

Barenpark

Setup:

1. Place the main 3-fold game board on the table
2. Place all 12 Enclosure tiles on the two rightmost panels
3. Place all 10 Playground and Toilet tiles on the top left and the remainder of the tiles on that leftmost panel thus:

	2 players	3 players	4 players
Food Streets	8	12	16
Rivers	8	12	16
Animal Houses (<i>stack lowest to highest</i>)	2,4,6	2,3,4,5,6	all

4. Place Bear Statue tiles in ascending order below the game board:
 - 2 players: just even number tiles
 - 3 players: just tiles numbered 3-14
 - 4 players: all Bear Statue tiles
5. Place Park Areas without an entrance in 2 piles of 6
6. Each player places a Park Area with an entrance in front of them with the entrance nearest them
7. Variant: Choose **3** of the 9 types of **Achievement tiles** and stack the three tiles of each type highest at the top [in a 2 player game remove the lowest value in the stack]
8. Choose a starting player and give each player 1 tile:

	Player 1	Player 2	Player 3	Player 4
2 players	Toilet	Playground	--	--
3 players	Toilet	Playground	Food Street	--
4 players	Toilet	Playground	Playground	Food Street

Game Play:

Beginning with the starting player, going clockwise each player performs these sequential actions:

1. **Place a Tile** (you "pass" if unable to do this, skip to **5**)
 - Must fit within your park (may not cover a "pit")
 - May not hang over the edge or overlap another
 - May rotate or flip the tile
 - Must share an edge with another tile (except first turn where you may place your tile at any valid location)
2. **Evaluate Icons Covered** (*and often get more tiles*)
 - Green Wheelbarrow: Take into your supply a green area of your choice (leftmost side of main game board)
 - White Concrete Truck: Take a top Animal House tile (points shown on the tile) or a tile from previous icon
 - Orange Excavator: Take an enclosure tile (points shown on the tile) or a tile from previous icons
 - Construction Crew: Take a top Park Area from the two piles (empty pile is not replenished) and add it to your park as follows:
 - Place it's full edge alongside a current Park Area (never going below the the entrance)
 - Icons on the Park Area must be properly oriented
 - You may only have up to 4 Park Areas

3. Place a Bear Statue

- When you fill all spaces on a Park Area (except the pit) place the highest valued Bear Statue tile on the pit spot

4. Variant: Claim an Achievement

- If you meet the requirement of an Achievement, take the top Achievement token (points decrease as taken)
- You may not take a second token for the same Achievement.

5. Passing (only if it is not possible to place a tile)

- You must pass if you have no tile in your supply that you can place.
- Take one free green tile from the **Wheelbarrow** area
- You cannot play that tile now (since you passed)

Game End and Scoring:

When a player completes (fills in) all four of their Park Areas, End Game is triggered and each other player gets one more turn. Then all players tally their score:

- Add up all the points on the tiles in your Park Areas
- Variant: add the value of any **Achievements** claimed

List of Variant Achievements:

1. **Polar Bears** (**blue** tiles) (8, 5, 2 points)
Place 3 Polar Bear tiles anywhere in your park
2. **Gobi Bears** (**gold** tiles) (8, 5, 2 points)
Place 3 Gobi Bear tiles anywhere in your park
3. **Koalas** (**green** tiles) (8, 5, 2 points)
Place 3 Koala tiles anywhere in your park
4. **Pandas** (**gray** tiles) (8, 5, 2 points)
Place 3 Panda tiles anywhere in your park
5. **Green Areas** (9, 6, 3 points)
Place 6 Green areas (from the **Wheelbarrow** area tiles) adjacent to each other
6. **Long Food Street** (9, 6, 3 points)
Form a horizontal or vertical line of 3 Food Street tiles
7. **Long River** (10, 7, 4 points)
Form a waterway 3 tiles long
8. **Enclosures** (9, 6, 3 points)
Place 3 Enclosures adjacent to each other
9. **Animal Houses** (8, 5, 2 points)
Place at least one of each of the four shapes from the Cement Truck area tiles
10. **Twice is Nice** (10, 7, 4 points)
Place 2 Bear Statues in the same turn

Pit Variant for Experts

On your last turn, ignore the pit restriction and cover them with tiles if you wish. Note that a Bear Statue **cannot** be placed on a pit that is covered by another tile.

Note: for an easier game do not play with the variants.