

CASCADIA

SET-UP

- At 1/2/3/4 players Stack face-down (or bag) 42/43/63/83 Tiles. *The remaining are not used*
 - Or at 1/2/3/4 players remove 43/42/22/2 tiles, and use the remaining.
- Randomly Select 1 **Wildlife Scoring Card** for each type of Wildlife, and place it on the table.
- **Display:** Draw 4 Tiles, place in a line, Draw 4 Tokens and randomly place 1 below each tile.
- Place a supply of **Nature Tokens**.
- Each player takes a **Starter Habitat Tile**.

TURN

1. Refresh Check:

- If 4 identical Tokens: Replace the matching 4. *Repeat as necessary.*
- If 3 identical Tokens: You may replace the matching 3. *May do this once per turn only.*
- You may spend 1 **Nature token** to: Replace any number of Tokens.
- **To Replace:** set aside replaced tokens, draw replacements, return replaced to bag.

2. Take 1 Tile and the Token below it.

- You may spend 1 **Nature token** to: Take any 1 Tile and any 1 Token.

3. Place Tile edge adjacent to any tile in your display.

4. Place Token on any Tile with matching wildlife, or discard it.

- If Tile is a Keystone tile, take a Nature token from the supply.

5. Refresh Display, draw a Token and Tile to replace those taken.

END OF THE GAME

When there are no tiles left to refresh the display. *i.e. each player has placed 20 tiles.*

SCORING

1. **Wildlife Cards:** As per Card description.
2. For each **Habitat Type:** Score 1pt for each tile in your largest contiguous group.
3. **Majorities:** For each Habitat Type:
 - At 2p: Player with the largest group scores 2pts. *If tied, 1pt each.*
 - At 3/4p: Player with largest scores 3pts, 2nd largest scores 1pt.
 - If 2 tie for largest, 2pts each, no points for 2nd.
 - If 3/4 tie for largest, 1pt each, no points for 2nd.
4. **Nature Tokens:** 1pt per remaining Nature Token.