













Endangered: Pupfish Rules Summary (v1)

						
	X					S
		P	P			H
	P	P	P			O
						R
						E
						

Rules specific to pupfish are in red! X=drought tile

Setup:

- Place both the instinct & game board on the table.
 - Place **drought (X)** & **pupfish (P)** (3 left in the supply).
 - Put year marker on square 1 of its calendar track.
 - Put a **green influence token on instinct board spot o**
- Place **28 drought tiles** in the supply.
- 25 Money, 25 **influence cubes**, black & **orange dice** nearby.
- Choose difficulty level for your game:
 - Normal**: Advance instinct marker by 2 instead of 1.
 - Hard**: No changes.
 - Critical**: When pupfish are lost, 1 player discards 1 card.
- Shuffle the **pupfish 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 **You may not place a die** 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 special scenario rules)

- If there is at least one pair of pupfish on a square:
 - Roll the **orange** offspring die
 - If less than or equal to the number of pairs +instinct value then place an offspring adjacent to a pair AND set the instinct marker back down to 0.
 - Otherwise (if no offspring) advance instinct by 1.

3) Destruction (via special rules for this scenario)

- If no drought tiles are left in the supply: **LOSE!**
- Find the lowest number row (not column) with water.
 - If there is at least one pupfish in that row, roll 1 die. Otherwise roll 2 dice.
 - For each die with an odd result place 1 drought tile
 - For each die with an even result place 2 drought tiles.
 - Place drought tiles from left to right filling in a row first, then adding tiles to the row below the filled row.
 - Lose to supply pupfish on squares with drought tiles
- If only 1 pupfish (or less) is left on the board: **LOSE!**

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 4 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 updates per Joe Hopkins, game designer