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HABITATS

Number of players: 2-5
Ages: 10-100
Playtime: 40 minutes

Rules layout: Ron van Dalen
Language correction: Russell Grieshop

Zebras need grassland,
chimps need forest,
crocs water, ants dryland and
hogs need something of everything.
Your task as park manager is to
provide the habitats for the animals
in your African "wildlife" park,
to build watchtowers and access roads
and to meet tourists' special demands.
Combine everything the best!

PLAYER COLOR CONTENT

5 entrance tiles

5 score markers

5 player figures

Different game boxes contain different ceramic animals, to be used as player color pawns in the game. After playing, pack the ceramic animals in the same bags and separate box space, to protect them from breaking.

GENERAL CONTENT

1 score track numbered 0-70, *with* ***a replacement tile*** *for 2 or 3 players*

9 goal tiles

112 park tiles

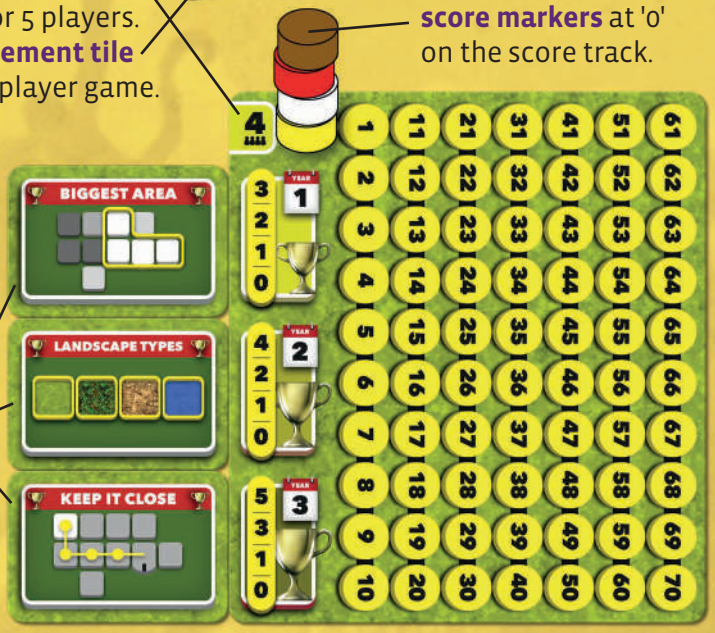
PREPARATION

1. All players place an **entrance tile** in front of themselves. The player color is shown by the building (or by the brown boat).

red player

2. Place the **score track** at its side for 4 or 5 players. Place the **replacement tile** on it for a 2 or 3 player game.

3. Place the players' **score markers** at '0' on the score track.



4. Shuffle the 9 **goal tiles** and place 1 tile face-up at each calendar year (1, 2 and 3) beside the score track.

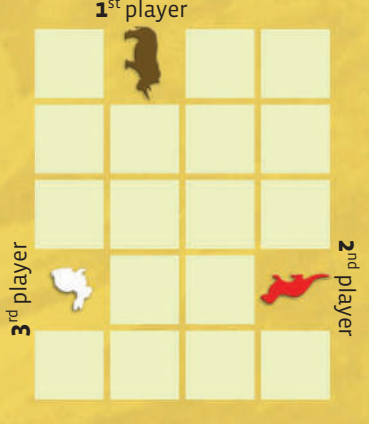
5. Mix the 112 **park tiles** and place these face-down as stock.

6. Determine a **start player**. Turns proceed clockwise.

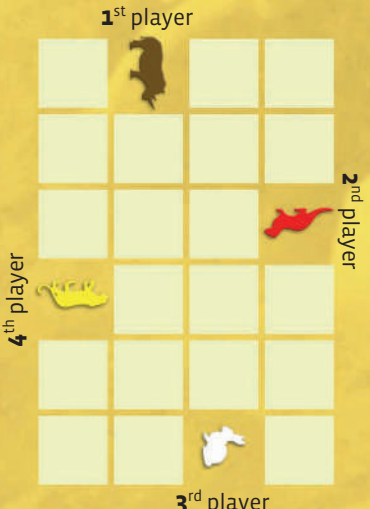
7. Randomly place park tiles, **face-up**, as in the pictures below, in the middle of the table. Place the **player figures** as in the picture. Let all animal figures point to their opposite side of the grid. This central grid is called the **market**.

For 2 players

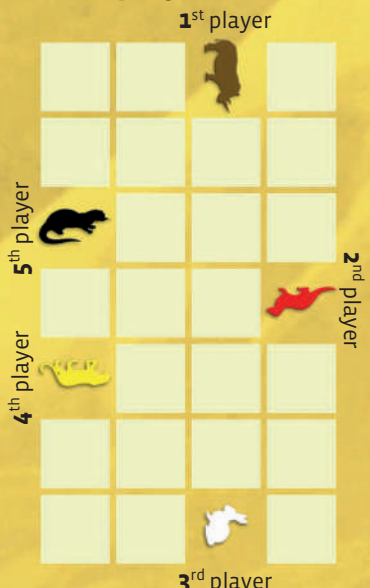
For 3 players



For 4 players



For 5 players

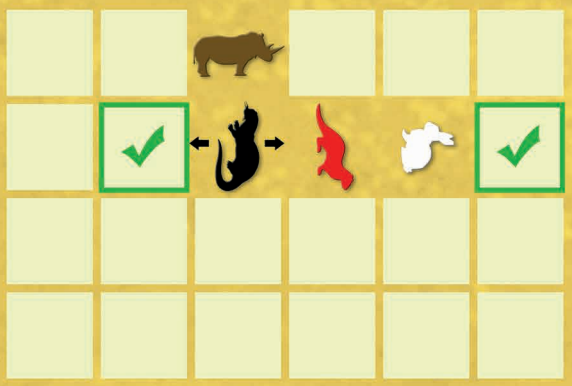


EXPANDING YOUR PARK

Each turn consists of 4 parts, in this order:

1. TAKE A TILE FROM THE MARKET

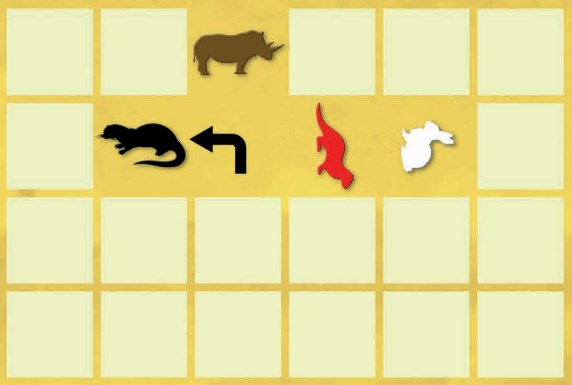
Take the first tile at your figure's head side, left side or right side. (Other player figures don't block this.) You cannot take the tile at your figure's backside!
Exception: If there is no tile in any of the 3 allowed directions, you take the tile at your figure's backside.



1. *Black can only choose a tile at its left or right side, because there is no tile in front of Black.*

2. MOVE YOUR PLAYER FIGURE

Place your figure where you took your tile.
Position its backside at the side where you came from!



2. *Black chose the tile at its left side, moves its figure to that space and rotates it counterclockwise so that its backside is at the side where it came from.*

3. PLACE A NEW TILE IN THE MARKET

Randomly take a tile from the stock and place it face-up in the space where your figure came from.

3. *Black places a new tile from the stock in the space where Black came from.*

4. ADD YOUR OBTAINED TILE TO YOUR PARK

Your tile you place orthogonally adjacent to a tile anywhere in your park, except:
x Your entrance road is a long straight road to the park entrance. So there are no park tiles allowed in the column below your entrance.
x Park tile sides with a road may never connect to any tile during the entire game. (These are access roads.)

4. *Black has 7 possible spots for the new tile.*

TURNS PER YEAR

Number of turns per player

	year 1	year 2	year 3
With **2 players**:	9	6	6
With **3 players**:	8	6	6
With **4 players**:	7	6	6
With **5 players**:	6	6	6

YEARLY GOALS

In the first year of a 5 player game, place a pile of 6 tiles at the last player.

After **1 year** the victory points (vp) for the first **goal tile** (at YEAR-1 at the score track) get calculated. Victory points for the second goal get calculated after **2 years**.
The last goal gets calculated at the game end, so after **3 years**.
To count down the number of turns in each year, place a number of park tiles, equal to the number of turns per player, at the right neighbor of the start player. Only that player uses these when placing a new tile in the market.

To calculate the goal's victory points, compare the parks of all players. The player who fulfills the goal the best, gets the highest score number written for the calendar year, the second place gives the second-most points, and so on. In case of a tie, all tied players get the score of the lowest rank of the tied players. For example, if 3 players share the 1st place, they all get the score for the 3rd place. Use the score markers on the score track to keep track of the victory points.

After the 1st year with 4 players, the 1st goal brings 3 vp for the player who fulfills the goal the best, 2 vp for the second-best player, 3rd player 1 and the last player 0 vp.

See the 9 goal tiles below. Two goals are about areas.
An area consists of 1 tile or a group of tiles (connected side to side, not diagonally), of 1 of the 4 landscape types.
Only the watchtowers tiles (grey) don't count as a landscape type.

BIGGEST AREA

Who has the biggest area? In case of a tie, look at the tied players' second-biggest area. If that's still a tie, look at their third-biggest area, and so on.

*See picture: Red has a grassland area of **4** tiles. In case of a tie, Red's next-biggest areas have a size of **2** (forest), **2** (other forest) and **1**, **1**, **1**, **1** (water and dryland) tiles.*

MANY AREAS

Who has the most areas?

*See picture: Red has **7** areas.*

LONG PARK

Who has the longest row of connected tiles (orthogonally)?

*See picture: Red's longest row is **6** tiles long (from the left tile to the watchtower).*

DIAGONALLY LONG PARK

Who has the longest diagonal chain of connected tiles?

*See picture: Red's longest diagonal chain contains **3** tiles. (For example from the hippo to the meerkat.)*

LANDSCAPE TYPES

Who has the most of the 4 different landscape types? In case of a tie, the tied player with the most sets of their landscapes (2 of each, 3 of each, etc.) wins.

*See picture: Red has the **4** different landscape types. In case of a tie, Red has **2** tiles of each of the **4** landscape types.*

FLORA DIVERSITY

Who has the most different flowers? There are 4 different flowers, 1 per landscape type.
In case of a tie, the tied player with the most flowers in total wins.

*See picture: Red has **2** different flowers (forest and grass flowers). In case of a tie, Red has **3** flowers in total.*

COMPACT PARK

Who has the most tiles in a rectangular shape which is completely filled with park tiles?

*See picture: Red's biggest rectangle is 5 tiles wide and 2 high, so it contains **10** tiles.*

KEEP IT CLOSE

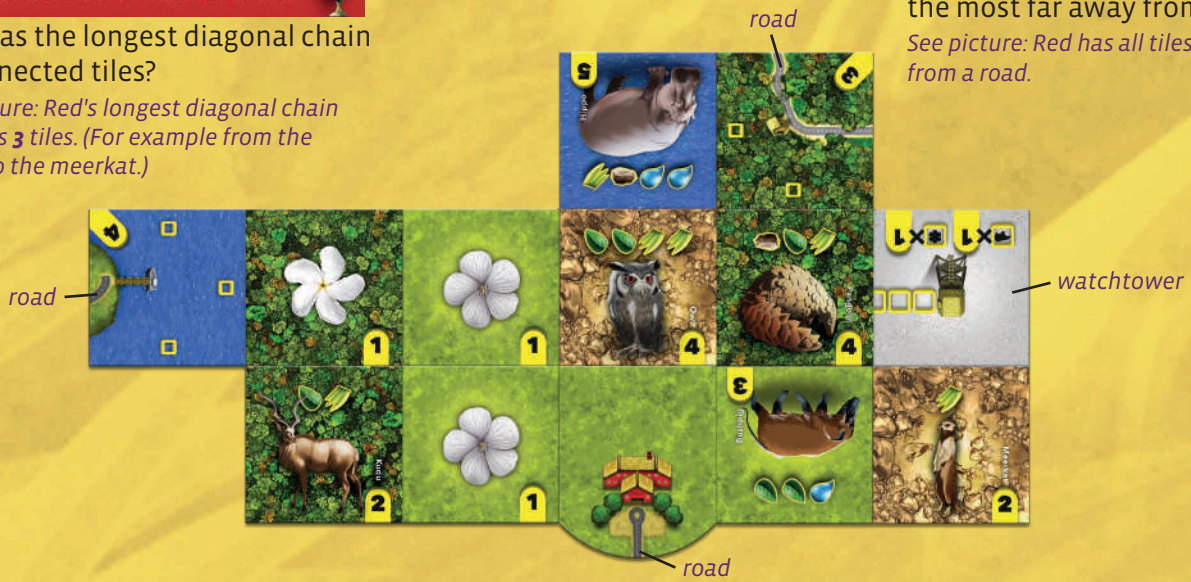
Who has their tiles the closest to their entrance tile? Count the minimum number of steps, orthogonally from tile to tile, to reach the furthest tile from the entrance.

*See picture: Red needs at most **4** steps from its entrance (to the left tile).*

ACCESSIBILITY

Who has all tiles the closest to a road tile? Count the minimum number of steps, orthogonally from tile to tile, for the tile which is the most far away from roads.

*See picture: Red has all tiles within **2** steps from a road.*



PARK SCORES

After the 3 years, count the individual park scores.

ANIMALS

You score the number on an animal tile **if its required landscape tiles are present in (orthogonally) adjacent areas**. This habitat demand is shown by icons on the tile.

Exception: The bee, bumblebee and butterfly need flowers instead of landscape types. These flowers must be adjacent to the animal's tile or be in a chain of flower tiles (not diagonally chained) of which one is adjacent to the animal.

Park managers place their animal tiles face-up, but upside down (so they see its vp number upside down too) as long as its habitat demand isn't met.
Once the demand is completely fulfilled, rotate the tile to have the number at the bottom.

The salamander has its demanded habitat because a forest area of 2 tiles is adjacent. The kingfisher has its habitat too. The impala doesn't have 3 grassland tiles in 1 or more adjacent areas yet, so its victory points are currently upside down.

FLOWERS

Flowers always deliver 1 victory point.

The flower doesn't need anything around its own tile to score 1 vp.

The bee needs a flower in an adjacent tile, for 2 vp.

The badger has grassland (its own tile) and needs forest adjacent.

The vulture needs 2 grass and a dryland tile in adjacent areas.

The giraffe needs grass, forest and water around its own grass tile.

The hippo needs grass, dryland and 2 water in adjacent areas.

WATCHTOWERS

These tiles show the points you get per animal or flower in sight. **Only animals with fulfilled habitats count!**
Exception: If another watchtower stands in the view of a watch-tower, you can't look further.

You get 1 vp for each animal and flower in the orthogonal (endless) view direction.

You get 2 vp for each animal and 1 for each flower in the diagonal (endless) view direction.

You get 2 vp for each animal and 1 for each flower in the maximum 4 adjacent spaces.

You get 1 vp for each animal and flower in the maximum 8 spaces around it.

TOURISTS

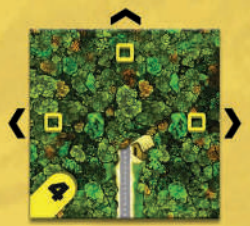
There are 2 types of tourist tiles:
– A tile with "BIG" brings 1 vp per tile in its own area, not counting this tile itself.
– A tile with "MANY" brings 1 vp per area of the landscape of this tile, not counting its own area.

You please tourists who like a big lake.

You please tourists who like many different lakes.

EXTRA ACCESS ROADS

These tiles score the vp written diagonally in the corner of the tile, **if all sides without a road have a tile adjacent.** (These sides are marked by a yellow square.)



Only 1 access road. But you get the 4 vp only if visitors can move in your park in 3 directions.

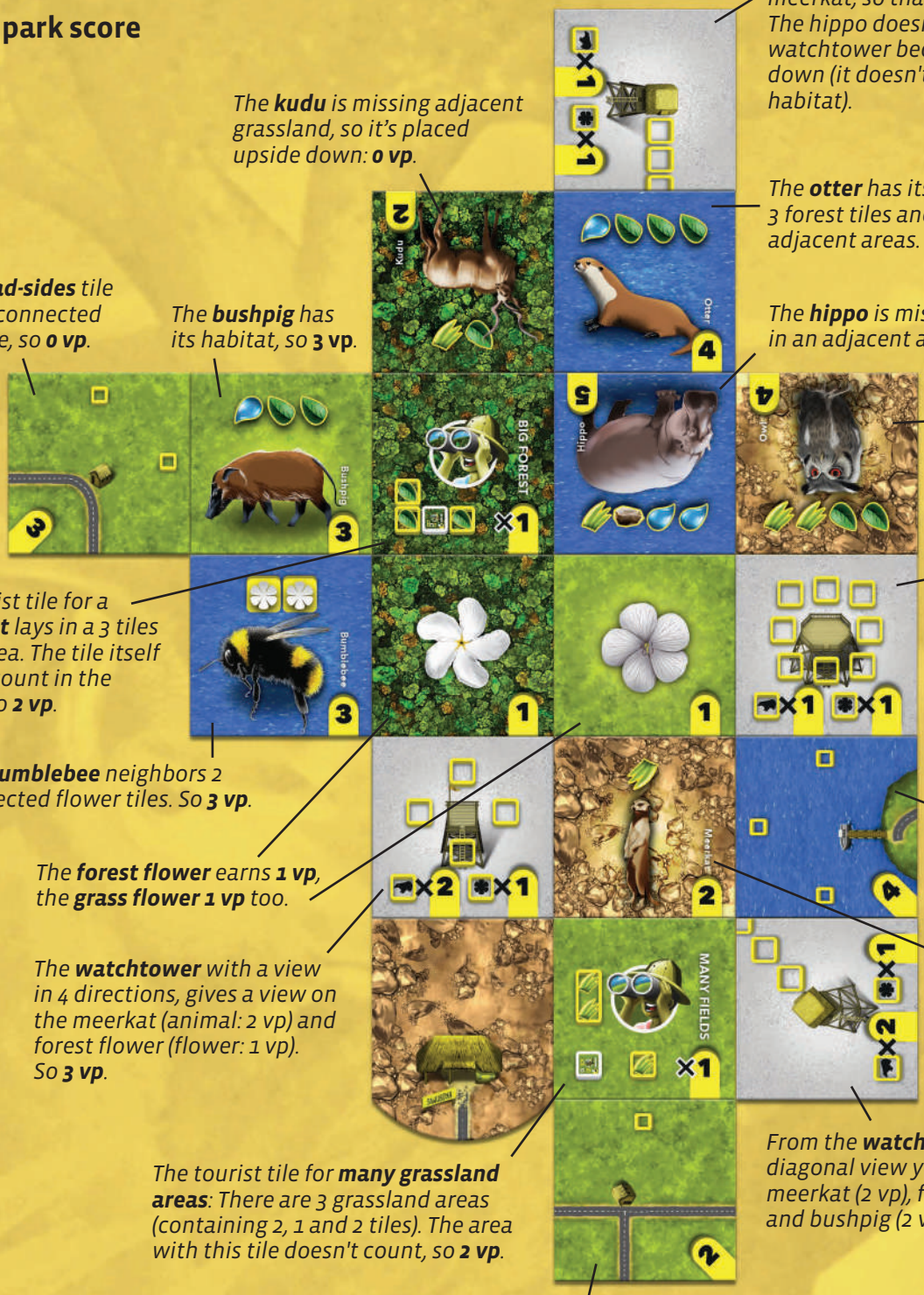
2 access roads. You get the 3 vp only if visitors can move in your park in 2 directions.

3 access roads. The 2 vp you get anyway because you must connect it at the single open side.

PARK SCORE EXAMPLE

It is best to count the players' park scores one park after another.
Count systematically, for example from left to right and top to bottom, adding up all scores from the tiles in the park.
Then add this total to the player's score on the score track.

Yellow's park score



*From this **watchtower** you can see the otter, grassland flower and meerkat, so that's **3 vp**.*
The hippo doesn't count for the watchtower because it is upside down (it doesn't have the right habitat).

*The **kudu** is missing adjacent grassland, so it's placed upside down: **0 vp**.*

*The **otter** has its habitat: 3 forest tiles and 1 water tile in adjacent areas. So **4 vp**.*

*The **2-road-sides** tile has 1 unconnected open side, so **0 vp**.*

*The **bushpig** has its habitat, so **3 vp**.*

*The **hippo** is missing 1 water tile in an adjacent area, so **0 vp**.*

*The **owl** is missing its required habitat, so **0 vp**.*

*The tourist tile for a **big forest** lays in a 3 tiles forest area. The tile itself doesn't count in the points, so **2 vp**.*

*The **watchtower** with the view in 8 directions, gives a view on the meerkat and grass flower. So **2 vp**.*

*The **bumblebee** neighbors 2 connected flower tiles. So **3 vp**.*

*The **1-road-side** tile has its 3 open sides connected to another tile, so **4 vp**.*

*The **forest flower** earns **1 vp**, the **grass flower 1 vp** too.*

*The **meerkat** earns **2 vp**.*

*The **watchtower** with a view in 4 directions, gives a view on the meerkat (animal: 2 vp) and forest flower (flower: 1 vp). So **3 vp**.*

*From the **watchtower** with the diagonal view you can see the meerkat (2 vp), forest flower (1 vp) and bushpig (2 vp). So **5 vp**.*

*The tourist tile for **many grassland areas**: There are 3 grassland areas (containing 2, 1 and 2 tiles). The area with this tile doesn't count, so **2 vp**.*

*The **3-road-sides** tile brings **2 vp**.*

This gives a total park score of 37 vp.

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