













## Endangered: Monarch Butterfly Rules Summary (v1)

						
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


Rules specific to butterflies are in red! North/South shaded.

### Setup:

- Place both **butterfly** & game boards on the table.
  - Place **butterflies** (**B**) as indicated (3 left in the supply).
  - Put year marker on square 1 of its calendar track.
  - Put a **green influence token** on butterfly board generation 1
- Place **24 deforestation tiles** in the supply.
- 25 Money, 25 **influence cubes**, black & **orange** dice nearby.
- Choose difficulty level for your game:
  - Easy**: No losses in Generation 1.
  - Normal**: No changes.
  - Hard**: Drop monarch butterflies from 2 inches higher.
- Shuffle the **butterfly** deck face down by the game board.
- Randomly place 3 **blue**, 2 **green**, 1 **grey** ambassador cards face down above the game board.
- Each player takes a role and its matching turn marker, 3 dice, specialty cards, 14 player cards and player aid card.
  - Choose ONE specialty card to keep (*other goes to the box*).
    - Immediately play the card specified at the bottom. Note:
      - Action**: put in the action zone side of the game board.
      - Continuous**: put face up by your board (*just for you*).
      - Once**: Do it then discard it (*to your own discard pile*).
  - Place your 3 dice & turn marker around your player board.
  - Shuffle the player deck. Draw 2 face up cards to your hand.

### Game Play (not clockwise - choose play order each round):

#### 1) Actions (via your 3 dice)

- Place your turn marker on top of the year marker (in a stack).
- Retrieve your 3 dice from wherever they are and roll them.
- One at a time, place a die on any available action zone card.
  - The die remains on that card until your next turn.
  - Perform the action specified on the card.
  -  You may not place a die on a card where you have a die.
  -  The value of the die must be greater than any die there.
    - 2 player game: must be at least 2 higher.
  - Social Media Campaign** ignores the  rule restrictions.
  - In order to play a card from your hand you must select an action that allows this. There are 3 types of cards to play:
    - Action**: put in the action zone side of the game board.
    - Continuous**: put face up by your board (*just for you*).
    - Once**: Do it then discard it (*to your own discard pile*).

#### 2) Offspring (via rules for this scenario - do NOT roll dice)

- Every pair in the **north** produce offspring adjacent to them.
- Migration**: Generation board lists which tokens to pick up
  - Drop them from 5" above gameboard (*width of 2 cards*)
    - Hard**: drop from 7" (*length of 2 cards*)
    - Adjust tokens to inside one of the squares they touch
    - Lose tokens that are on deforestation or outside the grid.
  - Losses per butterfly board**: lose indicated tokens.
  - If only 1 butterfly (*or less*) is left on the board: **LOSE!**

#### 3) Destruction (via rules for this scenario - roll both dice)

- If no deforestation tiles are left in the supply: **LOSE!**
- Roll both dice: **Orange**=row / **Black**=column (*see chart*)
  - Place a deforestation tile on the indicated **row/column**.
    - If a tile is already there, then reroll 1 die until you can place the tile.
  - Flip ONE of the dice to its opposite side.
    - Place a deforestation tile on the indicated **row/column**
      - If a tile is already there then do nothing!

#### 4) Impact (if deck runs out, shuffle discards for a new deck)

- Reveal the top card of the impact deck. Two types:
  - Instant**: Do it now! Then put it in the face up discard pile.
  - Persistent**: Place face up next to the impact deck. Its ongoing effect stays in play until told to remove/discard it.
    - Resolve in order with the oldest being resolved first.

#### 5) Upkeep (if deck runs out, shuffle discards for a new deck\*)

- Draw 1 card from your action deck to your (*unlimited*) hand. (*this is optional\**)
- Pick a player who hasn't had a turn this round to go next.
  - If every player has had a turn, do the **year end** first!

#### Ambassadors (need yes votes of revealed ambassadors):

- Placing an influence cube reveals an ambassador (*cube stays*)
- Each ambassador has different criteria needed for a **yes** vote!

#### Money (each money token is 1 million dollars... no sharing!):

- Gained money comes from the supply.
- Spent money returns to the supply.

#### Animals:

- When adding an animal, take it from the supply.
- When losing an animal, return it to the supply.
  - If only 1 animal (*or less*) is left on the board: **LOSE!**
- Some actions allow you to move animals.
  - May not move onto or through destruction tiles unless told.
  - May move onto a tile with other animals.

#### Year End (icons are based on the number of players):

Voting years have a black (*1st*) or red (*2nd*) icon on the side.

- If this is a voting year, check each revealed ambassador.
  - If at least 4 vote **yes**: **WIN!**
  - If this was the 1st voting year and no win: **Continue!**
  - If this was the **2nd** voting year and no win: **LOSE!**
- Continue**: move the year marker to the next year & give turn markers back to players. The player who went last chooses who goes next (not themselves).

**Note**: this scenario can be part of an **Endangered Campaign**.

\* Official rules update per Joe Hopkins, game designer