



WONDROUS
CREATURES



I. INTRODUCTION

This is a prototype version of the rulebook.

All contents, designs, and rules of the game may be subject to change.

All feedback regarding the prototype, please send us your thoughts to info@badcomet.co

It was when a trade ship got lost at sea and was in distress. Within the vast haze of the ocean fog, the ship encountered an unusual-looking creature. It seemed like a bird, as its mysterious look was followed by a bright beak that brightened up the endless darkness. The trade ship decided to follow this bright-beaked beacon to reach what seemed its destination, a mysterious island, never before discovered amidst the cloak the sea fog had created.

The peculiar island was full of mysterious animals, from tiny, cute balls of fur to reptiles with massive, frightening fangs! All this news and discovery made you, an animal enthusiast, board the first ship sailing to this mystifying island.

TABLE OF CONTENTS

I. INTRODUCTION

- Table of Contents
- Components

II. GAME SETUP

- General Setup
- Player Setup
- Introductory Player Setup
- Starting Cards

III. GAMEPLAY

- Goal of the Game
- Reserve Building
- Crew Placement
- Game Structure

IV. BASIC ACTIONS

- Place a Crew
- Play a Card(s)
- Achieve an Achievement
- Recharge

V. KEY CONCEPTS OF CREATURE CARD ABILITIES

- Activate
- Any Resource
- Cost of the Card
- Habitat Resource
- Immediately Play 1 Card
- Same Point as the Ending Score
- Discover
- Fruit/ Coral/ Flower/ Mushroom Habitat Card
- Hatch
- Revert
- Hatch or Revert

VI. FREE ACTIONS

- Use a Butterfly Net
- Use an Energy Token
- Upgrade Crew

VII. END OF THE GAME

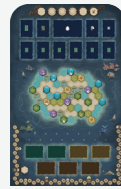
- End of the Game Conditions
- Score Calculations
- Deciding the Winner
- Score Calculation Examples

VIII. SOLO MODES

IX. APPENDIX

- Captain Boards
- Creature Cards
- Special Effects on Habitat Tiles
- Icon Dictionary

COMPONENTS



1 Main Board



112 Creature Cards



6 Captain Boards



4 Player Boards



5 Egg Placement Tokens



7 Single-Species Achievement Cards



8 Score Tokens



7 Multi-Species Achievement Cards



12 Butterfly Nets



3 Main Achievement Cards



8 Upgrade Tokens
4 colors, 2 per color



2 "3-player-Map" Tiles



4 Score Trackers
4 colors, 1 per color



8 Habitat Tiles



4 Time Trackers
4 colors, 1 per color



78 Eggs



24 Achievement Markers
4 colors, 6 per color



18 Trophies



16 Resource Trackers
4 colors, 4 per color

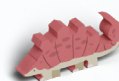


20 Energy Tokens



1 Egg Pouch

12 Crews 1 magnetic and 2 regular meeples per color



Red



Yellow



Blue



Grey

6 Crew Captains All magnetic meeples



Hao



Freya



Cabot



Octavia



Marie



Samuel

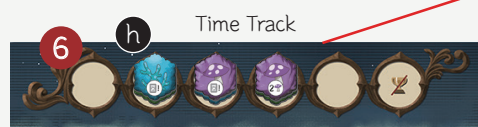
II. GAME SETUP

If you are new to this game, we recommend starting with the Introductory Play setup. For Introductory Play setup, follow the instructions outlined in page 7.



GENERAL SETUP

Example of 3 Player Setup



Score Track

The main game board setup includes the following components:


- 12**: Time Track (6 slots)
- 3**: Wondrous Creatures Deck (c)
- 5**: Eggs (e) and other game pieces (f, g)
- 8**: Game Cards (d)
- 7**: Game Board (hexagonal grid)
- 9**: Score Track (12 slots)
- 2**: Game Cards (l, k)
- 10**: Game Cards (j)
- 13**: Game Cards (i)
- 14**: Game Cards (j)
- 6**: Game Cards (j)

1 The Main Board is double-sided, with Side-A for 2-3 players and Side-B for 4. Place the Main Board with the side that corresponds to the number of players, face-up, in the center of the table.

- a Use the icon to determine which side is suitable for the number of players.
- b For 3 player setup, place 2 “3-player-Map” Tiles matching the white lines on the Main Board. For 2 or 4 player setup, the 3p-Maps are not used, therefore, return them back to the game box.

NOTE The 3p-Map is designed to overlap 1 of the matching Main Board Habitat Icons. Rearrange and overlap the 3p-Map onto the Main Board and set it in place.

2 Place the Trophies on the Main Board. The number of Trophies used depends on the number of players in the game.

No of Player	2 Players	3 Players	4 Players
	11	15	18

3 Set up the Creature Cards as shown.

For Introductory Play Setup, skip step 3 and immediately proceed with step 4.

- c **Deck:** Shuffle all Creature Cards and place them face-down.
- d **Wilderness:** Draw 6 cards from the Creature Card Deck and place them face-up. This area is called the **Wilderness**.

4 Place 4 of each Egg into the Egg Pouch and mix well. Place the Egg Pouch near the Main Board.



NOTE There are 7 different Species of Eggs, meaning a total of 28 Eggs should be placed inside the Egg Pouch.

5 Place the remaining Eggs, Butterfly Nets and Energy Tokens as shown. This area is called the **Supply**.

- e Eggs: Place the remaining Eggs in a pile here.
- f Butterfly Nets
- g Energy Tokens

6 Shuffle all Habitat Tiles and randomly place 2 Habitat Tiles in its correlating spot on the Time and Score Track.

- h Randomly place 2 Habitat Tiles in the 2nd, 3rd, and 4th Time Track spaces.
- i Place the remaining 2 Habitat Tiles in their designated spots near the 10-point space on the Score Track.

7 Place the Eggs on the Map as follows.

- Shuffle the 5 Egg Placement Tokens face-down. Randomly select 2 Tokens, flip them face-up to reveal their markings.
- Randomly draw an Egg from the Egg Pouch and place 1 Egg on each of the Hexes with the corresponding markings on the Map.

E.g. 2 randomly selected Egg Placement Tokens came out to be a ● and an X mark. Draw an Egg from the Pouch and place one on every ● and X markings on the Map.



NOTE In a 2-player Map, there are 3 of each Markings of the same type and 4 of each on a 3-4 player Map. Therefore, in a 2-player game, a total of 6 Eggs should be placed, and in a 3-4 player game, a total of 8 Eggs should be placed.

8 Shuffle all 5 Egg Placement Tokens face-down, including the 2 Tokens used in step 7. From the 2nd space to the 5th space on the Time Track, place an Egg Placement Token at random, one by one, face-down so that the markings are not visible.

NOTE From the 2nd to the 4th space on the Time Track, place the Egg Placement Token on top of the Habitat Tiles.

9 Place the Score Tokens near the Score Track.

10 Set up the Achievement Cards as shown. For 2-players, use the front side of the card, and for 3-4 players use the back.



Front (2 Players)



Back (3-4 Players)

There are 2 Achievement Slots, and 2 icon is displayed on the top right. There are 3 Achievement Slots, and no icon on the top right.

- j **Main Achievements:** Place 3 brown-bordered Main Achievement cards in the bottom row with matching colored outlines. The order of placement is irrelevant.
- k **Multi-Species Achievements:** Place 2 yellow-boardered Achievement Cards in the spaces outlined in yellow. These Cards have 2 different Species pictured.
 - First, place a random Multi-Species Achievement Card down.
 - Then, place another random Multi-Species Achievement Card. However, since Achievement Cards cannot hold duplicate Species, draw again until an Achievement that meets these conditions are found.
- l **Single-Species Achievements:** Place 2 turquoise-boardered Achievement Cards in the spaces outlined in turquoise.
 - First, remove the Single-Species Achievement Cards that match any Species already present in k.
 - Of the remaining 3 Single-Species Cards randomly select 2 and place them in the spaces outlined in turquoise.
 - Aside from the 7 Achievement Cards placed on the board through j to l, all remaining Achievement Cards will not be used and are to be returned to the game box.

NOTE Through the Multi-Species and Single-Species Achievements, Players should see 6 different Species used in the game that do not overlap.



PLAYER SETUP

The player to have befriended the most unusual animal becomes the First Player. The game proceeds in a clockwise direction, starting with the First Player.

If this is your first playthrough, do not proceed with steps 16 to 19, instead proceed with the Introductory Play Setup 20 on the following page.

- 11 Each player chooses a Player Board of their desired color and places it in front of them.
 - 12 Place the Time Tracker that matches the color of the selected Player Board and place it on the first space of the Main Board's Time Track.
 - 13 Take the Score Tracker that matches the color of the selected Player Board.
 - The First Player places the tracker on 0 of the Score Track, the 2nd player places it on 2, the 3rd on 4, and the 4th Player on 6.
 - The 4th player also collects 1 Butterfly Net from the Score Track reward.
 - 14 Take the components that match the color of the selected Player Board and setup the board as listed below.
 - m Take 3 Crew and place them next to the Player Board.
 - n Take 6 Achievement Markers and place them on the left side of the Player Board.
 - o Take 2 Upgrade Tokens and place them over the green checkmarks.
 - p Take 4 Resource Trackers and place them on space 1 of each of the Resource Tracks.
 - 15 All player starts with 2 Butterfly Nets. Take 2 Butterfly Nets from the Supply and place them next to the Player Board.
- 16 Each player draws 8 Creature Cards from the deck.
 - 17 Randomly draw one more Captain Board than the number of players and spread them out where each player can see. Counterclockwise, starting with the last player, select 1 Captain Board and place it on the Player Board. Return the unused Captain Boards back into the game box.

TIP When choosing the Captain Board, make sure to consider the 8 Creature Cards from step 17 as well as the Achievements placed on the Main Board to seek out the best combination!
 - 18 Each player takes the Crew Captain that align with the Captain Board chosen. Combine the Crew with the magnet on its back with the Crew Captain.
 - 19 Choose 4 of the 8 Creature Cards drawn in step 16. Discard the remaining 4 cards to the Discard Deck. Once all players have chosen their cards, the game begins.

q Discard Deck: When discarding, always discard face-up.

TIP When choosing which cards to keep in the hand for the first time, take a close look at the Achievements. If some cards provide the opportunity to accomplish Achievements, they can be of greater value.

NOTE In a 4-player game, because the 4th player passes the 5 point mark on the Score Track through Step 13, they start with an additional Butterfly Net. Therefore, the 4th player will start with 3 Butterfly Nets total.

INTRODUCTORY PLAY SETUP

Introductory Player Setup provides Starting Cards that correspond with each Captain Board. Set up the game as detailed in pages 4 to 6, excluding step 3 and 16 - 19. Afterwards, follow the steps below.

- 20 Depending on the number of players, prepare the Captain Boards as below and spread them out where every player can see.

Captain Board	2 Players	3 Players	4 Players
Unruly Adventurer Cabot	✓	✓	✓
Bountiful Marie	✓	✓	✓
Protector of Nature Haoa		✓	✓
Honor Seeker Samuel			✓
Meticulous Explorer Freya			
Island's Outlaw Octavia			

- 21 Counterclockwise, starting with the last player, each player chooses a Captain Board and place it on their Player Board.
- 22 Each player takes the Crew Captain that aligns with the Captain Board chosen. Fit the Crew with the magnet on its back with the Crew Captain.
- 23 Find the starting cards that corresponds to the Captain Board and add it to your hand.
- **Unruly Adventurer Cabot:** #9. Migratobster, #48. Quadred
 - **Bountiful Marie:** #65. Sporeer, #88. Gemanis
 - **Protector of Nature Haoa:** #35. Blazingo, #58. Instantoise
 - **Honor Seeker Samuel:** #53. Cuphrog, #97. Waspikie

For Introductory Play Setup, only 4 of the 6 Captain Boards are recommended. However, if you would like to experience another Captain Board than the ones listed, reference the Starting Card for the corresponding Captain Boards.

- **Meticulous Explorer Freya:** #84. Clicket, #91. Lunarling
- **Island's Outlaw Octavia:** #108. Quadragon, #112. Yorbound

- 24 Once all players have added their starting cards to their hand, set up the Creature Cards as shown.

- c Deck:** Shuffle the remaining Creature Cards and place them face-down.
- d Wilderness:** Draw 6 cards from the Creature Card Deck and place them face-up. This area is called the **Wilderness**.

- 25 Each player draws 6 Creature Cards from the deck to build a total hand of 8 cards.

- 26 Choose 4 of the 8 Creature Cards and discard the remaining 4 cards to the Discard Deck.

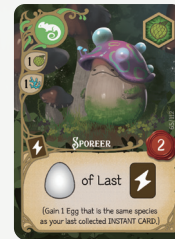
TIP When choosing which cards to keep in the hand for the first time, take a close look at the Achievements. If some cards provide the opportunity to accomplish Achievements, they can be of greater value. If needed, Starting Cards can be discarded, but this is not recommended.

STARTING CARDS

- **Unruly Adventurer Cabot:** #9. Migratobster, #48. Quadred



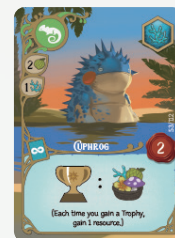
- **Bountiful Marie:** #65. Sporeer, #88. Gemanis



- **Protector of Nature Haoa:** #35. Blazingo, #58. Instantoise



- **Honor Seeker Samuel:** #53. Cuphrog, #97. Waspikie



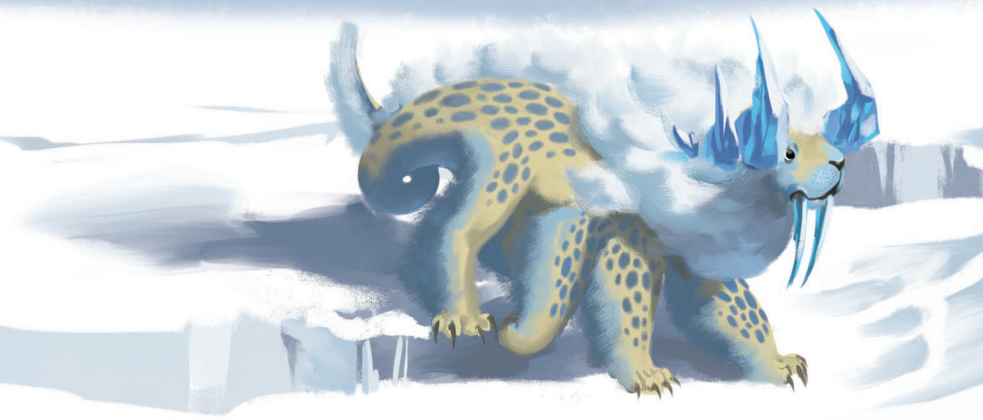
- **Meticulous Explorer Freya:** #84. Clicket, #91. Lunarling



- **Island's Outlaw Octavia:** #108. Quadragon, #112. Yorbound



II. GAME PLAY



GOAL OF THE GAME

The goal of Wondrous Creatures is to be the player with the highest score at the end of the game, which is represented by the icons



! Scoring

1. Immediate Score: Indicated with a brown seal icon, the moment this score is acquired, the Score Tracker immediately advances by the same amount.



- The Score Track will display Reward Icons. When the Score Tracker lands on or passes through those Reward Icons, immediately gain the indicated reward.



NOTE The Score Track offers rewards that will assist players in the game, such as Butterfly Nets, Trophies, and Habitat Tiles. It is important to appropriately time obtaining these rewards through Immediate Scores.

- If you exceed 50 points during the game, collect a Score Token and move the Score Tracker from 0 on the Score Track.
- After exceeding 50 points, Score Track Rewards cannot be obtained again even if players pass through the Reward Icon.



Score Token

2. Ending Score: Indicated by the red seal icon, these are the scores collected after the game ends. These scores are not counted during the game. (See more on page 23.)

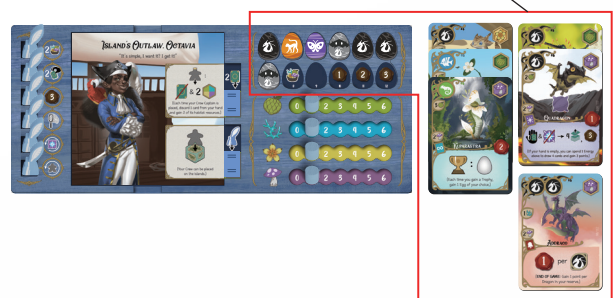


RESERVE BUILDING

To achieve a high score, players must create the most harmonious Reserve. To do this, players will need to collect various Creature Cards and Eggs in their Reserve.

Reserve

Refers to all Creature Cards and Eggs collected by the player.



As each Creature Card hold its own unique ability, it's important to bring cards into the Reserve that fit and synergize with the strategy. Additionally, it is very important to create a Reserve that helps achieve the Achievements faster than other players.

CREW PLACEMENT

In order to build a harmonious Reserve, it is important to place the Crew in purposeful positions. When placed on the Map, the Crew interacts with all the adjacent icons to either acquire Resources, cards, or Eggs, but also to activate Special Effect Icons.

As the game progresses, players are able to upgrade their Crew. After the upgrade, unique Crew Abilities can be used.

! Crew

Crew Captain



- Crew are workers who are placed on the Map to interact with the icons on the Map to obtain Resources, cards, Eggs, and etc.
- Every player uses a total of 3 Crew members, including 1 Crew Captain.
- **Crew Captain:** The component that combines a Crew Captain Meeple and a Crew Meeple is the Crew Captain.
- Crew can unlock their special abilities. After a Crew upgrade, the Crew can use unique Crew Abilities when being placed on the Map. (See page 22.)

NOTE When referencing "Crew", this refers to all 3 meeples, including the Crew Captain.

GAME STRUCTURE

- All players take a turn each, clockwise, until the end of the game.
- Each player performs 1 Basic Action during their turn. There are a total of 4 Basic Actions a player can perform (see pages 10~17).

1. Place a Crew
2. Play a Card(s)
3. Achieve an Achievement
4. Recharge

NOTE Players **MUST** perform 1 Basic Action on their turn. Players are unable to pass a turn without performing a Basic Action.

- Players can perform as many Free Actions as they would like at any time during their turn. There are a total of 3 Free Actions a player can perform (see pages 21~22).
 1. Use a Butterfly Net
 2. Use an Energy Token
 3. Upgrade Crew
- Once all the Trophies have been depleted, all players take 1 more turn each, then the game ends (see page 23).
- Each player counts the score collected, and the player with the highest score wins (see pages 23).

! Trophy



- Trophies decide when the game will end.
- Trophies award 3 points each at the end of the game.
- Trophies are mainly obtained through Achievements, but can also be obtained through card abilities or when the player reaches 30 points on the Score Track.
- If there are no more Trophies left to obtain, players cannot obtain them.

TIP Predict when the game will end based on the number of Trophies remaining and modify your strategy and tactics accordingly.



IV. BASIC ACTIONS

Each player performs 1 Basic Action during their turn.
There are a total of 4 Basic Actions that can be performed.

I. PLACE A CREW

Place a Crew on the Map and obtain Resources from adjacent Habitats, add Creature Cards to the hand, or acquire Eggs. It is the most fundamental Action to build a Reserve. Place a Crew in the most appropriate location in accordance with the necessary Resources, Creature Cards, and Eggs.

- 1 Select a Crew from the Player Board and place it on the Map. Placement Rules must be met upon placement. (See page 11.)
 - If all of the player's Crew have been placed on the Map, with none left on the Player Board, this Action cannot be performed.



- 2 If a Crew was placed on an Egg, collect the Egg and place it on the Player Board.
 - Collected Eggs are placed sequentially, in number order as written on the Player Board.
 - If there is a reward shown where a collected Egg is to be placed, the reward is received immediately.



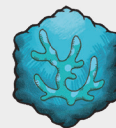
NOTE Unlike Habitats, even if the Crew is placed adjacent to an Egg, Eggs cannot be collected unless a Butterfly Net is used. For detailed explanations of Eggs, see page 21.

- 3 Placed Crew obtains Resources OR Creature Cards from all adjacent Habitats.
 - E.g., your Crew is adjacent to a Flower Habitat and a Mushroom Habitat. You can gain 1 Flower from the Flower Habitat, and gain 1 Creature Card with the Mushroom Habitat Icon from the Mushroom Habitat.

Habitat



Fruit Habitat



Coral Habitat



Flower Habitat



Mushroom Habitat

There are 4 types of Habitats on the Map. Each Habitat pictures 1 of the 4 food groups that grow in the area. From each Habitat, players are able to gain the corresponding Resource OR gain a Creature Card that has the corresponding Habitat Icon.

1. Resource

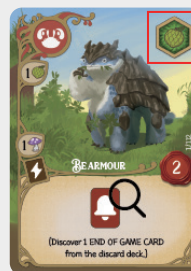
- When obtaining Resources from an adjacent Habitat, advance the correlating Resource Tracker 1 space to the right.



Resource Tracker

- The amount of Resources a player possesses is displayed through the Resource Tracker on the Player Board.
- If the Resource Track cannot advance any further, the player cannot acquire the Resource. Therefore, players cannot have more than 6 Resources of one type at one time.

2. Creature Card with the corresponding Habitat Icon



Habitat Icon

- Located on the upper right corner of the Creature Card.
- E.g. Bearmour can be obtained through a Fruit Habitat.

STORY Bearmour's main diet is Fruits, so players can encounter this Creatures in the Fruit Habitats.

- When obtaining a Creature Card from an adjacent Habitat, take 1 Creature Card from the Wilderness with the corresponding Habitat and add it to the hand.
- E.g., you wish to obtain a Creature Card through an adjacent Mushroom Habitat. Of the 6 cards in the Wilderness, take 1 of the 2 cards with the Mushroom Habitat Icon and add it to your hand.

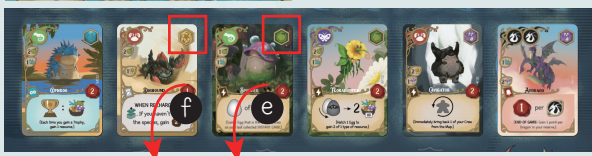
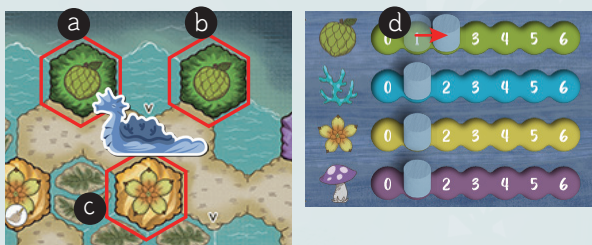


- If there are no Creatures Cards in the Wilderness with a corresponding Habitat Icon, players cannot obtain a Creature Card through the Habitat.
- Hand limit: There is a hand limit of 5 Creature Cards. Players can have more than 5 Creature Cards during the game. However, when performing a Recharge Action, the player has to discard the excess cards to meet the 5 card hand limit. (See page 17.)

TIP

During the game, the cards in the hand are not revealed to other players. However, in the process of learning the game, some text may be difficult to understand. In this case, show and ask players with more experience to easily learn with their guidance.

- From a single Habitat, players can only obtain 1 Resource OR 1 Creature Card. Players cannot obtain both from 1 Habitat.
- If a Crew is adjacent to multiple Habitats, players can select a different reward for each Habitat.



E.g., you placed your Crew adjacent to 2 Fruit Habitats and 1 Flower Habitat. You gain a Fruit from the Fruit Habitat **a** by increasing the Fruit Resource Track by 1 **d** on the Player Board. You gain a Creature Card from Fruit Habitat **b** by bringing Creature Card **e** with a Fruit Habitat Icon from the Wilderness into your hand. You also gain a Creature Card from Flower Habitat **c** by bringing Creature Card **f** with a Flower Habitat Icon from the Wilderness into your hand. As a result of the “Place a Crew” Action, you gained a Fruit and 2 Creature Cards.

- 4 If Crew Captain abilities have been unlocked and the Crew Captain is placed, the Crew Captain's abilities activate. (See page 22.)
- 5 If the player took a Creature Card from the Wilderness, refill the Wilderness from the card deck. If the deck is empty, the Discard Deck is shuffled to form a new deck.

! Placement Rules

1. The Crew must be placed across two Hexes.



2. Each Hex can only hold one Crew so 2 Crew cannot be placed overlapping the same Hex.



3. The Crew cannot be placed on Habitats.



4. The Crew can only be placed on Plains, and only certain Crew with specific abilities can be placed on Special Terrains.

	Plains	Common Terrain	Any Crew can be placed.
	Lake	Special Terrain	Can only be placed when specific Crew's Abilities are unlocked. (See page 22.)
	Island		
	Mountain		

NOTE Unlocking the Crew ability to place the Crew on Special Terrains can make it easier to obtain the Resources needed.

2. PLAY A CARD(S)

Players can play up to 2 Creature Cards from their hand to their Reserve. A Creature Card obtained through the "Place a Crew" Action is not yet a Creature collected into the Reserve. Players must play the card by paying the Resources that each Creature needs as food. Only cards collected this way are treated as Creatures in the Reserve and only then can players use the Creatures abilities.



- 1 Card Selection:** Select a Creature Card from the hand to play.
- 2 Payment:** Pay the Resources **a** shown on the left side of the card.
- 3 Placement:** Place the card face up in an empty space next to the Player Board.
- 4 Energy Token Placement:** If an Energy Card was played, take the number of Energy Tokens indicated on the Card's Energy Token Slots **g** and place them on the card. (For more on Energy Tokens, see page 22.)
 - E.g., if you've just played the Matereal card, immediately take 2 Energy Tokens from the Supply and place them in the Energy Token Slots on the card.



NOTE When in very rare cases, if there are not enough Energy Tokens in the Supply to fill the Energy Token Slots, please use an appropriate replacement token in its place.

- 5 Card Ability Activation:** Depending on the Activation type **b**, Activate the card effect indicated in **c**. Depending on the Activation type, the card effect may occur as soon as the card is played, or at a certain point thereafter. Please see the right section for more details.
- 6 Play an Additional Card:** Players can play up to 2 cards with a single "Play a Card(s)" Action. When playing a 2nd card, repeat steps 1 to 5 once more.

NOTE In order to efficiently use this Action, it is recommended that 2 cards are played each time this Action is played through.

! Creature Card

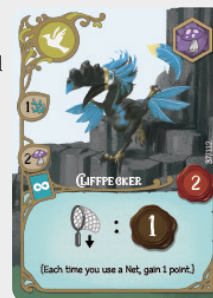
- a Cost:** Resources required to play the Creature Card.
- STORY** This is the sustenance needed by the Creature in order for the player to successfully settle the Creature into their Reserve.

- b Activation Type:** If a player plays a Creature Card to bring them into their Reserve, the player is now able to activate the Creature's ability **c**. Creature Cards are divided into 5 activation types, depending on when the card ability is activated.

Instant Card: The card's ability is activated ONCE immediately after playing the card.

Continuous Card: During the game, the Continuous Card's ability is activated whenever the specific conditions specified in the card's abilities are met.

- E.g., if you've played the Cliffpecker Card, you would gain 1 point each time you use a Net during the game, hereafter.



Recharge Card: The card's ability is activated every time a Recharge Action is performed. For more on Recharge Actions, see page 16.

End of Game Card: At the end of the game, points are awarded according to the conditions specified in the card's abilities. For more on End of Game, see page 23.

Energy Card: Energy Tokens are used to activate the effects of the exact card the tokens were placed on. Using Energy Tokens is a Free Action and can be freely used at any time during the player's turn. For more on Energy Tokens, see page 22.

- c Abilities:** Every Creature Card has its own unique ability. A player is able to activate a Creature's ability once they've played the Creature Card to their Reserve.
- d Species:** All Creature Cards have 1 or 2 Species Icons. For details on Species, please refer to the next page.
- e Habitat:** Depicts the corresponding Habitat on the Map where the Creature Card can be obtained from.
- f Ending Score:** The number of points the card provides at the end of the game.

NOTE For the "End of Game Card", a separate Ending Score is not provided as points are provided through the card's ability.

! Species

- All Creature Cards belong to either 1 or 2 Species.



E.g., Zenithorn is both a Mammal and a Bird.

STORY

Many animals that do not fit our existing animal classification have been discovered here on this mysterious island. We may soon need a new animal classification system!

- If a player were to collect a large amount of a certain Species Icon in their Reserve, the player could earn a substantial amount of points through Achievement Cards or certain Creature Card abilities.
- 7 Species appear in Wondrous Creatures.



Crustacean Mammal Bird Reptile Fish Insect Dragon

! Eggs

1. Eggs: Eggs are one-time used Species. The Egg is double-sided: an Unhatched side and a Hatched side.



Unhatched Side (color)



Hatched Side (b&w)

- Unhatched Eggs are treated as 1 Species Icon.
- Hatched Eggs can no longer be counted as a Species Icon.

2. Hatching Eggs: Eggs are mainly used to complete an Achievement. After using Eggs to complete an Achievement, Flip the used Unhatched Eggs to the Hatched side to indicate that they have been used. This is called **hatching**. (See more on Achievements on page 14.)

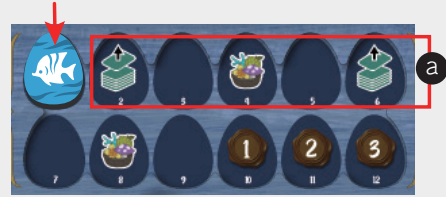
3. Reverting Eggs: Hatched Eggs can also be reused by reverting them back to Unhatched Eggs through various Card Effects.

4. Collecting Eggs: Eggs can be collected from the Map or through Cards.

- During a "Place a Crew" Action, if a player places a Crew in the same space as an Egg, the player collects the Egg. (See page 10.)
- As a Free Action, players are able to use the Butterfly Net to collect an Egg in adjacent Hexes. (See page 21.)
- Eggs can also be collected through Creature Cards' ability or Special Effect Icons of Habitat Tiles.

NOTE Over the course of the game, new eggs will be placed on the Map. The ●, ▲, □, ▼, X markings on the Hex indicate where the new Eggs will need to be placed. See page 16 for more information.

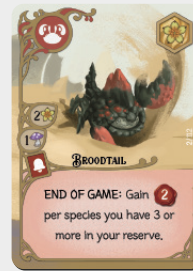
5. Storing Eggs: Once a player collects an Egg, they will store it on their Player Board, making sure to place them Unhatched side up.



- Place the Egg in the numerical order, numbered on the Egg Storage section of the Player Board.
- If a Reward Icon **a** is pictured in a space where a collected Egg needs to be stored, the corresponding reward is immediately obtained.
- As the game progresses, there may be cases where a player's Egg Storage Space becomes full. 1 player can collect up to 12 Eggs. **If a player acquires an additional Egg when their Egg Storage Space is full, the player immediately earns 2 points by discarding the additional Egg to the Supply.**

NOTE Once Eggs are stored in the Player Board, under no circumstances can they be removed from the Board.

6. Species in your Reserve: Refer to the Species Icon in the Creature Cards played in the player's Reserve and the collected Unhatched Eggs on the Player Board.



E.g., Broodtail rewards 2 points per Species you have 3 or more of in your Reserve. At the end of the game, let's say your Reserve has collected 6 Crustaceans, 2 Birds, 9 Insects, and 3 Reptiles, including the Broodtail. In this case, with the Broodtail ability, you would be awarded 2 points x 3 Species (Crustaceans, Insects, Reptiles) for a total of 6 points.



For Birds, there are 2 Bird Icons on the cards and 2 Hatched Bird Eggs **b** on the Player Board. As the Hatched Side is not counted as a Species Icon, these Eggs did not count.

3. ACHIEVE AN ACHIEVEMENT

Complete an Achievement by meeting the conditions and receive a reward. To obtain a high score, it's important to achieve Achievements that fit your strategy faster than the other players.

- Select an Achievement Marker:** Once a player has achieved an Achievement, they select the desired Achievement Marker from the Achievement Markers **a** remaining on the Player Board.
 - If there are no Achievement Markers left on the Player Board, no more Achievements can be achieved. Therefore, 1 player can achieve up to 6 Achievements.



a Achievement Markers **b** Achievement Marker Rewards

NOTE The 6 Achievement Markers all offer a different reward. Once a player achieves an Achievement, it is helpful to use the appropriate Achievement Markers that will provide with the reward the player needs.

- Place an Achievement Marker:** Place the selected Achievement Marker in the slot dedicated to the accomplished Achievement.

Achievement Card (3-4 Players)



NOTE One Achievement Card has 2 slots at 2-players and 3 slots when playing at 3-4 players.

- Once an Achievement Marker is placed in an Achievement Slot, it cannot be returned to the Player Board or moved to another Achievement Slot.
- Each Achievement Slot can only occupy 1 Achievement Marker as they are on a first-come, first-serve basis. Therefore, later players who met the achievement conditions cannot place their Achievement Marker in an Achievement Slot already occupied by another player's Achievement Marker.
- Players can only achieve 1 slot per Achievement Card. Therefore, if a player is already occupying a slot on an Achievement Card, they cannot place another on the same card. Even if the player achieved a higher slot placement on the same Achievement Card.



- Obtain Achievement Marker Rewards:** Immediately obtain the Reward **b** that corresponds to the chosen Achievement Marker. Rewards must be obtained immediately, so any rewards that cannot currently be received are omitted.
- Obtain Achievement Slot Rewards:** By placing an Achievement Marker on an Achievement Slot **c**, receive a Trophy and Ending score **C** for the Achievement.
 - From the Trophies on the Main Board, the player takes 1 Trophy and places it next to their Player Board. If no more Trophies remain, skip this reward.
 - The Achievement Slot reward includes an Ending Score. These points are not awarded immediately upon completing the Achievement but are points calculated at the end of the game.
- Hatching Used Eggs:** If a player has used an Egg(s) to complete an Achievement, turn all the used Eggs over to the Hatched side. Hatched Eggs cannot be used to achieve other Achievements until they are reverted.



E.g., you've met the 2nd Achievement condition for the Bird Achievement Card by collecting 5 Bird Species Icons **a**. Choose 1 of your Achievement Markers **b** and place it in the 2nd slot of the corresponding Achievement Card.



You've obtained a Butterfly Net as your Achievement Marker Reward **c**. Take a Butterfly Net from the Supply and place it next to your Player Board. As an Achievement Slot Reward **d**, you receive 1 Trophy and 5 Ending Scores. Take 1 Trophy and place it next to your Player Board. The 5 Ending Scores are rewarded at the end of the game, so nothing happens during the game. You used 3 Eggs to achieve an Achievement, therefore, flip the used Eggs over to the black and white Hatched side. Hatched Eggs can no longer be used to achieve any more Achievements until they are reverted.



! 3 Types of Achievements

1. Single Species Achievement

- Bordered in Terquiose, a player needs to collect more than or equal to the number of Icons of a Single Species depicted on the Achievement Card.
- The more of the specified Species Icon a player collects, the higher the reward.
- There are 7 kinds of Single Species Achievements, and 2 of them are used during a game.



- E.g., you need to collect Crustacean Species Icons in your Reserve. You can achieve the first slot by collecting 7 or more Crustaceans, the 2nd slot by collecting 5 or more, and the 3rd by collecting 3 or more. If you use Eggs to satisfy an Achievement, Hatch them by turning them face down.

2. Multiple Species Achievement

- Bordered in yellow, a player needs to collect more than or equal to the number displayed on the Achievement Card of a mixture of the 2 Species Icons depicted.
- The number of Icons is calculated by adding the number of both Species Icons in the player's Reserve.
- There is no need to have both Icons collected as 1 of the 2 will suffice.
- The more icons of specified Species a player collects, the higher the reward they will receive.
- There are 7 kinds of Single Species Achievements, and 2 of them are used during a game.

NOTE Through the Multi-Species and Single-Species Achievements, players will spot 6 different Species used in the game that do not overlap.



- E.g., you can achieve the first slot by collecting 9 or more Mammal and/or Bird Species Icons in your Reserve, the 2nd slot by collecting 7 or more, and the 3rd by collecting 4 or more. You can achieve the Achievement by collecting just Mammal Species or just Bird Species, or you can achieve the Achievement by collecting a mixture of the two. If you used an Egg for the Achievement, Hatch the used Eggs by turning them to face down.

3. Main Achievement

- Bordered in brown, unlike Single/Multiple Species Achievements, there is only 1 condition for the Main Achievements. The sooner a player achieves this 1 condition, the higher the score obtained.
- If the player manages to achieve the Achievement 1st, they can place their Marker on the first slot, if they come in 2nd, the second slot, if they come in 3rd, the third slot.
- There are 3 kinds of Main Achievements, and all of them are used during a game.



- E.g., you can achieve the Achievement above if you have 14 or more Creature Cards played in your Reserve.



- E.g., you can achieve the Achievement above if you have 6 or more Unhatched Eggs collected in your Reserve. After achieving this Achievement, hatch all 6 of the used Eggs by flipping them face down.



- E.g., you can achieve the Achievement above by collecting 6 or more Creature Cards with the same Habitat in your Reserve. For example, if you collected 6 Mushroom Habitat Creature Cards, you can achieve the Achievement above.

TIP

For Single/Multiple Species Achievements, the more Species you collect, the higher the reward. However, there are instances where it may be better to achieve a lower Achievement than the highest Achievement available. This is because if you achieve the lower Achievements quickly, you'll be able to quickly obtain the Achievement Marker Rewards and play on in a richer environment.

4. RECHARGE

If there are no more Basic Actions a player can or would like to take, the player returns all 3 of their Crew placed on the Map back to their Player Board to Recharge.

- 1 **Retrieve Crew:** Take all 3 Crew from the Map and place them next to the Player Board. **Recharge Action can only be performed when all 3 of the player's Crew are placed on the Map.**



- 2 **Advance the player's Time Tracker one space to the right on the Time Track.**



- 3 **If there is an Egg Placement Token on the advanced space of the Time Track, place Eggs on the Map and sweep the Wilderness.**

If there are no Egg Placement Tokens on the advanced space of the Time Track, do not proceed with step 3. Hence, only the player who reaches the Time Track first will perform the Egg Placement and Sweep.

Egg Placement Token



- Turn over the Egg Placement Token on the advanced Time Track space to see where the Eggs will be newly placed.
- Find all the corresponding Markings on the Map, randomly draw Eggs from the Egg Pouch and place them one by one.

NOTE There are 3 Markings of the same type in a 2-Player Map and 4 Markings in a 3-4 Player Map.
- The used Egg Placement Token is no longer used in the game and is returned to the Game Box.
- **Wilderness Sweep:** Choose the 3 cards on the left OR the 3 on the right from the Wilderness and discard them into the Discard Deck. Draw new cards from the deck and fill in the empty spaces.

! Egg Placement Rules

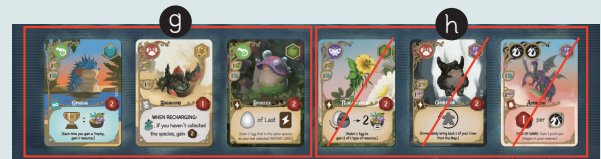
- If an Egg is already placed on the corresponding Marking on the Map, no additional Egg needs to be placed on that space.
- Eggs are placed even if any Crew is placed in the corresponding Marking on the Map. Eggs can only be obtained through a "Place a Crew" Action or by using a Butterfly Net. Therefore, even if a new Egg is placed in a Hex already occupied by a Crew, the Egg cannot be obtained without the use of a Butterfly Net.



E.g., you perform a Recharge Action and advance your Time Tracker **a** by 1 space. You are the first of all players to perform the Recharge Action and have an Egg Placement Token on the advanced space. You flip over the Egg Placement Token **b** and as indicated on the Token, you check for all ● Markings on the Map.



Among **c**, **d**, **e**, and **f** marked with an ● Marking, Hex **c** still holds an Egg placed during the Game Setup phase. Therefore, no additional Egg is placed in **c**. Eggs are randomly drawn from the Egg Pouch and placed on their Unhatched side in Hex **d**, **e**, and **f**. Though Hex **e** is occupied by another Player's Crew, the Egg is placed below the standing Crew.



Then, from the Wilderness, you discard either 3 cards on the left **g** OR the 3 on the right **h**. As you consider **g** would fit more to your strategy, you decided to discard **h** to the Discard Deck. Draw new 3 cards from the deck and fill the Wilderness.

4 If there is a Habitat Tile(s) on the advanced space of the Time Track, place a Habitat Tile on the Map.

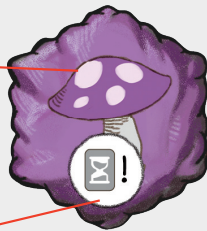
If there are no Habitat Tiles on the advanced space of the Time Track, do not proceed with this step **4**. Hence, only the first 2 players to reach the track space first proceed with this step.

Habitat Tile

Habitat Tiles are a combination of a Habitat and a Special Effect Icon. Tiles are double-sided and each side has the same Habitat but different Special Effect Icons.

Habitat

Works in the same way as the Habitat on the Map where a player can place a Crew adjacent to this Habitat to obtain Resources or a corresponding Creature Card.



Special Effect Icon

If a player's Crew is placed adjacent to the space, the player can activate the Special Effect by using a Butterfly Net. (For more on a Butterfly Net, see page 21.)

- Review both sides of the Habitat Tile(s) and select the desired side of one Tile.
- Place the selected Habitat Tile on the Map with the selected side facing up.
- If there is a Tile left unselected, place it back in the same Time Track space.

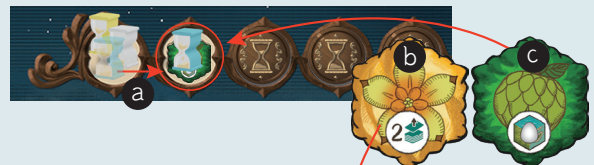
NOTE The first player to advance on the Time Track first gets to choose 1 of the 2 Tiles on the space and place it on their preferred side. The second player to advance on the Time Track gets to place the remaining tile on their preferred side on the Map. Players who advance on the space after this, do not place any Tiles.

Habitat Tile Placement Rules

- Habitat Tiles can only be placed on the same Habitat WITH a Special Effect Icon.
- Additional Habitat Tiles cannot be placed where other Habitat Tiles have already been placed.

NOTE There are 2 Special Effect Icons each per Habitat on the Map, so a player can choose from 1 of the 2 spaces to place the Habitat Tile. Even as the game continues, the number of Special Effect Icons on the Map will always remain at 8.

- Habitat Tiles are placed not only through the Time Track but also through the Score Track. When a player's Score Tracker reaches 10 points, Habitat Tile is placed on the Map the same way as the Tiles from the Time Track.



E.g., you perform a Recharge Action that advances you a space up the Time Track **a**. Let's say you were the first player to advance onto space and there are 2 Habitat Tiles, **b** and **c**. After examining both the front and back sides of both Tiles, you decide to place Tile **b**. Tile **c** is returned to its original space on the Time Track.



Habitat Tiles can only be placed in the same Habitat that also depicts a Special Effect Icon as well, so there are only 2 locations where tile **b** can be placed: Hex **d** and **e**. You can place the Tile in either of the 2 locations. Let's suppose that a Habitat Tile is already placed on hex **d**. No additional tiles can be placed on another Tile, therefore, in this case, the only space the Tile can be placed on the Map is space **e**.

TIP It is advantageous to choose a Habitat Tile with a Special Effect Icon that matches your strategy.

5 If advanced to the Last Time Track Space, remove all remaining Trophies on the Main Board.

There are rare instances where a Time Tracker reaches the last space of the Time Track. If a Time Tracker does not reach the last space, skip step **5**.



- With no more Trophies left on the Main Board, the Games End condition is triggered. All players take one additional turn then the game ends. (See page 23.)

6 Discard cards that exceed the hand limit of 5 cards.

A player can only have a total of 5 cards in hand. If a player has more than 5 cards in hand, the player should select the excess cards from their hand and discard them to the Discard Deck.

7 Activate all Recharge Cards in the player's Reserve in the desired order.

V. KEY CONCEPTS OF CREATURE CARD ABILITIES

All Card abilities are detailed at the bottom of all cards as text. Therefore, there is no need to have every Icon memorized to play the game. However, this section contains the essential concepts needed to play the game, so please be sure to read through the following before starting the game. For questions regarding other card abilities, please refer to the appendix.



ACTIVATE !

- Using a card's ability is referred to as being "activated".
- While when the card is activated depends on **(a)** Activation Type, players can also activate the card's ability immediately through other card abilities or through Special Effect Icons on the Map.



E.g., Aromalli's ability is to activate 2 Recharge Cards. You can also activate 1 Recharge Card twice. If you choose the Dunesailer to use with Aromalli's ability, you can activate the Dunesailer's ability immediately twice.

- If a card has multiple abilities, the effect described first will need to be executed first.
- When activating a card's ability, when required, the card in-play is also included in the count.

E.g., when you play Seriemerald, and you've collected all 7 Species, you gain 1 Trophy. At this time, the Species counted also include the card currently in-play so Seriemerald's Species(Fish) is also counted. When you have 7 Species collected including Seriemerald, the Trophy is still awarded.



Seriemerald

ANY RESOURCE



- Fruit and/or Coral and/or Flower and/or Mushroom.

COST OF THE CARD

- Refers to the total number of Resources that are required when playing a card.



E.g., if you played Reptileopard, the next time you play an Instant Card with a cost of 2 Resources or less, that card's ability is activated twice. The cost of Favorite is 1 Coral + 1 Flower = 2 Resources **(d)**, which meets the criteria for the Reptileopard's ability. Therefore, if you play card Favorite after Reptileopard, Favorite's ability will be activated twice.

HABITAT RESOURCE



- This refers to the Resource from the specified card's Habitat.



E.g., when you play Globeron, you take a card of choice from the Wilderness and also gain 2 of its Habitat Resource. If you took Cavigator from the Wilderness using Globeron's ability, you immediately obtain 2 Mushrooms **(c)**, which is the Habitat Resource of Cavigator.

IMMEDIATELY PLAY 1 CARD



- Unless otherwise specified, players play the card in their hands through this ability.
- Playing a card with this ability does not consume a Basic Action.
- Unless otherwise specified, players must pay the full cost of the card to play.



E.g., you play Favoride and through its ability, you pick one card from the Wilderness and play it immediately. Let's say you chose Cavigator from the Wilderness, You must pay the card's cost, in this example, 2 Flowers and 1 Mushroom (d) to play the Cavigator. Through this, you have played a total of 2 cards. However, because Favoride's ability to play another card does not consume a Basic Action, you are able to play 1 more card.

SAME POINT AS THE ENDING SCORE



- This provides the same points as the ending score of the specific Creature Card.



E.g., When you play Starbeak, you draw 4 cards from the deck, bring 1 to your hand, and discard remaining 3. You immediately acquire the score equal to the ending score of the card you just brought to your hand. If you obtained Bearmour through Starbeak, you immediately gain 2 points (b). Bearmour's ending scores are also awarded at the end of the game.

NOTE The "End of Game Card" doesn't have an Ending Score, so if you obtained "End of Game Card" through Starbeak, you don't gain an Ending Score.

DISCOVER



- Retrieve a card with the specified conditions from the Discard Deck and add it to your hand.
- The player must take the topmost card from the Discard Deck that matches the conditions.
- If there are no cards with the equivalent conditions in the Discard Deck, nothing is taken.

NOTE

Players are able to check the Discard Deck at any time to see if there are specific cards that match the conditions they need. However, players are not able to randomly shuffle or alter the order of the cards in the Discard Deck at anytime.



E.g., Bearmour's ability is to discover an End of Game Card from the Discard Deck. Take the topmost End of Game Card from the Discard Deck and add it to your hand.

FRUIT/CORAL/ FLOWER/MUSHROOM HABITAT CARD



- Refers to the Cards with the specific Habitat Icon.



E.g., the Musheep states that you gain 2 points for each Mushroom Habitat Card in your Reserve. Including this Musheep, you have a total of 4 Mushroom Habitat Cards, scoring 4 cards x 2 points = 8 points.

HATCH

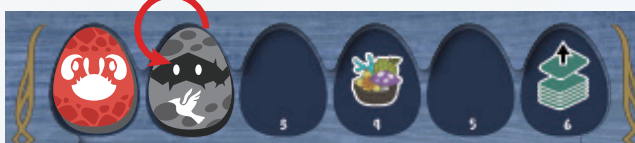


- Select 1 Unhatched Egg in the Reserve and flip it over to Hatch. If there are no Unhatched Eggs in the Reserve, this takes no effect.

Clicket



E.g., when using Clicket's Energy Token, you Hatch 1 Egg in your Reserve and obtain 1 Resource of choice. This time, by using 1 Energy Token, you hatch a Bird Egg from the Reserve and obtain a Coral.



REVERT

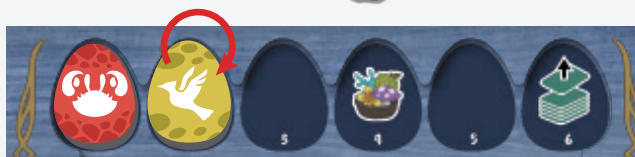


- Select 1 Hatched Egg in the Reserve and flip it over to the Unhatched side so it could be used again.

Lunarling



E.g., when you use Lunarling's Energy Token, you revert 1 Hatched Egg from your Reserve and also gain 1 point. This time, by using an Energy Token, you return an already Hatched Bird Egg from the Reserve back to its Unhatched state and score 1 point. The reverted Egg can now be used again for Achievements.



STORY On this mysterious Island, its possible to return hatched eggs into their unhatched state.

HATCH OR REVERT



- Players select an Egg they have in their Reserve and flip it over. Unhatched Eggs are Hatched and Hatched Eggs are Reverted.

VI. FREE ACTIONS

There are 3 types of Free Actions. On a player's turn, a player can perform as many of the following Free Actions as they wish to.



1. USE A BUTTERFLY NET

Players can freely use the Butterfly Nets they have during their turn. Using a Butterfly Net allows the player's Crew to obtain an adjacent Egg OR to activate a Special Effect Icon in an adjacent Habitat.



Butterfly Net

- When acquiring a Butterfly Net, take 1 from the Supply and place it next to the Player Board. Butterfly Nets can be obtained through various rewards in the game: when reaching a specific score on the Score Track, Achievement Marker Rewards, and Creature Card abilities.
- Players can have up to 3 Butterfly Nets. If a player already has 3 in their possession, they are not able to obtain anymore.
- Used Butterfly Nets are returned to the Supply.
- Players can use a Butterfly Net to obtain an adjacent Egg OR to activate an adjacent Special Effect Icon. By using 1 Butterfly Net, players cannot both obtain an Egg and activate a Special Effect Icon.

1 Obtain an Adjacent Egg

- Players can use a Butterfly Net to take any 1 Egg adjacent to their Crew and place it Unhatched side up on their Player Board.
- If a Reward Icon is pictured in the space where the Egg is to be stored, the corresponding reward is immediately obtained.

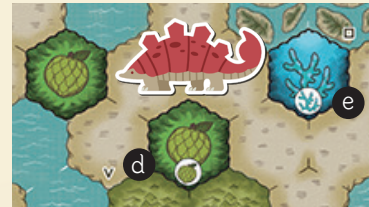


E.g., using a Butterfly Net, you can obtain either **a** or **b** adjacent to your Crew. Egg **c**, however, cannot be collected as it is 2 Hexes away and not adjacent to any of your Crew. If you use a Butterfly Net to collect Egg **a**, take it from the Map and store it in your Player Board.

NOTE As the game progresses, new Eggs will continuously be placed on the Map.

2 Activate Adjacent Special Effect Icon

- Players can use a Butterfly Net to activate one of the Special Effect Icons adjacent to their Crew.
- By activating Special Effect Icons, Players can gain Resources, activate their Creature Cards in Reserve, or Hatch/Revert their Eggs. See more on various Special Effect Icons on page 31.



E.g., using a Butterfly Net, you can either activate Special Effect Icon **d** or **e**. If you use a Butterfly Net to activate Special Effect Icon **d**, gain 1 Fruit.

NOTE A total of 8 Special Effect Icons are always displayed on the Map, and as the game progresses, new Habitat Tiles with new Special Effect Icon will take place.

- ONE Special Effect Icon can only be activated once per turn. Players cannot activate the same Special Effect Icon twice in a turn.
- Various combos are possible by strategically using the Special Effect Icons.



E.g., you used a Butterfly Net to activate Special Effect Icon **f** to activate Sunsitter **g**, one of your Recharge Cards in your Reserve. With the Sunsitter's ability, you draw a card and gain a Butterfly Net. Then, you proceed to use the newly obtained Butterfly Net to obtain adjacent Egg **h**.

2. USE AN ENERGY TOKEN

At any time during a player's turn, they can spend one of their Energy Tokens **a** to activate the ability of the card **b** on which that Energy Token was placed.



- Energy Tokens on a specific card can only be used to activate that specific card's ability. In other words, players cannot use Energy Tokens on one card to activate a card ability of another.
- Though players can use multiple Energy Tokens in one turn, the effect of 1 card can only be used once per turn. In other words, even if there are multiple Energy Tokens placed on a card, only 1 on each card can be used per turn.
- Spent Energy Tokens are returned to the Supply.
- Cards with all their Energy Tokens used up can no longer activate their abilities before being replenish.
- **Replenish Energy Card:** Players can replenish their exhausted Energy Card through Special Effect Icons on the Map, Card abilities, and Achievement Rewards.



- Select 1 Energy Card to replenish all of its empty Energy Token Slots.
- The number of Energy Tokens on an Energy Card cannot exceed the number of Energy Token slots on the card.

- If the Energy Card states conditions other than just the use of an Energy Token to activate its effects, the effect cannot be activated by solely using an Energy Token when the conditions are not met.

E.g., Drastoron includes a condition for using an Energy token. You are only able to use an Energy Token when you have no cards left in your hand. When you meet the condition and use the Energy Token, you gain 2 cards and 5 Resources. If you do have cards left in your hand, you cannot use the Energy Token on this card.



3. UPGRADE CREW

Each Captain Board has 2 unique Crew abilities. Players must meet the upgrade conditions to unlock the abilities.



a, b Crew Abilities

- Each Crew ability is unlocked when the corresponding condition is met. The conditions are indicated to the right of each ability on the Player Board.
- Ability **a** can be unlocked and used only when condition **c** is met. Ability **b** can be unlocked and used only when condition **d** is met.
- Please refer to pages 26-27 for more details on each Crew abilities.

c, d Conditions for unlocking Crew abilities

2 The player must have at least 2 cards in their Reserve.



The player must achieve at least 1 Achievement.

NOTE The unlocking conditions are identical for all Player Boards.

e An Upgrade Token

- This indicates whether or not the Crew abilities have been unlocked.
- When the conditions have been met, raise the Upgrade Token in an upward direction as indicated in **f** to expose the green checkmark.



Locked: Ability cannot be used. The Upgrade Token is positioned towards the bottom.

Unlocked: Ability can be used. The Upgrade Token is positioned towards the top, with the green checkmark exposed.

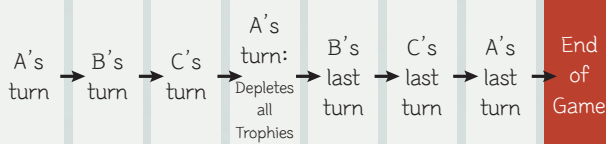
VI. END OF THE GAME



END OF THE GAME CONDITIONS

If all the Trophies on the Main Board have been depleted, all players take last turns, and then the game ends.

E.g., the game was being played in the following order A > B > C. Player A completes an Achievement and takes the last remaining Trophy, depleting all Trophies. Since every player plays 1 extra turn, Player B takes the last turn first, then C, then finally A. The game then ends and scores are calculated.



SCORE CALCULATIONS

Once the game is over, scores are calculated in the following order.

1. "End of Game Card" Scores in the player's Reserve.
2. Ending Scores of all Creature Cards in the player's Reserve.
3. Ending Scores of all fulfilled Achievement Slots.
4. 3 points per Trophy awarded during the game.
5. 1 point for every 4 Resource and/or Butterfly Net.

- When calculating scores, advance the Score Tracker as done during the game. However, Score Track Rewards cannot be obtained with the points earned after the game ends.
- Whenever a player exceeds 50, 100, or 150 points, the player obtains or flips a Score Token to display the score collected.

Score Tokens



NOTE When calculating scores, think of it as adding up all the points indicated on the Red Seal Markings the players have collected during the game. The Brown Seal Markings, which immediately increases a player's score as soon as it's acquired, does not apply.

1. "End of Game Card" Scores in the player's Reserve



End of Game Cards

- End of Game Cards have a Bell icon within a red background.

End of Game Cards Scores

2. Ending Scores of all Creature Cards in the player's Reserve



Ending Scores

NOTE The "End of Game Card" doesn't have an Ending Score.

3. Ending Scores of all fulfilled Achievement Slots.

- Calculate all the points displayed in the achieved Achievement slots.



4. 3 points per Trophy awarded during the game

5. 1 point for every 4 Resource and/or Butterfly Net.

- Add up the remaining Resources and Butterfly Nets and calculate 1 point for every 4.

DECIDING THE WINNER

After final calculations, the player with the highest score wins! If there are multiple players with the same high score, the player with more Trophies wins. If that does not determine a winner, the player with the most amount of remaining Resources wins. If all is to no avail, enjoy the victory together!

SCORE CALCULATION EXAMPLES

Specific examples will be used to explain how to calculate the Score. Let's assume that the player has built the following Reserve at the end of the game. The game ended with the player having scored **a** 28 points during the game. With this in mind, let's calculate this player's final score.



1. "End of Game Card" Scores in the player's Reserve

The player has collected 1 "End of Game Card" **b**. The "End of Game Card" rewards 1 point for each Crustacean in their Reserve. The player has collected 7 total Crustaceans, 5 Crustacean Icons from Creature Cards and 2 Unhatched Crustacean Eggs. Therefore, the Player scores 7 points, moving the Score Tracker to **a** $28 + 7 = 35$ point position. At this time, the Rewards on the Score Track are ignored.

2. Ending Scores of all Creature Cards in the player's Reserve

Excluding the "End of Game Cards" **b**, the player has collected a total of 13 Creature Cards. Ending Scores **c** of each of the cards are added up. The total sum of the 13 card's Ending Score is 25 points. Making the total current score $35 + 25 = 60$ points. Since the player has exceeded 50 points, the player takes a Score Token marked 50-points **d** and places their Score Tracker on the 10-points standing on the Score Track. The player has passed the Reward Slot on the Score Track but does not collect any Rewards.

3. Ending Scores of all fulfilled Achievement Slots.

The player has achieved a total of 5 Achievements, with points **e** earned from each Achievement being 8 points, 4 points, 12 points, 12 points, and 6 points. Making the total 42 points earned through Achievements, and the current final score at $60 + 42 = 102$ points. Since the player's score exceeds 100, the 50-point Score Token is flipped over to display 100-points, and the Score Tracker is placed on the 2-point standing on the Score Track. The player passes through several Reward Slots but does not collect any Rewards.

4. 3 points per Trophy awarded during the game

There are a total of 5 Trophies **f** collected by the player. Each Trophy is awarded 3 points, therefore, the player collects a total of 15 points for the Trophies. This makes the current final score $102 + 15 = 117$ points. The player proceeds to advance their Score Tracker to 17.

5. 1 point for every 4 Resource and/or Butterfly Net.

After the game ended the player was left with a total of 6 Resources: 2 Fruits and 4 Corals **g**, and no Butterfly Nets. Since the player is awarded 1 point for every 4, they collect 1 point, making the final score $117 + 1 = 118$ points. The player proceeds to advance their Score Tracker to 18 and compares their score with other player to determine the winner.

VII. SOLO MODE



WORK IN PROGRESS

VIII. APPENDIX



CAPTAIN BOARD

All descriptions of abilities below assume that the conditions have been met and the Crew abilities have been unlocked. If the Crew ability is not unlocked, players cannot use the abilities.

1. Bountiful Marie

- When the Crew Captain is placed, one additional Resource is obtained from an adjacent Habitat. When obtaining a Resource this way, the player cannot choose to obtain a card instead.



E.g, let's say you placed your Crew Captain as shown on the left and you obtain a Fruit and 2 cards from a Fruit and a Coral Habitat. Then, through the Crew Captain Ability, you

can additionally obtain 1 Fruit or 1 Coral and therefore decide to acquire 1 Coral. As a result of this "Place a Crew" Action, you obtained 1 Fruit, 1 Coral, and 2 cards.

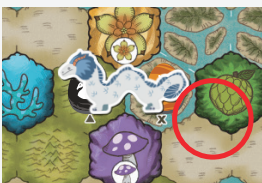
- The Crew (including the Crew Captain) can be placed on any terrain, including Mountains, Lakes, Islands, and/or Plains, as long as an Egg is also present in the Hex. Players also collect the Egg when placing their Crew in the Special Terrain with an Egg.



a is a Mountain Special Terrain. As there is an Egg placed on **a**, the Crew can also be placed on this Hex.



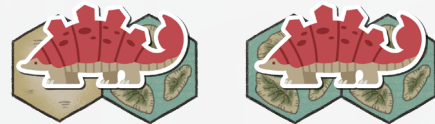
b and **c** are both the same Special Terrain. The Crew can be placed in Hex **b**, as there is an Egg present, but the Crew cannot be placed in Hex **c**, where there is no Egg present.



In rare instances, Eggs could be placed adjacent to each other in differing Terrains. This ability allows the player to place their Crew on both Special Terrains and collect both Eggs as both Terrains have an Egg present.

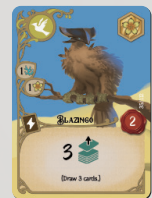
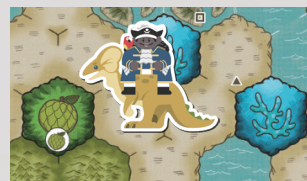
2. Honor Seeker Samuel

- When the Crew Captain is placed, the player immediately gains points equal to the number of Trophies collected.
- E.g, if you have 3 Trophies collected, you immediately gain 3 points when you place your Crew Captain on the Map.
- The Crew (including the Crew Captain) can freely be placed on the Island Terrain. The Crew can be placed to occupy an Island Hex and a Plain Hex or placed on both Island Hexes. The other placement rules apply so the player cannot place Crew on an Island Hex already occupied by another Crew.



3. Island's Outlaw Octavia

- When the Crew Captain is placed, the player can discard 1 card from their hand to obtain 2 of the card's Habitat Resource.



E.g., you've placed your Crew Captain as shown and obtained 1 Fruit, 1 Coral, and 1 Coral Habitat Card. Through the Crew Captain's ability, you discard the Blazingo card from your hand to the Discard Deck and obtain 2 Flowers.

NOTE As Octavia is an outlaw, players can also choose to immediately discard the card just obtained from placing a Crew Action as well.

- The Crew (including the Crew Captain) can freely be placed on the Island Terrain. The Crew can be placed to occupy an Island Hex and a Plain Hex or placed on both Island Hexes. The other placement rules apply, so the player cannot place Crew on an Island Hex already occupied by another Crew.



4. Meticulous Explorer Freya

- When the Crew Captain is placed, the player chooses one of their Unhatched Eggs in their Reserve and discovers a card of the same Species from the Discard Deck.
- Discover: Review the cards from the Discard Deck one by one from the very top of the deck until a card of the corresponding Species appears. Add the first card "discovered" of the Species into the player's hand.



E.g., there are currently 2 Species of Unhatched Eggs in your Reserve: Bird and Mammal. You decide to discover a Bird Card out of the 2 Species. Flip through the Discard deck, starting from the top, and bring the topmost Bird Card discovered from the Discard Deck into your hand.

- If the player does not have an Unhatched Egg in the reserve, no effects occur with this ability.
- The Crew (including the Crew Captain) can freely be placed on the Lake Terrain. The Crew can be placed to occupy a Lake Hex and a Plain Hex or placed on both Lake Hexes. The other placement rules apply so the player cannot place Crew on an Lake Hex already occupied by another Crew.



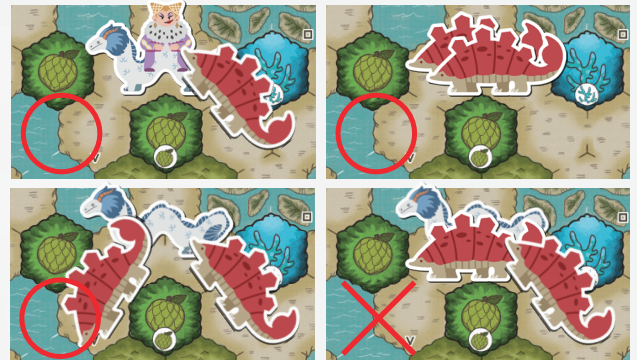
5. Protector of Nature Haoa

- When the Crew Captain is placed, the player can immediately play 1 card from their hand with a discount of 1 desired Resource.



E.g., you've placed your Crew Captain as shown and obtained 1 Fruit, 1 Coral, and 1 Coral Habitat Card. Through the Crew Captain's ability, you wish to immediately play the Blazingo card in your hand. Through the ability you can discount any 1 Resource, hence, you choose to discount Coral by 1 and pay 1 Flower to play the card. The effect on this card is activated immediately so you draw 3 cards.

- If there are no cards in hand, or if the player does not have sufficient resources to play a card, no effects occur with this ability.
- The Crew (including the Crew Captain) can freely be placed on any Plain Terrain even if the Hex is already occupied by another player's Crew or even the player's own.
- Even with this ability a player cannot place more than 2 Crew meeples in 1 Hex.



6. Unruly Adventurer Cabot

- When the Crew Captain is placed, 1 Recharge Card in the player's Reserve is immediately activated.
- The Crew (including the Crew Captain) can freely be placed on the Mountain Terrain. The Crew can be placed to occupy a Mountain Hex and a Plain Hex or placed on both Mountain Hexes. The other placement rules apply so the player cannot place Crew on an Mountain Hex already occupied by another Crew.



CREATURE CARDS

1. Bearmour: Flip through the Discard Deck from the top, one by one, until you find an End of Game Card. Take the very first End of Game Card to appear from the deck into your hand. If there are no End of Game Cards in the Discard Deck, no effect is taken.

2. Broodtail: At the end of the game, 2 points are awarded for each type of Species you have at least 3 of. This includes the Species Icon on the Creature Cards in your Reserve as well as the Unhatched Eggs on your Player Board. For detailed examples, please see page 13.

3. Butterfin: Select a card from your hand and immediately play it with up to 2 Resources discounted. If the card played is an Instant Card, its ability activates immediately. The card played through Butterfin's ability does not consume an Action. Therefore, if you play and use Butterfin's ability, you may end up playing 2 or more cards through 1 "Play a Card" Action in a single turn. Resource discounts can be 1 each for 2 different Resources or a discount of 2 Resources of the same type, etc.

4. Cavigator: Immediately select 1 Crew placed on the Map and return it to your Player Board. The Crew returned in this way can be used again through another "Place a Crew" Action. If you do not have a Crew out on the Map, this card takes no effect.

5. Curechino: Obtain the first exposed card at the very top of the Discard Deck and add it to your hand. Also, obtain an Egg matching the card's Species Icon and place it in your Reserve.

6. Dighound: When you perform a Recharge Action, draw a card from the Creature Card deck. If the Species shown on this card is not among the Species in the Creature Cards played in your Reserve or among the Unhatched Eggs on your Player Board, immediately gain 2 points.

- Since Hatched Eggs are not counted as Species collected, even if the card is the same Species as a Hatched Egg in your Reserve you would still gain 2 points, as long as there is no other Creature Card or Unhatched Egg of the same Species.
- If the drawn card depicts 2 Species, check for the 2 Species separately and gain 2 points for each Species you do not have in your collection. If the Creature Card drawn has a Bird and Dragon Icon and in your Reserve and you do not have a Bird or Dragon Creature Card or Unhatched Egg, you gain 4 points. If you have Birds but no Dragons, you gain 2 points, and vice versa.

7. Doppelagoon: At the end of the game, select another End of Game Card from your Reserve and gain the same score as that card. This does not mean you activate the selected End of Game Card again, but that you gain the same points retained from that card once again.

8. Edenborn: At the end of the game, gain 1 point for each Crustacean Species Icon and unhatched Crustacean Eggs in your Reserve. This card's Crustacean Species Icons are also counted.

9. Migratobster: When you perform a Recharge Action, you immediately gain 1 point for each End of Game Card in your Reserve.

10. Musheep: Gain 2 points for each Mushroom Habitat Card in your Reserve. You can gain up to 10 points through this card's effect. The Habitat Resource Icon on this card is also counted.

11. Nautrowel: When this card is played, immediately take 2 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. To use, return 1 Energy Token to the Supply, declare a Habitat of your choosing, and discover a card with Habitat you just declared from the Discard Deck. For example, if you declare a Flower Habitat, flip through the Discard Deck from the top one by one until you find a Flower Habitat Card. Take the very first Flower Habitat Card to appear from the deck into your hand.

12. Nursheree: See #5. Curechino.

13. Pineapple: See #10. Musheep.

14. Pinkroak: At the end of the game, gain 1 point for each Instant Card played in your Reserve.

15. Sandraco: See #10. Musheep.

16. Shellmit: See #3. Butterfin.

17. Watereo: See #10. Musheep.

18. Copybara: When you perform a Recharge Action, obtain 2 Resources you currently have the least of, out of the 4 Resource types. If there are multiple Resources that you have the least of, select one to obtain 2 of that Resource. You cannot obtain 1 of each Resource.

E.g., at the time you perform the Recharge Action, you have 2 Fruits, 1 Coral, 2 Flowers, and 4 Mushrooms. The Resource you have the least of is Coral, therefore, you gain 2 Corals.

19. Crystalam: Pick a card of choice from the Wilderness and add it to your hand. Also, obtain an Egg matching the card's Species Icon from the supply and place it in your Reserve.

20. Elepharm: When you perform a Recharge Action, you gain 1 point for each Resource you have the least of. Even if you have several Resources with the same amount, only 1 is considered for this ability. E.g., at the time you perform the Recharge Action, you have 3 Fruits, 2 Corals, 2 Flowers, and 4 Mushrooms. The Resources with the fewest are Corals and Flowers, which are tied at 2 Resources each, you only consider one, earning you 2 points.

21. Favoride: Pick a card of choice from the Wilderness and play it immediately. When choosing a card, you do not need to consider the card's Habitat. To play the card chosen, you must pay the Resources required to play the card. If the card played this way is an Instant Card, its ability is activated immediately. The card played through Favoride's ability does not consume an Action. Therefore, if you play and use Favoride's ability, you may end up playing 2 or more cards through 1 "Play a Card" Action in a single turn.

22. Fishhorse: At the end of the game, gain 1 point for each Resource remaining. If you had 3 Fruits, 1 Coral, 0 Flowers, and 3 Mushrooms left at the end of the game, you would gain $3+1+0+3=7$ points.

23. Globeron: Pick a card of choice from the Wilderness and add it to your hand. Also, obtain 2 Resources that match the card's Habitat Icon.

24. Hamstore: Whenever you obtain a Resource through a card effect that you have 2 or less of, gain an additional of that 1 Resource.

- The effect of Hamstore is activated after the card effect that triggered Hamstore ends.
- The Hamstore card effect does not trigger Hamstore's effect.
- This effect does not apply when obtaining Resources through the "Place a Crew" Action.

E.g., let's say you had 2 fruits. If you were to obtain another 2 Fruits through the Globeron card, you would obtain 1 additional Fruit through Hamstore's ability. So your total Fruit holdings would be $2+2(\text{Globeron})+1(\text{Hamstore})=5$.

25. Hogigantos: When this card is played, immediately take 2 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. To use, return 1 Energy Token to the Supply, and discard a card from the Wilderness to gain 1 Resource matching the discarded card's Habitat Icon.

26. Kingoblin: See # 8. Edenborn

27. Magmape: Gain 1 Resource of choice. On the Resource Track, take the Track standing of the Resource you just chose and another of your choosing and swap the standings of the two Resources. For example, you have 3 Fruits, 1 Coral, 0 Flower, and 2 Mushrooms. Using

Magmape's ability, you gain 1 Fruit and decide to exchange the amount of Fruits and Flowers you have. With the switch, your Resource will be at 0 Fruit, 1 Coral, 4 Flowers, and 2 Mushrooms.

28. Mammothog: See #25. Hogigantos.

29. Mimicamel: See #19. Crystalam.

30. Pathfarer: Immediately play a card from your hand. You still need to pay the cost to play a card. Also, obtain the played card's Habitat Resource and immediately obtain the same score equal to its Ending Score. If there is no Ending Score on the card chosen, no points are gained. If the played card is an "End of Game" card, as the card itself does not offer an Ending Score, no points are obtained. The card played through Pathfarer's ability does not cost you an Action. Therefore, if you play and use Pathfarer's ability, you may end up playing 2 or more cards through 1 "Play a Card" Action in a single turn. If you were to play Mimicamel from your hand through Pathfarer's ability, you would gain 1 Mushroom and 2 points.



31. Pufferon: See #23. Globeron.

32. Sugaride: See #21. Favorite.

33. Wayfinder: See #30. Pathfarer.

34. Zenithorn: At the end of the game, gain 2 points for each Energy Card in your Reserve.

35. Blazingo: Draw 3 Cards from the Creature Card deck.

36. Buzzingbird: Draw 1 card from the Creature Card deck and gain 1 Butterfly Net from the Supply.

37. Cliffecker: Each time you use a Butterfly Net, immediately gain 1 point.

38. Deconarch: See #8. Edenborn.

39. Drakite: At the end of the game, gain 1 point for every 4 points you've advanced on the Score Track. For example, if your score is 45 at the end of the game you would gain 11 points through Drakite. This card only accounts for the score on the Score Track at the end of the game, so it takes precedence over other End of Game Cards to avoid confusion.

40. Firmamentor: Each time you use a Butterfly Net, draw 1 card from the Creature Card deck.

41. Flamedge: Draw 1 Card from the Creature Card deck. Also, score 1 point for each card currently in your hand, including the card just drawn. The maximum amount of points that can be gained from this card is 10.

42. Floratzel: When this card is played, immediately take 2 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. Return 1 Energy Token to the Supply to draw a card from the Creature Card deck and immediately gain a score equal to the card's Ending Score. If you draw an "End of Game Card", no points are gained as the card itself does not offer an Ending Score.

43. Hanguine: Each time you add a card to your hand through a card effect, gain 1 point. If you draw multiple cards at once to add to your hand, gain points equal to the number of cards drawn. This effect does not apply when obtaining cards through the "Place a Crew" Action.

44. Jumplora: See #36. Buzzingbird.

45. Nighthief: When this card is played, immediately take 1 Energy Tokens from the Supply and place them on the Energy Token Slot on this card. During a Recharge Action, if you need to discard cards exceeding the 5-card hand limit, return 1 Energy Token to the supply and earn points equal to the number of cards discarded in this process.

E.g., you have a total of 11 cards in your hand. During the Recharge Action, you discard 6 excess cards to maintain the 5-card hand limit. At this time, you can gain 6 points by spending the Nighthief's Energy Token.

46. Parrod: See #41. Flamedge.

47. Peacobra: When this card is played, immediately take 2 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. To use, return 1 Energy Token to the Supply to draw a card from the Creature Card deck and gain 1 Resource matching the card's Habitat Icon.

48. Quadred: At the end of the game, gain 2 points for each Recharge Card in your Reserve.

49. Starbeak: Take 4 cards from the deck, choose 1 to add to your hand, and discard the rest. Immediately gain the same points equal to the Ending Score of the card just added to your hand. If you chose to add an End of Game Card, no points are gained as End of Game Cards do not provide Ending Scores.

50. Stellarwing: See #49. Peacobra.

51. Sunsitter: When performing a Recharge Action, draw 1 card from the Creature Card deck. If you have 4 or more cards in your hand, including the card you just drew, additionally gain 1 Butterfly Net.

52. Blizard: After playing the Blizard, when the first Instant Card, whose cost is 2 total Resources or less, is played, its ability is activated a second time. The ability of the Blizard can be activated only once. You do not have to play a fitting Instant card immediately after playing Blizard. For example, if you played Blizard this turn, you can perform a Recharge Action the next turn, play an Instant card that costs 3 or more total Resources, and an End of Game Card the next turn, then if you play an Instant Card with a 2 or less Resource cost the subsequent turn, the Blizard's effect will then be activated.

53. Curhrog: Each time you earn a Trophy, gain a Resource of choice.

54. Dittosaur: When this card is played, immediately take 2 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. To use, return 1 Energy Token to the Supply to take an Egg of your choice from the Supply and place it on top of this card, covering its Reptile Icon, to switch Dittosaur's Species. Moving forward, treat this card as the Species shown on the Egg. The Egg on this card does not count as an Egg in-game, so the Egg on Dittosaur will not be hatched when an Achievement is achieved using Dittosaur's Species Icon. Only 1 Egg can be placed on this card at a time. When placing the second Egg on this card using the second Energy Token, take the previously placed Egg back to the Supply and place a new Egg to cover the Reptile Icon.

55. Eggogeous: At the end of the game, gain 1 point for every Egg in your Reserve. Count both Hatched and Unhatched Eggs.

56. Ghactiva: Select 1 Energy Card from your Reserve. Fill all the empty Energy Token slots on the card with Energy Tokens from the Supply. For example, if you selected the card on the left with 1 of the 3 Energy Token slots filled, take 2 Energy Tokens from the Supply to fill the empty slots on the card. Energy Tokens placed on the card in this way can be used the same way as regular Energy Tokens.



57. Imitatodon: Use the ability of the Instant card you played last. For example, if you played Instant card (a) and End of Game Card (b) on your last turn and this turn, you played End of Game Card (c) as well as the Imitatodon, the last played Instant card (a)'s ability is activated through Imitatodon's ability. If the Instant Card's ability has conditions, the conditions must be met.

*** Exceptions to the rule:** This ability is on 2 different cards, #57. Imitatodon and #66. Stridesert. If you play cards Imitatodon and Stridesert in a row and Stridesert triggers Imitatodon, or vice versa, nothing happens as the ability of the last Instant card played is simply repeated twice.

58. Instantoise: Whenever you play an Instant card, gain 1 point immediately.

59. Kuparestra: Each time you obtain a Trophy, select an Egg of choice from the Supply and add it to your Reserve in its Unhatched state.

60. Metamorpa: See #54. Dittosaur.

61. Mushumid: Examine the Species Icon of the last played Instant card. Obtain an Egg matching the corresponding Species Icon from the Supply and add it to your Reserve in its Unhatched state. For example, if you played Instant Card **a** and End of Game Card **b** on your last turn and this turn, you played End of Game Card **c** and the Mushumid, you gain the Egg that is the same Species as the Instant Card **a** through Mushumid's ability.

62. Powereef: See #56. Ghactiva.

63. Reptilopard: See #52. Blizzard.

64. Reptilord: See #8. Edenborn.

65. Sporeer: See #61. Mushumid.

66. Stridesert: See #57. Imitatodon.

67. Toxicount: Next time you play a card, choose 1 Resource to discount by 1. You can receive this discount even if the card is not played within 1 turn. The ability of the Toxicount can be activated only once, so you are not able to receive this discount on multiple cards through this card.

68. Aromalli: Activate a Recharge Card in your Reserve a total of 2 times. You can activate 1 Recharge Card ability twice or activate 2 different Recharge Cards. If the Recharge Card's ability has conditions, the conditions must be met.

69. Carplasma: See #8. Edenborn.

70. Dunesailer: When you perform a Recharge Action, you gain 1 Flower. For every 2 Trophies you've earned, gain 1 additional Flower. For example, if you have 5 Trophies at the time of a Recharge Action, you would gain a total of 3 Flowers.

71. Eriemerald: If you've collected all 7 types of Species including Species Icons from Creature Cards played and Unhatched Eggs, gain 1 Trophy. The Fish Icon on this card is also counted. Eggs only Hatch when used for Achievements, therefore, Eggs used to satisfy the conditions of this card do not need to be turned to its Hatched state.

72. Elegansea: When this card is played, immediately take 2 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. Return 1 Energy Token to the Supply to immediately activate 1 Recharge Card in your reserve and gain 1 point.

73. Flowight: Flip through the Discard Deck, one by one, starting from the very top to locate a Recharge Card. Immediately take the first Recharge Card to appear from the deck and add it to your hand. If there are no Recharge Cards in the Discard Deck, no effect occurs.

74. Jellite: Each time you obtain a Trophy, immediately gain 2 points.

75. Kilphin: See #70. Dunesailer.

76. Matereal: See #72. Elegansea.

77. Pinkthulu: Each time you obtain a Trophy, 1 Recharge Card in your Reserve is immediately activated. If there are no Recharge Cards in your Reserve, no effect occurs.

78. Scissoray: Immediately activate 1 Recharge Card from your Reserve. Check the Species Icon of the Activated Card and obtain 1 Egg of the same Species and add to your Reserve in its Unhatched state.

80. Stagfish: See #78. Scissoray.

81. Swampixie: See #70. Dunesailer.

82. Trapodile: See #70. Dunesailer.

83. Bulbeetle: Obtain 1 Insect Egg from the Supply and add it to your Reserve in its Unhatched state.

84. Clicket: When this card is played, immediately take 3 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. To use, return 1 Energy Token to the Supply to Hatch 1 Egg and obtain a Resource of choice. If there are no Unhatched Eggs in your Reserve, no effect takes place.

85. Cloudwarf: When you perform a Recharge Action, gain 1 Coral. Also, immediately gain 1 point by reverting a Hatched Egg to an Unhatched Egg in your Reserve. If there are no HATCHED Eggs to revert, only the 1 Coral is obtained.

86. Fliphid: Hatch or Revert up to 2 Eggs in your Reserve. For each Egg flipped this way, immediately gain 2 points. When Hatching and/or Reverting 2 Eggs, you must Hatch/Revert 2 different Eggs. You cannot gain 4 points by Hatching and Reverting the same 1 Egg.

87. Florahopper: By Hatching an Unhatched Egg from your Reserve, choose a type of Resource and gain 2 of that Resource. You cannot gain 2 Resources of different types. If there are no Eggs to Hatch in your Reserve, no effect takes place.

88. Gemantis: Whenever you play a card or obtain an Egg of a Species that you have 6 or more of collected in your Reserve(Card Species Icon and Unhatched Eggs), immediately gain 2 points. For example, if you have 6 Insect Species Icons collected in your Reserve, you gain 2 points each time you play an additional Insect Card or obtain an Insect Egg.

89. Housilk: See #83. Bulbeetle.

90. Lioneedle: See #87. Florahopper.

91. Lunarling: When this card is played, immediately take 3 Energy Tokens from the Supply and place them on the Energy Token Slots on this card. To use, return 1 Energy Token to Revert a Hatched Egg to gain 1 point. If there are no Hatched Eggs to Revert, no effect takes place.

92. Luxantula: Each time, in whichever way you Hatch or Revert an Egg from your Reserve, gain 1 point. For example, if you Hatch 4 Eggs to use to achieve an Achievement, you gain 4 points through Luxantula's ability.

93. Magicadas: When you perform a Recharge Action, gain 1 point for every 2 Unhatched Eggs on your Player Board. Eggs only Hatch when used for Achievements, therefore, Eggs used to satisfy the conditions of this card do not need to be turned to its Hatched state.

94. Onionbug: Hatch 1 Unhatched Egg in your Reserve. If done so, obtain 1 Egg of your choice from the Supply and add it to your Reserve in its Unhatched state. If there are no Unhatched Eggs left to Hatch, no effect takes place.

95. Plantant: See #94. Onionbug.

96. Shinemperor: See #8. Edenborn.

97. Waspikie: See #86. Fliphid.

98. Addraco: See #8. Edenborn.

99. Behewant: Discard 1 card from your hand. If the discarded card is a Dragon, obtain 2 Resources matching the Habitat of the discarded card and immediately gain 3 points. If the discarded card is not a Dragon, obtain 2 Resources matching the Habitat of the discarded card and immediately gain 1 point. If a card has 2 or more Species Icons, and at least 1 of the 2 Icons is a Dragon Icon, the card is treated as a Dragon Species card.

100. Celestios: Discard 1 card from your hand. Check the Species Icon of the discarded card, and obtain an Egg matching the Species from

the Supply and add it to your Reserve in its Unhatched state.

101. Draksid: Discard all cards in your hand. Gain 2 points for each Dragon card discarded and 1 point for each non-Dragon card discarded. If a card has 2 or more Species Icons, and at least 1 of the 2 Icons is a Dragon Icon, the card is treated as a Dragon card.

102. Drastoron: When this card is played, immediately take 1 Energy Token from the Supply and place it on the Energy Token Slot on this card. When your hand is empty, return the Energy Token to the Supply to draw 2 cards from the deck and gain 5 Resources in any combination of your choosing. Energy Tokens cannot be spent to activate this ability if your hand is not empty.

103. Emptyvern: When this card is played, immediately take 1 Energy Token from the Supply and place it on the Energy Token Slot on this card. When your hand is empty, return the Energy Token to the Supply to draw 2 cards from the deck and obtain 1 Butterfly Net and 2 Eggs of your choice from the Supply. Place the Eggs in your Reserve in its Unhatched state. Energy Tokens cannot be spent to activate this ability if your hand is not empty.

104. Fafhill: Discover up to 3 Dragon cards from the Discard Deck and add them to your hand. If there are less than 3 Dragon Cards in the Discard Deck, take all the Dragon cards you can find. You gain 2 points for each Dragon card you obtain in this way. The Dragon cards added to your hand must be ones Discovered starting from the top of the deck. If a card has 2 or more Species Icons, and at least 1 of the 2 Icons is a Dragon Icon, the card is treated as a Dragon card.

105. Mythiamat: When this card is played, immediately take 1 Energy Token from the Supply and place it on the Energy Token Slot on this card. When you need to discard a card that is 3 Resources or less in cost, return the Energy Token on the card to the Supply to play that card for free instead of discarding it. For example, let's say you have 6 cards in your hand during your Recharge Action, you have to discard 1 card to keep your hand limit at 5 cards. You decide to discard the Celestios that costs 3 Resources or less

(2 Coral + 1 Mushroom=3). At this time you can decide to use Mythiamat's Energy Token to play Celestios for free instead of discarding it. Immediately play the Celestio and activate its ability. As Celestios was played through Mythiamat's ability, it does not consume any Actions.

106. Nestgard: See #100. Celestios.

107. Nidhold: See #99. Beheewant.

108. Quadragon: When this card is played, immediately take 1 Energy Token from the Supply and place it on the Energy Token Slot on this card. When your hand is empty, you can return the Energy Token to the Supply to draw 4 cards from the deck and immediately gain 3 points. Energy Tokens cannot be spent to activate this ability if your hand is not empty.

109. Revivathan: Immediately gain 3 points and Discover the topmost Dragon Card from the Discard Deck. The first Dragon Card to appear is added to your hand. If there are no Dragon cards in the Discard Deck, only the 3 points are gained through this card's ability.

110. Scoroar: Discard a card from your hand and immediately gain a score equal to the discarded card's Ending Score. If you discard an End of Game Card, you receive no points as End of Game cards do not offer an Ending Score.

111. Throboros: Discard up to 2 cards from your hand. Gain 2 points for each card discarded. If the discarded card is a Dragon Card, add it back to your hand. For example, if you discarded 1 Dragon card and 1 Crustacen card through this effect, gain 4 points and add the 1

discarded Dragon card back into your hand. If you discard 2 Dragon cards, gain 4 points and add the 2 Dragon cards back into your hand. If a card has 2 or more Species Icons, and at least 1 of the 2 Icons is a Dragon Icon, the card is treated as a Dragon card.

112. Yorbound: See #108. Quadragon.

SPECIAL EFFECTS ON HABITAT TILES



Obtain 2 Fruits



Obtain 2 Corals



Obtain 2 Flowers



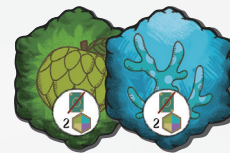
Obtain 2 Mushrooms



Immediately activate 1 Recharge Card in your Reserve.



Select an Egg on the Map and take it. If there are no Eggs placed on the Map, this effect does not take place.



Discard 1 Creature Card from your hand into the Discard Deck. Gain 2 Habitat Resources of the discarded card.



Select 1 Energy Card to replenish all of its empty Energy Token Slots.



Draw 2 cards from the Creature Card Deck.



Hatch and/or Revert 2 different Eggs in the Reserve. 1 Egg cannot be flipped twice with this effect.



Sweep: Discard 3 cards from the left or 3 cards from the right from the Wilderness into the Discard Deck. Draw 3 new cards from the deck and fill the Wilderness again. Then, add 1 card of choice from the Wilderness to your hand. Fill the Wilderness.

ICON DICTIONARY

	Fruit.		Creature Card.		Recharge Card.		Discover a card starting from the very top of the Discard deck that meets the given conditions. Take the topmost card that meets the condition and add it to the hand.
	Coral.		Choose a card from the hand and discard it to the Discard deck.		Energy Card.		
	Flower.		Choose 1 card from the hand, pay its cost and play.		End of Game Card		
	Mushroom.		Creature Card with 1 or 2 Dragon Icons.		Instant Card		Butterfly Net.
	Any Resource.		Creature Cards in the hand.		Continuous Card		Use a Butterfly Net.
	Of the 4 Resource types, the Resource type with the lowest quantity.		The hand consists of 0 Creature Card. The hand is empty.		Choose 1 Instant Card in the Reserve and activate it immediately.		Island.
	Obtain 2 Resources of the same type of choice.		The hand consists of 4 or more cards.		Choose 1 Recharge Card in the Reserve and activate it immediately.		Mountain.
	Habitat Resource (same Resource as the specific Creature Card's Habitat)		Draw a card from the Creature Card deck and add it to the hand.		Energy Token		Lake.
	Crustacean.		Draw 4 cards from the Creature Card Deck, add 1 into the hand and discard the rest into the Discard Deck.		Spend the Energy Token placed on the card by placing it in the Supply.		Plains.
	Mammal.		Pick 1 card from the Wilderness and add it to the hand.		Select 1 Energy Card to replenish all of its empty Energy Token Slots.		Egg placed on the Map.
	Bird.		Fruit Habitat Creature Card.		Unhatched Egg.		Crew (including Crew Captian).
	Reptile.		Coral Habitat Creature Card.		Hatched Egg.		Crew Captain.
	Fish.		Flower Habitat Creature Card.		Insect unhatched Egg.		Place Crew Captain on the Map.
	Insect.		Mushroom Habitat Creature Card.		Hatch 1 Egg.		Return 1 Crew placed on the Map back to the Player Board.
	Dragon.		Creature Card with a Specific Habitat.		Revert 1 Egg.		Discard 3 cards from the left or 3 cards from the right from the Wilderness to the Discard Deck, Draw 3 new cards from the deck to fill the Wilderness, then add 1 card of choice to the hand. Fill the Wilderness.
	Ending score.		6 Creature Cards with the same Habitat.		Hatch and/or Revert 1 Egg.		
	Immediate Score.		Trophy.		Achieve an Achievement.		
	Immediately obtain a score equal to the Ending Score of a specific card..						