



NATURE

Nature is teeming with life!

Our planet is home to millions of species - plants, fungi, insects, birds, reptiles, and mammals - each with an innate drive to flourish as they seek a niche in a complex and ever changing ecosystem.

The game of Nature takes place in a vibrant ecosystem around a small watering hole. To grow your population, your species will need to adapt to the changing environment amidst two threats; starvation and predation.

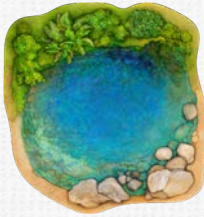
The Nature Game System

Nature is a modular game system that allows you to create and explore a unique ecosystem each time you play. There is no limit to the number of modules you can add to a game.

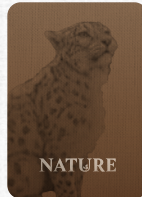
We recommend playing without any modules for your first several games.



Components



Watering Hole



Nature cards



Hunter cards



Player Aids



Snow Leopard
First Player
Marker



Food Bags



Plant tokens



Meat tokens



Population
tokens

Food tray contains:



Size dials



Plant tokens of
value 10



Meat tokens of
value 10

Setup

- 1 Place the Watering Hole board in the center of your gaming space, within reach of all players.
- 2 Place the Food Tray near the Watering Hole. It contains the Plant 🌿 and Meat 🍖 tokens your species will **Eat** throughout the game.
- 3 Place the 10 Hunter cards near the food tray.
- 4 Place the size and population trays on either side of the table, accessible to all players.
- 5 Shuffle the deck of Nature cards and place them facedown on the table.
- 6 Give a Food Bag to each player. This is where you will store the Plant 🌿 and Meat 🍖 tokens **Eaten** by your species each round.
- 7 The person who has most recently seen a wild animal will go first. Give them the First Player Marker. Bragging rights go to the player with the most interesting wild animal story or nature anecdote.
- 8 Draw the top card of the Nature deck. Multiply the number located in the bottom right corner of that card by the number of players to determine how many Plant tokens 🌿 will be added to the Watering Hole each round. Slide the card under the Watering Hole with the food number showing so you don't forget how much food to add in later rounds.



Player Count	Card Number			
	1)	2)	3)	4)
2-Players	2 🌿	4 🌿	6 🌿	8 🌿
3-Players	3 🌿	6 🌿	9 🌿	12 🌿
4-Players	4 🌿	8 🌿	12 🌿	16 🌿





Goal

The goal of *Nature* is to adapt your species in an ever-changing ecosystem where food is scarce and predators lurk. You receive points for growing and sustaining a flourishing population.

At the end of the game, players score:

- 1 point for each Plant token  and Meat token  **Eaten** during the game.
- 2 points for each surviving species.

Playing the Game



A game of *Nature* plays over four rounds. Each of the four rounds has two distinct game phases. The **Adapting Phase** simulates the process of adaptations that takes place over millions of years from natural selection. This is the game phase where your species adapt to the changing environment. The **Feeding Phase** is a snapshot of what the ecosystem looks like at a particular point in time. This is the phase where everyone's species compete for a limited amount of food in the ecosystem.

There is also a **Preparation Phase** at the start of each round and a **Scoring Phase** at the end of each round.

PREPARATION

Do the following steps in order at the beginning of each round.

1. Add Food to the Watering Hole

Grab the appropriate number of Plant tokens  (as determined during Setup) and place them on the Watering Hole. These are added to any Plant tokens  that might be leftover from the previous round.

2. Get a New Species

Give a new species to each player:

- Each player takes a Population token to represent the population of their new species.
- Each player takes a Size dial marked at size 1 to represent the size of their new species. All species start as foragers with red hunter side of the Size dial facedown. This allows them to **Forage** from the Watering Hole but does not allow them to **Hunt** other species.

After the first round, follow the steps below if any player lost population in the previous round.

- Add any Population tokens lost during the previous round to your new species. For example, if you lost 3 Population tokens during the previous round, your new species will start with 4 Population tokens.
- Add any size lost during the previous round to your new species. For example, if a size 3 species went extinct during the previous round, your new species will start as a size 4 species. Or if you lost two size 1 species during the previous round, your new species will also start as a size 3 species. Lost size that would make a species larger than size 4 are lost forever.

3. Draw 5 Cards

Each player draws 5 cards from the Nature deck. There is no maximum hand size, so this is in addition to cards that a player may have held on to from a previous round. If you run out of cards in the Nature deck, shuffle the discard pile and make a new Nature deck.

ADAPTING PHASE

Starting with the first player and moving clockwise around the table, players will adapt their species by playing Nature cards from their hand. Each card is an action. When it is your turn, you may play as many cards as you want, choosing from the options listed below. Each action may be applied to any of your species, multiple times and in any order. You only get one turn during the **Adapting Phase**, so planning ahead is important!

1. Gaining Population

Take a card from your hand and discard it into the faceup discard pile, then take a Population token from the supply and add it to any one of your species. There is no limit to the number of population a species can have.

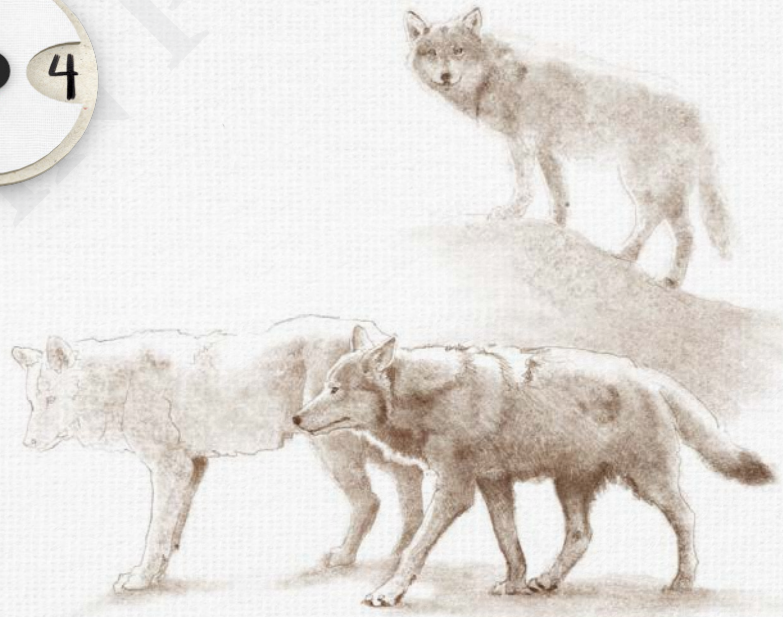
2. Gaining Size

Take a card from your hand and discard it into the faceup discard pile, then choose any one of your species to gain in size. Rotate your Size dial to the next number in ascending order. The maximum size of a species is 4, roughly the size of a large elk.

A species' **Hunt** value and **Defense** value is equal to its size.

Tip: You'll want lots of population because you score points for **Eating** food.

Tip: A large size will allow you to **Eat** more when plants are in short supply.



3. Play a Card as a Trait

Take a card from your hand and play it facedown above any one of your species. This card is now a trait that modifies the species. You may assign the same trait multiple times to a single species, but each copy counts towards a 3 trait maximum.

TRAIT CARDS

Hunt value

Defend value

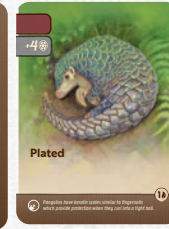
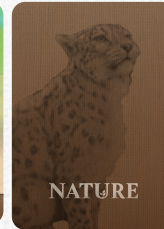
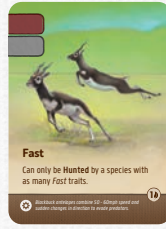
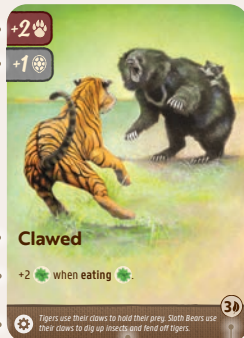
Card Name

Ability

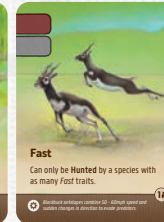
Icon for Solo

Flavor Text

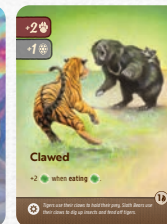
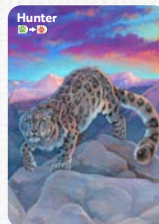
Food Discard value



This size 1 species has 2 population, a Fast trait, and a Plated trait. It also has a facedown trait that was played this turn and has not yet been revealed. Its **Defend** value is 5: +1 **Defend** from its size and +4 **Defend** from the Plated trait.



This size 3 species has 3 population, a Social trait, and a Fast trait. Its **Forge** value is 5: +3 **Forge** from its size and +2 **Forge** from the Social trait.



This size 3 species has 3 population, a Hunter trait, and a Clawed trait. Its total **Hunt** value is 5: +3 **Hunt** from its size and +2 **Hunt** from the Clawed trait.

Additional Free Actions

The following actions may be taken multiple times and at any time during your turn in the **Adapting Phase**. They do not require you to play a card from your hand.

- **Play the *Hunter* Trait Card**

You may take the *Hunter* trait card and play it on any of your species that doesn't already have the *Hunter* trait. The *Hunter* trait counts toward the 3 trait limit permitted for each species.

When you play a *Hunter* trait, flip over that species Size dial to the red side to show that it can **Hunt** other species. It can no longer **Forage** for plants in the Watering Hole.



Sam wants to make his species a hunter. He takes a Hunter card from the stack and adds it as his second trait. He then flips his Size dial over to show that his species is now a hunter.

- **Remove Traits**

You may discard traits from any of your species. Return *Hunter* traits to the Hunter deck and place any other removed traits in the discard pile.

- **Hold Cards**

You may keep 1 or more cards to play as food during the **Feeding Phase** (as described later), or to play next round.

End of Adapting Phase & Card Reveal

Once a player has completed all of their actions, the next player will take their turn. After everyone has completed the **Adapting Phase**, all players reveal the facedown traits on their species.

Tip: It can be difficult to feed a hunter. We recommend holding off on evolving your species into a hunter unless there is another species in play that's vulnerable.

Tip: Hold a card back if you think the Watering Hole will empty before your species will have a chance to feed.

Tip: Any species can evolve into a hunter, so make sure your species are well protected!

FEEDING PHASE

At the start of the **Feeding Phase**, every species population is **Hungry**. A **Hungry** population is a Population token that does not have a Plant 🌿 or Meat 🍖 token on it. During the **Feeding Phase**, each population will **Eat** 1 food, or starve and get removed from play. A population might also be **Hunted** by a hunter and removed from play.

Starting with the first player and moving clockwise around the table, each player will continue taking turns until every Population token left in play has a Plant 🌿 or Meat 🍖 token on it.

When it's your turn, choose one of your **Hungry** species to:

- **FORAGE** from the Watering Hole.
- **HUNT** another species.

Starvation

If you are unable to **Forage** or **Hunt** with any of your species, you must choose a population to die of starvation. Flip over that Population token to show that it has starved. Place the starved Population token next to your Food Bag. It will be added to your new species at the beginning of the next round.

Passing

Once all of your remaining population tokens are fed, you may choose to pass even if you have other actions available to you (like discarding to add food to the watering hole). If you pass, you are out for the round and your turns are skipped for the remainder of the **Feeding Phase**.

FORAGING

When a species **Forages**, it **Eats** Plant tokens 🌿 from the Watering Hole equal to its current size plus any trait modifications that may increase this amount (ie *Social* and *Clawed*). Place each **Eaten** Plant token 🌿 on top of a **Hungry** Population token. Your species must always **Eat** the full amount it can **Forage** for, provided there are enough Plant tokens 🌿 in the Watering Hole, and the species has enough **Hungry** Population tokens.

Plant food is limited to the number of tokens in the Watering Hole. If your species can **Forage** for 4, but there are only 2 Plant tokens 🌿 in the Watering Hole, then it will only eat 2 Plant tokens 🌿 when it **Forages**. If there are 5 Plant tokens 🌿 in the Watering Hole, the species must **Eat** 4 Plant tokens. Likewise, a species may never **Eat** more food than it has **Hungry** Population tokens. If your species can **Forage** for 4, but it only has 1 **Hungry** Population token, then it will only **Eat** 1 Plant token 🌿 when it **Forages**.





Jeffrey has a size 1 species with 4 population tokens 🐎. It can **Forage** for 3: 1 **Forage** for its size and +2 **Forage** because of the trait **Clawed** played on the species. He takes 3 Plant tokens 🌿 from the Watering Hole and places them on three of the **Hungry** Population tokens. One of its population is still **Hungry**, so Jeffrey will have to wait to **Feed** this species again on a subsequent turn. Hopefully, food is still in the Watering Hole to avoid starvation!

HUNTING

A species with the *Hunter* trait flips the Size dial over to the red side and can't **Forage**, unless a trait explicitly allows it to. A hunter eats by **Hunting** other species instead of **Foraging** from the Watering Hole. Hunters can continue to **Eat** even after the Watering Hole runs out of Plant tokens 🌿.

A **Hungry** hunter must **Hunt** if there is available prey, regardless of who controls that species. For example, a hunter must **Hunt** a species with the *Horned* trait card if that species is the only available target. This is the case even when both the hunter and the *Horned* species belong to you!

A hunter may **Hunt** another species if **all** of the following qualities are met:

- The hunter is **Hungry**.
- The hunter has a **Hunt** value 🐾 equal to or greater than the **Defend** value 🛡️ of its intended prey.
- The hunter can overcome all of the prey's defensive traits, like *Fast*, which makes it more difficult to catch.

After a successful Hunt:

1. The **Hunted** species loses 1 population, represented by a Population token of that player's choice. If this happens to you, choose 1 Population token to flip over and place it next to your Food Bag. You will add this token to the new species you receive at the start of the next round.
2. Any Plant 🌿 or Meat 🍖 token on the **Hunted** population is returned to the Food tray.
3. The Hunting species **Eats** Meat tokens 🍖 from the Food tray equal to the size of the **Hunted** species. A hunter gets more food when it **Eats** a larger species. Place each **Eaten** Meat token 🍖 on top of a **Hungry** Population token of the species that is feeding.

Additional Free Actions

Anytime during your turn, you may discard one or more cards from your hand to put food in the Watering Hole equal to the Food Discard value(s) indicated in the bottom right corner of the card(s). You may do this before you species feeds, or after your species feeds.



Social

+2 food when eating.



Doac Langur monkeys share child rearing responsibility, ties to allow mothers the opportunity to forage.

20





Maddie's Species



Dom's Species

On Dom's **Feeding Phase**, he chooses to feed his hunter. Dom's species has a **Hunt** value 🐾 of 5: +3 for its size and +2 for the **Clawed** trait. Maddie's species has a **Defend** value 🛡️ of 5: +3 for its size and +2 from the **Tussock** trait, so Maddie's species is a legal target for the **Hunt** (perhaps in the next round's adapting phase, she may gain in size or add **Plated** to this species).



Maddie removes one **Population** token from the **Hunted** species and places it next to her **Food Bag**. It will be added to Maddie's new species next round. Dom's species **Eats** 3 **Meat** tokens 🍖 because Maddie's species is size 3. He takes them from the supply and places them on three of his **Hungry** **Population** tokens. Dom will need to feed his 2 remaining **Hungry** population on a future turn.



EXTINCTION

A species goes extinct when it loses its last Population token. This can happen from starvation, or when a species gets **Hunted**. Do the following if one of your species goes extinct:

1. Place its Population token and its size dial next to your Food Bag. They will be added to your new species next round.
2. Return its traits to your hand. These cards are immediately available to discard for adding food to the Watering Hole.
3. Return the Hunter card, if applicable, to the Hunter deck.

SCORING



Place the Plant tokens  and Meat tokens  that are on top of your Population tokens into your Food Bag. Each will be worth 1 point at the end of the game.

Any Plant tokens  in the Watering Hole will remain there. Next round, you will add the appropriate number of Plant tokens  (as determined during Setup) in addition to any remaining food.

The game ends after Round 4. If you still have rounds remaining, pass the Snow Leopard First Player Marker to the left and begin a new round, starting with the **Preparation Phase**. Otherwise, proceed to the **End of the Game**.

End of the Game

Evolutionary biologists often measure the success of a species by the amount of food it has **Eaten** over time. To determine the success of your species over the course of the game, each player scores:

- 1 point for each Plant  and Meat  token in their Food Bag.
- 2 points for each surviving species.

The player with the most points wins the game!

If there is a tie, the player with the most traits on their surviving species wins!

If there is still a tie, the first person to make an animal sound wins! (Just kidding. You both win.)

Variable Length

Nature is a 4 round game when played without any modules, but you can play additional rounds if you'd like a longer game. Each additional round adds 15–20 minutes to the game. Likewise, you may reduce the number of rounds if you'd like a shorter game. Just decide ahead of time how many rounds you're going to play.

Quick Play Variant



Another way to reduce the game length is to play with the Quick Play Variant. In this variant, everyone plays their cards during the **Adapting Phase** simultaneously, without looking at what actions their opponents are taking. This variant is more random, but it more closely represents how random mutations drive evolution through natural selection.

FAQ

What happens if I run out of a component?

Components are unlimited. If you run out of any component, use something in its place such as a coin or a die.

How do I determine the Hunt and Defend values of a species?

The **Hunt**  and **Defend**  values of your species is equal to its size, plus any modifications given by traits. Check the top left hand corner of the card.

Can I choose to forage/hunt for less than my total (size+trait modifications)

No, but sometimes your species will not eat the full amount because it does not have enough **hungry** population.

Can I add the lost and size from the previous round to any species in the next round?

No, they are added to your new species.

Do I get anything for the card I lose if I discard an unwanted trait from my species?

No.

During the feeding phase, can I discard traits from my species to add food to the watering hole?

No, the cards must come from your hand.

If my size 4 species goes extinct is my new species in the next round size 5?

No, size 4 is the largest species.

Can I play with two biome modules?

No. Each biome module has a unique watering hole to show the location of the ecosystem that is being simulated. The ecosystem cannot be in the freezing Arctic Tundra and the humid Amazon Rainforest at the same time.

GAME DESIGN

Designer	Dominic Crapuchettes
Developers	Tony Mastrangeli, Scott Rencher, Madeleine Zehnle, Ben Goldman, Daniel Crapuchettes, Ross Connell, Evan Shorrock, Sam Sanders, Jeffrey Lamb, Tadele Andye
Playtesters	Elizabeth Hargrave, Matthew O'Malley, Julia Williamson, Rachel Crapuchettes, Lucy Lippard, Luke Warren, Bayard Catron, Charles & Kris Louma-Overstreet, Connie Vogelmann, David Vestal, Ben Jones, Trevor Vanderwoerd, Daniel Heffley & Friends, Neil MacLaren, Gavin Miller, Max Runningen, Jason Hockley & Linus Hockley, Shilo Quetchenbach & Finn Quetchenbach, Drew Tschetter, Jeffrey Lamb

ART

Art Director	Tony Mastrangeli
Art Consultant	Dann May from Quillsilver
Box Cover	Catherine Hamilton
Illustrations	Catherine Hamilton
Food & Population Tokens	Nina Pommelin
Graphic Design	Tony Mastrangeli
Insert Design	Sergio Soto from Blackform

NORTHSTAR TEAM

President	Dominic Crapuchettes
Operations	Sam Sanders
Marketing	Ross Connell
Art	Tony Mastrangeli
Sales	Evan Shorrock
Accounting	Tadele Andye
Creative Associate	Madeleine Zehnle
Customer Service	Jeffrey Lamb

WRITING

Rulebook	Dominic Crapuchettes, Liz Miller, Madeleine Zehnle
Flavor Text	Madeleine Zehnle, Dominic Crapuchettes
Editing	Ross Connell, Sam Sanders, Jeffrey Lamb



NorthStar
GAME STUDIO