CASCADIA

RANDY FLYNN

RULEBOOK

AEG

FLATOUT GAMES

CASCADIA™

A puzzly tile-laying and token-drafting game featuring the habitats & wildlife of the Pacific Northwest. Designed by Randy Flynn, for 1-4 players, ages 10+.

About the Region

The Pacific Northwest, also referred to as Cascadia (kas-KAE-Dee-uh), is a geographic region in western North America bounded by the Pacific Ocean to the west and (loosely) by the Rocky Mountains to the east. Though no official boundary exists, the most common conception includes the Canadian province of British Columbia and Yukon Territory as well as the U.S. states of Idaho, Oregon, and Washington.

About the Game

In Cascadia™, players compete to create the most diverse Pacific Northwest environment as they draft **Habitat Tiles** and **Wildlife Tokens** to construct a beautiful landscape mosaic. Each game of Cascadia™ features unique combinations of scoring objectives linked to each of the five wildlife species. While arranging wildlife into point scoring patterns, players will also be competing to create the largest contiguous habitat corridors. As players build out their environments they must pay careful attention to the habitats they create and the wildlife they populate, with the goal of creating the most harmonious ecosystem in Cascadia™.

About the Team

Most of our team members call Cascadia home! We are avid adventurers and have spent time hiking, cycling, paddling, and exploring in this great region! We were inspired by the great beauty of the habitats and the wildlife of this wonderful area and are excited to share this game, along with some facts about the region, with you and your family and friends! We hope it will inspire you to explore wild places wherever you may be, or consider paying Cascadia a visit!

COMPONENTS

Your game of Cascadia should include the following.
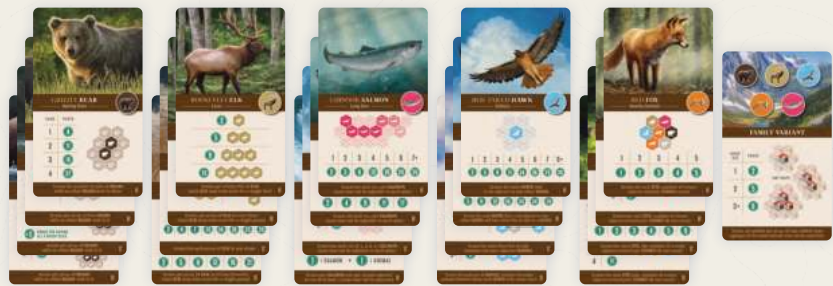If it doesn't, please go to https://alderac.com/customer-service

85 Habitat Tiles including **25 Keystone Tiles**
(Mountains, Forests, Prairies,Wetlands, Rivers)

5 Starter Habitat Tiles

100 Wildlife Tokens
*(20 Bear, 20 Elk, 20 Salmon,
20 Hawk, 20 Fox)*

21 Wildlife Scoring Cards
*(4 Bear, 4 Elk, 4 Salmon, 4 Hawk, 4 Fox,
1 Family/Intermediate)*

25 Nature Tokens
(Cones from the mighty Douglas Fir)

1 Cloth Bag
(For Wildlife Tokens)

1 Scorepad

SETUP

1 Place all **Wildlife Tokens** in the **Cloth Bag** and shuffle/shake them well.

2 Using the chart below, determine how many **Habitat Tiles** you need, based on the number of players. Randomly select these tiles. Do not look at the tiles you include or exclude. For *solo mode setup, please see page 10.*

    👥 : **43 (or remove 42)**
    👥👤 : **63 (or remove 22)** } *(Note: This is 20 per player, plus 3)*
    👥👥 : **83 (or remove 2)**

Shuffle these tiles and stack them face down (any number of stacks) within easy reach of all players. Place any excluded **Habitat Tiles** back into the box, they will not be used this game.

3 Randomly select 1 **Wildlife Scoring Card** for each of the five wildlife, then place those five cards in the center of the play area within easy view of all players. Put the other **Wildlife Scoring Cards** back in the box. (For your first game we recommend using the **Wildlife Scoring Cards** shown - these are the cards with 'A' in the bottom right corner).

4 Randomly distribute one **Starter Habitat Tile** to each player, placing it face-up in front of them. Place the others back into the box, they will not be used this game.

5 Reveal 4 **Habitat Tiles** from the face-down stacks and place them face-up in the center of the play area within easy reach of all players.

6 Draw 4 **Wildlife Tokens** from the **Cloth Bag** and pair them, in order, with each of the 4 **Habitat Tiles** to form 4 combinations of 1 tile and 1 token.

7 Place the **Nature Tokens** within easy reach of all players.

8 The player who most recently saw one of the wildlife in the game will be the first player. *(Or you may select the first player randomly).*
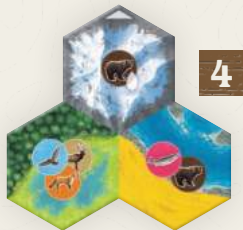
Player 3

GAMEPLAY OVERVIEW

Beginning with the starting player and proceeding clockwise around the table, players will take turns drafting **Habitat Tiles** and **Wildlife Tokens** and adding them into their expanding environment, until the end of the game.

On each turn, a player will select a **Habitat Tile** and **Wildlife Token** combination and play them into their environment. *(Note: An environment is the full arrangement of tiles and tokens in front of each player that includes their Starter Habitat Tile)*. At the end of each player's turn, both the **Habitat Tile** and **Wildlife Token** selected will be replaced with new ones from the **Habitat Tile** stacks and **Cloth Bag**, respectively.

The game ends when there are no more **Habitat Tiles** available to replace one selected by a player. *(Note: each player will play exactly 20 turns)*. Then the game will proceed to final scoring and the player with the most points will be the winner!

Player 1

Player 2

TURN SUMMARY

1 Select a Habitat Tile and Wildlife Token

Option A	Option B	Option C	Option D

At the beginning of each turn there will be four **Habitat Tiles** and four **Wildlife Tokens** in the center of the play area. The **Habitat Tiles** and **Wildlife Tokens** will be arranged in four distinct combinations, each with one **Habitat Tile** and one **Wildlife Token**—providing four choices.

Before you make a selection, check to see if any of the wildlife are overpopulated:

If all 4 of the available **Wildlife Tokens** are the same, they are automatically wiped.

Overpopulation: 4 of the same **Wildlife Token**

Automatically wipe **Wildlife Tokens**

Take all 4 tokens and place them aside. Then, one-at-a-time, draw 4 new tokens from the **Cloth Bag** and pair each one, in order, with a **Habitat Tile**. *(Note: this could happen multiple times on any given player's turn).*

If 3 of the available **Wildlife Tokens** are the same, then the active player may choose to wipe these tokens.

Overpopulation: 3 of the same **Wildlife Token**

Active player may choose to wipe the 3 **Wildlife Tokens**

Take only those 3 tokens and place them aside. Then, one-at-a-time, draw 3 new tokens from the **Cloth Bag** and pair each one, in order, with a **Habitat Tile**. *(Note: You may only do this once per turn).*

Once all overpopulations have been resolved, place any wiped tokens back into the **Cloth Bag**.

You will now select one **Habitat Tile** + **Wildlife Token** combination. Typically, you must take an existing combination. However, before you do, you may optionally spend a **Nature Token** to do one of the following:

1. Take ANY one of the four **Habitat Tiles** and ANY one of the four **Wildlife Tokens**.

2. Wipe ANY number of **Wildlife Tokens** and replace them. *(See overpopulation rules on this page for replacement process).*

The spent **Nature Token** is placed back into the supply. There is no limit to the number of **Nature Tokens** you may spend on your turn. If you do not have any remaining **Nature Tokens**, you must take an existing combination.

2 Place the Tile and Token into Your Environment

Once you have selected your **Habitat Tile** and **Wildlife Token**, you will place them into your environment in any order.

The **Habitat Tile** must be placed into your environment according to the following placement rules:
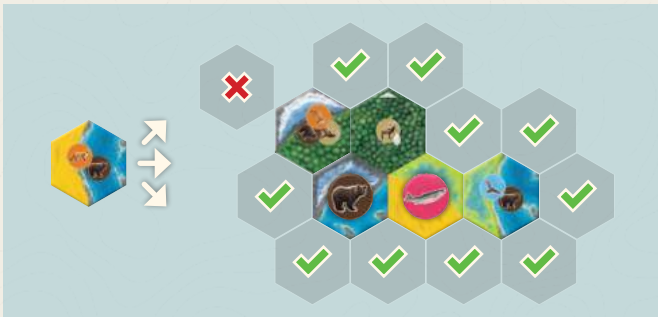
A. The **Habitat Tile** must be placed adjacent to any **Habitat Tile** already in your environment, that is, the **Habitat Tile** must touch at least one side of another previously placed tile, or the **Starter Habitat Tile**.

B. The **Habitat Tile** may not be placed on top of another **Habitat Tile** nor can any other **Habitat Tile** be moved.

(Note: Matching terrain is not a placement rule but may gain you points during end game scoring).

The **Wildlife Token** may be placed onto a single **Habitat Tile** according to the following placement rules:

*There are 2 possible **Habitat Tiles** where this fox could be placed*

A. The **Habitat Tile** must not already have a **Wildlife Token** on it.
*(Note: this means you will only ever have, at most, one **Wildlife Token** per **Habitat Tile**).*

B. The **Habitat Tile** must show the matching wildlife *(tiles display 1-3 options on them).*

If you cannot legally place the **Wildlife Token** because no open **Habitat Tile** can support that wildlife, or if you choose not to place the **Wildlife Token**, return the token to the **Cloth Bag**.

You may place the **Wildlife Token** onto the **Habitat Tile** you just selected on your current turn, or you may place it onto any other available **Habitat Tile**.

If you place your **Wildlife Token** onto a **Keystone Tile**, take a **Nature Token**. *(See Tile Overview on page 8).*

After you have placed the tile and token you selected, replace each one in the center of the play area. The **Habitat Tile** is replaced from the top of any face-down stack. The **Wildlife Token** is replaced by randomly selecting one from the **Cloth Bag**.

Note: when replacing tiles and tokens in the play area, do not move the existing tiles and tokens. Simply refill the empty spots.

Your turn is now complete. Play passes clockwise to the next player.

Tile Overview

Each **Habitat Tile** has one or two types of terrain and one, two, or three options for **Wildlife Tokens**.
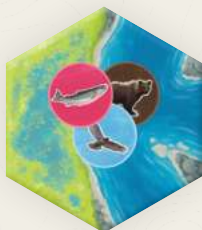
This tile has wetlands and rivers. You can place a salmon, bear or hawk on this tile.

This tile has mountains and prairies. You can place a bear or fox on this tile.

This tile is a **Keystone Tile**. Whenever you place the matching **Wildlife Token** onto a **Keystone Tile**, you gain a **Nature Token**.

On your turn, before you select a tile and token, you may spend a **Nature Token** to do one of the following:

1. Take ANY one of the four **Habitat Tiles** and ANY one of the four **Wildlife Tokens**.

2. Wipe any number of **Wildlife Tokens** and replace them. *(See overpopulation rules p.6 for replacement process).*

There is no limit to the number of **Nature Tokens** you may spend on your turn.

At the end of the game, any **Nature Tokens** you still have are worth 1 point.

END GAME & SCORING

If, at the end of any player's turn, there are no face-down **Habitat Tiles** left in the stacks to replace the one taken, the game ends immediately and scores are tallied. *(Note: each player will play exactly 20 turns).*

Record scores on the **Scorepad** for the following:

1. Wildlife Scoring Cards
2. Habitat Tile Corridors
3. Habitat Tile Corridor Majorities
4. Nature Tokens

1. Wildlife Scoring Cards

For each player, score each Wildlife based on the **Wildlife Scoring Cards** used in the game. *(See **Wildlife Scoring Card** details on page 11).*

2. Habitat Tile Corridors

For each player, score 1 point per **Habitat Tile** in their largest contiguous habitat corridor *(group of a connected habitat type)* in each of the 5 habitats *(Mountains, Forests, Prairies, Wetlands, Rivers).*

Tiles are included in a contiguous habitat corridor if they share at least one matching edge of the six edges of the tile.

*(Record these points in the top left section of the corresponding box on the **Scorepad** for the habitat and player in question).*

Example:
If you had a group of 3 Forests and a group of 4 Forests, you would gain 4 points because 4 is your largest Forest group.

3. Habitat Tile Corridor Majorities

According to player count, score bonus points for having the LARGEST contiguous habitat corridor for each of the 5 habitat types. *(Use the numbers recorded on the **Scorepad** from step 2 to determine who gains bonus points. Record bonus points in the bottom right corner of the corresponding box for the habitat type and player in question).*