

Cascadia

Setup

- Place all wildlife tokens in a cloth bag.
- Take habitat tiles equal to 20 per player plus 3:
 - 2 Player: 43 tiles (or remove 42)
 - 3 Player: 63 tiles (or remove 22)
 - 4 Player: 83 tiles (or remove 2)
- Shuffle the habitat tiles face-down into a stack.
- Randomly select 1 wildlife scoring card for each of the five animals.
- Randomly give each player 1 starter habitat tile.
- Reveal 4 habitat tiles.
- Draw 4 wildlife tokens from the bag and pair one with each of the 4 habitat tiles.
- Randomly determine first player.

Introduction

Welcome to Cascadia! The game takes place in the Pacific Northwest of North America. We'll be drafting habitat tiles and wildlife tokens to create the best ecosystem. You'll score points for having large groups of connected habitat tiles, and you'll also score points based on the wildlife cards. The game ends when a habitat tile needs to be drawn and there are none remaining. The player with the most points wins.

Playing a Turn

- Select one of the four combinations of habitat tiles and wildlife tokens.
- You must place your newly acquired habitat tile adjacent to an existing tile. The terrain on the tile does not need to match adjacent terrain, but it can be beneficial to do so for end-game scoring.
- The wildlife token can be placed on any habitat tile that does not yet have a token.
- The habitat tile must show the matching wildlife icon on it.
- If you can not or do not want to place the wildlife token, you can discard it to the bag.
- If you place your wildlife token on a keystone tile, gain a nature token.
- If all 4 wildlife tokens are the same, you must draw 4 new wildlife tokens, return the 4 wildlife tokens that were the same back to the bag.
- If 3 wildlife tokens are the same, once per turn you may draw 3 new wildlife tokens, and then return the 3 wildlife tokens that were the same back to the bag.
- If you have nature tokens, you can spend 1 nature token to either take any 1 of the 4 habitat tiles and any 1 of the 4 wildlife tokens, or you can discard any number of wildlife tokens and draw new ones to replace them.
- Reveal a new habitat tile and draw a new wildlife token to put in the center of the table.

End of Game

The game ends at the end of a player's turn when there are no face-down habitat tiles to refill the market. Each player will have taken 20 turns. Score points for the following:

- Wildlife Scoring Cards ("A" set explained below)
 - **Grizzly Bears** - Score for every pair that are not adjacent to other bears.
 - **Roosevelt Elk** - Score for each elk in a line.
 - **Chinook Salmon** - Score for each continuous run of salmon that are not adjacent to another run of salmon.
 - **Red-Tailed Hawk** - Score each hawk that is not adjacent to another hawk.
 - **Red Fox** - Score for each animal type that is adjacent to the fox (including another fox).
- For each terrain type (mountains, forests, prairies, wetlands, rivers), identify your largest contiguous area. Score 1 point per habitat tile in that area.
- For each terrain type, the player with the largest contiguous area scores 3 points and the player with the second most scores 1 point (*in a 3 or 4 player game*). If two players tie for largest, they both score 2 points, and no one scores for second. If three or four players tie for largest, they each score 1 point, and no one scores for second. Any ties for second largest score 0 points.
 - In a 2 player game, the player with the largest contiguous area scores 2 points. If tied, score 1 point each.
- Score 1 point for each unused nature token.

If tied, the player with the most nature tokens wins. If still tied, players share the victory.

Other Notes

- When wiping wildlife tokens, set aside the tokens being wiped, then draw the new ones, and then return the wiped tokens to the bag.