

## Endangered: Elephant Rules Summary (v3)

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Rules specific to elephants are in red!

### Setup:

- Place the game board on the table, forest side up.
  - Place elephants (E) as indicated (3 left in the supply).
  - Put year marker on square 1 of its calendar track.
- Place 24 deforestation tiles in the supply.
- 25 Money, 25 influence cubes, black & orange dice nearby.
- Choose difficulty level for your game (no "Easy" level):
  - Normal:** If a Destruction phase has no elephant being captured, add 1 Influence to any 1 Ambassador.
  - Hard:** No changes.
  - Critical:** Do Urbanization Impact twice when it enters play.
- Shuffle elephant 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 elephants on a square:
  - Roll the orange offspring die.
    - If less or equal to the number of elephant pairs+1:
      - Place an offspring elephant on an empty space adjacent (not diagonal) to any elephant pair.
      - If not possible, no offspring are produced.

#### 3) Destruction: Do until 3 tiles placed or 1 elephant captured

- If no deforestation tiles are left in the supply: **LOSE!**
- Roll two dice. Orange=row; Black=column
- If no tile is on row/column place deforestation tile there.
  - If a tile was not placed, look at a square in any direction until you find a square with no tile - place tile there.
  - If 1 elephant is on that square it is captured (not lost)
    - But if 2 elephants are on that square, capture 1, lose 1.
    - Ambassadors that count animals do not count captive!
    - If only 1 wild elephant (or less) is on the board: **LOSE!**
  - Normal:** if no elephant was captured (just 3 tiles placed), add 1 Influence to any 1 Ambassador
- Note:** an elephant becomes wild again if a deforestation tile is removed from under it.

#### 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.
    - Critical:** Do Urbanization twice when it enters play..
  - 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. (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 goes to 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