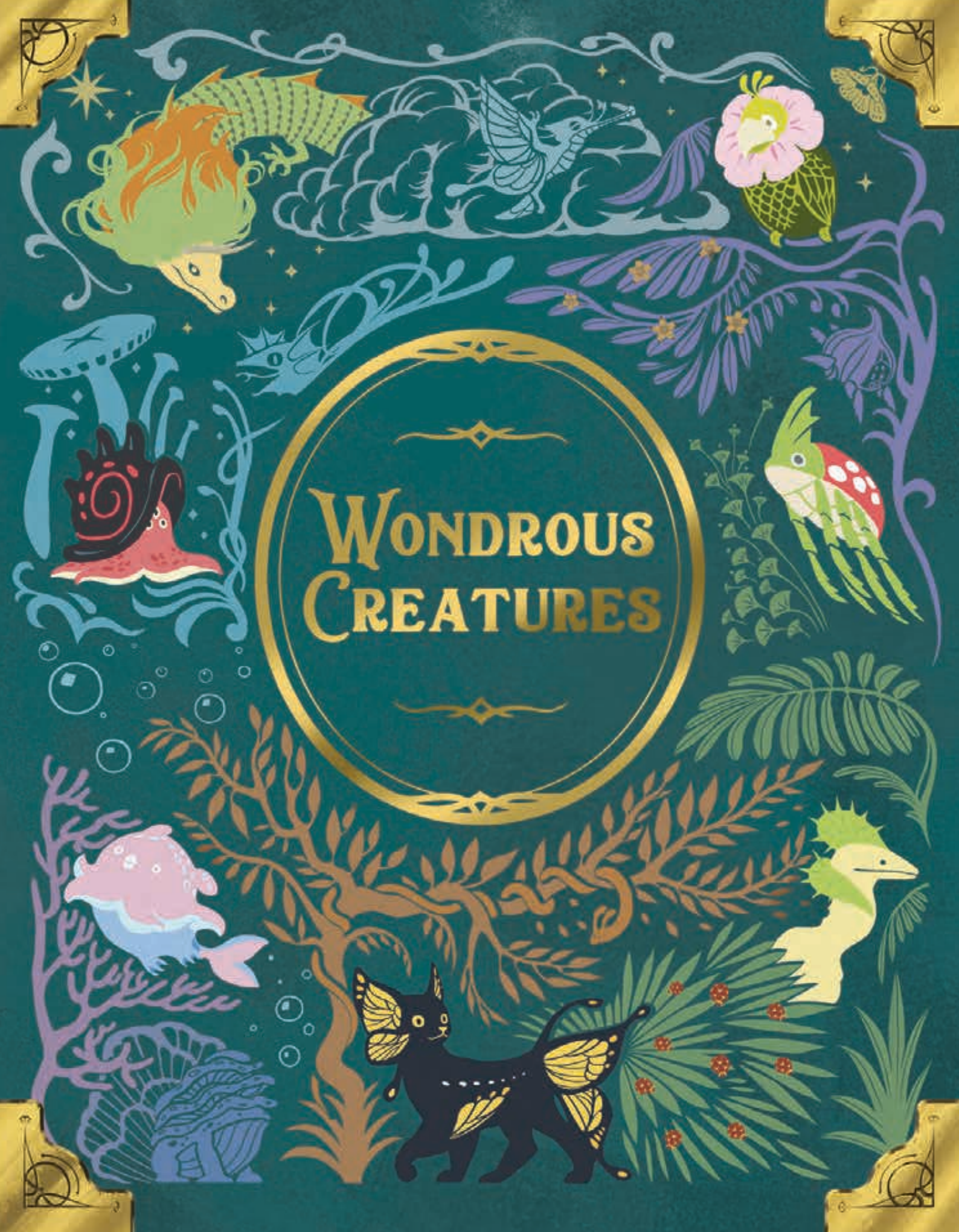
WONDROUS
CREATURES



I. INTRODUCTION

Lost in the swirling mists of the sea's embrace, a trade ship stumbled upon a strange creature.
Its form was reminiscent of a bird, yet its luminous beak pierced the darkness with an otherworldly glow.
Intrigued, they followed and soon discovered an uncharted island, teeming with curious creatures.
The peculiar island was full of mysterious creatures, from tiny, cute balls of fur to reptiles with massive, frightening fangs!
Word of this newfound land spread far and wide, captivating the hearts of adventurers, including yours.
Fueled by your love for animals and the thrill of discovery, you set sail for this mystifying island,
eager to explore its wonders firsthand.

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We want to show our appreciation for Brett Thomason, Greg Sherman, H.C. Harrington, Jan Adam, Lola O'Brien, Matt Hillman & HP Gaming, Byeong Hak Jeon, Cheong Heo, Daun Jeong, Eun-Joo Kim, Geonhee Lee, Geonil, Hope S. Hwang, Hyunseo Kim, Jeongrak Yoon, Jieun Kang, Jin ho Sohn, John Yeo, Jong-Hyeok Hong, Joong Sun Park, Jun Bong Lee, Jun Young Jung, Kunkuk Kim, Kwangyong Na, Kyoung Won Kim, Seokju Jeong, Seong Jae Yu, Seong Woo Yun, Seongjun Hong, Seung Pyo Hong, Su Bin Kim, Sunhyuck Chae, Woojin Yang, Yong Jun Kim, Yoobin Jin, Yoonku Kang and the many playtesting groups who helped us to playtest the game.

SPECIAL THANKS TO WONDROUS CREATURES KICKSTARTER BACKERS

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CARDS



126 Creature Cards



19 Achievement Cards
5 Main, 7 Single-Species and
7 Multi-Species Achievement Cards



12 Tingent Cards
(Solo mode)



4 Player Aids

BOARDS AND OTHERS



1 Supply Board



4 Player Boards



1 Main Board



9 Captain Boards

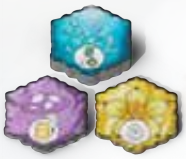


1 Egg Pouch

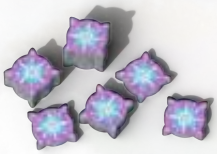
TOKENS



4 Lock Tokens



14 Habitat Tiles



20 Energies



8 Score Tokens



78 Eggs 11 Crustaceans, 11 Mammals, 11 Birds, 11 Reptiles, 11 Fish, 12 Insects, 11 Dragons



16 Trophies



12 Butterfly Nets



3 Target Tokens
(Solo mode)

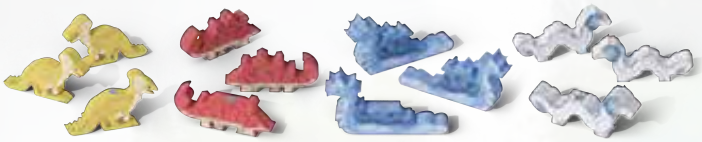


5 Time Tokens



2 Time Tracks (4P)

MEEPLES



12 Crew Members 1 magnetic and 2 regular meeples per color



24 Achievement Markers



16 Resource Trackers



4 Score Trackers



1 Time Tracker



Freya



Haoa



Macus



Cabot



Tingent



Octavia



Marie



Samuel



Helena

9 Captains All magnetic meeples

II. GAME SETUP

GENERAL SETUP

3-Player Setup Example









1. The **Main Board** is double-sided, with Side-A for 1-2 players and Side-B for 3-4. Place the Main Board with the side that corresponds to the number of players, face-up, in the center of the table.

2. Place the **Supply Board** above the Main Board.

3. Set up the **Creature Cards** on the Supply Board.

   a. **Deck**: Shuffle all Creature Cards and place them face-down.

   b. **Wilderness**: Draw 6 cards from the deck and place them face-up. This area is called the **Wilderness**.

4. Place a total of 35 Eggs, 5 of each species, into the **Egg Pouch** and mix well. Place the Egg Pouch near the Main Board.



NOTE There are 7 different species of Eggs, meaning a total of 35 Eggs should be placed inside the Egg Pouch.

5. Place Energies, Butterfly Nets and the remaining Eggs on the Supply Board. This area is called the **Supply**.

   c. **Eggs**: Place the remaining Eggs

   d. **Energies**

   e. **Butterfly Nets**

6. Set up the **Habitat Tiles** on the Main board.

   f. **Habitat Tile Stack**: Shuffle all Habitat Tiles and place them face-down.

   g. **Habitat Tile Pool**: Draw 3 Tiles from the Habitat Tile Stack and place them face-up.

7. For **4-players**, set up the additional components as follows. Skip this step for 1-3 players.

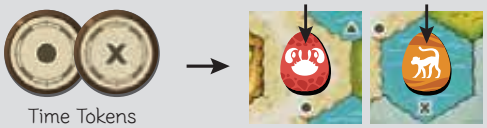
   h. Place the 2 additional **Time Track pieces**, covering the existing Time Track on the Main Board.

   i. Draw 1 Habitat Tile from the Habitat Tile Stack and place it face-up on the icon on the Map.

   j. Randomly draw 2 Eggs from the Egg Pouch and place 1 on each of the 2 icons on the Map.

8. Place the **Eggs** on the Map as follows.
   - Shuffle all 5 **Time Tokens** face-down. Randomly select 2 Tokens and flip them face-up to reveal their markings.
   - Draw random Eggs from the Egg Pouch and place 1 Egg on each of the Hexes with the **corresponding markings** on the Map.

E.g. 2 randomly selected Time Tokens came out to be a ● and an X mark. Draw an Egg from the pouch and place 1 on every ● and X markings on the Map.



Time Tokens

9. Set up the **Time Track** as shown.



   k. Shuffle the 2 **Time Tokens** selected in Step 8, and place each, with their markings not visible, face-down on the 2 rightmost **yellow-bordered spaces** of the Time Track.

   l. Shuffle the remaining Time Tokens and place them face-down on the remaining yellow-bordered spaces of the Time Track.

   NOTE For 3-players, only 4 Time Tokens are used. The unused Time Token is returned to the game box.

   m. Place a **Time Tracker** on the first space of the Time Track.

10. Place the **Trophies** on the Main Board. The number of Trophies used depends on the number of players in the game.

No. of Players	2 Players	3 Players	4 Players
	10	14	16

NOTE If you are new to this game, the game may take longer as you learn the rules. During the learning phase, reduce the number of trophies in the table above by 2.

11. Place the **Score Tokens** near the Score Track.

12. Place 7 **Achievement Cards** with the side that corresponds to the number of players, face-up, on the Main Board. Since Achievement Cards can't overlap in species, set up in the following order:

   n. **Main Achievements** (brown-bordered)
   - Shuffle all Main Achievement Cards and randomly place one in each of the 3 brown spaces.

   NOTE If you are new to this game, we recommend starting with Main Achievement Cards 1, 2, and 3.

   o. **Multi-Species Achievements** (yellow-bordered)
   - Shuffle all Multi-Species Achievement Cards and randomly select one to place on a yellow space.
   - Then, randomly select another Multi-Species Achievement Card and place it on the other yellow space. However, make sure that no species overlap with the species on the card placed first. Continue drawing cards until this condition is met.



   p. **Single-Species Achievements** (turquoise-bordered)
   - Examine all 7 Single-Species Achievement Cards and remove all cards matching the 4 species placed during o.
   - Of the remaining 3 Single-Species Achievement Cards randomly select 2 and place them in the spaces outlined in turquoise.
   - Aside from the 7 Achievement Cards placed on the board through n to p all remaining Achievement Cards will not be used and are to be returned to the game box.

NOTE Through the Multi-Species and Single-Species Achievements, players should see 6 different species used in the game that do not overlap.



PLAYER SETUP

13 Each player chooses a player color and takes the following in their color:

- q Take a **Player Board** and place it in front of you.
- r Take 3 **Crew Members** and place them next to your Player Board.
- s Take 6 **Achievement Markers** and place them on the left side of your Player Board.
- t Take 4 **Resource Trackers** and place them on each Resource Track to represent having 1 of each resource. In other words, position your Resource Trackers in the spaces marked 1 (second space from the left) on each Resource Track on your Player Board.
- u Take 1 **Score Tracker** and place it on the boat icon near the Score Track (see page 4).

14 Each player takes 2 random **Captain Boards**. Choose one Captain Board and place it on your Player Board. Return the unused Captain Board to the box.

NOTE If all players are familiar with the game, proceed with Steps 14 and 15 simultaneously.

15 Each player draws 8 **Creature Cards** from the deck. Choose 4 to keep in your hand and discard the rest of the cards to the discard pile.

- v **Discard Pile**: When discarding, always discard face-up.

TIP When choosing which cards to keep, take a close look at the Achievements. If some cards provide the opportunity to accomplish Achievements, they can be of greater value.

NOTE During the game, the cards in your hand are not revealed to other players. However, in the process of learning the game, some text may be difficult to understand. In this case, show and ask players with more experience to easily learn with their guidance.

16 Each player takes the **Captain** that aligns with the Captain Board chosen. Combine the Crew member with the magnet on its back with the Captain.

17 Each player takes the **Lock Token** corresponding to the chosen player color and places it on their Captain Board.

18 Each player takes 1 **Butterfly Net** from the Supply and places it on their Player Board.

19 Gain **additional resources** according to play order.

> Play Order: The player to have befriended the most unusual animal becomes the First Player. The game proceeds in a clockwise direction, starting with the First Player.

- **1st Player**: Does not receive additional resources. In other words, the 1st player starts the game with one of each resource.
- **2nd Player**: Move any 1 Resource Tracker one space to the right. This means the 2nd player starts with 2 of any 1 desired resource type and 1 each of the remaining three resource types.
- **3rd Player**: Move any 2 Resource Trackers one space to the right. This means the 3rd player starts with 2 of any two desired resource types and 1 each of the remaining 2 resource types.
- **4th Player**: Move any 3 Resource Trackers one space to the right. This means the 4th player starts with 2 of any three desired resource types and 1 of the remaining resource type.

Now, we are ready to begin!

III. GAME PLAY

GOAL OF THE GAME

The goal of Wondrous Creatures is to be the player with the highest Victory Points (VPs) at the end of the game, which are represented by the icons and .

Scoring

1. Immediate Score: Indicated with a brown seal icon. When obtained, immediately advance on the Score Track.



- **Score Track Rewards:** The Score Track has 10 spaces that provide rewards when you reach or pass the space. All players who get to these reward spaces receive the corresponding rewards.



Gain a Butterfly Net from the Supply



Gain a Discovery Reward (See page 11.)



Gain a Trophy from the Main Board

TIP The Score Track Rewards will assist you throughout the game. Therefore, it is important to appropriately time obtaining these rewards through Immediate Scores.

- If you exceed 50 VPs, take a Score Token and place it next to your Player Board with the 50 side facing up. Reset your Score Tracker to the first space on the Score Track and continue tracking your score.



Score Token

- After exceeding 50 VPs, Score Track Rewards cannot be obtained again even if you pass through the Reward Icon.

2. Ending Score: Indicated by the red seal icon, these are the scores collected only after the game ends. These scores are not counted during the game (see page 20-21).



- When Ending Scores are tallied, you also advance your Score Tracker, but you do NOT gain Score Track Rewards.

RESERVE BUILDING

To achieve a high score, you must create the most harmonious reserve. To do this, you will need to collect various Creature Cards and Eggs in your reserve. As each Creature Card holds its own unique ability, it's important to bring cards into your reserve that fit and synergize with your strategy. Additionally, it is very important to create a reserve that helps complete the Achievements faster than other players.

Reserve

Refers to all your Creature Cards and Eggs collected.



CREW PLACEMENT

In order to build a harmonious reserve, it is important to place your Crew in purposeful positions. When placed on the Map, the Crew interacts with all the adjacent Habitats to either acquire resources, Creature Cards, or Eggs, but also to activate Special Effect Icons.

Crew



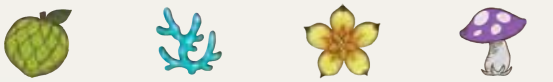
Crew Members

- Crew members are workers who are placed on the Map to interact with the Habitats on the Map to obtain resources, cards, Eggs, etc.
- Every player uses a total of 3 Crew members, including 1 Captain. When referencing "Crew", this refers to all 3 Crew members, including the Captain.
- **Captain**: The component that combines a Captain Meeple and a Crew Meeple is referred to as the Captain. Each Captain has unique abilities that, once unlocked, allow you to use them during the game (see page 16).
- Icons for the Crew are represented as follows.

 Captain

 Crew (Including the Captain)

Resources



Fruit **Coral** **Flower** **Mushroom**

- This game has 4 resource types: Fruit, Coral, Flower, and Mushroom.
- When you acquire a specific resource, move the corresponding Resource Tracker one space to the right. Conversely, when you spend a resource, move the corresponding Resource Tracker one space to the left.
- If the Resource Track cannot advance any further, you cannot acquire the resource. Therefore, players cannot have more than 6 resources of 1 type at one time.



Resource Tracks



Any Resource

- **Any Resource**: Refers to any of the resources – Fruit, Coral, Flower, Mushroom. E.g, if you gain any 1 resource, choose 1 of the 4 resource types to obtain.

GAME STRUCTURE

- All players take a turn each, clockwise, until the end of the game.
- Each player performs **1 Basic Action during their turn**. Choose one of the 4 Basic Actions for your turn:
  1. Place a Crew Member
  2. Play a Card(s)
  3. Complete an Achievement
  4. Recharge

NOTE You MUST perform 1 Basic Action on your turn. You are unable to pass a turn without performing a Basic Action.

- Players can also perform **as many Free Actions as they would like** at any time during their turn. Free Actions can be played before, after, and even during a Basic Action.
- There are a total of 2 Free Actions:
  1. Use a Butterfly Net
  2. Use an Energy

- Once all the Trophies on the Main Board have been depleted, the remaining players, excluding the player who depleted the last Trophy, take one more turn each, and then the game ends.
- The player with the highest score wins.

Trophy



- When the game will end is determined by the number of Trophies on the Main Board.
- Trophies award 3 VPs each at the end of the game.
- Trophies are primarily obtained through Achievements but can also be obtained when you reach 30 and 50 VPs on the Score Track.
- If there are no more Trophies left to obtain, you cannot obtain them anymore.

TIP Predict when the game will end based on the number of Trophies remaining and modify your strategy and tactics accordingly.

IV. BASIC ACTIONS

Each player performs 1 Basic Action during their turn.
There are a total of 4 Basic Actions:
Place a Crew Member, Play a Card(s), Complete an Achievement, and Recharge.

1. PLACE A CREW MEMBER

Place a Crew member on the Map and obtain resources or Creature Cards from adjacent Habitats, and/or acquire Eggs. This is the most fundamental Action to build a reserve.

1 **Select a Crew member from your Player Board and place it on the Map.** Placement Rules must be met upon placement (see page 10).

- If all of your Crew members have been placed on the Map, with none left on your Player Board, this Action cannot be performed.



2 **If a Crew member was placed on a Hex with an Egg, collect the Egg** and place it on your Player Board.

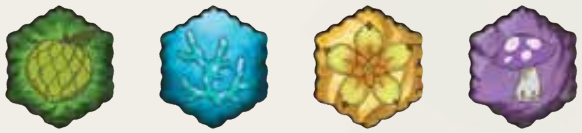
- Collected Eggs are placed sequentially, in number order as written on the Player Board.
- **Egg Storage Reward:** When placing an Egg, immediately gain the reward shown on that space.



3 **The placed Crew member interacts with all adjacent Habitats.** From each adjacent Habitat, gain a corresponding resource OR a Creature Card that has the corresponding Habitat Icon from the Wilderness.

E.g., you choose to place your Crew member adjacent to a Fruit Habitat and Mushroom Habitat. From the Fruit Habitat, you can either gain 1 Fruit OR take 1 Creature Card from the Wilderness with the Fruit Habitat Icon. From the Mushroom Habitat, you can either gain 1 Mushroom OR take 1 Creature Card from the Wilderness with the Mushroom Habitat Icon.

Habitat



Fruit Habitat | Coral Habitat | Flower Habitat | Mushroom Habitat

- There are 4 types of Habitats on the Map. Each Habitat pictures 1 of the 4 food groups that grow in the area.
- Some Habitats have **Special Effect Icons** that provide various abilities. You can activate a Special Effect Icon by using a Butterfly Net (see page 19).



- When obtaining a resource from an adjacent Habitat, advance your corresponding Resource Tracker 1 space to the right.
- When obtaining a Creature Card from an adjacent Habitat, take 1 Creature Card from the Wilderness with the corresponding Habitat Icon and add it to your hand.

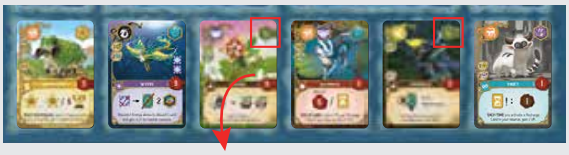


Habitat Icon

- Located on the upper right corner of the Creature Cards.
- E.g. Applet can be obtained through a Fruit Habitat.

STORY Applet's main diet is Fruits, so players can encounter this Creature in the Fruit Habitats.

E.g., you wish to obtain a Creature Card through an adjacent Fruit Habitat. Of the 6 cards in the Wilderness, take 1 of the 2 cards with the Fruit Habitat Icon and add it to your hand.



- If there are no Creatures Cards in the Wilderness with a corresponding Habitat Icon, you cannot obtain a Creature Card through the Habitat.

Hand

When obtaining a card through a Habitat, you **add the card to your HAND**, not to your reserve. To play the card in your reserve, you need to pay the cost (see pages 12-13). Likewise, through card abilities and Captain abilities, whether drawing cards or taking cards from the Wilderness, the cards are always added into your hand. Similarly, when discarding cards through card abilities or Captain abilities, you always **discard cards from your hand.**



Draw 1 card from the Creature Card deck and add it to your hand.



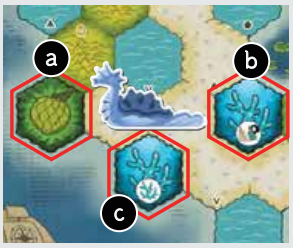
Take 1 card from the Wilderness and add it to your hand.



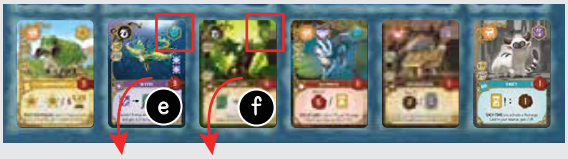
Discard 1 card from your hand.

You can have as many cards in your hand as you wish. However, when performing a Recharge Action, there is a hand limit of 5 Creature Cards. You must discard any excess cards to meet the 5-card hand limit. Therefore, be mindful of the number of cards in your hand before proceeding with a Recharge Action (see page 17).

- From a single Habitat, you can only obtain 1 resource OR 1 Creature Card. You cannot obtain both from 1 Habitat.
- If a Crew member is adjacent to multiple Habitats, you can select a different reward for each Habitat.







E.g., you placed your Crew member adjacent to 1 Fruit Habitat and 2 Coral Habitats. You decide to gain a Coral from the Coral Habitat **b** by increasing the Coral Resource Track by 1 **d** on the Player Board. You decide to gain a Creature Card from Coral Habitat **c** by bringing Creature Card **e** with a Coral Habitat Icon from the Wilderness into your hand. You also decide to gain a Creature Card from Fruit Habitat **a** by bringing Creature Card **f** with a Fruit Habitat Icon from the Wilderness into your hand. As a result of the "Place a Crew Member" Action, you gained a Coral and 2 Creature Cards.

Crew Placement Rules

1. The Map is made up of Hexes and Crew members must be placed across two adjoining Hexes.



NOTE The direction in which the Crew is facing does not affect the game.

2. Each Hex can only hold 1 Crew member. Therefore, 2 Crew members cannot be placed overlapping the same Hex.



3. There are 4 different hex types and the following rules apply:

Plains	Mountain	Lake	Habitat
			
No cost for placing Crew.	Pay any 1 resource to place Crew.	Crew placement not allowed.	

- Crew members can be freely placed on Plains.
- To place a Crew member on Mountain hex(es), you must first pay the cost of "any 1 resource". Whether you place the Crew member on 1 Mountain hex & 1 Plain hex **a**, or 2 Mountain hexes **b**, you will need to pay any 1 resource.





STORY Due to the challenging nature of the mountainous terrain compared to the Plains, an additional cost is collected.

NOTE In very rare cases, when the only available space(s) for your Crew member to be placed are Mountain hex(es), and you do not possess any 1 resource to cover the cost, you may place your Crew member on the Mountain(s) without paying the cost.

- Crew members cannot be placed on Lake hexes or Habitat hexes under any circumstances. Through the course of the game, Lakes will be covered with Habitat Tiles.





Discovery

As the game progresses, the Score Track's Discovery rewards will transform Lake hexes into Habitat hexes. Therefore, more Habitats will emerge on the Map as the game unfolds.

1 When your Score Tracker reaches or passes the Discovery icon, you immediately receive the discovery reward.



NOTE
The Discovery icons are located on the Score Track at 5, 25, and 40 VPs.

2 Choose one desired Habitat Tile from the three available in the Habitat Tile Pool.

3 Place the selected **Habitat Tile** on the desired **Lake hex** on the Map.



- If there is an Egg on the Lake hex where you place the Habitat Tile, acquire that Egg.
- You cannot place an additional Habitat Tile on a Lake hex where a Habitat Tile has already been placed.

4 Refill the Habitat Tile Pool from the Habitat Tile Stack.

NOTE If you need to place two Habitat Tiles in one turn due to scoring a substantial number of VPs, after selecting the first tile, immediately refill the pool. For the second tile, choose from the three options.

5 Now, all players can interact with the newly revealed Habitat Tiles in the same way as they would with existing Habitats.

TIP Consider your strategy when deciding where to place the Habitat Tiles! Placing them where you can obtain a desired Egg or next to your Crew member can be a strategically advantageous choice.

STORY As your adventure progresses, you become increasingly familiar with the island. Terrains that were initially perceived as lakes due to the dense mists are gradually revealing themselves to be habitats teeming with creatures!

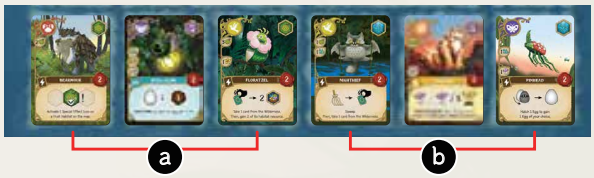
Wilderness

1. When your turn ends, if any space(s) in the Wilderness is empty, refill it completely **before the next player starts their turn.** If the deck is empty, shuffle the discard pile to form a new deck.

2. During your turn, if there are no cards in the Wilderness you would like, you can Sweep to refresh some of the cards in the Wilderness. Sweeps can be performed by activating the abilities of specific Creature Cards or Special Effect Icons (see page 19).



Sweep: From the Wilderness, place all cards from the 3 leftmost slots (a) OR the 3 rightmost slots (b) to the discard pile. Draw 3 new cards from the deck and refill that side of the Wilderness pool.

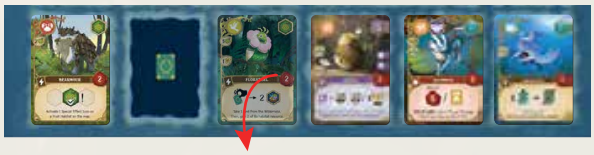


E.g., you played the Nighthief. Using the Nighthief's ability, you Sweep and take 1 card from the Wilderness. Currently as pictured below, there are only 4 cards left in the Wilderness.





As part of the Sweep, you decide to place all cards from the 3 rightmost slots into the discard pile, so you place the remaining 2 cards in those slots into the discard pile. Subsequently, you draw 3 new cards from the deck to replenish just the rightmost slots. When Sweeping, regardless of the number of cards placed into the discard pile, always draw 3 cards to fill the Wilderness. Afterward, you take 1 card from the 5 cards available in the Wilderness and add it to your hand.



After playing the Nighthief, you decide to end your turn. Since there are still empty spaces in the Wilderness, before the next player starts their turn, draw 2 cards from the deck and fill the remaining empty spaces in the Wilderness.

Butterfly Net Habitat



- There is 1 Butterfly Net Habitat on the Map.
- When adjacent to this Habitat, you gain 1 Butterfly Net from the Supply, NOT a resource or Creature Card. For more details on Butterfly Nets, refer to page 19.

2. PLAY A CARD(S)

You can play up to 2 Creature Cards from your hand to your reserve. A Creature Card obtained through the "Place a Crew Member" Action is not yet a Creature collected into your reserve. You must play the card by paying the costs that each Creature needs as food. Only the cards that are played this way are treated as Creatures collected in the reserve, and only then can you use the Creature's abilities.



1 **Card Selection**: Select a Creature Card from your hand to play.

2 **Payment**: Pay the costs (a) shown on the left side of the card.

STORY These are the nutrients needed by the Creature in order to successfully settle the Creature into your reserve.

3 **Placement**: Play the card face-up to your reserve.

4 **Energy Placement**: If an Energy Card was played, take the number of Energies indicated on the right side of the card (g) from the Supply and place them on the card. For more on Energies, see page 18.



E.g., if you've just played the Pheoxi, immediately take 2 Energies from the Supply and place them on the card.

NOTE When in very rare cases, if there are not enough Energies in the Supply to place on the Energy Cards, please use an appropriate replacement token instead.

5 **Card Ability Activation**: Depending on the Card type (b), activate the card effect indicated in (c). Depending on the Card type, the card effect may occur as soon as the card is played, or at a certain point thereafter. Please refer to the section on the right for more details.

6 **Play an Additional Card**: Players can play up to 2 cards with a single "Play a Card(s)" Action. When playing a 2nd card, repeat Steps 1 to 5 once more.

TIP In order to efficiently use this Action, it is recommended that 2 cards are played each time this Action is taken.

Creature Card

(a) **Cost**: Resources required to play the Creature Card.

Cost of the card refers to the total number of resources that are required when playing a card.





E.g., Pharabog in your reserve gives you 2 VPs each time you play a card with a cost of 4 resources or more into your reserve. Nidmight's cost is 2 Fruits + 2 Flowers, which equals 4 resources, meeting the criteria for Pharabog's ability. Therefore, playing Nidmight allows you to gain 2 VPs through Pharabog.

(b) **Card Type**: Once you play a Creature Card to your reserve, you are now able to activate the Creature's abilities (c). Creature Cards are categorized into 5 types based on when the card ability is activated.

Instant Card: The card's ability is activated immediately after playing the card.

Recharge Card: The card's ability is activated every time you perform a Recharge Action. For more on Recharge Actions, see page 17.

End Card: The card's ability is activated at the end of the game. Ending Scores are awarded according to the conditions specified in the card. For more on end of game, see page 20.

Energy Card: The card's ability is activated when you use an Energy from the card. Since using Energies is a Free Action, Energies can be freely used at any time during your turn. For more on Energies, see page 18.

Continuous Card: The card's ability is activated whenever the specific conditions specified in the card's abilities are met during the game.

E.g., if you've played the Thunderilla, you would gain 2 VPs each time you gain a Trophy during the game, hereafter.



c **Abilities**: Every Creature Card has its own unique ability. For more on each ability, see pages 28-31.

- Creature Cards always provide their effects only to the player who played the card.
- When activating multiple cards simultaneously, you can use card abilities in the order you prefer.
- When a card's ability involves counting icons in your reserve, it also includes its own icon(s).
- When you play a card, you are not required to activate the card's effect if you choose not to. However, if you decide to activate the ability, you must follow these conditions:
  - If a card has multiple abilities, execute the effect described first.
  - **Multiple abilities indicated by an arrow**: You must execute the effect on the left side of the arrow first to obtain the effect shown on the right. If you've executed the effect on the left side, you need to activate the effect shown on the right.

    NOTE Any resources above your limit are lost.
  - **Multiple abilities without an arrow**: You can execute all effects, none of the effects, or just parts of the effects.





E.g., When activating Finhead, you hatch one of your Eggs to obtain one Egg of your choice. In this case, you cannot choose to just obtain the Egg of your choice without hatching one. Furthermore, if you Hatched an Egg with Finhead, you must collect an Egg of your choice. When activating Housilk, you gain any 1 resource and flip up to 2 of your Eggs. In this case, if you wish, you can choose to receive just the one resource without flipping any Egg(s) OR you can choose to just flip the Egg(s) without receiving a resource.

d **Ending Score**: The number of VPs the card provides at the end of the game.

e **Habitat Icon**: Depicts the corresponding Habitat on the Map where the Creature Card can be obtained from.

- Icons in the game are represented as follows.


Fruit Habitat Icon


Coral Habitat Icon


Flower Habitat Icon


Mushroom Habitat Icon

E.g., when activating Shellmit, you gain 2 VPs for each Coral Habitat icon in your reserve. Including Shellmit, you have a total of 4 Coral Habitat icons, scoring 4 x 2 VPs = 8 VPs.





*** Habitat Resource**: refers to the resource from the specified Creature Card's Habitat.

E.g., when activating Floratzel, you take a card from the Wilderness and gain 2 of its Habitat Resource. If you took Eggorgeous from the Wilderness using Floratzel's ability, you immediately obtain 2 Flowers, which are the Habitat Resource of Eggorgeous.





f **Species Icon**: All Creature Cards have 1 or 2 species icons.

- 7 species appear in Wondrous Creatures.


Crustacean Mammal Bird Reptile Fish Insect Dragon

- Some Creature Cards have 2 different species icons. E.g., Eggorgeous is both a Reptile and an Insect.

STORY Many Creatures discovered on this mysterious island do not fit our existing animal classification. We may soon need a new animal classification system!

TIP If you were to collect a large amount of a certain species icon in your reserve, you could earn high VPs through Achievement or certain Creature Card abilities.

Recommended Reserve Layout

During the game, you will bring various cards into you reserve. For Instant Cards, as there is no need to revisit these abilities (aside from the last played Instant Card), it is recommended to stack them with the last played card on top. Occasionally, you may need to track the latest Instant Card, so stacking them in the order they were played can be very helpful. Other than Instant Cards, all others may need occasional revisiting during the game; therefore, rather than stacking them, it is more convenient to spread out the remaining cards in a way that makes them easy to review.

Sequentially stacked

Spread out for easy reference



Eggs

1. Eggs: The Egg is double-sided, featuring an Unhatched side (color) and a Hatched side(black and white).



Unhatched Side



Hatched Side

- Eggs are treated as 1 species icon.
- **Hatched Eggs cannot be used for Achievements.**

2. Hatching

- Flip an Unhatched Egg to the Hatched side.
- Hatching can be performed by activating the abilities of specific Creature Cards or by completing Achievements (see more on page 15).



Hatch

3. Flipping

- Flip an Egg to its other side. You can flip an Egg on its Unhatched Side to the Hatched side or revert an Egg from the Hatched side to the Unhatched side.
- Flipping can be performed by activating the abilities of specific Creature Cards, Special Effect Icons, or Captain abilities.



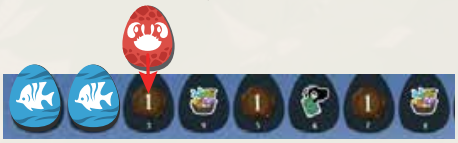
Flip

4. Collecting Eggs

- Eggs are primarily obtained from the Map. During a "Place a Crew Member" Action, if you place a Crew member in the SAME hex as an Egg, you collect that Egg (see page 9).
- As a Free Action, you are able to use a Butterfly Net to collect an Egg from your adjacent Hexes (see page 19).
- Eggs can also be collected through Creature Cards' abilities, Captain abilities or Special Effect Icons.

NOTE In very rare cases, if there is an insufficient supply of Eggs of a specific species, they become unavailable to obtain.

5. Storing Eggs: Once you collect an Egg, store it on your Player Board, making sure to place them Unhatched side up.



- Store the Eggs in numerical order, corresponding to the numbers indicated on the Egg Storage section of the Player Board.
- Receive the reward from the Egg Storage section immediately. E.g., if you acquired a third Egg, as shown above, you immediately gain 1 VP (see more on page 32).

6. Egg Storage Limit: Each player can collect up to 12 Eggs. If you acquire an additional Egg **when your Egg Storage is full, you cannot collect the extra Egg, but receive 2 VPs instead.**



NOTE Once Eggs are stored in the Player Board, under no circumstances can they be removed from the Board.

3. COMPLETE AN ACHIEVEMENT

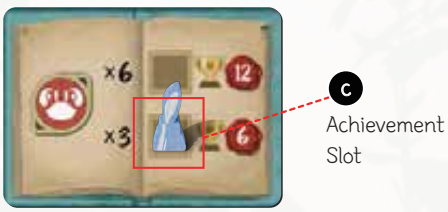
When you satisfy the conditions indicated on an Achievement Card, you can complete the Achievement. To obtain a high score, it's important to complete Achievements that fit your strategy faster than the other players.

1 **Select an Achievement Marker:** Once you have met the condition for an Achievement, select a desired Achievement Marker from the Achievement Markers (a) remaining on your Player Board.

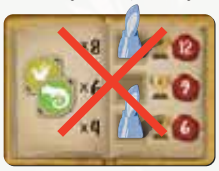
- If there are no Achievement Markers left on the Player Board, no more Achievements can be completed. Hence, you can complete up to 6 Achievements.



2 **Place an Achievement Marker:** Place the selected Achievement Marker in the slot dedicated to the accomplished Achievement.



- Each Achievement Slot can only occupy 1 Achievement Marker as they are on a first-come, first-serve basis. Therefore, later players who meet the Achievement conditions cannot place their Achievement Marker in an Achievement Slot already occupied by another player's Achievement Marker.
- You can only complete each Achievement once. Therefore, if your Achievement Marker is already on an Achievement Card, you cannot achieve it again.
- Once an Achievement Marker is placed in an Achievement Slot, it cannot be returned to the Player Board or moved to another Achievement Slot.



3 **Hatch Used Eggs:** If you used Egg(s) to complete an Achievement, hatch all the used Eggs. Hatched Eggs cannot be used to complete other Achievements until they are flipped into their Unhatched Side.

- If you've exceeded the Achievement goal, you can decide which Egg(s) or species icon(s) on the Creature Card(s) to use towards completing the Achievement.



4 **Obtain an Achievement Marker Reward:** Immediately obtain Reward (b) that corresponds to the chosen Achievement Marker. For more on Achievement Marker rewards, see page 32.

- If you wish, you can choose to receive 2 VPs (d) instead of the corresponding Achievement Marker Reward.



5 **Obtain a Trophy:** From the Trophies on the Main Board, take 1 Trophy and place it next to your Player Board.

- If there are no Trophies left, you can still complete Achievements, but you will not be able to receive a Trophy.

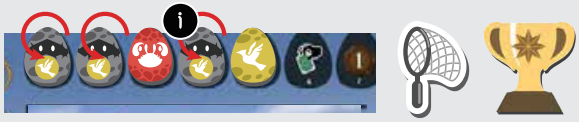
NOTE Each Achievement Slot provides Ending Scores. These VPs are not awarded immediately upon completing the Achievement but are calculated at the end of the game.

6 **Unlock your Captain Ability:** If you completed your first Achievement, your Captain ability unlocks. Remove the Lock Token (e) from your Captain Board to indicate that the Captain ability is now accessible.

E.g., you've met the upper slot condition for the Bird Achievement by collecting 7 Bird species icons (f). You choose 1 of your Achievement Markers (g) and place it in the upper slot of the corresponding Achievement Card (h).



You used 3 Eggs to complete the Achievement; therefore, hatch the used Eggs by flipping them to their hatched side (i). At your discretion, you can also choose to use 4 Eggs and 2 bird icons from the cards to complete the Achievement and flip 4 Eggs accordingly. As your Achievement Marker Reward, take a Butterfly Net (j) from the Supply and place it on your Player Board. Additionally, take 1 Trophy from the Main Board and place it next to your Player Board. As it was your first Achievement, remove your Lock Token (k) from your Captain Board. Through completing this Achievement, you will earn 12 Ending Scores at the end of the game; this does not affect the ongoing score count during gameplay.



3 Types of Achievements

1. Main Achievement

- Unlike Single and Multi-Species Achievements, there is only 1 condition for the Main Achievements. The sooner you fulfill this condition, the higher the score obtained.



E.g., you can complete the Achievement if you have 8 or more Unhatched Eggs in your reserve. If you're the first player to fulfill this Achievement, you accomplish the upper slot. If you're the second player to fulfill this Achievement, you accomplish the lower slot. After completing the Achievement, hatch the Eggs used for the Achievement.

2. Single-Species Achievement

- You need to collect an amount equal to or more than the number of the single species icon on the card.
- The more of the specified species icon you collect, the higher the reward you will receive.



E.g., you need to collect Fish Icons in your reserve. You can accomplish the upper slot by collecting 6 or more Fish, the lower slot by collecting 3 or more. The Fish Eggs on their Hatched sides are not counted. After completing the Achievement, hatch the Eggs used for the Achievement.

3. Multi-Species Achievement

- You need to collect an amount equal to or more than the combined number of the 2 species icons on the card.
- The number of icons is calculated by adding the number of both species icons in your reserve.
- There is no need to have both icons collected as 1 of the 2 will suffice.
- The more of the specified species icon you collect, the higher the reward you will receive.



E.g., you can accomplish the upper slot by collecting 8 or more Mammal and/or Fish Icons in your reserve, the lower slot by collecting 5 or more. You can complete the Achievement by collecting just Mammals or just Fish, or you can complete the Achievement by collecting a mixture of the two. The Eggs on their Hatched sides are not counted. After completing the Achievement, hatch the Eggs used for the Achievement.

TIP For Single/Multi-Species Achievements, there are instances where it may be better to achieve a lower slot than the upper slot. This is because if you achieve the lower slots quickly, you'll be able to quickly obtain the Achievement Marker Rewards and unlock your Captain ability faster, providing the opportunity to play in a richer environment.

Captain Ability



- Players have differing Captain abilities depending on their chosen Captain Board.
- Captain abilities are initially locked at the beginning of the game and become available after accomplishing the first Achievement.
- When unlocked, the Captain's ability activates each time the Captain is placed on the Map. Your Captain's ability can be triggered at any time in your turn during the "Place a Crew Member" Action.
  Therefore, you can either place the Captain on the Map, acquire the resources and/or cards from adjacent Habitats, and then use the Captain's ability OR, you can activate the Captain's ability first and then acquire the resources and/or cards from adjacent Habitats.
- Even after unlocking the Captain's ability and placing the Captain on the Map, you can choose not to use the Captain's ability.
- If the Captain's ability is locked, the ability does not activate when the Captain is placed on the Map.
- Placing regular Crew members on the Map does not activate the Captain's ability.
- For more on Captain abilities, see pages 27-28.

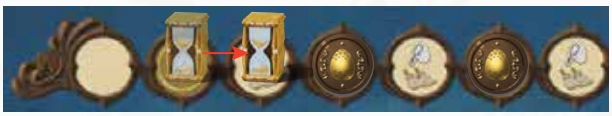
4. RECHARGE

The Recharge Action can only be performed when all 3 of your Crew members are placed on the Map. If your 3 Crew members are placed on the Map and there are no more Basic Actions you can or would like to take, return your 3 Crew members to your Player Board to Recharge.

1 **Retrieve Crew**: Take all 3 Crew members from the Map and place them next to your Player Board. **Recharge Action can only be performed when all 3 of your Crew members are placed on the Map.**



2 **Advance the Time Tracker** one space to the right on the Time Track.



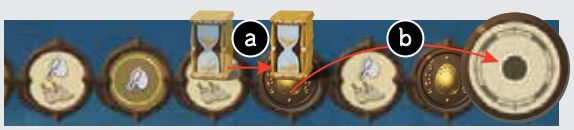
- If there is a **Time Token** on the advanced space, check the token and place Eggs on the Map.



Time Token

- Turn over the Time Token on the advanced Time Track space to see where the Eggs will be newly placed.
- Locate all the relevant markings on the Map. If there are empty hexes with the corresponding marking, draw Eggs randomly from the Egg Pouch and place them one by one.
- If the hexes with the corresponding marking already have Eggs, are occupied by any Crew member, or are covered by a Habitat Tile, you cannot place new Eggs on those hexes.

NOTE As the game progresses and more Habitat Tiles are placed on the Map, the number of hexes where Eggs can be placed will gradually decrease.



E.g., you perform a Recharge Action and advance the Time Tracker forward by 1 space **a**. If there happens to be a Time Token on the advanced space, flip it over **b** and check the marking. As the Token shows a ● marking, place Eggs on



all empty hexes displaying the ● markings on the Map. Among **c**, **d** and **e** marked with an ● Marking, an Egg is already placed in Hex **c**. Therefore, no additional Egg is placed on **c**. From the Egg Pouch, randomly draw an Egg and place it, Unhatched side up, on Hex **d**. For Hex **e**, since it is occupied by another player's Crew member, no Egg is placed in **e**. As a result, a total of 1 Egg was newly placed on the Map.

- Immediately perform the effect of the **icon**(s) on the newly advanced space.



Receive a Butterfly Net from the Supply.

NOTE Only the player who performed the Recharge Action and advanced the Time Tracker to the corresponding space receives a Butterfly Net.



Full Sweep: Place all cards in the Wilderness into the discard pile and refill from the deck.



Remove 1 Trophy from the Main Board.

NOTE If applying the effects of this icon results in the removal of all Trophies from the Main Board, the Games End condition is triggered (see page 20).

- The game does not end immediately upon reaching the last space on the Time Track. The Time Tracker remains in the last space, and the next player to perform the Recharge Action repeats applying the effects of the icon on the last space (receive a Butterfly Net and remove one Trophy from the Main Board).



3 **Discard Creature Cards that exceed the hand limit of 5 cards.**

- You can only have a maximum of 5 Creature Cards in hand during Recharge. If you have more than 5 cards, you must discard the excess cards from your hand to the discard pile.

STORY Light hands make for a sufficient recharge.

4 **Activate all Recharge Cards in your reserve in your preferred order.**

NOTE Even if activating the Recharge Cards results in having more than 5 Creature Cards in hand, since Step 3 has already been performed, cards cannot be discarded because of the hand limit.

V. FREE ACTIONS

There are a total of 2 Free Actions: Use a Butterfly Net, Use an Energy.
On your turn, you can perform as many of the Free Actions as you wish to.

1. USE AN ENERGY



a Energies

NOTE When you place Energy Card(s) into your reserve, take the number of Energies indicated on the right side of the card b from the Supply and place them on the card (see page 12).

b Energy Limit

c Card abilities

- At any time during your turn, you can discard one of your Energies a to activate the ability of the card c on which that Energy was placed.

E.g., if you discard 1 Energy from the card above, activate 1 Recharge Card in your reserve as a Free Action.

- Discarded Energies are returned to the Supply.
- If the Energy Card states conditions other than just the use of an Energy to activate its effects, the effect cannot be activated by solely using an Energy when the conditions are not met.



E.g., Fafkeen includes a condition for using an Energy. You are only able to use an Energy when you have no cards in your hand. When you meet the condition and use the Energy, you draw 4 cards and gain each of their Habitat Resources. If you do have any cards in your hand, you cannot use the Energy on this card.

- **You cannot use the Energies on one card to activate a card ability of another.** Energies on a specific card can only be used to activate that specific card's ability.
- You can use multiple Energies in one turn. However, **the Energies of 1 card can only be used ONCE PER TURN**. In other words, even if there are multiple Energies placed on a card, only 1 on each card can be used per turn.
- Cards with no Energy left can no longer activate their abilities until they are restored.

Restore Energy Card



- Select 1 Energy Card to restore it to its full Energy Limit b.
- The number of Energies on an Energy Card cannot exceed the Energy Limit.
- You can restore an Energy Card through Special Effect Icons, card abilities, and Achievement Marker Rewards.

2. USE A BUTTERFLY NET

- At any time during your turn, you can spend your Butterfly Nets **to obtain an adjacent Egg OR to activate a Special Effect Icon in an adjacent Habitat.**
- By using 1 Butterfly Net, you cannot obtain an Egg and also activate a Special Effect Icon.
- You can use multiple Butterfly Nets in one turn.
- Used Butterfly Nets are returned to the Supply.
- Butterfly Nets can be obtained through various rewards in the game: Score Track, Achievement Marker Rewards, Captain abilities, Net Habitat, and Creature Card abilities. When acquiring a Butterfly Net, take 1 from the Supply and place it on the Player Board.
- **You can have up to 3 Butterfly Nets.** If you already possess 3 Butterfly Nets and are about to gain an additional Net, you cannot acquire any more Butterfly Nets but instead immediately gain 1 VP.



TIP Be careful not to exceed the Butterfly Net limit!

NOTE For convenience, Butterfly Nets will sometimes be shortened and referred to as "Nets".

1 Obtain an Adjacent Egg

- You can use a Net to take any 1 Egg adjacent to any of your Crew members on the Map and place it Unhatched side up on your Player Board.
- Upon obtaining an Egg, immediately receive the Egg Storage reward depicted on the corresponding Egg Storage space.

E.g., using a Net, you can obtain either a Fish Egg (a) or a Crustacean Egg (b) adjacent to your Crew member. However, Dragon Egg (c) cannot be collected as it is 2 hexes away and not adjacent to any of your Crew members. If you use a Net to collect Fish Egg (a), take it from the Map and store it in your Player Board unhatched side up. Gain 1 VP immediately as the Egg Storage Reward.



2 Activate an Adjacent Special Effect Icon

- You can use a Butterfly Net to activate one of the Special Effect Icons adjacent to any of your Crew Members on the Map.
- Special Effects hold various powerful abilities. For instance, through activating Special Effect Icons, you'll be able to play a card into your reserve, activate your card, flip your Eggs, etc. For more on various Special Effect Icons, see page 32.



E.g., using a Butterfly Net, you can either activate Special Effect Icon (d) or (e) or (f). If you use a Butterfly Net to activate Special Effect Icon (d), draw 2 cards from the deck.

TIP Various combos are possible by strategically using the Special Effect Icons. Therefore, it's essential to identify the necessary Special Effect Icons when placing your Crew member on the Map.

- **Using a Net, each Special Effect Icon can only be activated ONCE PER TURN.** Even if you use multiple Nets, you cannot activate the same Special Effect Icon twice in a turn.

NOTE Even if two or more of your Crew members are adjacent to a single Special Effect Icon, you cannot use Nets to activate the same Special Effect Icon multiple times in a turn.

- The restriction above only applies when using a Net. However, through Captain abilities and card effects, you can activate a single Special Effect Icon multiple times in a turn.





E.g., on this turn, you played the Sealocanth, activating the Special Effect Icon (g) through the card's ability. In the same turn, you can use a Net to activate the same Special Effect icon (g) again. However, once a Special Effect Icon has been activated using a Net in a turn, even if you use an additional Net in the same turn, you cannot activate the (g) icon again.

VI. END OF THE GAME

END OF THE GAME CONDITIONS

If all the Trophies on the Main Board have been depleted, the current player finishes their current turn, then every **other** player takes one more turn, in order – after which the game ends.

E.g., let's say the game was being played in the order A> B> C. Player B completes an Achievement and takes the last remaining Trophy on the Main Board. Since all Trophies have been depleted, Player C takes the last turn first, followed by A taking the final turn. Afterward, the game ends, and scores are calculated.

B's turn → C's turn → A's turn → B's turn: Depleted Trophies → C's last turn → A's last turn → End of Game

SCORE CALCULATIONS

Once the game is over, scores are calculated in the following order:

1. End Card Scores in your reserve.
2. Ending Scores of all Creature Cards in your reserve.
3. Ending Scores of all your completed Achievement Slots.
4. 3 VPs per Trophy.
5. 1 VP for every 4 resources and/or Butterfly Nets.

- When calculating scores, advance your Score Tracker as done during the game. However, **Score Track Rewards cannot be obtained** with the VPs earned after the game ends.
- If your score exceeds 50 VP, take a **Score Token** and place it next to your Player Board with the 50 side facing up. Reset your Score Tracker to the starting point on the Score Track and continue tracking your score. If your score exceeds 100 VPs, flip your Score Token to show the 100 side face-up, indicating 100 VPs. If your score exceeds 150 VPs, take a new Score Token and place it next to your Player Board with the 50 side facing up.





NOTE When calculating scores, think of it as adding up all the VPs indicated on the Red Seal Markings you've collected during the game. The Brown Seal Markings, which immediately increase your score as soon as they are acquired, do not apply.

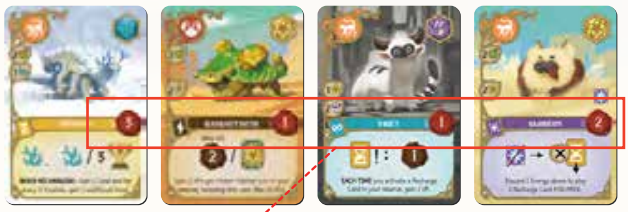
1. End Card Scores in your reserve.



End Cards: End Cards have a Bell icon within a red background.

End Cards Scores
E.g., gain 1 VP per ALL Crustacean in your reserve.

2. Ending Scores of all Creature Cards in your reserve.



Ending Scores

3. Ending Scores of all your completed Achievement Slots.



4. 3 VPs per Trophy.

5. 1 VP for every 4 resources and/or Butterfly Nets.

- Add up the remaining resources and Butterfly Nets and calculate 1 VP for every 4.

DECIDING THE WINNER

After final calculations, the player with the highest score wins! If there are multiple players with the same high score, the player with more Trophies wins. If that does not determine a winner, the player with the most remaining resources wins. If all is to no avail, enjoy the victory together!

SCORE CALCULATION EXAMPLES

Specific examples will be used to explain how to calculate the score. Let's assume that you have built the following reserve at the end of the game. The game ended with you having scored (a) 27 VPs during the game. With this in mind, let's calculate your final score.



1. End Card Scores in your reserve.

You have collected 1 End Card (b). The End Card rewards 1 VP per ALL Crustacean in your reserve. You have collected 8 total Crustaceans, 5 Crustacean Icons from Creature Cards and 2 Unhatched Crustacean Eggs and 1 hatched Crustacean Egg. Therefore, you score 8 VPs, moving the Score Tracker to (a) 27 + 8 = 35 VP position. Once the game ends, you do not gain the Rewards on the Score Track during score calculations.

2. Ending Scores of all Creature Cards in your reserve.

Add all the Ending Scores (c) of all 14 cards you have collected. The total sum of the 14 cards' Ending Score is 25 VPs. Making the total current score 35 + 25 = 60 VPs. Since you have exceeded 50 VPs, take a Score Token marked 50 VPs (d) and place your Score Tracker on the 10-VPs standing on the Score Track.

3. Ending Scores of all your completed Achievement Slots.

You have completed a total of 5 Achievements, with VPs earned from each Achievement being 15 VPs, 12 VPs, 6 VPs, 12 VPs, and 6 VPs (e). Making the total, 51 VPs earned through Achievements, and the current final score at 60 + 51 = 111 VPs. Since your score exceeds 100, the 50 VPs Score Token is flipped over to display 100 VPs (f), and the Score Tracker is placed on the 11 VPs standing on the Score Track.

4. 3 VPs per Trophy.

You collected a total of 5 Trophies (g). Each Trophy is awarded 3 VPs. Therefore, you collect a total of 15 VPs for the Trophies. This makes the current final score 111 + 15 = 126 VPs. Advance your Score Tracker to 26.

5. 1 VP for every 4 resources and/or Butterfly Nets.

At the end of the game, you were left with a total of 6 resources: 2 Fruits and 4 Corals (h), and no Butterfly Nets. Since the player is awarded 1 VP for every 4, you collect 1 VP, making the final score 126 + 1 = **127 VPs.** Advance your Score Tracker to 27 and compare your score with other players to determine the winner.

VII. SOLO MODE

Set out and explore the mysterious island, full of wondrous creatures, on your own. But wait! Tingent, deployed by the Society of the Western Kingdoms is here for the same challenge. If you successfully accomplish the challenge, slowly move up to face a more powerful Tingent and face even more threatening challenges!

GAME SETUP CHANGES

In Solo Mode, you will face "Tingent", an AI opponent. Tingent does not require the use of a Player Board, Captain Board, Butterfly Net, Lock Token, or resources.
Additionally, Tingent will not receive Creature Cards at the start of the game. **Set up the game for 2 players, except:**

1. Place **8 Trophies** on the Main Board, instead of 10.

2. Select your Captain Board **among all the Captain Boards.**

3. Decide the difficulty level of Tingent you would like to challenge, take the corresponding difficulty level **Tingent Board**, and place it nearby.

TITLE	Lazy Tingent	Easygoing Tingent	Wild Tingent	Terrifying Tingent
DIFFICULTY	☆☆☆☆☆	★☆☆☆☆	★★☆☆☆	★★★½☆

NOTE The Tingent Boards are located on the backs of each Captain Board. There are two of each identical Tingent Boards; therefore, regardless of which Captain Board you choose, you'll be able to enjoy Tingent Boards of all levels.

4. Shuffle all **Tingent Cards** and place them face-down next to the chosen Tingent Board.

5. Place a Turquoise Tingent's **Target Token** on the left-most Single-Species Achievement Card (a), a Yellow Target Token on the left-most Multi-Species Achievement Card (b), and the Brown on the left-most Main Achievement Card (c).

6. Choose a color for Tingent to use and take the components that match the selected color and set up as directed below.
   - (d) Take **2 Crew members** (1 magnet, 1 regular) and place them next to the Tingent Board.
   - (e) Take 6 **Achievement Markers** and place them next to the Tingent Board.
   - (f) Take 1 Resource Tracker and place it on the Tingent Board's first space. In Solo Mode, this Resource Tracker becomes the **Tingent Tracker**.
   - (g) Take 1 **Score Tracker** and place it on the boat icon near the Score Track.

7. Combine the Crew member with the magnet on its back with the **Tingent meeple**.

NOTE If you choose to use Tingent as your Captain and the Tingent meeple is used as your Captain, substitute any other Captain Meeple to represent the AI opponent.

You become the First Player and start the game!





GOAL OF THE SOLO MODE

Your objective is to complete with a higher score than Tingent at the end of the game.

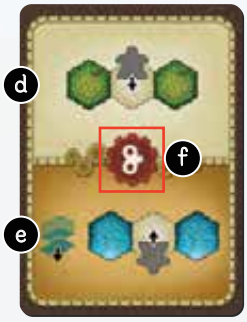
THE AI OPPONENT, TINGENT

To play Solo Mode, you must first be familiar with the basic rules of Wondrous Creatures as you must follow the overall outlining rules. However, the AI Counterpart, Tingent, behaves in a special way.

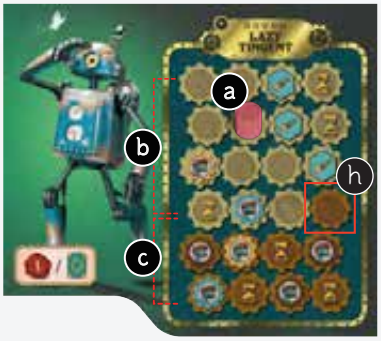
- Tingent does not acquire or hold resources. Similarly, Tingent does not acquire or use Nets or Energies.
- Tingent does not pay costs to play Creature Cards.
- Tingent does not activate Creature Card abilities. Creature Cards collected by Tingent are only used to calculate VPs at the end of the game.
- Tingent only uses 2 Crew members, not 3. These 2 Crew members do not leave the Map during the game.
- Tingent collects Eggs from the Map but is not awarded Egg Storage Rewards during the game.
- If Tingent uses Eggs to complete its Achievements, these Eggs do not need to be hatched.
- Tingent can hold more than 12 Eggs at a time.
- Tingent does not receive rewards from the Score Track.

TINGENT ACTIONS

You and Tingent take turns until the end of the game.
On Tingent's turn, Tingent acts in the following order:



Tingent Card



1 **Draw a Tingent Card:** Draw a card from the Tingent Card deck and place it face-up on top of the previously drawn card.

NOTE If no Tingent Cards are left when a card needs to be drawn, reshuffle the cards and create a fresh Tingent Card deck.

2 **Activate the Tingent Card:** Depending on the location of the Tingent Tracker, activate either the yellow or brown space on the Tingent Card.

- If the Tingent Tracker (a) is on a Yellow Gear space (b) on the Tingent Board, activate the card's Yellow Area (d).
- If the Tingent Tracker (a) is on a Brown Gear space (c) on the Tingent Board, activate the card's Brown Area (e).

3 **Move the Tingent Tracker:** If there is a Red Gear icon (f) in the center of the Tingent Card, move the Tingent Tracker on the Tingent Board to the next space.

- If there is an icon on the advanced space, the effect of the Track Icon is taken immediately (see more on page 25).
- Once the tracker lands on the first Brown Gear space (h) of the Tingent Board, immediately shuffle all Tingent Cards and flip them brown-side up (g). Starting from the following turn, when the Tingent Cards are drawn, activate the Brown Area of the cards, not the yellow.



TINGENT CARD ICONS

Tingent's Captain Placement



Place Tingent's Captain on the Map where it can be adjacent to the most amount of Habitats depicted on the Tingent Card. Additionally, Tingent immediately **gains 1 VP per adjacent CORRESPONDING Habitat** to its Captain.

E.g., if the icon above is activated, place the Tingent's Captain on (a) where it can be adjacent to the most Fruit Habitats among the spaces the Tingent's Captain can be placed on the Map. Additionally, being placed adjacent to a total of 2 adjacent Fruit Habitats, Tingent immediately scores 2 VPs.



NOTE

Tingent does not collect 1 VP for all adjacent Habitats. Tingent collects 1 VP for each adjacent Habitat that was indicated on the card.

Tingent's Regular Crew member Placement

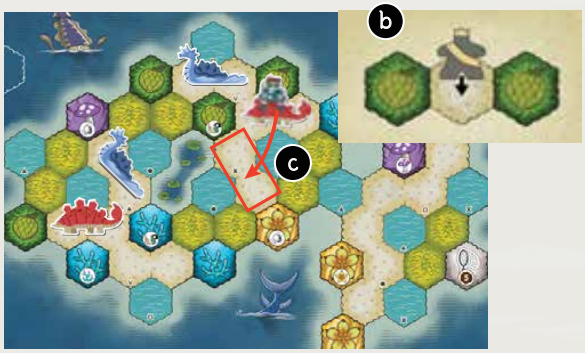


Place Tingent's regular Crew member on the Map where it can be adjacent to the most amount of Habitats depicted on the Tingent Card. Additionally, Tingent immediately **gains 1 VP per adjacent CORRESPONDING Habitat** to its regular Crew member.

NOTE Unlike the standard rules, the icon above on the Tingent Card applies only to the regular Crew member and does not include the Captain. This means it always refers to moving Tingent's regular Crew member.

Tingent Crew Placement Rules

- Tingent's Crew members follow the same Placement Rules as the player's Crew members(see page 10), except that Tingent's Crew members cannot be placed on the Mountain.
- If there is an Egg on the hex Tingent's Crew member is placed, Tingent also obtains the Egg. The Egg is placed next to the Tingent Board.
- Tingent's Crew members cannot remain in the same location.
  - If the Crew member is already in a location that is adjacent to the most Habitats shown on the card, it moves to the next best location that meets the conditions.
  - When moving, Crew member cannot be placed on a hex that overlaps with its previous position. It must move to two completely different hexes from the ones it previously occupied.
  - E.g., in the situation below, the Tingent Card b directs the Tingent's Captain to move. Since it cannot remain in the same location, it relocates to the available hexes c that are adjacent to the most Fruit Habitats.



- If there are no empty hexes adjacent to the Habitat depicted on the Tingent Card, Tingent's Crew member cannot move. In that case, draw a new Tingent Card and proceed with the abilities of the newly drawn card.
- If there are multiple locations where a Crew member can be adjacent to the most amount of Habitats depicted:
  - Step 1. Place where it is also adjacent to more Habitats besides the one indicated on the Tingent Card.
  - Step 2. If that proves the same results, of those choices, place where it is adjacent to more Special Effect Icons.
  - Step 3. If that also proves the same results, of those choices, place where it is adjacent to more Eggs.

    NOTE Placement on a hex with an Egg is also considered as being "adjacent" to an Egg.
  - Step 4. If this proves the same results, of those choices, place it where you would like.

E.g., Tingent's Captain needs to be placed adjacent to the most Coral Habitats on the Map and there are multiple places where Tingent's Captain can be adjacent to the most Coral.



Draw 1 card (Face-down)



Draw 1 card from the Creature Card Deck and place it FACE-DOWN in the Tingent Area. At the end of the game, Tingent earns VPs based on the number of these face-down cards collected.

Take 1 card from the Wilderness (Face-up)



Take a card with the same species icon as the Achievement with a Target Token in the corresponding color. Then, place it FACE-UP in the Tingent Area.

- If multiple cards in the Wilderness meet these conditions, the card with **the highest Ending Score** is taken. If there are multiple cards with the same high score, the leftmost card is taken.
- If there are no cards that meet the conditions, Tingent draws 1 card from the Creature Card Deck and places it FACE-DOWN.

Obtain an Egg

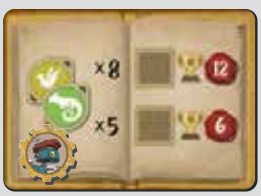


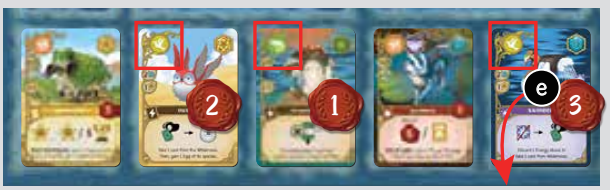
From the Supply, take an Egg of the same species as the face-up card obtained by Tingent and place it Unhatched side up in the Tingent area.

- When Tingent draws a card face-down and needs to gain an Egg from the card, Tingent instead receives an Egg of the species icon indicated on the Achievement Card with the Target Token. For Multi-Species Achievements, the species icon on the left is always prioritized.

E.g., you activate Tingent Card d. The Achievement Card with a yellow Target Token displays a Bird and a Reptile Icon. Currently, there are multiple cards with these species icons in the Wilderness. Therefore, select the one with the highest Ending Score e and place it FACE-UP in the Tingent Area. Then, take an Egg of the same species as the card Tingent just acquired (in this case, a bird Egg) from the Supply and place it Unhatched side up in the Tingent Area.







NOTE In rare cases, if the obtained card has 2 different species icons, of the 2, obtain the Egg of the species icon indicated on the Achievement Card with the Target Token.

TINGENT TRACK ICONS

Discovery



Draw one tile from the Habitat Tile Stack and place it on the leftmost Lake hex that has an Egg. Tingent acquires the Egg in this hex, so place the acquired Egg Unhatched side-up in the Tingent Area.

- If there is more than one leftmost Lake hex with an Egg, of those hexes, place it on the topmost Lake hex.
- If there is no Lake hex with an Egg, place the Habitat Tile on the topmost Lake hex located on the leftmost side.

Advance on the Time Track



Advance on the Time Track by one space. The effect of the Time Track Icon is taken immediately.

- Tingent does not gain a Butterfly Net or ever remove its Crew members from the Map.

Complete a Main Achievement



1. Place Tingent's Achievement Marker in the upper slot of the Main Achievement Card the Target Token is placed on. If you already accomplished the upper slot, Tingent accomplishes the lower slot.
2. Once accomplished, take a Trophy and place it in Tingent's area.
3. Move the Target Token to the next Main Achievement Card to the right. If there are no more Main Achievements left on the Map, the Target Token remains in that space.

Complete a Single/Multi-Species Achievement



Accomplish Multi-Species Achievement

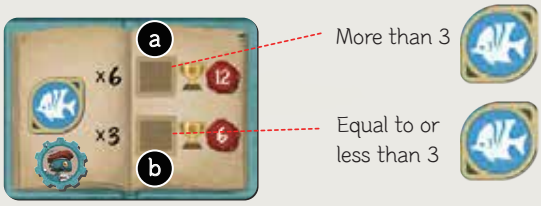


Accomplish Single-Species Achievement

1. Following Tingent Achievement Marker Placement Rules, place Tingent's Achievement Marker on the Achievement Card with the same color Target Token.

Tingent Achievement Marker Placement Rules

Tingent is always able to unconditionally accomplish the lower slots on the Achievement Cards unless you occupy the lower slots in advance. However, Tingent **accomplishes the upper slots when adding up the icons from the face-up cards and Eggs collected by Tingent exceeds the lower slot requirement.**



E.g, if there are more than 3 Fish icons from the face-up cards and Eggs in Tingent's area, Tingent accomplishes the upper slot (a). If not, Tingent accomplishes the lower slot (b).

NOTE Tingent never hatches Eggs.

- **If you already completed the upper slot of the Achievement, Tingent can only accomplish the lower slot.**



E.g, Tingent has collected 4 Bird icons from its face-up cards and Eggs and is able to achieve the upper slot. However, as you(Blue) have already occupied the slot, Tingent places its Achievement Marker(Red) in the lower slot.

- If you already completed the lower slot of the Achievement, and if Tingent cannot achieve the upper slot, **Tingent will choose not to complete this Achievement.**



E.g, Tingent doesn't have any Fish icons from its face-up cards or Eggs, and can only accomplish the lower slot. However, Tingent is unable to place its marker in that spot as you(Blue) have already completed the lower slot. Since there is no available slot for Tingent, Tingent then forfeits from this Achievement.

2. Once accomplished, take a Trophy and place it in Tingent's area.
3. Move the Target Token to another Achievement Card of the same type. If there are no other Achievement Cards of the same type left on the Map, the Target Token remains in that space.

END OF THE GAME CONDITIONS

As with multiplayer games, the game ends when you and Tingent have depleted all of the Trophies.

- If you are the last to deplete the Trophies, Tingent gets to take its last turn, then the game ends.
- If Tingent depletes the last Trophy, the game ends immediately thereafter.

SCORE CALCULATIONS

Once the game concludes, you calculate your score the same way as a multiplayer game. Tingent's score is calculated in the following order.

1. Tingent does not activate the End Card to gain VPs. Instead, score **5 VPs per face-up End Card** ( ).
2. **Ending Scores of all face-up cards** in Tingent Area.
3. **Ending Scores of Tingent's completed Achievement slots.**
4. **3 VPs per Trophy**.
5. **1 VP per Egg** collected.
6. Depending on the difficulty played, gain VPs for each **face-down card** collected.
   - Lazy Tigent: 1 VPs
   - Easygoing Tingent: 2 VPs
   - Wild/Terrifying Tingent: 3 VPs

DECIDING THE WINNER

After final calculations, the player with the highest score wins.
In the event of a tie, the side with more Trophies wins.
If this results in another tie, Tingent wins.

[OPTIONAL] SCENARIO MODULES

If you wish, you can apply a scenario module to the basic solo mode for a more stimulating challenge. There are a total of 3 scenarios, and each scenario has its own additional rules and/or restrictions to provide varying levels of enjoyment. There are multiple difficulty options for each scenario, so create your unique challenge by combining Tingent's and the scenario's difficulty level to your liking.

NOTE If the combined difficulty level exceeds 5 stars, it can be quite the challenge so beware!

#1. A Poor Adventurer's Challenge

Unfortunately, you have not been able to locate a sponsor in time and do not have the luxuries of resources to facilitate your expedition. You'll have to fill up on any missing resources upon arriving at the island.

GAME SETUP CHANGES

Easy + ★½☆☆☆☆

Set back all your Resource Tracks to 0 and take 3 Butterfly Nets instead of 1. Instead of drawing 8 Creature Cards and choosing 4, draw 6 from the deck, and keep all cards drawn.

Medium + ★☆☆☆☆☆

Set back all your Resource Tracks to 0. Following the default setup, take 1 Butterfly Net. Instead of drawing 8 Creature Cards and choosing 4, draw 5 from the deck and keep all cards drawn.

Hard + ★½☆☆☆☆

Set back all your Resource Tracks to 0 and take no Butterfly Nets. Instead of drawing 8 Creature Cards and choosing 4, draw 4 and keep all cards drawn.

#2. Outlaws

The Tingent you'll face today is a menacing thing who will not follow exploration manners. Your Crew may repeatedly be kicked off the island due to the opponent's threatening actions.

RULE CHANGES

Easy + ★½☆☆☆☆

When Tingent places a Crew member, it ignores the placement of your Crew members. In other words, Tingent's Crew is always placed on hexes with the most targeted Habitat adjacent to it. If this results in your Crew member and Tingent's Crew member being placed in the same hex, your Crew member is kicked off the Map and returned to the Player Board. The returned Crew member can freely be reused during your turn.

Medium + ★☆☆☆☆☆

Rule changes specified for the "Easy" difficulty apply. Additionally, when your Crew member is kicked off the Map by Tingent, Tingent draws 1 card from the deck and places it FACE-DOWN in the Tingent Area.

#3. Suspicious Haze

Tingent, feeling threatened by your outstanding skills, has cowardly deployed a smokescreen operation! Through this thick haze, it seems LESS likely you'll encounter the creatures you hoped to meet.

RULE CHANGES

Easy + ★½☆☆☆☆

- When Tingent is to take a Creature Card from the Wilderness, it acquires the card with the highest score, regardless of the Achievement it is aiming for. If multiple cards tie for the highest score, among these cards, Tingent takes the leftmost card.
- After Tingent acquires a card, instead of placing a card face-up to refill the Wilderness, place a card face-down to refill the Wilderness. Carrying on, no more face-up cards can be placed in the spaces that are refilled with face-down cards and you are unable to acquire these face-down cards.
- When it gets to 4 face-down cards in the Wilderness, immediately flip them all face-up and increase Tingent's score by 4 VPs.
- The function of the "Sweep" icon is modified as follows: Instead of placing cards from the 3 rightmost or leftmost slots into the discard pile, flip up to 3 face-down cards to be face-up in the Wilderness.



- The function of the "Full Sweep" icon on the Time Track is modified as follows: Place all face-up cards in the Wilderness into the discard pile and refill from the deck. The face-down cards are not affected.



Medium + ★☆☆☆☆☆

Rule changes specified for the "Easy" difficulty apply. Additionally, the following rule changes also apply.

- Before the game begins, flip 2 left-most cards face-down in the Wilderness.
- When there are 4 face-down cards in the Wilderness, all these cards flip face-up, and unlike the 4 VPs gained in Easy difficulty, Tingent gains 7 VPs.

Hard + ★½☆☆☆☆

Rule changes specified for the "Easy" difficulty apply. Additionally, the following rule changes also apply.

- Before the game begins, flip 2 left-most cards face-down in the Wilderness.
- When there are 4 face-down cards in the Wilderness, all these cards flip face-up, and unlike the 4 VPs gained in Easy difficulty, Tingent gains 10 VPs.

VIII. APPENDIX

There is no need to read all the additional information in the appendix before starting the game. Refer to the appendix when you come across unfamiliar content during gameplay. If conflicts arise between the rulebook and the information on Creature Cards/Captain Boards, always prioritize the information on the Creature Cards/Captain Boards.

CAPTAIN BOARDS

All descriptions of abilities below assume that you have completed at least one Achievement, unlocking the Captain ability. If the Captain ability has yet to be unlocked, you cannot use the Captain abilities.

1. Cabot, Laid-back Wanderer

- When placing Cabot on the Map, activate 1 Recharge Card in your reserve immediately.
- If you have no Recharge Cards in your reserve, placing Cabot will result in no effect.

2. Freya, Egg Nurturer

- When placing Freya on the Map, choose one of the following two abilities to apply:
  1) Obtain any 1 Egg that is adjacent to Freya, place it face-up in your Egg Storage and receive the corresponding Egg Storage reward.
  2) Flip up to 2 Eggs in your reserve. You cannot flip the same Egg twice.
- If there are no Eggs adjacent to Freya and no Eggs in your Egg Storage, placing Freya will result in no effect.
- Even after unlocking the Captain ability, you have the option not to use the Captain's ability when placing the Captain.

3. Haoa, Benevolent Creature Guardian

- When placing Haoa on the Map, you can immediately play 1 card from your hand by paying its cost.
- The Captain ability can be activated at any time during your turn when using the "Place a Crew Member" Action. In other words, you can activate Haoa's ability first and then obtain resources or cards from adjacent Habitats, OR you can choose to obtain the resources or cards from the adjacent Habitats then activate Haoa's ability.
- Hence, after placing Haoa and obtaining resources or cards from adjacent Habitats, you can use Haoa's ability to immediately play a card acquired during this turn.



E.g., you placed Haoa and obtained 1 Fruit, 1 Coral, and 1 Fruit Habitat Card, Bearmour. Through Haoa's ability, you immediately play Bearmour to your reserve by paying its cost of 2 Fruits.



- Playing a card through Haoa's ability is part of its effect, so it does not consume an Action.
- If there are no cards in hand, or if you do not have sufficient resources to play a card, no effects occur with this ability.

4. Helena, Mountain Herbalist

- When unlocking Helena's ability, you immediately gain 1 Net.
- You can hold up to 3 Nets at once. If acquiring a Net would exceed this limit, you do not gain the Net and instead gain 1 VP.
- When placing Helena on the Mountain(s), no costs need to be paid.





5. Macus, the Viewfinder

- When placing Macus on the Map, immediately activate the ability of the adjacent Special Effect Icon that Macus is facing.
- Even if there is a Special Effect Icon in the direction Macus is facing, if it is not adjacent, you cannot activate the Special Effect Icon.



E.g., you've placed Macus as shown. Immediately activate the adjacent Special Effect Icon that is in the direction Macus is facing. Through the Special Effect, Sweep and take a card from the Wilderness.

- If there are no adjacent Special Effect Icons in the direction Macus is facing, no effects occur with this ability.
- The Special Effect Icon activated through Macus' ability can be activated again using a Butterfly Net on the same turn.

NOTE When using Nets, only 1 Special Effect Icon can be activated ONCE PER TURN. However, if you activate a Special Effect Icon without a Net, you can activate the same Special Effect Icon multiple times in a turn.

6. Marie, Bountiful Entrepreneur

- When placing Marie on the Map, choose 1 of the three Habitat Tiles in the Habitat Tile Pool and activate its Special Effect Icon.



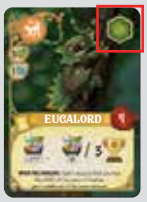
E.g., when Marie is placed, the Habitat Tile Pool is as exampled on the left. You opt for Special Effect a and activate it, resulting in the activation of 1 Recharge Card from your reserve.

- If, during the same turn, the Habitat Tile that was activated through Marie's ability is placed adjacent to any of your Crew members on the Map as a reward from the Score Track, you are still able to use a Net to activate the Special Effect Icon of that Habitat Tile again.

7. Octavia, Island's Outlaw

- When placing Octavia on the Map, choose one card from your hand to discard and gain 2 of the discarded card's Habitat Resource.
- If there are no cards in your hand, no effects occur with this ability.
- The Captain ability can be activated at any time during your turn when using the "Place a Crew Member" Action. In other words, you can activate Octavia's ability first and then obtain resources or cards from adjacent Habitats, OR you can choose to obtain the resources or cards from the adjacent Habitats and then activate Octavia's ability.
- Hence, after placing Octavia and obtaining resources or cards from adjacent Habitats, you can use Octavia's ability to immediately discard the acquired card this turn.





E.g., you've placed Octavia as shown and obtained 1 Fruit, 1 Coral, and 1 Fruit Habitat Card, Eucalord. Through Octavia's ability, you discard the Eucalord from your hand to the discard pile and obtain 2 Fruits which are the Habitat Resource of Eucalord.

8. Samuel, Veteran Explorer

- When placing Samuel on the Map, gain 1 resource among Fruits, Corals, Flowers, and Mushrooms that you possess the least of. Then, you gain an additional unit of the same resource for every 3 Trophies you have.
- If you have more than one type of resource that you possess the least of, of those, choose the resource you'd like to gain.
- The Captain's ability can be activated at any time during your turn when using the "Place a Crew Member" Action. Therefore, after placing Samuel, you can acquire resources or cards from adjacent Habitats and then activate Samuel's ability, OR, you can activate Samuel's ability first and then acquire resources or cards from adjacent Habitats.

E.g., when Samuel is placed, you have 1 Fruit, 1 Coral, 2 Flowers, 3 Mushrooms, and 4 Trophies in your possession. From the resources you possess the least of, which are Fruit and Coral, you select Coral and gain 1 Coral. Since you have 4 Trophies, you gain an additional Coral. In total, Samuel's ability allowed you to acquire 2 Corals.

9. Tingent, Energetic Robot

- When Tingent's ability is unlocked, immediately take 1 Energy from the Supply and place it on its Captain Board.
- When placing Tingent on the Map, choose one of the following two abilities to apply:

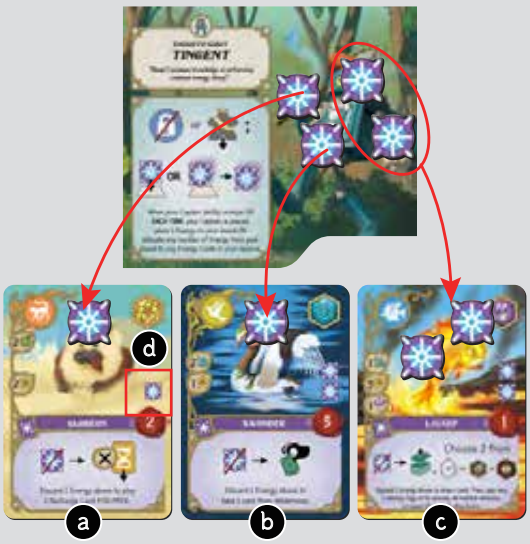
  1) Place one Energy on the Tingent Captain Board.
  - There is no limit to the number of Energies that can be placed this way.
  - You CANNOT restore the Energies on the Captain Board through card abilities or Achievement Marker Rewards.



NOTE You can only restore Energy Cards.

  2) Distribute the Energies on the Tingent Captain Board to the Energy Cards in your reserve as desired. However, you cannot exceed the Energy Limit of each Energy Card. After dispersing them, any remaining Energies are placed back on the Tingent Captain Board.

E.g., Tingent has been placed on the Map and its ability activated. There are a total of 4 Energies on the Tingent Captain Board, and you intend to distribute these 4 Energies to your Energy Cards. You place 1 Energy on Energy Card a in your reserve, 1 on card b, and 2 on card c.
Since the Energy Limit for Energy Card a is 1 d, you cannot place more than 1 Energy on Energy Card a.



CREATURE CARDS

001. Applet: Gain 2 VPs for each Fruit Habitat Icon in your reserve, including this card. You can gain a maximum of 10 VPs through one activation of this card.
002. Backactooth: Refer to #001.
003. Bearmour: Choose any Fruit Habitat with a Special Effect Icon on the Map and activate the corresponding Special Effect Icon. If any of your Crew members is adjacent to the same Habitat you activated with this card, you can use the Butterfly Net to activate the same Special Effect Icon once more in the same turn.

004. Cavigator: You can play this card for 1 resource less per Mushroom Habitat Icon in your reserve and immediately obtain 3 VPs. E.g., if you had 3 Mushroom Habitat Icons in your reserve, you would only need to pay 1 Mushroom instead of 4 Mushrooms to play this card into your reserve. Note that for this resource discount, only consider the Mushroom Habitat Icons in the reserve before playing this card; therefore, the Mushroom Habitat Icon on this card is not counted.
If the discount exceeds the card's cost, the remaining balance is null.
005. Curechino: Refer to #003.
006. Doground: When you perform a Recharge Action, draw 1 card from the deck. Check the Habitat Icon of the drawn card and count the matching Habitat Icons in your reserve to gain 1 VP for each matching Habitat Icon in your reserve, up to a maximum of 5 VPs.
007. Edenborn: Gain 1 VP for each Habitat Icon with the highest count in your reserve. If you have two or more Habitat Icons tied for the highest count, of those, select 1 Habitat Icon to apply the ability. E.g., if you have 6 Fruit Habitat Icons, 3 Coral Habitat Icons, 4 Flower Habitat Icons, and 5 Mushroom Habitat Icons, gain 6 VPs. If the Habitat Icon with the highest count is Mushrooms, also count the Mushroom Habitat Icon on this card.
008. Goatitan: Refer to #003.
009. Pangshroam: Refer to #001.
010. Pharabog: Whenever you play a card with a combined cost of 4 or more resources (Fruits, Corals, Flowers, and Mushrooms), immediately gain 2 VPs. Even if you play a card at a cost lower than its original value due to the discount or other abilities, as long as the card's initial cost is 4 or more, you gain 2 VPs. Since Pharabog's cost is also 4 or more resources, playing Pharabog and applying its ability immediately grants you 2VPs.
011. Pinkroak: When you perform a Recharge Action, gain 2 resources matching the Habitat Icon with the highest count in your reserve. If you have two or more Habitat Icons tied for the highest count, of those, select 1 Habitat Icon and gain 2 resources matching the chosen Icon.
012. Sandraco: Refer to #004.
013. Sealocanth: Refer to #003.
014. Shellmit: Refer to #001.
015. Sunarrow: At the end of the game, gain 1 VP for any Crustacean icon in your reserve. Count all Crustacean icons on the cards in your reserve, and both Unhatched and Hatched Crustacean Eggs in your Egg Storage.
016. Verieberree: Refer to #004.
017. Watereo: Refer to #004.
018. Cryodon: When you perform a Recharge Action, gain 1 Coral. Additionally, receive 1 additional Coral for every 3 Trophies you possess. E.g., if you have 4 Trophies, you would gain a total of 2 Corals.
019. Crystalama: Each time you obtain a Trophy, activate 1 Recharge Card in your reserve immediately. If there are no Recharge Cards in your reserve, no effect occurs.
020. Dracougar: Refer to #015.
021. Elepharm: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to gain a resource of your choice. Additionally, exchange one type of resource for another of a different type, selecting the amount you desire. It is not mandatory to exchange the resource obtained through this card's effect. E.g., you spent an Energy to acquire 1 Flower. You also choose to exchange 3 out of 5 Fruits for 3 Corals, losing 3 Fruits and gaining 1 Flower and 3 Corals through this card's effect.
022. Eucalord: When you perform a Recharge Action, gain 1 resource among Fruits, Corals, Flowers, and Mushrooms that you possess the least of. Then, you gain an additional unit of the same resource for every 3 Trophies you have. If you have more than one type of resource that you possess the least of, of those, choose the resource you'd like to gain. E.g., when you perform a Recharge Action, you have 0 Fruits, 0 Corals, 1 Flower, 1 Mushroom, and 4 Trophies. You select Coral as the least possessed resource and gain 1 Coral. Furthermore, you receive an additional Coral for every 3 trophies, resulting in a total of 2 Corals gained through this card.
023. Globeon: When this card is played, immediately take 1 Energy from the Supply and place it on this card. Discard 1 Energy from this card to play one Recharge Card from your hand to your reserve without paying its cost. Playing a Recharge Card is the result of using the Energy, so it does not consume an Action.
024. Hamstore: Refer to #018.
025. Magape: Refer to #018.
026. Mammothog: Immediately activate 1 Recharge Card from your reserve. Also, gain an Egg from the Supply that matches the species icon of the activated Recharge Card.
027. Mommhog: Refer to #026.
028. Nutabi: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to gain a resource of your choice. Then, you gain an additional unit of the same resource for every 3 Trophies you have.
029. Pheoxi: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to choose a Recharge Card from your reserve to activate.
030. Sugarider: Select 2 different Recharge Cards from your reserve and activate each one once. You cannot activate the same Recharge Card twice. If you only have one Recharge Card in your reserve, activate it once.
031. Thunderilla: Each time you gain a Trophy, gain 2 VPs immediately.
032. Triumpithon: Refer to #018.
033. Vikey: Each time your Recharge Card is activated through Recharge Actions, card abilities, Special Effect Icons, Captain abilities, etc., gain 1 VP. E.g., if all three of your Recharge Cards in your reserve are activated through a Recharge Action, you gain 3 VPs through this card.
034. Wayfinder: When you perform a Recharge Action, gain 1 of the resource you possess the least among the four types. Additionally, gain VPs equal to the quantity of that resource type in your possession. If you happen to have a tie for the lowest resource, of those, select the resource you prefer to gain. E.g., when you perform a Recharge Action, you have 2 Fruits, 2 Corals, 3 Flowers, and 3 Mushrooms. You choose Corals as your least possessed resource and gain 1 Coral, making your total 3 Corals in your possession, totaling 3 VPs gained through this card.
035. Arbokueen: Choose 1 card from the Wilderness, pay the required costs, and play it directly to your reserve. Playing a card from the Wilderness through Arbokueen is part of its effect, so it does not consume an Action.
036. Arboqing: Refer to #035.
037. Florarzei: Choose 1 card from the Wilderness and add it to your hand. Gain 2 Habitat Resources of the acquired card.
038. Floratzel: Refer to #037.
039. Gryffling: Choose 1 End Card from your reserve. Activate its end-game effect and immediately gain those VPs, up to a maximum of 10 VPs. The End Card activated through Gryffling still triggers its effect at the end of the game. E.g., if you activated Sunarrow(#15) through this card, you immediately gain 10 VPs for the total of 10 Crustacean icons in your reserve at the time of activation. Sunarrow(#15) is still triggered at the end of the game.
040. Gryphocean: Refer to #039.
041. Hanguine: When this card is played, immediately take 1 Energy from the Supply and place it on this card. Discard 1 Energy from this card to play 1 End Card from the Wilderness or from your hand to your reserve without paying the cost. Playing a card is the result of using an Energy, so it doesn't consume an Action.
042. Hawkwaka: When you perform a Recharge Action, you immediately gain 1 VP for each End Card in your reserve. You can gain a maximum of 5 VPs through one activation of this card.
043. Jumperor: Declare a species of your choice, then acquire all cards from the Wilderness that feature that species icon and add them to your hand. Gain 1 VP for each acquired card. As long as the declared species icon is present, also acquire cards featuring two or more different species icons.
044. Jumpress: Refer to #043.

045. Nighthief: Sweep. Then, choose 1 card from the Wilderness and add it to your hand. (Sweep: see page 11.)
046. Nightogue: Refer to #045.
047. Owlean: Choose 1 card from the Wilderness and add it to your hand. Gain 1 Egg matching the species icon of the acquired card. If the acquired card has two different species icons, choose one of the desired species and gain that Egg.
048. Owlite: Refer to #047.
049. Skyrant: Refer to #015.
050. Starbeak: Choose a card from the Wilderness and immediately play it to your reserve without paying the cost. Playing a card from the Wilderness through Starbeak is part of its effect, so it does not consume an Action.
051. Swonder: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to choose a card from the Wilderness and add it to your hand.
052. Berrong: Use the ability of the last Instant Card played.
*Exceptions to the rule: This ability is on 2 different cards, Berrong and Blizard (#53). If you play Berrong and Blizard (#53) in a row and Blizard (#53) triggers Berrong, or vice versa, nothing happens as the ability of the last Instant card played is simply repeated twice.
053. Blizard: Refer to #052.
054. Chactiva: Each time you gain a Trophy, gain 1 resource of your choice.
055. Frogain: Choose 1 Energy Card from your reserve to restore its Energy to its full Energy Limit. You cannot restore Energies on the Captain Board.
056. Frogave: Refer to #055.
057. Lilizard: Receive a 1-resource discount for the cost of the next card you play. The Lilizard's effect is only valid for this turn. If you do not play another card after Lilizard in the same turn, the discount effect of Lilizard will expire. If the discount exceeds the card's cost, the remaining balance is null.
058. Metaforma: Gain an Egg from the Supply in its Unhatched state with the species icon matching the last played Instant Card's species icon.
059. Metamorpha: Refer to #058.
60. Mushmid: Choose 1 card from your hand with a combined cost of Fruits, Corals, Flowers, and Mushrooms totaling 2 or less. Play the selected card immediately to your reserve without paying the cost. Playing a card through Mushmid is part of its effect, so it does not consume an Action. When checking the cost of a card, consider the initial cost before applying any discounts from card abilities. For example, with Cavigator (#004), since its initial cost is 4 resources, it cannot be played using Mushmid.
061. Mushmidol: Refer to #060.
062. Nimfizard: Refer to #057.
063. Plataurora: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to take an Egg of your choice from the Supply and place it on top of this card, to add another species icon to this card. Moving forward, this card is treated as having not only the Reptile Icon but also the added Egg's species icon. When adding another species icon to this card, you cannot add the same icon that the card already possesses. E.g., if you used the first Energy to add the Crustacean species to this card, you cannot add another Crustacean nor a Reptile using the second Energy. The Egg placed on this card is purely for species representation and cannot be counted as an Egg. You cannot hatch/flip the Eggs on this card. Additionally, when completing Achievements using the species on this card, the Egg on the card is not to be considered for hatching.
064. Platazul: Refer to #063.
065. Rewardino: Choose one of the Achievement Marker Rewards you have already obtained to gain once again. If you haven't completed any Achievements yet, you do not gain any effects.
066. Stridesert: Each time you play an Instant Card, immediately gain 1 VP.
067. Torterran: Refer to #015.
068. Aromalli: When you perform a Recharge Action, draw 1 card from the deck and gain 1 Habitat Resource of the drawn card. E.g., if the drawn card has a Fruit Habitat Icon, gain 1 Fruit.
069. Caprieel: When you perform a Recharge Action, draw 1 card from the deck and gain an Egg matching the species icon of the drawn card in its Unhatched Side from the Supply. If the drawn card has two different species icons, choose one and gain that Egg.
070. Caregaroo: Draw 1 card from the deck and gain an Egg matching the species icon of the drawn card from the Supply. If the drawn card has two different species icons, choose one and gain that Egg.
071. Clairgaroo: Refer to #070.
072. Cucunet: Gain 1 Net from the Supply.
073. Deepus: Examine 3 cards from the deck, choose one to add to your hand and place the remaining in the discard pile. Then, immediately gain the score corresponding to the acquired card's Ending Score. If the added card is an End Card, you "gain" 0 VPs, which is the card's Ending Score. You do not gain the score provided by the card's abilities.
074. Drawanta: Draw 3 cards from the deck. Then, choose 1 card from your hand and discard it. The discarded card doesn't have to be one of the cards drawn through this card's effect.
075. Drawight: Refer to #074.
076. Fishorse: Each time you draw a card from the deck, gain 1 VP. E.g., if you draw 3 cards from the deck using Drawanta(#074), you would gain 3 VPs through Fishorse. Note that Deepus(#073), Pondire (#82) and Swampus (#084) do not trigger the effect of Fishorse as they do not involve drawing cards.
077. Gluminor: Draw 1 card from the deck and immediately gain 1 VP for each Creature Card currently in your hand, including the card you just drew. You can gain a maximum of 10 VPs through one activation of this card.
078. Kilphin: Draw 1 card from the deck. If you have 5 or more Creature Cards in your hand, including the card you just drew, additionally gain 1 Net.
079. Kilpink: Refer to #078.
080. Lavarp:When you play this card, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to draw 1 card from the deck. Choose 2 out of 3 options among 1) an Egg of the same species as the drawn card, 2) a Habitat Resource of the drawn card, and 3) the same VPs as the Ending Score of the drawn card. You cannot choose the same option twice. E.g., if Mernetid(#81) is drawn, choose 2 out of 3 options among a Fish Egg, a Coral, and 4 VP to gain. If the drawn card has two different species icons and you choose to acquire an Egg, of those, select the type to gain. If the drawn card is an End Card and you choose to acquire the same VPs as the Ending Score of the drawn card, you "gain" 0 VPs, which is the card's Ending Score. You do not gain the score provided by the card's abilities.
081. Mernetid: Gain 2 Nets from the Supply.
082. Pondire: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to examine 3 cards from the deck, choose one to add to your hand and place the rest in the discard pile. Gain 1 Habitat Resource of the acquired card.
083. Sharkhon: Refer to #015.
084. Swampus: Refer to #073.
085. Centom: When this card is played, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to flip up to 2 Eggs in your reserve and gain 2 VPs immediately. When flipping 2 Eggs, you must flip 2 DIFFERENT Eggs. You cannot flip the same Egg twice. You can flip 1 Unhatched Egg to its Hatched side and flip another Hatched Egg to its Unhatched side. If you prefer, you can decide not to flip any Eggs at all.
086. Cocoroch: Flip up to 2 Eggs in your reserve and gain 2 VPs for each Egg flipped in this way. When flipping 2 Eggs, you must flip 2 DIFFERENT Eggs. You cannot flip the same Egg twice. You can flip 1 Unhatched Egg to its Hatched side and flip another Hatched Egg to its Unhatched side.

087. Finhead: Hatch 1 Egg in your reserve to gain 1 Egg of your choice from the Supply. If there are no Unhatched Eggs to Hatch, no effect occurs.
088. Flareetle: Refer to #087.
089. Gemantis: Refer to #015.
090. Glowyrm: Hatch up to 5 Eggs in your reserve and gain 2 VPs for each Egg hatched in this way.
091. Hoflora: Hatch 1 Egg in your reserve to choose one type of resource and gain 2 of that resource.
092. Hofume: Refer to #091.
093. Housilk: When you perform a Recharge Action, gain 1 resource of your choice and flip up to 2 Eggs in your reserve. When flipping 2 Eggs, you must flip 2 DIFFERENT Eggs. You cannot flip the same Egg twice. You can flip 1 Unhatched Egg to its Hatched side and flip another Hatched Egg to its Unhatched side. If you prefer, you can decide not to flip any Eggs at all.
094. Lunantula: Each time, you flip Egg(s) from your reserve, gain 1 VP. You only gain 1 VP, even if you flip multiple Eggs at once. E.g., if you flip 2 Eggs through Housilk(#93), you gain 1 VP through Lunantula. Then, on the same turn, if you hatch 1 more Egg through Hoflora(#091), you gain an additional 1VP through Lunantula. Even if you complete an Achievement and flip 8 Eggs simultaneously, you still just gain 1 VP through Lunantula.
095. Magicadas: Obtain 1 Insect Egg from the Supply and add it to your reserve in its Unhatched state.
096. Mentimidae: When you perform a Recharge Action, gain 1 VP for every 2 Hatched Eggs in your reserve.
097. Rosaroch: Refer to #086.
098. Stellaling: Gain 1 VP each time you acquire an Egg. In the event you need to gain an Egg when the Egg storage is full, you would gain 3 VPs through Stellaling's effect instead 2VPs. (See more on page 14.) Note that Plataurora(#063) and Platazul(#64) do not trigger the effect of Stellaling as the Egg placed on Plataurora and Platazul is purely for species representation and cannot be counted as an Egg.
099. Wallowyrm: Refer to #090.
100. Waspike: Obtain 1 Egg of your choice from the Supply and add it to your reserve in its Unhatched state.
101. Wizadas: Refer to #095.
102. Behewant: Discard up to 2 cards from your hand. For each of the cards discarded, immediately gain 2 VPs.
103. Blankin: Discard 1 card from your hand. Gain 1 VP for each species icon in your reserve that matches the discarded card. Include both Hatched and Unhatched Eggs in the count. If the discarded card displays two different species icons, of those, select 1 species icon to apply the ability. E.g., if you discard a card with the Bird icon, count all Bird icons on the cards in your reserve, and both Unhatched and Hatched Bird Eggs in your Egg Storage.
104. Cyaniu: Discard up to 5 cards from your hand. For each card discarded this way, receive a 1-resource discount to play this card. Additionally, immediately gain 5 VPs. E.g., if you discarded a total of 4 cards, you only need to pay 1 Coral or 1 Mushroom to play Cyaniu.
105. Doublagon: Discard 1 card from your hand to gain 2 Habitat Resources of the discarded card.
106. Draksid: Gain 1 VP each time you discard a Creature Card from your hand. E.g., if you discarded a total of 4 cards using the ability of Cyaniu (#104), you gain 4 VPs through Draksid. When you perform a Recharge Action and discard excess cards to meet the 5-card hand limit, Draksid's effect also applies. Note that Deepus(#073), Pondire (#82) and Swampus (#084) do not trigger the effect of Draksid as they do not involve discarding cards from your hand.
107. Duplagon: Refer to #105.
108. Fafkeen: When this card is played, immediately take an Energy from the Supply and place it on this card. When your hand is empty, discard an Energy from this card to draw 4 cards from the deck and gain their Habitat Resources. Therefore, through Fafkeen's ability, you gain a total of 4 cards and 4 resources. An Energy cannot be spent to activate this ability if your hand is not empty.
109. Goldeniu: Refer to #104.
110. Healathan: Discard up to 3 cards from your hand and for each card discarded this way, receive a 1-resource discount to play this card. Additionally, gain 1 Net. E.g., if you discarded a total of 2 cards, you only need to pay 1 Coral to play Healathan.
111. Newtyrant: Refer to #015.
112. Nidknight: Discard 1 card from your hand to gain 2 Eggs from the Supply that match the species icon of the discarded card.
If the discarded card has two different species icons, choose one species, and obtain 2 Eggs of that species.
113. Nidmight: Refer to #112.
114. Platinodon: Discard 1 card from your hand to choose 2 cards from the Wilderness and add them to your hand.
115. Revivathan: Refer to #110.
116. Rockin: Refer to #103.
117. Throboros: When this card is played, immediately take an Energy from the Supply and place it on this card. If you just discarded a card with a cost of 3 resources or less, you can discard an Energy from this card to play that discarded card to your reserve without paying its cost. Playing a card is the result of using the Energy, so it does not consume an Action. E.g., if you have 6 cards in your hand during your Recharge Action, you need to discard 1 card to keep your hand limit at 5 cards. You discard Rockin(#116), which costs 2 resources (1 Coral + 1 Mushroom=2). At this time you can choose to use Throboros's Energy to bring Rockin(#116) back from the discard pile to play it for free. As Rockin(#116) was played through an Energy, it does not consume any Actions. When checking the cost of a card, consider the initial cost before applying any discounts from card abilities. E.g., with Cavigator(#004), since its initial cost is 4 resources, it cannot be played using Throboros.
118. Throiamet: Refer to #117.
119. Wyfin: When playing this card, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to discard 1 card from your hand and gain 2 Habitat Resources of the discarded card.
120. Bustosaur: At the end of the game, choose an End Card from your reserve other than this card and gain the score provided by that card once more. E.g., if you earned 12 VPs through Duckaiser(#121) at the end of the game, you can select to gain the same score of Duckaiser(#121) once more through this card.
121. Duckaiser: At the end of the game, gain 1 VP for each Instant Card in your reserve. You can gain a maximum of 12 VPs through one activation of this card.
122. Eggorgeous: At the end of the game, gain 1 VP for each Egg in your reserve. Count both Hatched and Unhatched Eggs.
123. Solaroller: At the end of the game, gain 4 VPs for each full set (Fruit, Coral, Flower, Mushroom) of Habitat Icons in your reserve. E.g., if your reserve has 4 Fruit Habitat Icons, 3 Coral Habitat Icons, 5 Flower Habitat Icons, and 6 Mushroom Habitat Icons, you can create 3 full sets of Habitat Icons, and earn 3 sets x 4 VPs = 12 VPs. You can gain a maximum of 12 VPs through one activation of this card.
124. Swimmah: At the end of the game, receive 3 VPs for each Recharge Card in your reserve. You can gain a maximum of 12 VPs through one activation of this card.
125. Wolture: At the end of the game, count up all your Nets, Fruits, Corals, Flowers and Mushrooms. Gain 1 VP for each Net and each resource. You can gain a maximum of 12 VPs through one activation of this card. E.g., if you had 3 Fruits, 1 Coral, 0 Flowers, and 3 Mushrooms, with 1 Net left at the end of the game, you would gain 3+1+0+3+1=8 VPs.
126. Yormovent: At the end of the game, gain 3 VPs for each Energy Card in your reserve. You can gain a maximum of 12 VPs through one activation of this card.

MAIN ACHIEVEMENT CARDS



You can complete this Achievement if you have 14 or more Creature Cards played in your reserve.



You can complete this Achievement if you have 8 or more Unhatched Eggs in your reserve. After accomplishing this Achievement, hatch all 8 of the used Eggs.



You can complete this Achievement by collecting 6 or more Creature Cards with the same Habitat Icon in your reserve. E.g., if you collected 6 Creature Cards with Fruit Habitat Icons, you can complete this Achievement.



You can complete this Achievement if you have 10 or more of the same species icon in your reserve. For Eggs, only those that are Unhatched count. If you use Eggs to complete this Achievement, hatch the used Egg(s).



You can complete this Achievement if you have 2 full sets of each of the 5 different Card Types in your reserve. (2 Continuous, 2 Energy, 2 Recharge, 2 Instant, and 2 End Cards.)

ACHIEVEMENT MARKER REWARDS

You can choose not to receive the rewards below and, instead, immediately gain 2 VPs.



Gain 2 resources of any kind. You can choose to receive 2 of the same resource type or 1 each of two different resource types.



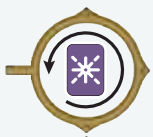
Take 2 cards from the Wilderness. (See page 10.)



Gain 1 Net from the Supply.



Gain 3 VPs immediately. (See page 7.)



Select 1 Energy Card from your reserve and restore its Energy to its full Energy Limit. If there are no Energy Cards in your reserve, this reward has no effect. You cannot restore Energies on the Captain Board.



Activate all Recharge Cards in your reserve in your preferred order. If there are no Recharge Cards in your reserve, this reward has no effect.

EGG STORAGE REWARDS



Take 1 card from the Wilderness. (See page 10.)



Gain X VP immediately. (See page 7.)



Gain any 1 resource.

TIME/SCORE TRACK ICONS



Gain 1 Net from the Supply.



Gain a Discovery Reward (See page 11.)



Full Sweep: Place all cards in the Wilderness into the discard pile and refill from the deck.



Gain a Trophy from the Main Board.

SPECIAL EFFECT ICONS



Obtain a Fruit.



Obtain a Flower.



Obtain a Coral.



Obtain a Mushroom.



Immediately gain 3 VPs.



Sweep and take 1 card from the Wilderness. (Sweep: see page 11.)



Obtain 1 random Egg from the Egg Pouch.



Select 1 Egg from your reserve and flip it. (Flip: See page 14.)



Draw 2 cards from the Creature Card Deck. (Draw: See page 10.)



Take 1 card from the Wilderness and gain 1 Habitat Resource of the card obtained.



Activate one Recharge Card in your reserve. If there is no Recharge Card in your reserve, no effect occurs.



Discard 1 card from your hand into the discard pile. Gain 2 Habitat Resources of the discarded card. (Habitat Resource: See page 13.)



Flip up to 2 Eggs in your reserve. (Flip: See page 14.) You cannot flip the same Egg twice with this effect.



Choose 1 card from your hand and pay its cost to play it to the reserve. A card played this way is a part of the Special Effect; therefore, it does not consume an Action.