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Setup

When using this expansion, apply these changes to the standard setup:

- **River board:** Add the river board below the main board ().
- **Track Tiles:** Replace the 4 track tiles with icons from the standard game, with the 4 on the expansion, before placing them on the action tracks ().
- **Project Cards:** Add each of the 8 new ecosystem cards on their respective decks, before shuffling them ().
- **Season Tiles:** Shuffle the 2 new season tiles () with the others, before placing 4 on the season spots.
- **Borderland Tiles:** Shuffle the 3 new Outer Region tiles () with the others, before placing 6 on the outer region columns.
- **Water Action:** Add the water action tile to the dedicated space on the water action ().
- **Fish and Sprites:** Place the fish and Sprite meeples on a supply nearby the river board ().
- **Sage Overlays:** Randomly choose 2 of the Sage overlays, and place them on top of their matching sages (), which will contain a different set of rewards during this game.

Player Setup (Each Player)

1. **Boat:** Place your boat on the river track (), according to turn order. The first player goes on the '0' spot, the second player on the '1' spot, and so on.
2. **Sages:** Take 1 extra sage cube, so you have 9 on your reserve ().

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The River Track

Your boat will slowly advance through the river, looking for fish and sprites to repopulate your ecosystem. For every space you advance the action tracks during your turn, your boat will also advance one step to the right on the river track (), if possible. This includes any advancements made both on steps 1 and 4 of your turn.

It does **not** include the advancement you do during setup, nor any advancements done during other players' turns.

The easiest way to manage your boat when doing the step 4 of your turn, is to check how many spaces you are going to advance all the tracks based on your workers on them, and to move the boat that many spaces, before moving the tracks.

Activate your Boat

Once your boat has reached at least the 6th space on the river, you may activate it as if it was a worker during step 2 of your turn, which will count towards your limit of maximum 3 workers activated per turn. When doing it, follow the path below the river towards the '0' spot, gaining any rewards you move through, and placing your boat back on the '0' spot. There are a few special rewards on that path:

- **Fish:** If you activate your boat once it has reached the 12th space, you may take a fish from the supply as your first reward (), and place it directly on the attracted creatures space on your player board. Notice how fish **don't** cause the time counter to advance.
- **Sprites:** You may gain a dark sprite, as well as a bright sprite as Sage rewards () (you may also gain them as a reward on several other places). If you do, take them from the supply, and place them directly on the attracted creatures space on your player board. They **don't** cause the time counter to advance, either.
- **Sage:** The last reward on the track lets you activate the river's Sage, but you must spend 4 spirit (), **only** if you decide to activate it.

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Adding Fish and Sprite to your Park

Fish and sprites gained during your turn work as any other creature on your board. Once you've finished your turn, you may either place them on your park, or keep them in captivity for a future turn.

Both fish and sprites are placed directly on top of other habitats, not on the intersections next to them (), and you can't stack them one on top of another. Their presence doesn't affect other creatures, which can still be placed adjacent to them. Once placed you can't cover them with cards on a later turn.

Fish can only be placed on a water habitat, bright sprites can only be placed on rock habitats and dark sprites can be placed on any habitat that it's not water nor rock. While a water habitat with a fish is still considered a water habitat in terms of endgame scoring, habitats with mushrooms on them don't count as their type anymore, and have a different function during endgame scoring depending on the sprite type.

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Endgame Scoring

Sprites will change the endgame scoring of creatures adjacent to them:

- **Dark Sprites:** Creatures score 3 negative RP for each dark sprite adjacent to them. If the creature is also adjacent to water, these negative RP are also doubled. Dark sprites don't affect fish next to them. While they seem bad, as explained below, dark sprites will also score positive RP after all creatures have been scored.

• **Bright sprites:** Bright sprites count as the ideal habitat for each creature adjacent to them. For example, a squirrel will consider it at tree habitat, while a bee will consider it a flower habitat. The same sprite can be considered as 2 different habitats for 2 different creatures adjacent to it. Birds always consider bright sprites to be one extra different habitat.

After scoring the base game creatures as usual, all players score 8 RP for each dark sprite on their park, regardless of the creatures adjacent to them.

Then, each fish scores 3 RP for each water habitat on your park (whether it is connected or not to their habitat). Fish don't double their RP if they are adjacent to other water habitats, though.

As an example, on a park with 3 water habitats and 2 fish, each fish would score 9 RP, for a total of 18 RP.

5

Solo Mode

Do the setup as usual, but add a boat on one of Feronia's colors on the '1' spot on the river track. During the game, you must only keep in mind the changes below:

During step 3 of Feronia's turn, if her boat has reached the last river space, or if she is playing her last turn of the game, activate her boat after activating her workers on trails. Gain the river rewards as it follows:

- **Fish:** Take a fish from the supply, placing it on her board with all her other creatures. It advances one of her discs on any season track
- **Dark Sprite:** Take a dark sprite from the supply, placing it on her board with all her other creatures. It advances one of her discs on any season track
- **Build a Sage:** Instead of this effect, she advances one of her discs on any season track, as usual.
- **Activate the Sage:** Ignore this effect, as usual.

During step 5 of her turn, before advancing any tracks, check how many spaces she is going to advance them, and advance Feronia's boat that many steps on the river track.

Advance Boat and Sprite Icons

If Feronia gains an advance boat effect either when doing the water action, or when placing a worker on a track, she will advance the boat the amount of spaces shown, as any other player would, but she will ignore that reward if it's gained through a completed project or by adding a creature to the outer regions, as she always ignores all those rewards.

By the same token, Feronia may gain sprites by placing a worker on the spots with a mushroom reward on the tracks, but not from project cards or added creatures.

During step 2 of Feronia's turn, adding workers, if the solo card shows a season icon, the spaces on the tracks with these rewards are also taken into account as a priority target for her, as if they were season icons.

In the solo mode, you are competing against **Feronia**. Do the setup as a 2 player game, with the following changes:

- You are the first player.
- **Feronia** takes a player board, but flips it to the solo mode side.
- **Feronia** uses all the colors you don't use when taking components, with the changes described below.
- **Feronia** **doesn't** place a counter on the **spirit track**, nor takes a **starting ecosystem card**.
- **Feronia** takes 5 **elder villagers**, which are placed on her **supply**. She only takes a **young worker**, placed at the start of her **ecosystem track** on her board, but no **veteran villagers** nor **gift cubes**.
 - After you take your starting **ecosystem card**, **Feronia** takes the first **ecosystem card on each deck**. The card requiring 3 biomes is placed on the leftmost **ecosystem card space** on her board, the one requiring 4 is placed on the middle, and the other 2 are stacked on the right **ecosystem card space**, with the 5 biomes card on top.
 - Shuffle the **solo deck**, and place it face down on **Feronia's** board.
 - As **Feronia** is the second player, she will add a **villager** on a **track** before you do, as part of the setup process. Draw the first card from the **solo deck**, and use that card to decide on which **track** to add the **villager**, using the add **villager** rules explained below, and advance that **track** one step, as usual.

You must also choose a difficulty, assigning a value between 2 (very easy) and 7 (very hard), although you may increase that number further for a greater challenge. **Feronia** will score the value you choose in **RP** a certain amount of times at the end of the game.

Feronia's Turn Structure

On each of **Feronia's** turns, follow the turn structure shown on her board, which is slightly different than a player's turn:

1. Deal a new card from the **solo deck**.
2. Add up to 2 **villagers**.
3. Activate **all Feronia villagers** on trails.
4. Complete an **ecosystem card**.
5. Update the **biome reserve**, and advance **pilgrimage tracks**.

As a general rule, Feronia only gains rewards on tracks, trails and the biome reserve, but never gains any reward from sages, completed ecosystem cards or the borderlands.

Step 1: Deal a New Card

Deal the first card from the **solo deck**, which will help **Feronia** make decisions until her next turn. If you must deal a card and the deck is empty, shuffle the cards already used to create a new deck.

Step 2: Add 2 Villagers

Add 2 of the **villagers** on **Feronia's supply** (or as many as possible, depending on how many are left on the **supply**), on 2 different **tracks**.

The card you dealt this turn will show an icon of a **track**, and 4 corners around it labeled from '1' to '4'. Each of the corners represents one of the **tracks** as they are positioned on the board (so, for instance, the top right corner represents the 'ecosystem cards/'water' track). **Feronia** will place the first **worker** on the **track** labeled '1', and the second on the **track** labeled '2' (93).

If the **track icon** on the **solo card** shows the **season icon** (94), then **Feronia** prioritizes placing **villagers** on **season icons**. If that's the case, she tries placing the **villagers** on **tracks** with a **season icon** available first, checking the **tracks** in the order shown by the numbers on the card, from '1' to '4'. If after checking all 4 **tracks** she still hasn't placed one or both of her **villagers**, place the first one on the **track** labeled '1', and the second one, if any, on **track** '2'.



When placing a **villager** on a **season icon**, you must advance one of **Feronia's** counters on any **season track**, it doesn't matter which one. In the extremely rare case all her **counters** are at the end on all 4 **tracks**, take new **counters** on any of her colors and keep advancing them.

Example

Feronia has 2 villagers on her supply. As the card shows the season icon (94), she tries to place them on tracks with a season icon first, checking them in order. Only the '3' track has a season icon available, so she places her first villager on the 'attract creatures'/train villagers' track, advancing one of her counters on a season track. As she has another villager to place, but no other track shows a season icon, she places it on the '1' track, which is the 'weeds'/sponges' track.

Step 3: Activate Feronia's Villagers

Feronia now **activates** all her **villagers** on **trails** (not the ones still on **tracks**, as usual). Follow the order shown on the **solo card** you've drawn, resolving all her **villagers** on '1' (in any order), then **villagers** on '2', and so on.

When **activating** **villagers**, **Feronia** follows the **trails** and gains rewards as usual. Gain **biome** rewards as any human player, but apply these changes when gaining these other rewards:



• **Attract a Creature:**

Advance the **sun counter** and add the **creature** to the **borderlands** as usual, removing the **borderlands tile** if it's the first **creature** of that type, but **don't** gain any reward for the **creature** placed.



• **Invite Creatures:**

Take the **creature** shown on the image (88) if possible. If that **creature** is not available, follow the arrow's direction (89), until you find a **creature type** available, wrapping around if you reach the edge of the **borderlands**. If **Feronia** must take a second **creature with the same villager**, take a different type of **creature** if possible, following the arrow's direction (89) to find the next type of **creature**.

If there are no **creatures** to take on the **borderlands**, for each **creature** **Feronia** can't take, she advances one of her **discs** on any **season track**, as explained in step 2.



Feronia doesn't gain the row's spirit points when taking **creatures**. Place any **creatures** she takes, on her board, where they will stay until final scoring.



• **Ecosystem cards:**

Feronia ignores the **refresh the display** icon when doing this action. When taking an **ecosystem card**, she takes the top card from the deck marked with a '1' (90) on the solo card. In case she must take a second **ecosystem card with the same villager**, also take the top card from the deck marked with a '2' (91). The **ecosystem cards** are placed on the **ecosystem card spaces** on her board, filling them from left to right. If the 2 first spaces already have a **card**, stack the new cards on the rightmost **space**, which can hold any amount of **cards**, in the order in which they are taken.



• **Train Workers, Gift Sages, Improve Spirit or Send Villagers on a Pilgrimage:**

Instead of gaining the effects of any of these rewards, **Feronia** advances one of her **counters** on any **season track**, as explained in step 2.



• **Gain Sage Rewards:**

As **Feronia** never builds **gift sages**, ignore this step.

• **Water Cost:**

Feronia ignores the **spirit** cost of activating the **water** action.

Step 4: Complete an Ecosystem Card

Feronia tries to complete the leftmost **ecosystem card** on her board, spending the required **biomes** as usual. If she can't complete that **ecosystem card**, it will try the middle one, and if it can't complete that either, it will try the top **ecosystem card** on the rightmost spot.

If there's no **ecosystem card** she can complete, advance her **villager** on her **ecosystem track** one step to the right. Every **water** icon crossed by that **villager** represents 1 **water** available only to her when trying to complete **ecosystem cards**, in addition to the **biomes** available on the **biome reserve**.

If she finds an **ecosystem card** she can complete, try to spend all its required **biomes** from the **biome reserve** first, using **water** if necessary. Only if there are not enough **biomes** on the **reserve** to complete the **ecosystem card**, **Feronia** will use the **water** on her **ecosystem track**. If she uses it, move the **villager** on that **track** 2 steps to the left, regardless of how many **water** she used from the **track**.

Flip the completed **ecosystem card**, and place it on the dedicated spot next to her board, creating a deck of completed **ecosystem cards**. Slide the other cards on her **ecosystem card spaces** to the left (dealing the first card from the deck on the rightmost **space**, to the middle **space**, if needed).

Feronia doesn't gain any of the **ecosystem** or **rewards** shown on the **ecosystem card**.

Example

This ecosystem card requires 1 tree, 2 flowers, 1 mushroom and 1 weed to be completed. There are enough trees and flowers on the biome reserve, and also 1 water to cover for one of the missing biomes. After spending all those biomes, there's still 1 biome left for the ecosystem card to be completed, so Feronia uses water from her ecosystem track, moving the worker on that track 2 spaces to the left.

Step 5: Update the Biome Reserve and Advance Pilgrimage Tracks

Feronia updates the **biome reserve** as any other player, scoring **RP** for the **biomes** generated and not spent, and also advances **action tracks** as any other player, depending on the amount of her **villagers** on each **track**.

Every time the **tracks** advance for any reason (including during your turns), check which **villagers** **Feronia** takes off of them, following these rules:

- **Feronia** takes off any **villager** that has already moved 4 or more spaces on the **track**, and
- **Feronia** takes off the most advanced **villager**, on any **track** where she has 2 **villagers**.

When taking off a **villager**, use the up/down arrow on the **solo card** to decide on which of the 2 **actions** to move it to (top or bottom). Place the **villager** on the **trail** adjacent to their current position. In the case **Feronia** must take off a **villager**, and the arrow points to an **action** that already has one of her **villagers** waiting on a **trail**, place the new **villager** on the **trail** of the opposite **action**.

Feronia's Endgame Scoring

The game will end as usual, once the **sun counter** reaches the last spot of the **sun track**, and you both play 2 more turns. While you do endgame scoring as usual, **Feronia's** endgame scoring works different. She scores the **RP** of the difficulty you chose, times:

- Every step moved on all the **season tracks**.
- Every invited **creature** on her board.
- Every card on the completed **ecosystem** deck.
- Every 2 cards (rounding down) on the rightmost **ecosystem card space** on her board.
- Every one of her **villagers** at the start of a **trail**.

If you have more **RP** after endgame scoring, you win the game. Otherwise, you lose.