

CARD ANATOMY

Energy Cube Spots

Place energy cubes here as Elements are drawn or as you activate card effects. You may move an Energy Cube if you have no cubes left.

Impact Color

If this strip is **red**, it can destroy or alter the landscape. Announce to other players when played.

Card Number

Used for reference.



Card Use Icons

Leaves indicate how many times card is used before being discarded.

Effects

Resolve effects from top to bottom after card is completed. Inability to place **red** means you cannot resolve effects below.

Preset Hand Icons

Use these to sort cards into pre-set starting hands.



Elements



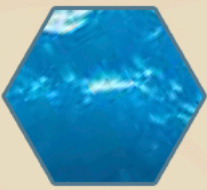
Victory Points



Grassland



Desert



Water



Forest



Mountain



Animals



COMPLETE A CARD

Fill all Energy Cube Spots and announce **"ECO!"**
Resolve cards clockwise starting with the Harbinger.

- 1 Remove all  from card and add back to supply.
- 2 Carry out effect(s) on card top to bottom.
- 3 Rotate card 90 degrees clockwise (or move leaf marker).
If one leaf is reached, discard card from play.

If the card effects resulted in another filled card, you may complete that card as well.

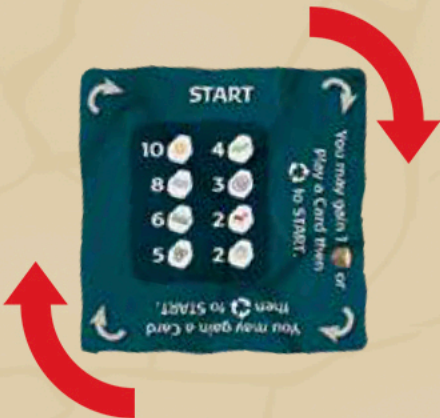


USING THE DIAL

You may rotate your Dial clockwise instead of placing .

- 2 rotations, you may gain card.
 - 3 rotations, you may play card OR gain new .
- Reset Dial to Start after either action.

The Dial also displays the Element Token ratios.



GAIN A CARD

Look at any combination of 2 cards from the top of the decks and add 1 to your hand. Place the other card face up next to the decks **OR** Take any 1 face up card available from a prior Gain a Card effect.



BROWN cards = more map building.
BLUE cards = more point scoring.

GAME END

When a Harbinger finishes their drawing round and a player has at least 60 or 80 , the game ends.
Player with the most points wins.

CARD EFFECTS

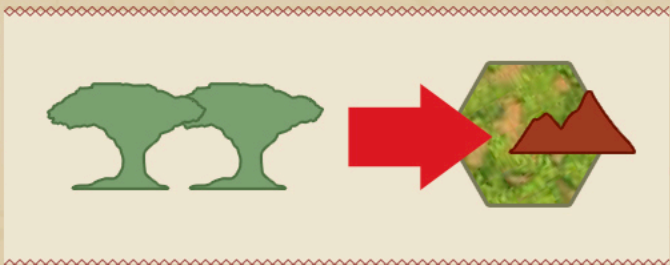
Place Map Tiles

Place new Map tiles lining them up edge to edge with at least one Map tile already located in the landscape.



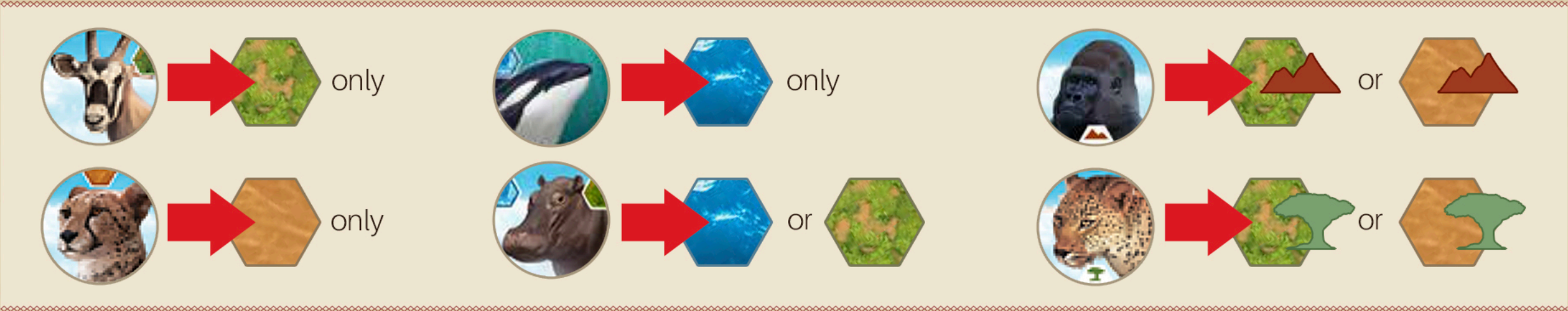
Place Mountain & Forest Tokens

Place Mountain token on either Grassland or Desert. Place Forest token on Grassland only OR on Desert with a Mountain. An additional Forest token may be placed on Grassland with a Mountain.



Place Animal Tokens

Place animal token on Map tile that can support that animal (see tabs on tokens) and does NOT already have an animal on it. If all possible Map tiles are occupied, place animal token on ANY supporting Map tile.



Move Animals

Animal may move onto Map tile containing other animals and/or onto terrain type that does not match it. Land-only animals may NOT move onto Water tile. Water-only animals may NOT move onto Land tile.



Replace/Remove Map Tiles

Replace Land tile with Water tile and all land-only tokens on that Map tile are removed. Replace Water tile with Land tile and all water-only tokens on that Map tile are removed. All tokens remain in Land to Land tile replacement.

If Map tile is removed but not replaced then all tokens on the tile are removed.

EFFECT TERMINOLOGY

Adjacent

Adjacent means within 1 space. 2 tokens on the same Map tile are adjacent as well as any tokens 1 Map tile away.

Habitat

Any number of adjacent Mountain tokens, adjacent Forest tokens, or adjacent Map tiles of the same type. A single non-adjacent one of these is considered a habitat of size 1.

Community

A contiguous group of any number of adjacent Animal tokens of the same type. A single non-adjacent Animal token is considered a community of size of 1.

Landmass

All Land tiles that are connected in a contiguous group. A single non-adjacent Land tile is considered a single landmass.