

# CASCADIA™

## Quick Reference Card

### Setup

- **2 players:**
  - 43 terrain tiles (42 left in box)
  - 10 animals of each type\*
- **3 players:**
  - 63 terrain tiles (22 left in box)
  - 15 animals of each type\*
- **4 players:**
  - 83 terrain tiles (2 left in box)
  - 20 animals of each type

(\* In original rules: always keep all animals)

### Player Turn

- If all 4 animals are the same, replace all.
- If 3 animals are same, optionally replace those, once per turn.
- Spend as many nature tokens as you wish:
  - 1 token to replace any number of animals.
  - 1 token to take any terrain + any animal.
- Otherwise, take a set of terrain – animal.
- Place terrain anywhere in your environment.
- Place animal on any matching terrain.
- Gain nature token for animal on keystone tile.

### End Game Scoring

- Score points according to animal cards
- 1 pt/tile in largest group of each terrain type
- Majority score for largest habitat per terrain
  - **2 players:** 2 pts for largest, 1 pt for ties
  - **3 to 4 players:**
    - 3 pts for largest, 1 pt for 2<sup>nd</sup> place
    - 2 pts each if 2 players tie for largest, 0 pts for 2<sup>nd</sup> place
    - 1 pt each if 3-4 players tie for largest, 0 pts for 2<sup>nd</sup> place
    - 0 pts for ties for second place
- **1 to 4 players:** 1 pt per nature token
- **2 to 4 players:** tie breaker: most nature tokens

## Final Scoring Card

Bear					
Elk					
Salmon					
Hawk					
Fox					
Mountain	+				
Forest	+				
Prairie	+				
Wetland	+				
River	+				

**BEARS** score for creating groups of bears of various sizes. In each case, bear groups may be in any shape or orientation, but two groups may not be placed next to one another. Each group must contain the exact number of bears shown on the scoring card, in order to score.

**Card clarifications:** (A) Score an increasing number of points, based on the total number of pairs of bears. (B) Score 10 points for each group of exactly three bears. (C) Score for each group of bears 1-3 in size, and awards a bonus of 3 points for having at least one of each of the 3 group sizes. (D) Score for each group of bears 2-4 in size.

**ELK** score for creating groups of elk. Most elk cards require the groups to be in the exact shape/formation pictured on the card. Unlike bears, elk groups may be placed next to one another, but each elk may only score once, for a single group/formation. When scoring elk groups that are connected, always score the groups based on the interpretation that would result in the largest number of points. **Card clarifications:** (A) Score for groups in straight lines. Straight lines, as pictured, must be connected from flat side to flat side of the hexagons, in any orientation. (B) Score for groups in the exact shapes shown, in any orientation. (C) Score for each contiguous group of elk, an increasing number of points, based on size. These groups may be of any shape or size. (D) Groups must be in a circular formation, as pictured

**SALMON** score for creating runs of salmon. A run is defined as a group of adjacent salmon, where each salmon is adjacent to no more than two other salmon. (Note: This means that a group of 3 salmon in a triangle shape may count as a run, but no other salmon may be attached to this run). Each run of salmon may not have any other salmon adjacent to it.

**Card clarifications:** (A) Score for each run, based on size, up to a maximum size of 7. (B) Score for each run, based on size, up to a maximum size of 5. (C) Score for each run, based on size, between 3 and 5. (D) Score for each run of salmon, one point for each salmon in the run, plus one point for each adjacent animal token (*type of animal does not matter*).

**HAWKS** score for spreading out over the landscape. Hawks can score for either each hawk, each pair of hawks, or for lines of sight between hawks. A line of sight is a straight line from flat side to flat side of the hexagons, as pictured. A line of sight is only interrupted by the presence of another hawk (*therefore, line of sight may not cross from one hawk to another, through a hawk*). **Card clarifications:** (A) Score an increasing number of points for each hawk that is not adjacent to any other hawk. (B) Score an increasing number of points for each hawk that is not adjacent to any other hawk, and also has a direct line of sight to another hawk. (C) Score 3 points for each line of sight between two hawks. (*Note: multiple lines of sight may involve the same hawk*). (D) Score for each pair of hawks, an increasing number of points based on the number of unique animal types between them (*not including other hawks*). Each hawk may only be part of one pair.

**FOXES** score for adjacency to other animals. Foxes score either individually or in pairs, and each fox or fox pair is independently scored, with an increasing number of points, depending on whether conditions are met in any of the adjacent habitat spaces (*6 in the case of a single fox, 8 in the case of a fox pair in Card D*).

**Card clarifications:** (A) Score for each fox, an increasing number of points based on the number of unique animal types (*including other foxes*) directly adjacent to it. (B) Score for each fox, an increasing number of points based on the number of unique animal pairs (*not including other fox pairs*) directly adjacent to it. As pictured, pairs of other animals do not need to be adjacent to each other. (C) Score for each fox, an increasing number of points based on the number of similar animals (*not including other foxes*) directly adjacent to it. Only score the most abundant adjacent animal type. (D) Score for each fox pair, an increasing number of points based on the number of unique animal pairs (*not including other fox pairs*) directly adjacent to it. As pictured, pairs of other animals do not need to be adjacent to each other