

## RULES

**Intro:** You are a conservationist zoo owner who has discovered that saving endangered species is the best way to attract people to your zoo. Save as many species as you can, the first player to reach the "attraction point" goal wins.

### 1. Get the Decks Ready:

- Separate the animal deck (red) from the environmental event deck (green).
- Shuffle both decks very well and place them 3 feet apart and face down in the center of all the players.
- Separate all the "point lookup cards," the card with all the animals and their attraction points listed on the front and back, from the animal and event cards. Keep these cards around to lookup points and to check the event set requirements.

### 2. Determining Who Goes First:

- Each player flips a card from the environmental event deck and places it face up in front of them.
- Card Values, only used to determine who goes first.

Symbol (top left corner)	Value
1	1
2	2
3	3
4	4
5	5
!!	6
A	7
B	8
S	9

- The player with the highest number goes first.
- If there is no winner everyone flips again.
- If there is a tie, the tied players flip again.
- Place the flipped over cards at the bottom of the environmental event deck.

### 3. The Dealer:

- The player who goes first deals 5 cards to each player.

### 4. Setup the Board:

- Put the correct number of animal cards face up in the center of all players. Keep the animal cards far apart. The following chart describes how many animals to put into play.

Number of Players	Species in Play
2	3
3	3
4	3
5	4
6	4

### 5. The Draw Phase:

- On your turn draw 2 cards from the event deck. If there are no more cards in the draw pile then carefully shuffle the discard pile and place it face down as the new draw pile. Shuffle the discard pile well because it contains sets of environmental events that were played on previous animals.
- At no time can you have more than 7 cards in your hand. If at any time in the game it is found that a player has more than 7 cards that player must discard down to 7 cards.
- Do not draw if it will cause you to have more than 7 cards in your hand.
- After the draw phase you can play 0, 1, or 2 cards in your play phase.

### 6. Discarding:

- If a player must discard throughout the course of a game the process is as follows. If there is a player with less than 3 cards the discard goes to that player.
- If there is more than one player who has less than 3 cards the discard is split between those players.

- All other discarded cards are placed face up next to the environmental event deck.

#### 7. The Play Phase:

- You can now play 0, 1, or 2 cards depending on your preference. When the current player plays a card while not in the interrupt phase it is considered an initiating card and counts towards their turn limit.
- Playing an environmental event card water (dark blue), land (green), air (light blue), or global (multi-color) event.
  1. The current player can place an environmental event card on the matching slot of an animal card if that slot is open.
  2. Environmental events are played by matching the color of the event with the color of the event slot, i.e. air events = light blue, water events = dark blue, land events = green, global events can be placed on either water, land or air slots.
  3. When the environmental events on a slot add up to the required number, or greater, listed on the animal card the slot is considered closed. For instance if an animal card requires 2 land events to help save the species and you place a 1 point land event, and a 2 point global event on the land slot that slot is considered closed. It would have also been considered closed if both events were worth 1 point.
  4. When the last open slot on an animal card is closed the species is saved.
  5. The player who placed the last event card on the last open slot claims the animal card and adds its "attraction points" to their score.
  6. The "Interrupt" ability of environmental event cards only comes into play when a species is about to be saved. Interrupt event cards can be played like regular event cards if the player so chooses.
- Playing a special event card (orange, or ultimate block card).
  1. The current player can play a special event card during their turn. Follow the instructions on the card.
  2. You can play only one special event card as an initiating card during your turn.
- Playing an action event card (red, or ultimate block card).
  1. The current player can choose to play an action event card during their turn. Follow the instruction on the card.
  2. You can play only one action event card as an initiating card during your turn.

#### 8. Interrupt Phase:

- After the current player makes a play (initiating card) other players have the opportunity to play interrupts in response to the current player's initiating card.
- Environmental events (water, land, air, global) can only be used as interrupts if they have the interrupt ability and only to steal the prestige of a species being saved. Environmental events with the interrupt ability are played as normal when this condition does not exist. See **saving a species** and **stealing the prestige** for more information.
- Action events with the interrupt ability can be played in response to an action event card the current player has played.
- Special events with the interrupt ability can be played in response to a special event card the current player has played.
- Cards played during the interrupt phase do not count towards the current player's turn limits, i.e. playing action events cards to block an interrupt attempt from another player does not count towards the current player's turn limit of 2 cards, or the action card limit of 1 card. Only the initiating card counts towards these limits.

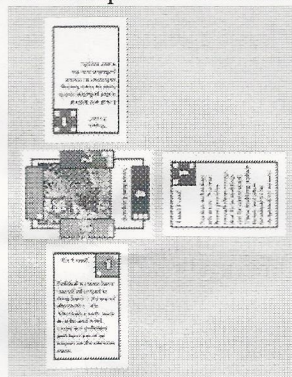
#### 9. Play Rules:

- You can play 0, 1, or 2 initiating cards on your turn.
- You can play only one action event card as an initiating card during your turn. You may choose not to play an action event card during your turn.
- You can play only one special event card as an initiating card during your turn. You may choose not to play a special event card during your turn.
- If the sum of the environmental events on an animal's matching slot equals the slot requirement number printed on the animal card it is considered closed.
- No events can be placed on a closed slot.

- An environmental event can't be played on a slot if it causes the sum of the events to be greater than the slot requirement.

#### 10. Card Placement:

- Place your environmental event card on the table touching the side of the animal card whose slot it is matching. Follow the picture below as an example for environmental event placement.



#### 11. Saving a Species:

- The player who places the last environmental event card on the last open slot of an animal card “saves the species”.
- Add the “attraction points” to your score and place the species card in front of you if the species was successfully saved and not captured.
- You can look up the attraction points associated with a species using a “point lookup card,” the card with all the animals and their attraction points listed on the front and back.
- **At the end of the turn all animal cards removed from the table are replaced.**

#### 12. Capture the Prestige:

- You can capture the prestige of saving a species (steal the win) by playing an interrupt environmental event of the same color (or global) and with a point value greater than or equal to the target card. This interruption comes from the current player's opponents during the interrupt phase of the current player's turn and only when the current player “saves a species,” that is only the last environmental event card played on the last open slot can be targeted.
- Any player can respond to the capture attempt, or begin a capture attempt if nobody has done so, and win the species with an interrupt environmental event card that has a point value **greater than or equal to** the last interrupting environmental event or the initiating card, in the case no capture attempt has been made.
- Cards played in the interrupt phase do not count towards the current player's turn limit of 2. Only the initiating card counts against a player's turn limit of 2.

#### 13. End Phase:

- At the end of the current player's turn if anyone has the game winning number of “attraction points” or greater the game is over and that player has won.
- 10 Points (quick game, recommended for 4 – 6 players)
- 15 Points (medium length game, recommended for 2 – 3 players)
- Highest Score (long game, recommended for 6 players)
- If nobody has won the game, the next player in a clockwise circle starts his or her turn.

#### 14. Event Sets:

- You can get “attraction points” by finding the environmental event sets listed on a “point lookup card,” the card with all the animals and their attraction points listed on the front and back.
- If you have a set in your hand, on your turn you can declare the set that you have and show your cards.
- You may choose to save any species card in play. Place your environmental event set and any environmental events on the species chosen on the discard pile.
- You may also choose to place all your event cards in the discard pile and choose to save the next animal in the animal deck.
- **Technology Set:** Find 3 different event cards with the following phrases “solar panel technology” (Air), “nuclear technology” (Land), and “shipping technology” (Water).
- **Political Set:** Find 3 different cards with the following phrases “political tensions” (Air), “new international law” (Land), and “local and federal water” (Water).

- **Personal Set:** Find 3 different event cards with the following phrases “household gardens” (Air), “community leaders” (Land), and “volunteer groups” (Water).

15. **Variants:**

- **Conqueror:** Whenever a player “saves a species” that player gets to pick up all the environmental event cards that were played on that animal card. The player then discards down to the hand limit.
  1. This approach allows the winning player to keep the best environmental event cards.
- **Team Play:** All the action event cards and special event cards in Species are designed to work in a team play environment. Try playing with teams sitting across from each other. Players on teams play cooperatively and add all their points together to try and reach the “attraction point” goal.