



Biodiversity. Plants. Animals. Predators. Prey. Natural Disasters. Biome.
A strategic tableau builder board game for 1-4 players.

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DELUXE RULES

"We have forgotten how to be good guests, how to walk lightly on the earth as its other creatures do." –Barbara Ward

What is a biome?

According to National Geographic, "A biome is an area of the planet that can be classified according to the plants and animals that live in it. Temperature, soil, and the amount of light and water help determine what life exists in a biome.

A biome is different from an ecosystem. An ecosystem is the interaction of living and non-living things in an environment. A biome is a specific geographic area notable for the species living there. A biome can be made up of many ecosystems. For example, an aquatic biome can contain ecosystems such as coral reefs and kelp forests."

Overview:

You are fearless environmentalists dedicated to establishing a flourishing and biodiverse Biome. The game moves through the seasons, each of which has two parts: simultaneous play (resource collection and card-playing phases) and turn-based play (action phase). The game ends in two ways: when a player reaches 120 points or a player fills their Biome (player board), they trigger the final season. The player with the most points at the end of the game wins!

There are five ways to earn points to win the game: playing wildlife cards, winning achievements, taking actions, raising baby animals, and hunting your opponents' baby animals. As you earn points, you will advance your player token on the point track. Some spaces on the track feature an instant bonus. Novice players should start with the standard setup, outlined on the next pages. Advanced players may introduce one, or many, variations explained throughout this rulebook!

Are you ready? Nature is calling!

Components:

-1 Rulebook (a)

- 4 Player Boards (b)



-1 Metal Coin (c)



-1 Standard Die (d)



-1 Starting Player Token (e)



- 4 Player Point Tokens (f)



-1 Season Tracker Token (g)



-64 Wooden Player Cubes (h)

16x of each:



-2 White Wooden Cubes (1 for Phase Tracker Token and 1 for Year Tracker Token) (i)



-185 Wooden Sun, Insect, Fruit, Leaf, Fish, and Rodent Tokens (j)



-50 Wooden Chicks (k)



- 30 Wooden Rabbits (l)



- 16 Straw Nests (m)



- 1 Double-Sided Centerpiece (n)
(Season Overview and Point Tracker, standard side and advanced)



- 170 Plant and Animal Wildlife Cards (o)



-12 Starting Cards (p)



8 Achievement Cards (q)



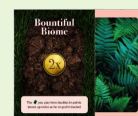
- 8 Changing Conditions Play Anytime Cards (r)



- 4 Legend Cards (s)



- Bountiful Biome Mini Expansion (t)



- Disasters Mini Expansion (u)

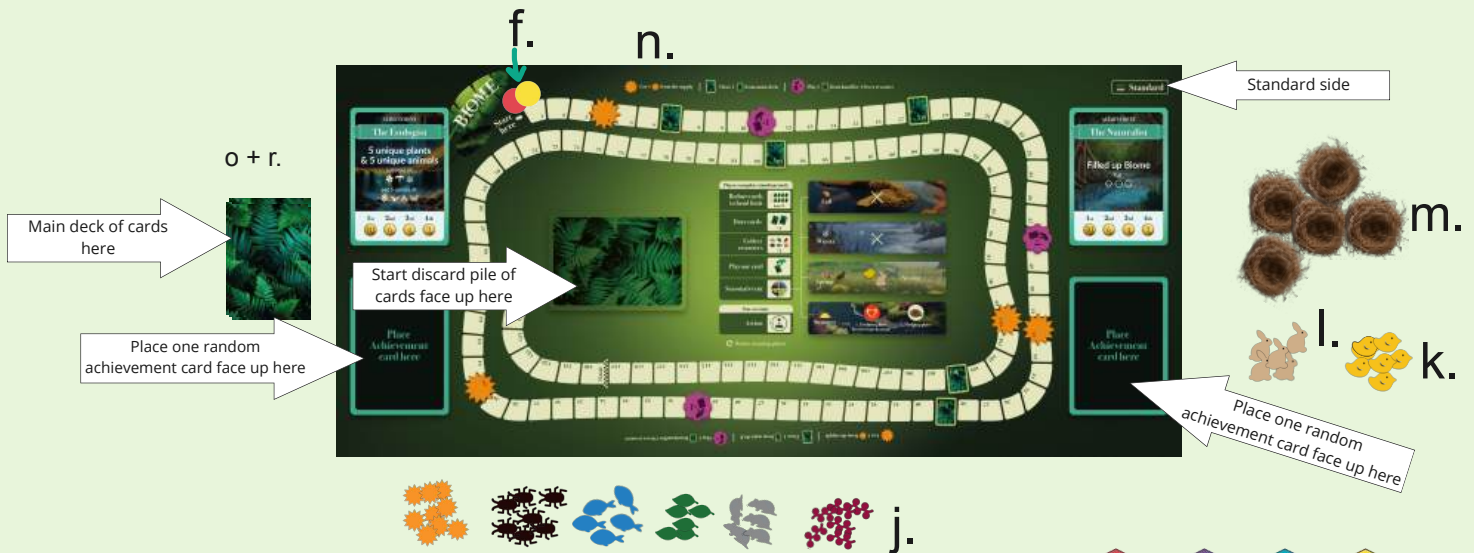
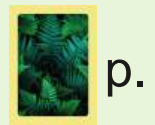


Game Setup:

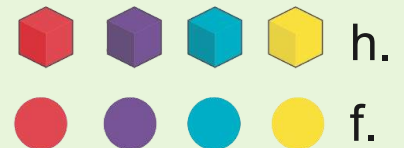


Step 1: Each player gets a player board (b) and lays it face up in front of them.

Step 2: Place the centerpiece (n) in the middle of the table. Place the "standard" side face up for your first game. Take the 12 Starting cards (card backs have a yellow border) and place them off to the side. Combine the 170 Plant and Animal cards (o) with the 8 Changing Conditions Play Anytime cards (r) to make up the main deck and shuffle the cards. Place the main deck of cards, nests, and the wooden components (baby rabbits, chicks, food, and sunlight tokens) next to the centerpiece (n).



Step 3: Each player chooses a color and takes the corresponding 16 cubes (h) and 1 point tracker token (f) and places the cubes next to their player board. Each player will place their player token on the track of the centerpiece (n), on the "Start here" (See the red and yellow point tokens on the centerpiece above.)



Step 4: Shuffle the Achievement cards (q), randomly pick 2 for your game, and place them on the open card spaces on the ends of the centerpiece. Have players read these out loud.



Step 5: Identify the starting player. This is whoever has the most houseplants (in their actual, real-world home!). Houseplants include all indoor plants (artificial plants do not count). Give this player the grey feather starting player token (e). The starting player will be the first to activate an action during the action phase. The starting player rotates each season, so the token (e) is passed clockwise at the end of each season.

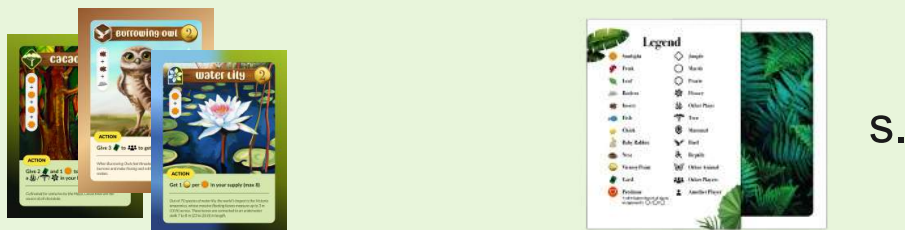


Step 6: The starting player rolls a die and receives the Starting cards (p) with that number. Then pass the die clockwise, with players rolling until they each get a number that has not yet been rolled. Once all players have a matching pair of a starting bird and tree, the cards can be placed orthogonally next to each other in the marsh, prairie, or jungle, depending on the habitat in which the tree and bird pair belong.

*For example, Emily rolls a 1 and takes the corresponding starting bird and tree (see #1 in bottom right corner of card), which she may place in any 2 neighboring spaces in her marsh.



Step 7: Deal 3 cards to each player from the main deck. Players may look at their cards immediately and keep them hidden from other players. Each player also gets 1 Legend card (s) and may place that next to their player board (b).



Step 8: Give each player 1 of each resource (sunlight, fruit, fish, leaf, insect, and rodent) to start the game (j). They can place these on the right side of their player board (b) in the resource storage section.



Step 9: Take the phase tracker token (i) and place it on the Draw 2 cards space, as seen below. Place the season tracker token (g) on the Fall season space and another cube (i) on the Year 1 space of the year track.



How to Play:



Overview: Collect resources to play cards onto your player board (b), which has 18 spaces and is known as your Biome. The marsh, prairie and jungle are habitats in your Biome. Many Action cards will typically refer to either specific habitats (for example, draw X cards per bird in your prairie) OR to your Biome.

Plant and Animal cards belong to 1 or 2 habitats and can be played into any space in their designated habitat(s), which can be identified by the shape of the icon in the top-left corner of the card in addition to the color of the icon and card's border.

 Jungle (green)
 Prairie (tan)
 Marsh (blue)
 Cards with a shield icon can be played into two habitats.



The Cacao Tree can be played only in the jungle



The Burrowing Owl can be played only in the prairie



The Water Lily can be played into the marsh or the jungle

There are seven card types:

Four types of animals: **Mammals**  **Birds**  **Reptiles**  **Other Animal** 
 And three types of plants: **Tree**  **Flower**  **Other Plant** 

Gameplay Overview:

The game begins in Fall of Year 1 with the simultaneous gameplay phases. Players complete each phase at the same time, and proceed to the next phase only once all players have completed the previous phase. After players have completed the Play 1 card phase, players reach the seasonal event. For the standard game, there are no seasonal events in Fall and Winter, so players move on to the Action phase, which they complete one at a time. Once all players have taken an action, players move the phase tracker token back to the top of the simultaneous gameplay track and move the moon token down one season to Winter, to indicate that players may now begin the next season.



Phase Overview:

- 1) Hand limit check (not applicable in Fall of Year 1): At the beginning of each season, players simultaneously exchange (or discard) cards in hand down to their hand limit of 8 cards.
- 2) Draw cards: All players simultaneously draw two cards from the main deck
- 3) Collect resources: During this phase, players may collect 2 resources of their choice from the supply. This includes food (insects, leaves, fruit, fish or rodents) and sunlight. Players may pick any combination of food and sunlight.

Players may have more than 8 cards in hand during the rest of the game. Only during the Hand limit check phase must they have reduced their hand to 8 before drawing an additional 2 cards.

Starting in year 2: Each season, the player in last place may draw 1 additional card or get 1 extra food/sunlight resource from the supply. If two or more players are tied for last, neither get this bonus.

4) Play 1 card: Once the resource collection phase is complete and all players have their resource(s) for the season, all players may simultaneously play 1 card from their hand into their Biome by paying the associated resource cost. While sunlight tokens are required to play Plant cards, food tokens are the resource cost to play Animal cards into the marsh, prairie and jungle. Once a Plant or Animal card is played, each player moves forward on the point track the number of spaces the card is worth in points.

a. For example, to play the Grizzled Tree Kangaroo into your jungle, you would need to spend 2 leaves and 2 fruits. Place these resource tokens back in the supply, place the card into any available jungle space, and move your point token up 7 points on the point track.



Note: If you are unable or choose not to play a card or take an action, you may draw 1 card instead and forfeit the action or play a card ability. This applies to the play a card phase, the ability to play a card from an action, and from the play "Play card for 1 fewer resource" bonus on the point track.

5) Seasonal Events Phase

Note: Fall and Winter seasonal events are described in the Advanced variations section on page 11.

Nest-bearing plants are trees and select shrubs/grasses with the bird nest symbol.

Spring

Following the Play a card phase, come the Baby animals. At this time, all birds that are orthogonally placed next to nest-bearing plants in the same habitat will make a nest and have chicks. Rabbits can be orthogonally placed next to ANY plant (in the same habitat) to make a nest. Orthogonal means above, below, and to the side - NOT diagonally. If a bird or rabbit can make a nest, place a nest into your Biome between your Animal and the Plant card. All rabbits have 6 babies in the spring, so place 6 baby rabbits (l) in the rabbit's nest. Place the number of chicks (k) specified (on the feather icon of each bird card) into each bird's nest (m).

Note: The animal and plant MUST be in the same habitat, which means that if a bird is placed into the Marsh, it cannot make a nest in a "neighboring" tree if that tree is in the Prairie. The exception is birds that can nest in two habitats. See example: Bald Eagle in Prairie can nest in Marsh tree -->



Nest symbols



Number of chicks



Note: All trees can hold max 2 bird nests with no limit to rabbit nests and the shrubs/grasses with a single nest symbol can hold 1 bird's nest and no limit to rabbit nests.

Who Can Nest Where?

Any plant
Any # rabbits

Tree (has 2 bird's nest symbols)
Max 2 birds
Any # Rabbits

Other plant with 1 bird's nest symbol
Max 1 bird
Any # Rabbits

Flower
Other Plant
Tree

The diagram illustrates nesting rules across different habitats (Marsh, Prairie, Jungle). It shows how many bird nests and rabbit nests can be placed on different types of plants (trees, shrubs/grasses, flowers) and how many animals can be placed in those nests. For example, in the Marsh, a tree can hold 2 bird nests and any number of rabbit nests, while a shrub/grass can hold 1 bird nest and any number of rabbit nests.

Note: The nest symbol on plants does not apply to rabbits. Rabbits can make a nest when neighboring ANY plant in the same habitat.

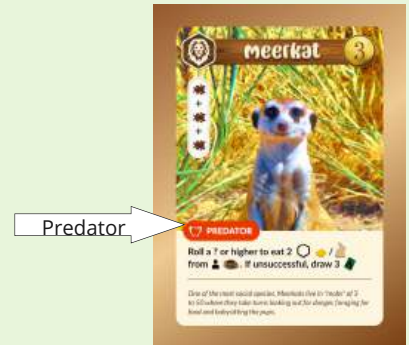
Note: If one Spring a bird or rabbit decides to nest in/by a tree and by the following Spring you have played another (nest-bearing) plant neighboring the animal, the animal can make its nest in a different plant.

Note: You are not required to play a bird next to a tree. Trees and Birds can be played independently of each other. You want to play them together only if you would like the bird to make a nest in the tree in Spring.

After the Baby animal phase in the Spring and all birds and rabbits have made nests, players continue to the Action phase.

Summer

Predation. Summer's seasonal event begins with Predation, which is when all predators activate automatically, one at a time. The player with the fewest points on the point track gets to activate their predators first. If players are tied for last place, the starting player (or the player next to them, moving clockwise) may activate their predators first. For each predator, choose which opponent's nest to attack in the same habitat it lives in. For example, the Meerkat, which lives in the prairie, may attack a nest in an opponent's prairie only. Each predator may attack only 1 nest per Predator phase. Each attempt requires a die roll.



Note: No player cube is placed on the predator card when activated.

What does an attacking player need to successfully prey on an opponent's nest?

A die roll that results in a number higher than the number of plants the opponent has in the target habitat.

For example, if Jamie has a marsh predator that is hoping to hunt some of Julian's marsh babies, and Julian has 3 plants and a nest with babies in their marsh, Jamie must roll a 4 or higher to successfully prey on Julian's nest and eat 2 baby animals.

All predators will eat 2 babies, unless only 1 is left in the nest, in which case they will eat the 1.

If successful, the baby or babies are removed from the nest, and the attacking player moves up 2 points on the point track PER baby animal eaten (in this case, 4 points in total).

If there are no nests with chicks available for the predator to hunt or an attempt ends with an unsuccessful die roll, the player with the predator automatically draws 3 cards from the deck.

Fledging. Following Predation it is time for the babies to fledge and leave the nest. At this time, you must feed each baby animal 1 food that the parent animal eats (resource cost of the animal card), in order for the baby to fledge. Each fledged baby will earn you 2 points.

For example, most parent rabbits eat leaves, so if you have 6 baby rabbits, you must feed them 6 leaves for all 6 babies to survive, which will give you 12 points.

You may choose how many babies to feed and there is no consequence of not feeding the chicks and baby rabbits.

For birds that eat 2 or more different food types, you may feed your chicks any combination of food. If a bird eats insects and fruit, its babies can be fed either insects or fruit.



Move your point token up as many spaces as the number of fledged babies multiplied by 2 on the point track. You must complete feeding your babies before you can take advantage of any bonuses accrued on the point track during this phase.

Note: After the Fledging phase, all nests, chicks and food used to feed them must be returned to the central supply.

6) Action Phase

The Action Phase is resolved one player at a time (not simultaneously). The starting player may take one action from one of the played cards in their Biome.

Once the action is complete, place 1 of your player cubes on the card to signify that this card's action has been used and this player's action phase is complete. Continuing clockwise, one at a time, each player will enter their Action phase and activate an Action card in their respective Biomes. Each action may be used only once in the entire game. Should a player be unable OR choose not to activate any actions, they must forfeit this action phase and will draw one card instead. After all players have taken one action, that ends the season and players move to the next season.

Note: Each action can only be used once per game! Think about which actions you can take when playing cards!

Note: The "Changing Conditions Play Anytime" card (r) can be played at any time from your hand into your Biome, even if it is not your turn. This card allows you to expand 1 habitat and shrink the size of another. The card will state whether it transforms spaces between the marsh and prairie or the prairie and jungle. The "Changing Conditions Play Anytime" card (r) (pictured to the right) can be placed into any of the card spaces in either of those habitats. For example, if you have a prairie <-> jungle changing conditions card, you can transform any of the prairie spaces into a jungle space by placing 1 "Changing Conditions Play Anytime" card (r) on top of any available prairie card space. When you are able to play cards, you can then play a jungle card onto the Play Anytime card (r) as the card space is now considered to be part of the jungle habitat. That means, jungle cards played onto the Play Anytime card (r) count as the jungle for actions and achievements.



Point track bonuses: When your point tracker lands on or passes a bonus space indicated by a special symbol on the track, you immediately gain a bonus. There are 3 types of point track bonuses: draw 1 card, collect 1 sunlight, or play a card for 1 fewer resource. If a player lands on a bonus space then gives a point to another player (and moves backward, behind the bonus space), they can get the bonus a second time when they pass it moving forward.





Draw 1 card bonus

1. If a player lands on or passes a space with this symbol while moving forward, the player may immediately draw 1 card from the deck



Sunlight bonus

1. If a player lands on or passes a space with this symbol while moving forward, the player may immediately take 1 sunlight from the supply



Play 1 card for 1 fewer resource bonus

1. If a player lands on or passes a space with this symbol while moving forward, the player may immediately play a card from their hand at a cost of 1 fewer resource. If you play a card, don't forget to again move up on your point track the number of points that card is worth!

Note: Bonuses may be resolved in any order of the players choosing. So if they pass a sunlight bonus and a "play 1 card for 1 fewer resource bonus" from playing a card or taking an action, the player may collect the sunlight and then benefit from the play 1 card for 1 fewer resource bonus" or vice versa.

Achievements

Every game of Biome will begin with 4 achievements worth a maximum of 10 points that all players can compete for. While 2 achievements are printed directly on the Double-sided Centerpiece (n), the other 2 will be randomly selected at the beginning of the game during setup and placed on the marked Achievement spaces.

The first player to fulfill the requirements of an achievement automatically completes the achievement and earns 10 points. This player will place 1 of their colored cubes (h) on the Achievement card won on the first player space and move their point tracker token 10 spaces forward on the Point track (n). Any following player to meet the requirements of the achievement will place their cube on the 2nd, 3rd or 4th player space accordingly and move forward on the point track that number of points.

If 2 or more players tie to complete an achievement in the same Play a card phase, both/all will earn the number of points on the highest point space that is unoccupied and move their point tracker token the corresponding number of spaces forward on the point track.

If 2 players meet the requirements for an achievement during the action phase, the first player to complete the action takes the space worth more points.

Game End

The game ends in 1 of 2 ways: the first player to reach or pass 120 points on the point track or the first player to fill up each habitat (player board (b)) triggers the final season. The player(s) with the most points on the point track at the end of the season wins the game! So if Jamie takes an action that gets them to 120 or more points on the track, all players complete the Action phase and the game ends. There are no tiebreakers, and leftover resources are not exchanged for additional points.

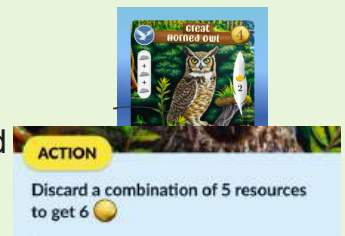
Place player cube here when achieved



Actions Overview

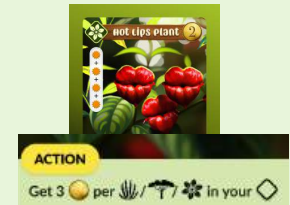
Discard a combination of # resources to get # VPs.

When activating this card, discard the required number of resources (food or sunlight) and then move up the stated number of points on the point track.



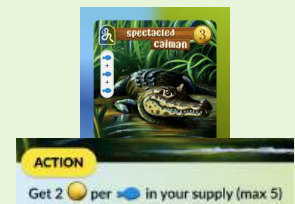
Get # VP per ? card type in ? habitat.

For example, the Hot Lips Plant will give you 3 points per Other plant, Tree, or Flower in your jungle. If you have 1 other plant, 2 Trees and 1 Flower in your jungle when you take this action, get 12 VPs.



Get # VP per food in your supply (max 5 food).

When activating this card, move up 2 points on the point track for each of this food type you currently have in your personal supply, at a max of 5 foods (and therefore 10 points).



Get # VPs per set of tree, flower, other plant, bird, reptile, mammal and other animal in your Biome.

When activating this card, get a bonus for having at least 1 of each of the 7 Plant and Animal card types. For example, if you have the Three-Toed Sloth, and you have a combination of at least 1 tree, flower, other plant, bird, reptile, mammal and other animal in your Biome, you can use this action to get 8 points. If you had 2 combinations in your Biome, you would get 16 points.



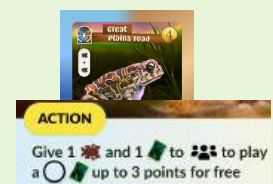
Give # food and # cards to other players to draw # cards and play 1 for free. Discard the other(s).

If you give the required amount of food (from your personal supply) and cards (from your hand of cards) to another player or to other players (you may divide the resources among multiple players as you like), then you may draw 2 cards from the deck and play 1 into an available space for free (without paying a resource cost). You must discard the card that you do not play. If you are unable to play 1 of the 2 cards, discard both and draw 1 more from the deck to keep.



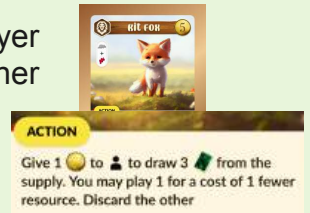
Give # food and # card to other players to play a card up to # points for free.

For example, if you activate the Great Plains Toad, you must give 1 insect and 1 card from your supply to another player (or to other players, you may divide the resources among multiple players as you like) to play a Marsh card up to 3 points (the card value may not be higher than 3 points) for free.



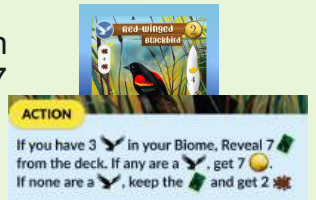
Give # points to other players to draw # cards from the supply. You may play one for a cost of one fewer resource. Discard the other(s).

If you choose to activate the Kit Fox, you must give 1 of your points to another player (you must move your point token 1 space backward on the track and choose another player to move 1 point forward. Then draw 3 cards from the main deck. If the card you want to play has a resource cost of 1 resource, you may play it at a discount of 1 resource, meaning it will cost you 0 resources and you can play it for free. Discard the other two cards. If unable to play any card, discard the 3 cards and draw 1 more from the deck to keep.



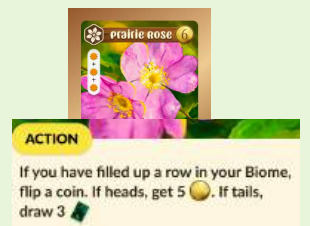
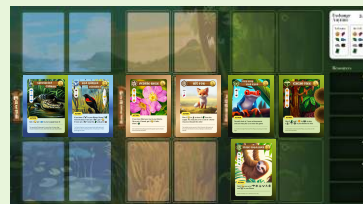
If you have X in your Biome, reveal # cards from the deck. If any are X, get # points. If none are X, keep the cards and get # food.

If you want to activate the Red-Winged Blackbird, you must have at least 3 birds in your Biome (3 birds across your marsh, prairie and jungle). Then you may reveal 7 cards from the deck. If any are a bird, move up 7 points on the point track and discard the cards. If you did not draw any bird cards, keep all the cards and get 2 insects.



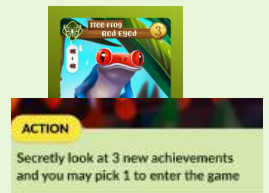
If you have filled up a row of your Biome, flip a coin and get # points.

To activate the Prairie Rose, you must have a single row in your Biome that has been filled with Plant and Animal cards. Then you may flip the coin and if heads, get 5 points and move forward on the point track. If the coin flip results in tails, draw 3 cards.



Secretly look at 3 new achievements and you may pick 1 to enter the game.

Draw 3 achievements from the achievement deck. You may choose 1 to become a public facing achievement. That achievement card will be laid out face up with the others and can be won by all players. You may also choose not to bring any of the 3 achievements into the game.



If you have # resources in your supply, flip a coin. If heads, get # points. If tails, draw # cards and steal # resources from all other players.

You may choose to activate the Bonobo only if you have 3 leaves in your personal supply. If you do, you may flip a coin. If heads, get 8 points and move your point tracker token 8 spaces forward on the track. If tails, you may draw 4 cards from the deck and steal 1 leaf from the personal supply of all other players.



Draw # cards and get # resources. All players may draw 1 card.

If you choose to activate the Cedar Waxwing, you may draw 3 cards from the deck and get 3 fruit from the main supply, which you can add to your personal supply. Then all other players (not including the player who activated the action) may draw 1 card.



Draw # cards from the deck. Pick 3 to keep. Discard the rest.

If you choose to activate the Mountain Plover, you will draw 8 cards from the main deck. Pick 3 cards to add to your hand and discard the other 5.



Optional Modules and Advanced Variations:



Advanced Season Overview: The back side of the centerpiece

During setup, flip the centerpiece to the back of the board which reads "Advanced."

This introduces 2 new seasonal events: Migration in Fall and Brumation in Winter.

Gameplay is otherwise the same, with players moving through the Draw a card phase to the play 1 card phase simultaneously, until they reach the seasonal events phase.

NOTE: In Winter, resources are scarce and players may collect only 1 resource during the Resource collection phase. Additionally, players may not pick two of the same Resources during the Resource collection phase. E.g. Julian may pick one leaf and one fruit, while Julian may pick one fruit and one sunlight, but not two sunlight.



Advanced

Migration

Brumation

Expert mode: The same applies and when exchanging cards for sunlight or resources, a 3:1 trade rule applies.

Migration

Beginning in Fall of Year 2, beginning with the starting player, players must pick 1 Animal card that will migrate from their Biome into the Biome of the opponent to their left (moving clockwise). They must choose an animal that fits into an available space in an opponent's habitat. For example, if Jamie's Prairie is full, Julian can't migrate an animal from their Prairie into Jamie's Prairie. If it is an animal that can live in either the Marsh or the Prairie, it can migrate to a different habitat if there is a Marsh or Prairie space available in the opponent's habitat. Once Jamie receives a migrating animal and has multiple open spaces where the Animal card can be played, Jamie can place the animal in any spot of their choice and gets half of the points rounded up. After placing a new Animal card in your Biome from an opponent during the Migration phase, you earn half of the points the card is worth, rounding up. Move your point token forward on the point track.

Note: Within the same Migration phase, any 1 animal card can not migrate twice.

Brumation

Every Winter, all reptiles will "Brumate" and their actions may not be activated!

Advanced Variation: Achievements

During setup, instead of drawing 2 random cards from the Achievements deck, deal 1 to each player, which they should keep a secret from all other players. Only at the very end of the game do all players reveal their achievement, and earn 10 points if they met the objectives for their private achievement. Players may also earn 10 points for each achievement of an opponent that they completed.

Bountiful Biome Mini Expansion

The Bountiful cards create a unique twist to the game, enhancing the abilities of future cards to be played and encouraging players to place cards strategically into their Biome to maximize the benefits from the Bountiful cards.

During setup, after step 7, shuffle the Bountiful cards and deal 3 to each player. Each player may consider the 3 Plant and Animal cards in their hand as well as the public facing achievements, which are revealed in step 4, before selecting which 2 Bountiful cards they would like to keep and which 1 they would like to place in the Biome of the player to their right. Players must play the Bountiful cards for their opponents at the same time, after the first 2 have been placed in their own Biomes. Once the Bountiful cards have been placed face up on each player board, players can take turns reading their Bountiful cards aloud before proceeding with the game!

Players may play Plant and Animal cards on top of their Bountiful cards. If the wildlife cards meet the requirements of the Bountiful card, the effects of the card are triggered and players may reap the benefits stated on the card.

Once per game, players may discard all three Bountiful Biome cards and draw three new ones.



Natural Disaster Expansion

During setup, players may choose to add the optional Natural Disasters mini expansion to their game of Biome. Starting in Summer of year 1 and recurring every other season for Standard mode, players will flick the Disaster spinner. The disaster phase occurs at the very beginning of each season, before any other phases. The starting player will begin resolving the disaster, moving clockwise. If you have to discard played cards, do not move your point token backward on the point track. Draw 2 cards for each wildlife card or nest lost to a disaster.



Overview of all fields on the disaster spinner:

Marsh disasters:

Tsunami: Destroys half all of life in the marsh, except for birds and trees, rounded up. All nests are destroyed (nests and babies removed from the player board). For example, if Julian has a bird, a tree, a reptile and 2 mammals in their Marsh, the reptile and 2 mammals will be affected and 2 of these cards must be discarded (half of 3 cards rounded up is 2 cards). Julian would then draw 4 cards from the main deck from having lost 2 cards to the tsunami. This can be prevented by having at least 1 mangrove tree in your marsh.

Prairie disasters:

Drought: Kills half of all animals in the Prairie, rounded down. This can be prevented by having 2 trees in your Prairie.

Plague of insects: Destroys flowers and other plants (except for those orthogonally placed next to an animal that eats insects). Count all flowers and other plants that are affected. Half will be devoured by the plague of insects, rounded up. Remove those from your player board.

Jungle disasters:

Tree Disease: Destroys half of all trees in the Jungle, rounded down. Prevented by having a biodiverse Biome (at least 5 unique species of plants and 5 unique species of animals)

Other disasters:

Snowstorm: Each player must discard half of their food and sunlight resources, rounded down. The player in first place loses 1 additional resource. The player in last place loses 1 fewer resource.

Fire: All players must discard half of the cards in hand, rounded down. The player in first place loses 1 additional card. The player in last place loses 1 fewer card.

Hurricane: Destroys half of all nests in all habitats, rounded down. Prevented by having 3 other Plant cards in your Biome.

Oasis: No Disaster: Enjoy a serene season and watch your Biome flourish!

Climate Change (Expert mode) variation:

Spin the spinner at the start of every season and resolve the disaster effects.

Credits & Acknowledgements:



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Credits

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P.S. If you are reading this version of the rulebook, editing of the cards and rulebook (and rulebook design) is not complete :)

Biome How to Play Quick Rules:



Setup:

1. Each player takes a player board.
2. Place the main deck, centerpiece, baby rabbits, chicks, food and sunlight tokens in the center.
3. Place nests and starting bird and tree cards aside.
4. Players select a color and take 16 cubes and 1 point tracker cylinder. Place cubes next to your player board and the point tracker on the starting space of the point track.
5. Randomly draw 2 more achievements and place them on the centerpiece.
6. Place the phase tracker token on phase 2 of Fall.
7. Identify the starting player, who has the most houseplants. They receive the starting player token. This player starts the Action phase, and the starting player rotates clockwise each season.

Starting Cards/Resources:

- Give the starting player a die.
- Roll the die to determine starting bird and tree cards for each player.
- Each player places these cards orthogonally in the marsh, prairie, or jungle on their players board based on their habitat.
- All players receive 3 cards from the main deck and 1 of each food and sunlight resource.

Earning Points:

There are 5 ways to earn points:

1. Playing plant and animal cards in your Biome.
2. Completing achievements.
3. Maximizing the actions of your animals and plants.
4. Raising baby animals.
5. Preying on other players' baby animals.

How to Play: Collect resources to play cards onto your player board, known as your Biome, which includes habitats like marsh, prairie, and jungle. Plant and Animal cards belong to specific habitats.



Gameplay:

1. The game progresses through seasons starting in Fall of Year 1.
2. Move the phase tracker token as you complete each phase.

Phase Overview:

- In phase 1 (not applicable in Fall of Year 1), players reduce their hand to 8 cards which can be done by exchanging two cards for another resource or by discarding cards.
- Phase 2: Draw 2 cards from the main deck
- Phase 3: Collect 1 or 2 food or sunlight resources (as indicated on the centerpiece).
- Play a card phase: Spend required resources to play 1 card into your Biome.

Point Track Bonuses:

- When your point tracker lands on or passes a bonus space, you gain an instant bonus: draw a card, collect a sunlight, or play a card for fewer resources.

Action Phase:

- Starting player takes 1 action from a card in their Biome. Earn points and move your cube on the point track.
- Place a player cube on the card after use.
- Continue clockwise, with each player taking their action.
- Actions can be used only once per game.

Spring and Summer Phases:

- Spring: Baby animal phase. Birds lay chicks in nests.
- Summer: Predation and fledgling phases. Predators target opponents' nests in same habitat. Feed fledgling birds to earn 2 points each.

Achievements:

- At the start, 4 achievements are available, with 2 fixed and 2 random.

As players meet an achievement's requirements, they may claim it by placing one of their player cubes on the highest point space available and earn the corresponding # of points. If 2 or more players tie for the achievement during the same Play a card phase, all get the points (not shared).

Game End:

- The final season is triggered in 1 of 2 ways: once a player has filled up their Biome with Plant and Animal cards, or a player has reached 120 points on the point track. Only after players play through that season's Action phase will the player(s) with the most points be announced as the winner(s).

Biome Solo Mode Rules:



Game Setup:

Follow the regular setup in the main rulebook. The centerpiece (n) should be flipped to the “advanced” side. Place two random achievement cards (q) face up on the centerpiece.

How to Win:

You (the solo player) will be competing against Stormy in a battle for victory. Complete 3 years of the game (12 seasons). How many points can you earn?

180+ Points: Did you design this game or something?

150-179 Points: Pawfection.

125-149 Points: Clap yourself on the back!

100-124 Points: Good effort.

<99 Points: Did you let all your chicks starve? Try again!

Alternate game mode: Race against the seasons.

Can you reach 120 points after 10 seasons in standard mode, or after 8 seasons in advanced mode?

Gameplay:

Begin in Fall and follow along on the phase overview. For each season, first complete all “simultaneous” phases (reduce to 8 cards in hand, draw 2 cards, collect 2 resources and play 1 card). As you complete each phase, move the phase tracker token along the phases outlined on the centerpiece.

Seasonal events

Fall: Migration (starts Fall of Year 2, read below for more)

1. You MAY discard a played animal card of your choice and place it in the discard pile. If you already took the action of that card, place the cube back into your supply.
2. If you discard an animal card, reveal 1 card from the deck. If it is an animal worth 4 or fewer points, which fits into an available space in one of your habitats, play the card for free into your Biome. Place the animal card in an available space of your choice and move forward on the point track half the points the card is worth rounded up.

Winter: You may not activate reptiles during the action phase.

Spring: Nesting! The same rules apply as in the multiplayer game; all birds that are orthogonally placed next to a plant with the birds nest symbol in the same habitat will make a nest and have chicks. Rabbits can be orthogonally placed next to ANY plant (in the same habitat) to make a nest. If a bird or rabbit can make a nest, place a nest into your Biome between your Animal and the Plant card. All rabbits have 6 babies in the spring, so place 6 baby rabbits (l) in the rabbit's nest. Place the number of chicks (k) specified (on the feather icon of each bird card) into each bird's nest (m).

Summer:

Predators Activate

1. For each predator that you have played in your Biome, roll the dice. In year 1, roll a 3 or higher to successfully eat two babies and earn 4 points. If you roll a 1 or 2, draw 3 cards. In year 2, you must roll a 4 or higher to successfully eat Stormy's baby animals.
2. For every two nests that you have, rounding down in standard mode and rounding up in advanced mode, assume Stormy has 1 predator. Pick the nest(s) in the habitat with the fewest plants. Roll the dice for them and depending on the number of plants you have in that habitat, the roll must be higher than the number of plants you have to successfully eat. For each successful attack roll on behalf of Stormy, discard 2 chicks from a nest.

Fledgling

Feed as many baby animals as you can, or would like to feed! Just like in the multiplayer game, each baby animal requires one food that the parent animal eats (resource cost) to fledge. Earn 2 points for each baby fed. If you are able to feed 4 babies with 4 foods, earn 8 points and move forward 8 spaces on the point track.

There are no penalties for being unable to feed your baby animals. Return all nests and babies back to the supply at the end of this phase.

Action phase: Choose 1 action from your played plant and animal cards in your Biome to activate. Place a cube (h) on the activated card. You may only take that action once per game!

Note: When actions say you may "steal resources from other players," take only 1 of each of the resources listed from the supply

Note: When you have to "give x resources/points to another player," simply pay the resources back to the supply or if you need to give points, move backwards on the track.

Once you reach the end of the action phase of summer, move the season tracker token (g) back up to Fall, the phase tracker token back up to "Reduce cards to hand limit" and move your Year tracker token to the next year.

Continue playing through the seasons until you reach the end of year 3 when playing the standard solo mode game, or after 10 seasons if you are playing the "Race against seasons" mode and review your points on the point track to see if you met your goal!

Achievements: Earn 10 points for each achievement you earn by the end of winter of year two (first 6 seasons). Beginning in Spring of year 2, you will earn 6 points per achievement won. Beginning in Spring of year 3, you will earn 4 points per achievement.

Bountiful Biome mini expansion: Shuffle the Bountiful Biome cards (t) and place them face down. Draw 3 and pick 2 to place onto your player mat and discard the third one. Draw a random Bountiful Biome card. Roll the dice to determine if it should go in your marsh (1, 2), prairie (3,4) or Jungle (5,6). Place it into the topmost left space of the habitat if available. If there is already a Bountiful Biome card placed there, place it one space to the right, or below if the rightmost space is also occupied.

Once per game, you may discard all three Bountiful Biome cards and draw three new ones.

Natural Disasters mini expansion:

Standard mode: Flick the disaster spinner (u) every other season and resolve it, beginning in Winter of Year 2

Expert mode: Flick the disaster spinner every season and resolve it