therefore Jaguar **a** collects  $2 \text{ Classes} \times 3 \text{ points} = 6$  points.
- As per Card conditions, Jaguars are not counted when scoring for Jaguars, therefore, Jaguar **b** does not count for another class even though it's adjacent to Jaguar **a**.






# VI. APPENDIX

## UNIQUE ANIMAL CARDS

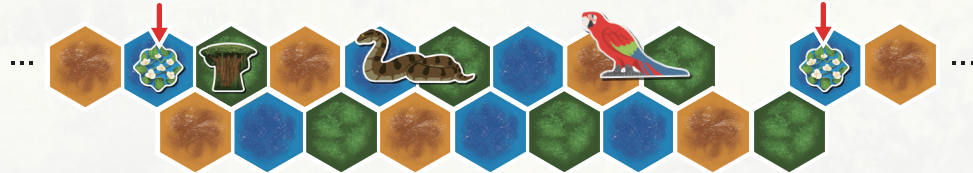
Anaconda scores 10★. Upon placement, place up to 2 Flowers in any unoccupied River Hex within a Straight-line of the Anaconda.




10★

### ANACONDA

- If there are no unoccupied River Hexes within the same line as the Anaconda, the Player is unable to receive the ⚡ effect.
- As long as the River Hex is within the same straight line as the Anaconda, it does not matter whether or not there are other Animals placed between the Anaconda and the River Hex or even an Unrestored Area.
- This placement does not affect the Aquatic Flower Track on the Waterfall of Life.



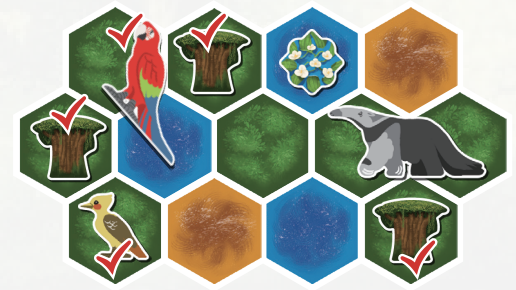
Anteater scores 7★. Upon placement, gain a Seed (max 3) for every 2 Lives in the same Habitat. Life excludes Anteater.



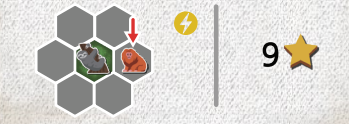
7★

### ANTEATER

- After placing the Anteater in a Forest Habitat, the Player gains a Seed for every 2 Lives within that same Forest Habitat.
- A total of ✓ 5 Lives are placed within the same Forest Habitat of the Anteater: 3 Trees, 1 Woodpecker, and 1 Macaw. Upon placing the Anteater, the Player gains 2 Seeds.



Sloth scores 9★. Upon placement, place a Tamarin from the Animal Refuge on an unoccupied Hex matching its Terrain condition, adjacent to the Sloth.




9★

### SLOTH

- Upon placing the Sloth in the Jungle, the Player takes 1 Tamarin from the Animal Refuge and places it in any unoccupied Hex adjacent to the Sloth. The Hex must also satisfy the Terrain conditions of the Tamarin.
- If there are no unoccupied Hexes adjacent to the Sloth that satisfy the Terrain conditions of the Tamarin, the ⚡ effect cannot be applied.
- If there are no Tamarins left in the Animal Refuge, the Player cannot apply this effect.

Armadillo scores 7★. The turn upon its placement, decrease the cost of a Scenery Card purchase by 2💧 for every Tree adjacent to the Armadillo.



7★

### ARMADILLO

- In the same turn the Armadillo is placed, the cost of purchasing 1 Scenery Card is reduced. For every Tree that is adjacent to the Armadillo 2💧 is reduced.
- The example shows the Armadillo adjacent to 4 Trees. Therefore, when purchasing 1 Scenery Card during the same turn, the Player can purchase a card at a cost reduced by 8💧. If the Player were to purchase the "Giants World" Scenery Card in the same turn all 7💧 would be reduced, and the Card is able to be purchased at no cost.
- If the reduction is greater than the cost of a Card, the difference is dismissed.
- The effect can only be used in the same turn the Armadillo is placed. No more than 1 Scenery Card can be purchased with this effect.
- The cost of Insect Cards and Plant Cards are not reduced through the Armadillo's ability.





# VI. APPENDIX

## SCENERY CARDS



1. **A Flock** : Each Bird placed in your Jungle collects 1 point.
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 Toucans** : 3 points are collected for each Toucan placed in your Jungle. In the example above, a total of 2 Toucans are placed, so a total of 6 points are collected.
5. **Baby Tamarins** : Each Tamarin placed in your Jungle collects 2 points. In the example above, a total of 3 Tamarins are placed in your Jungle, so total of 6 points are collected.
6. **Cold-blooded** : Collect 1 point for every Herptile. The example shows 3 Herptiles placed in the Jungle, therefore, collect 3 points.
7. **Dense Forest** : Each Tree in your Jungle collects 1 point.
8. **Diversity** : For each different Animals placed in your Jungle, collect 2 points. In the example above, there are 8 different Animals inhabiting your Jungle: Otter, Iguana, Jaguar, Macaw, Toucan, Frog, Woodpecker, and Tamarin. Therefore, this card collects  $8 \times 2$  points = 16 points.
9. **Feathers&Scales** : Each pair of a Bird and Herptile collects 3 points. In the example above, there are 3 pairs of a Bird and Herptile (3 Herptiles and 6 Birds). Therefore,  $3$  pairs  $\times$  3 points = 9 points are collected.
10. **Flightless** : Each pair of a Mammal and Herptile collects 3 points. The example above shows 3 pairs of a Mammal and Herptile (3 Herptiles and 7 Mammals). In this case,  $3$  pairs  $\times$  3 points = 9 points are collected.
11. **Flora** : Each Aquatic Flower placed in your Jungle collects 1 point.
12. **Follow up** : Collect points equal to the number of Hexes in your Jungle's 2nd largest Habitat. In the example above, Forest Habitat **a** is largest with 13 Hexes and Wetland Habitat **b** is 2nd largest with 10 Hexes, therefore, 10 points are collected.
13. **Froglets** : Collect 2 points for each Frog placed in your Jungle.
14. **Full Jungle** : Collect 1 point for each Animal placed in your Jungle. In the example above, 16 Animals are placed in the Jungle, so a total of 16 points are collected.

15. **Giants World** : Collect 2 points for each Large Animal in your Jungle. The example shows 6 Large Animals, therefore, collect  $2$  points  $\times$  6 Large Animals = 12 points.

16. **Hatchlings** : Collect 2 points per Woodpecker.

17. **In Pairs** : Collect 3 points for each different Animal placed in even numbers. The example to the left shows 6 species of Animals placed in even numbers (2 Otters, 2 Jaguars, 2 Woodpeckers, 2 Macaws, 2 Frogs, and 2 Toucans), therefore, collect  $6$  species  $\times$  3 points = 18 points.

18. **Jaguar Cubs** : Choose a Jaguar placed in your Jungle. Collect the same score as the selected Jaguar.

19. **Mammalia** : Collect 1 point for every Mammal. The example to the left shows 7 Mammals in the Jungle, therefore, collect 7 points.

20. **Meandering Stream** : Collect 3 points for every Nature Card including Scenery Cards and Plant Cards in your possession. When counting the Nature Cards, the current Meandering Stream Nature Card is also counted.

21. **Otter pups** : Choose an Otter placed in your Jungle. Collect the same score as the selected Otter.

22. **Small World** : Collect 1 point for each Small Animal in your Jungle. The example shows 10 Small Animals placed in the Jungle, therefore, 10 points are collected.

23. **The Great Jungle** : Collect 1 point for every 2 Hexes in your Jungle's largest Habitat. In the example, the Largest Habitat is Forest Habitat **a** with 13 Hexes, therefore, 6 points are collected.

24. **Unrestored** : Collect 1 point for every 2 Lives placed adjacent to an Unrestored Area. In the example, there are 13 Lives placed adjacent to an Unrestored Area, therefore, 6 points are collected.

25. **Verdant** : Collect 2 points for each pair of a Tree and Aquatic Flower. The example shows 2 pairs of a Tree and Flower (5 Trees and 2 Flowers), therefore, collect  $2$  pairs  $\times$  2 points = 4 points.

26. **Warm-blooded** : Collect 3 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  $3$  points  $\times$  6 pairs = 18 points.









# VI. APPENDIX

## INSECT CARDS

- 1. Assassin Bug** : Take a Special Terrain Tile from the Supply and place it in your Jungle.
- 2. Bumble Bee** : For every 2 Birds in your Jungle, collect 1 Seed immediately. For example, if there are a total of 7 Birds in your Jungle, collect 3 Seeds.
- 3. Bullet Ant** : Immediately collect 2 Seeds from the Supply.
- 4. Eumastacidae** : Immediately collect 1 Seed for every 2 Mammals placed in your Jungle. For example, if your Jungle had a total of 5 Mammals, collect 2 Seeds.
- 5. Flannel Moth** : Immediately draw 2 new Resource Tokens from the Resource Bag.
- 6. Giant Stick Insect** : For every 2 Trees in the Jungle, collect 1 Seed immediately. For example, if there are total of 8 Trees in your Jungle, collect 4 Seeds.
- 7. Hercules Beetle** : Immediately collect 1 Seed for every 2 Herptiles in your Jungle. For example, if there are a total of 7 Herptiles place in your Jungle, collect 3 Seeds.
- 8. Jumping 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.
- 9. Leaf Mimic Katydid** : Take 1 Tree from the Supply and place it on an unoccupied Forest Terrain Hex. This placement does not affect the Tree Track on the Waterfall of Life.
- 10. Leafcutter Ant** : Immediately collect a Seed from the Supply.
- 11. Leafhopper Nymph** : Choose any number of Resource Tokens from the Play Area and discard them into the Discard Pile. Afterwards, draw an equal number of new Resource Tokens from the Resource Bag.
- 12. Lycorea Halia Butterfly** : Choose 1 Resource Token from the Play Area or the Discard Pile and Trash it. Then collect 1 Seed from the Supply.
- 13. Morpho Butterfly** : Choose 1 Resource Token from the Play Area or the Discard Pile and Trash it.
- 14. Praying Mantis** : 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.
- 15. 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.
- 16. Roseate Skimmer** : Immediately collect 1 Seed for every 2 Aquatic Flowers placed in your Jungle. For example, if your Jungle had a total of 5 Flowers in the Jungle, collect 2 Seeds.
- 17. Tarantula** : Choose 1 Large Animal from the Animal Refuge and place it on an unoccupied Hex matching its Terrain condition. Unique Animals cannot be placed with this card.

## PLANT CARDS

- 1. Brazil Nut Tree** : You can pay 3  to draw a Resource Token from your Resource Bag. This ability can only be used once per turn.
- 2. Bromeliad** : If you've placed a Bird in your Jungle, collect 1 Seed immediately. This ability can only be used once per turn.
- 3. Costaceae** : After performing an "Area Restoration" Action, choose a Placement Bonus from the newly placed Terrain Tile to collect immediately. For example, if you were to place a new Terrain Tile like the image on the right, you would choose either the "Trash" Bonus or the "Draw" Bonus to collect immediately. If you chose the "Trash" Bonus, you immediately remove 1 Resource Token from the game.
- 4. Cacao** : You can pay 3  to collect 1 Seed. This ability can only be used once per turn.
- 5. Clitocybula** : If you've placed an Aquatic Flower on a Hex with a Placement Bonus, collect the same Placement Bonus once more. The ability can only be used once per turn.
- 6. Cookeina** : If you've placed an Animal on a Hex with a Placement Bonus, collect the same Placement Bonus once more. The ability can only be used once per turn, and if you were to place a Large Animal and collect 2 Placement Bonuses, you must choose which Bonus of the 2 to collect again.
- 7. Geogenanthus** : If you place a Herptile in your Jungle, collect 1 Seed. This ability can only be used once per turn.
- 8. Giant Water Lily** : Perform the "Place Aquatic Flower" Action for 1  less. The ability can only be used once per turn.
- 9. Heliconia** : If you've placed a Bird in your Jungle, draw a Resource Token from the Resource Bag immediately. This ability can only be used once per turn.
- 10. Mycena Chlorophos** : If you've placed a Tree on a Hex with a placement Bonus, collect the same Placement Bonus once more. The ability can only be used once per turn.
- 11. Orchid** : If you've placed a Mammal in your Jungle, draw a Resource Token from the Resource Bag immediately. This ability can only be used once per turn.
- 12. Palicourea Elata** : You can discard a Resource Token from the Play Area and draw a new Resource Token from the Resource Bag. This ability can only be used once per turn.
- 13. Passiflora** : If you've placed a Herptile in your Jungle, draw a Resource Token from the Resource Bag immediately. This ability can only be used once per turn.
- 14. Philodendrons** : Perform the "Place Tree" Action for 1  less. The ability can only be used once per turn.
- 15. Pitcher Plant** : If you've used an Insect Card, immediately collect a Seed. This ability can only be used once per turn.
- 16. Water Hyacinth** : If you've place a Mammal in your Jungle, collect 1 Seed immediately. This ability can only be used once per turn.
- 17. Water Lettuce** : Perform the "Area Restoration" Action for 1  less. The ability can only be used once per turn.
- 18. Vanilla Orchid** : Perform the "Purchase Resource Token" Action for 1  less. The ability can only be used once per turn.

