

Endangered: Sea Otter Rules Summary (v1)

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Rules specific to sea otters are in red!

Setup:

- Place the game board on the table, **shore** side up.
 - Place **sea otters** (♣) as indicated (7 left in the supply).
 - Place **22 pollution tiles** in the supply.
 - 25 Money, 25 influence cubes, black & **orange** dice nearby.
 - Put year marker on square 1 on game board calendar track.
- Choose difficulty level for your game:
 - Easy**: Only need 3 Yes votes to win.
 - Normal**: Each player starts with 1 million dollars.
 - Hard**: Players begin with no money. In a voting year, ambassadors with less than 2 influence always vote no.
- Shuffle the **otter** impact 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 (no special rules for this scenario)

- If there is at least **one pair of otters** on a square:
 - Roll the **orange** offspring die.
 - If its value is less or equal to the number of **otter pairs**+1:
 - Place an offspring **otter** on an empty space adjacent (*not diagonal*) to any **otter pair**.
 - If not possible, no offspring are produced.

3) Destruction (via rules for this scenario)

Follow this procedure TWICE:

- Roll the **black** destruction die.
 - If there is no otter in that row, try a row up or down from it until you reach a row containing at least 1 otter.
 - That row (*with an otter in it*) will receive a pollution tile.
 - If no **pollution** tiles are left in the supply: **LOSE!**
 - Place the pollution tile in the square furthest from the shore with no pollution tile on it.
 - Any otters in that space are sent back to the supply.
 - If only 1 otter (or less) is 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 (ending your turn procedure)

- Draw 1 card from your action deck to your (*unlimited*) hand.
- 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**.