



ENDANGERED

A GAME OF SURVIVAL BY JOE HOPKINS

2-5 players • Ages 10+ • 60 minutes

The march of humankind's progress has threatened the survival of many species. Endangered is a cooperative game where you must work together as conservationists trying to save a species from extinction. While dealing with complex immediate hazards that threaten your species, you must also convince influential ambassadors to pass resolution protecting the animals, so that they have a chance at long-term survival. It's a tricky balancing act that will illustrate the complex challenges that conservationists face in trying to protect our vulnerable friends.

GOAL OF THE GAME

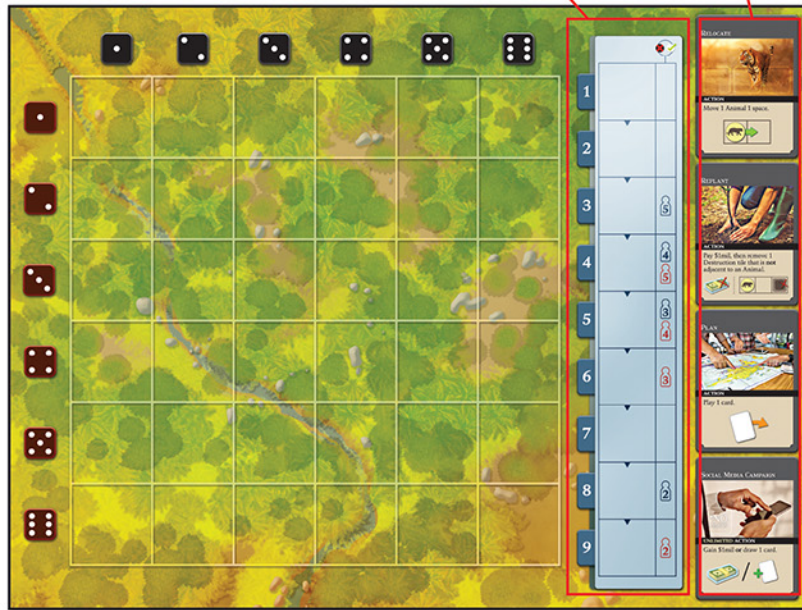
Endangered is a **cooperative** game. This means that all of the players are working together to try and defeat the challenges the game throws at you. Though you all have different **roles** with unique advantages, you will all either win the game together, or lose the game together. The game is not easy to win, but losing is a lesson! Come back stronger the next time with a different plan, better communication, and tighter teamwork!

Use a shared selection of actions—plus your own role's special advantages—to work with the other players. Keep animals out of harm's way, encourage them to produce young, limit the destruction of their environment, and deal with unpredictable events that arise. While you tackle immediate threats, you also must try to satisfy a panel of ambassadors that each have unique motivations for voting to protect the animals. Your group **wins the game together** if you can get 4 ambassadors to **vote yes** by the end of the game. Your group loses the game at the end if you can't make that happen, or immediately during the game if your animal population declines too low or if the environment suffers too much destruction.

Endangered is also a **modular game system**. The module that you are playing is the **Tiger** module. You'll play on the jungle game board, with all of the cards, components, and special rules that apply to Tigers. We also have a **Sea Otter** module that will be included in the final game, and a number of other modules planned for a variety of threatened species. Each module tells a different story, offers unique challenges, and helps players understand the difficulties facing these animals and the conservationists determined to help them.

COMPONENTS

GAME BOARD JUNGLE SIDE



15 ANIMAL TOKENS



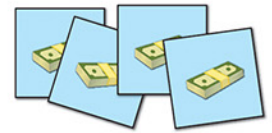
25 INFLUENCE CUBES



22 DESTRUCTION TILES



25 MONEY TOKENS



OFFSPRING DIE



DESTRUCTION DIE



YEAR MARKER



12 AMBASSADOR CARDS



9 BLUE BACKS



3 GRAY BACKS

5 TURN MARKERS



15 ACTION DICE 3 PER ROLE

The dice colors are a bit off from the role colors for this prototype based on what was available from our prototype supplier; the colors in the final game will match of course.

5 ROLE BOARDS



10 SPECIALTY CARDS

2 PER ROLE



18 IMPACT CARDS

TIGER DECK



1 SCENARIO SHEET

TIGER MODULE



70 PLAYER CARDS

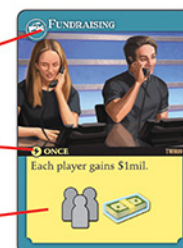
14 PER ROLE



DECK & TITLE

TYPE

CARD ABILITY

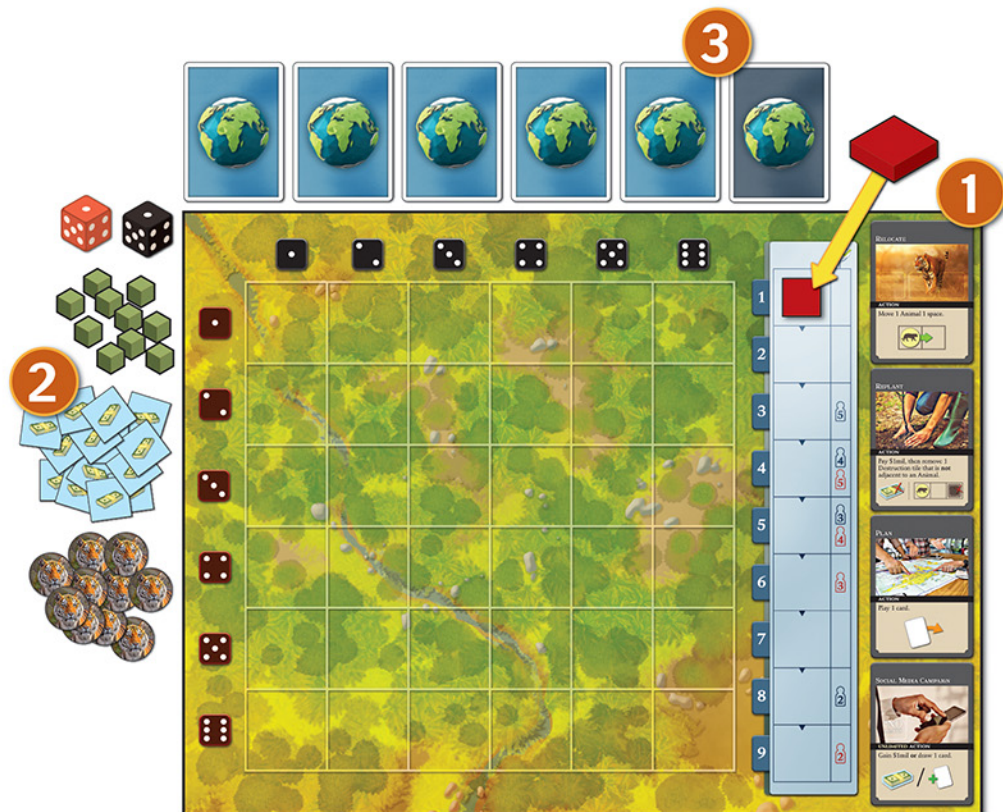


Cards with yellow titles are unique to that Role deck.



GENERAL SETUP

- 1 Place the gameboard on the table with the Year marker on Year 1.
- 2 Make stockpiles of Animal tokens, Influence cubes, Money tokens, and the Offspring and Destruction dice at the side of the board.
- 3 Shuffle the 9 blue-backed Ambassadors and deal 5 of them face-down in a row at the edge of the board. Shuffle the 3 gray-backed Ambassadors and add 1 of them face-down to the row. Return all unused Ambassadors to the box.



SCENARIO SETUP

Each animal module plays differently from the others, and needs a slightly different setup. As a group, decide which animal module and what difficulty level you wish to play. If this is your first game, we recommend using the Tiger module on Normal difficulty; all examples in this rulebook will use that setting. (*This previewer version contains only the Tiger module.*) Follow the Setup rules on the Animal Scenario sheet.



SCENARIO
SETUP

- 4 Use the correct board side (*jungle for Tigers*) and the indicated number and configuration of Animal tokens (*for Tigers it is 8 Animals, laid out as displayed*). Leave the remaining Animals in the stockpile.
- 5 Make a stockpile of Destruction tiles as indicated on the Scenario card (*for Tigers it is 16 Deforestation tiles*). Return leftover Destruction tiles to the box.
- 6 Find the Impact deck for your animal (*Tiger*). Shuffle it and create a face-down deck near the board. Return unused Impact decks to the box.



Follow any other scenario-specific setup instructions on the sheet.

PLAYER SETUP

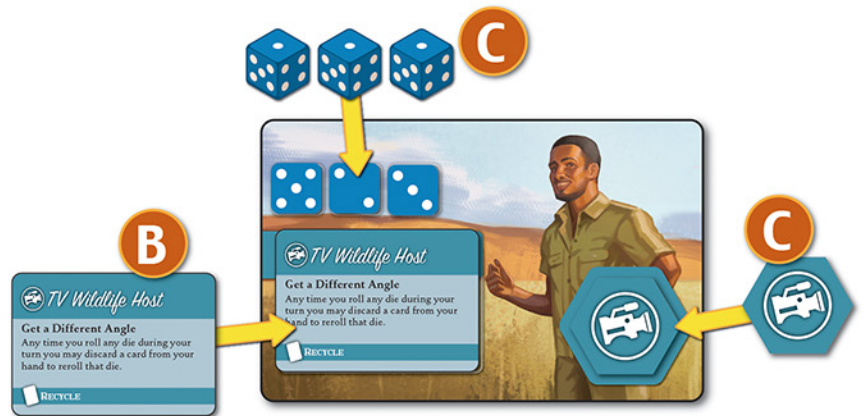
Each player performs the following setup for themselves:

- A** Choose a role to play. There are five different roles in this previewer version: **Environmental Lawyer**, **Lobbyist**, **Philanthropist**, **TV Wildlife Host**, and **Zoologist**. Each role has special abilities and unique cards that make it an important part of a successful team. Take the **Role board**, **Specialty cards**, **player deck**, and all 3 **Action dice** for that role



- B** Choose which side of your Role board you wish to use (*this choice is cosmetic only*), and which Specialty you want to have. Each Specialty describes the unique power that it will grant you during the game. Place your chosen Specialty card onto your Role board. Return unused Specialty cards to the box.

- C** Place your turn marker and dice on their spots on your Role board (*the numbers on the dice don't matter yet*).



- D** Your Specialty card indicates a starting card from your Player deck. Find it in your deck, and check the black bar to see what type of card it is. If it says:

ACTION

...put it into play by laying it face up in the **Action zone** at the side of the board. This card is now an active Action that players may activate on their turns by placing dice there.

CONTINUOUS

...put it into play by laying it face-up near your Role board. This card describes an ongoing effect that you may benefit from.

ONCE

...immediately follow the instructions on the card and then place it into your own personal face-up discard pile.



- E** Shuffle your Player deck and form a face-down deck for yourself, keeping it near your Role board. Draw **two cards** from it to form your **hand**. You do not have to keep your hand secret from the other players.

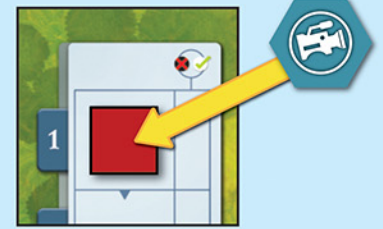


When all players are ready, the game begins!

GAMEPLAY

The game is played over a number of *rounds* called *Years*. The game lasts a number of Years based on the number of players (see the chart below). Each player will get one turn per Year; turn order is determined by you as a group during the game. To begin the game, pick a starting player using your favourite random method.

When your turn begins, place your **Turn marker** on the calendar track on **top of the Year marker** (and on top of any other Turn markers already there). Then perform the following phases in order:



Turn marker goes on top of the Year marker.

1. ACTIONS PHASE Reclaim and roll your Action dice, and place them on in-play cards to activate the card actions.

2. OFFSPRING PHASE Roll the Offspring die to increase animal population.

3. DESTRUCTION PHASE Roll the Destruction die to add destruction to the environment.

4. IMPACT PHASE Play the top card from the Impact deck, and any persistent Impacts.

5. UPKEEP PHASE Draw a new Action card, and pick a player with a Turn marker to go next.

If **no** player has a Turn marker at the end of your turn, **the Year is over** (see *Year End*).

1. ACTIONS PHASE Reclaim and roll your Action dice, and place them on in-play cards to activate the card actions.

Retrieve your Action dice from the Actions they are sitting on (sometimes, including if this is the first turn of the game, they will already be in your play area), and roll them. Then, **one at a time** in the order of your choice, place each die onto an **active** Action, and perform the ability described on that Action. Resolve each Action fully before proceeding to the next.

- You may **not** place your die on an Action if one of **your own dice** is already there*.
- If there are any other dice on the Action, the die you are placing **must** display the **highest number***.
- At the start of the game there will be 4 *starting* Actions printed on the board, plus possibly some Action cards in the Action zone that were laid there during Player Setup; these are collectively the *active* Actions. As the game continues, more Actions will become active as players add cards to the Action zone. Cards in your hand do **not** count as active, so you may **not** place dice on them.
- It does **not** matter whose deck the active Action cards came from; all Actions are available for all players to place upon once they are in play.
- Your dice will remain on the Actions until the start of your next turn; they do not automatically clear off at the end of your turn, nor at the end of a Year.

*There is a special starting Action called **Social Media Campaign**. This location has **no limits** on placement, meaning that you **may** place more than one of your own dice there, and the numbers on the dice there don't matter.

A diagram of a game board with several action cards. Three dice are shown at the top: a 1, a 4, and a 5. Red lines connect each die to a specific action card. The 1 is connected to 'Replant', the 4 to 'Relocate', and the 5 to 'Research'. Text boxes explain the actions for each die.

You have rolled these 3 dice. You can place them on any active Action and perform the ability there.

The 1 is tricky because your die must be the highest one on its Action. **Replant** is empty, so you place there, pay \$1mil, and remove a Deforestation tile from the board.

The 4 has more options. You place it on **Relocate** (your 4 is higher than the Zoologist's 3 already there) and move a Tiger 1 space to a safer position.

Things are looking okay so you decide to plan ahead; you place the 5 on **Research** (topping the 4 that's already there) and reveal the top Impact. It's a nasty one, so you discard it!

HOW TO PLAY CARDS

There are three types of cards in your Action deck. **Action** cards, **Continuous** cards, and **Once** cards. Regardless of the type, you may **only** put a card from your hand into play by placing a die on an Action that allows you to **Play a Card** (there is a starting Action called **Plan** that does this; more such Actions may become active as the game proceeds).

ACTION

When you play an **Action** card, lay it face up in the **Action zone**. This Action is now immediately available for **any** player to place dice on to activate its ability on their turn, following the normal rules (even you on this same turn if you have any dice left). There is no limit to the number of Actions that may fit into the Action zone; card position in the zone doesn't matter.

CONTINUOUS

When you play a **Continuous** card, lay it face up into your own play area. This will provide an ongoing benefit that you can take advantage of without any additional cost unless it describes one. Your Continuous cards remain in play unless you are instructed to remove them. You **may** have multiple active Continuous cards.

ONCE

When you play a **Once** card, perform its described ability, then immediately discard it into your own discard pile.



This is an Action card. You can tell by the ACTION banner and the beige background on the bottom.



This is a Continuous card. You can tell by the CONTINUOUS banner and the light blue background on the bottom.



This is a Once card. You can tell by the ONCE banner and the yellow background on the bottom.

AMBASSADORS

You are going to eventually need to satisfy the Ambassadors' criteria in order to convince them to vote yes so that you can win the game. The Ambassadors begin the game face down, so you won't know what their criteria are right away.

To **reveal** an Ambassador, you must take an Action that allows you to **Place Influence**. As soon as an Ambassador receives its **first** Influence token, flip it over to reveal it (the Influence token stays on the Ambassador after it is flipped).

Note: None of the starting actions (and often none of the player Actions that will begin the game in play) permit you to place Influence. It's important to work out as a group how quickly you want to get Influence-generating actions into play so that you don't open those Ambassadors too late!

You perform an action that permits you to place an influence. You place a cube from the supply onto a card and flip it over to reveal it. It's Mexico! Now you can read the card and learn what it's going to take to get a Yes vote from the Mexican Ambassador.



Getting 4 or more Yes votes is the only way to win the game, so getting those Ambassadors revealed is important!

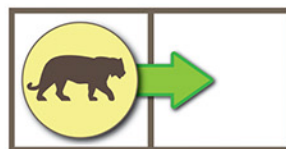
MONEY

Some Actions involve paying or gaining Money. Each Money token in the game represents \$1 Million US dollars. When you **pay** money, it goes into the supply. When you **gain** Money, it comes from the supply. Keep your own Money separate from the other players; you don't share Money unless a game effect permits you to.



ANIMALS

You will want to use Actions to **move** animals; either to get them out of harm's way or to form *Mating Pairs* (see below). Animals may **not** move into or through **Destruction** tiles unless instructed otherwise. Multiple animals **may** occupy the same space unless instructed otherwise. When animals are **added** to the board, they come from the supply. When they are **lost**, they return to the supply. If the Animal population on the board ever **drops to 1 or 0**, you all lose the game **immediately** (see *Winning and Losing* for details).



2. OFFSPRING PHASE *Roll the Offspring die to increase animal population.*

Hopefully, your animals on the board will produce offspring. If there is **at least 1 Mating Pair** on the board, perform the following (*two animals sharing a space on the board counts as a Mating Pair; 4 Animals in a single space counts as 2 Mating Pairs, and so on*):

Count the **number of Mating Pairs on the board** and **add 1** to get your **target**, then roll the **Offspring die**. If the result is **less than or equal to** the target, then an offspring (*1 new animal*) has been produced by one of your Mating Pairs, and is placed on the board.

- Place the Offspring on an **empty space** (*unoccupied by an animal token or Destruction tile*) that is **adjacent to a Mating Pair**.
- You may choose **which** Mating Pair, if there are more than one.
- Diagonal spaces are not adjacent.
- If there are **no** empty spaces next to any of your Mating Pairs, or if there are **no animals left** in the supply, an Offspring is **not** produced (*even if you rolled successfully*).

Check the Scenario sheet for any additional Offspring rules. (For example with Tigers, the Mating Pair **splits up** after producing the Offspring; if there is **no empty** adjacent space for one of the Tigers in the Mating Pair to move to, it is **lost**.)



There are two Mating Pairs on the board, so you add 1 to get a target of 3. You roll the Offspring die and get a 3... success!



Only one of the Mating Pairs has any empty spaces beside it, so that pair must produce the offspring. You place the new Offspring from the supply into one of those spaces.

Tigers have a special rule where one of the animals in the Mating Pair must move to an adjacent empty space; luckily there's one available so you move one of the pair there.

3. DESTRUCTION PHASE *Roll the Destruction die to add destruction to the environment.*

Sadly, your animals' environment will steadily worsen if you don't do something about it. Destruction is different from module to module; the **Scenario sheet** describes which Destruction tiles to use, how many form the supply, and how they are added to the board in this phase.

For Tigers, it is encroaching **deforestation** that is savaging their environment. Follow this process:

- Choose a row **or** a column (a "line") that contains at least 1 Tiger.
- Roll the Destruction die to determine **which space in that line** receives the Deforestation tile.
- If there is already a Deforestation tile in that space, move the tile **toward** the nearest Tiger **in the line**, until it reaches a space **without** a Deforestation tile (*which may or may not contain a Tiger*).
- When a Deforestation tile is placed in a space, **all** Tigers in the space are lost back to the supply.



You choose the line shown here (column 2) and roll the Destruction die. You get a 4.



There's already a Deforestation tile in spot 4, so it slides towards the nearest animal in the line, which is in spot 1.

Happily it reaches an empty space in spot 2 and doesn't end up on an animal... this time!

Whenever Destruction tiles are removed from the board (by whatever effect), they return to the supply. If you ever need to place a Destruction tile and there are **none** in the supply, **you all lose the game immediately** (see *Winning and Losing* for details).

4. IMPACT PHASE *Play the top card from the Impact deck, and any persistent Impacts.*



The Impact deck is a variety of events that will affect the game... *most of them are not good news for you!* Reveal the top card from the Impact deck and resolve its described effect. Complete as much of its text as possible, ignoring anything that can't be completed. Impact cards will be marked either **Instant** or **Persistent**.

★ INSTANT IMPACT

Instant Impacts are carried out immediately and then put into a face-up Impact discard pile.



You draw a *Save the Tiger Fund* Instant Impact. One player could pay \$3Mil to remove an existing Persistent Impact, but nobody has enough money at the moment, so the opportunity is lost. You discard the card.

⌚ PERSISTENT IMPACT

Persistent Impacts are placed face-up in a line next to the Impact deck. Each Persistent Impact describes the ongoing effect it will have on gameplay, or it describes the circumstances that will cause it to be triggered. Persistent Impacts stay in play until you are instructed to remove them (*to the discard pile*). When multiple Persistent effects are triggered, resolve them in order from **oldest to newest**.



You draw a *Government Upheaval* Persistent Impact and place it beside an older *Clearcutting* already in play. They will both be triggered later if a Tiger Sighting occurs!

If there is ever a tie for most (*or least, or nearest, etc*) of something an Impact is affecting, the players together choose which tied element the effect applies to.

If the Impact deck ever runs out, shuffle the discard pile to form a new deck.

5. UPKEEP PHASE *Draw a new Action card, and pick a player with a Turn marker to go next.*

At the end of your turn, **draw 1 card** from your Action deck and add it to your hand. There is no hand limit. You are free to show other players your cards and discuss your plans.

Then, pick a player **that still has a Turn marker** to go next; they begin their turn immediately by placing their Turn marker **on top** of the Year marker and starting their **Action phase**.

If **no** player still has a Turn marker, that means **the Year has ended**; carry out the Year End process (see **Year End**, below) before selecting the next player to take their turn.

YEAR END

If the Year that is ending is marked as a **Voting Year for your player count**, check to see if the group has won the game! There are two Voting Years for each player count, indicated by blue and red icons on the Calendar track.



There are two Voting Years for each player count. The first Voting Year is marked with a blue icon, and the second Voting year is marked with a red icon. For example, in a 4-player game, the first Voting Year is Year 4, and the second Voting year is Year 5.

Right now the Year marker is in Year 4, so it is a Voting Year!

Check **each** face up Ambassador separately to see if you currently meet their criteria; if you have, that counts as a **Yes vote**.

Each Ambassador has an instruction in the black bar, an equation that will result in a number, and a target number you need to reach for a Yes.

If you get **4 or more Yes votes in a single Voting Year**, the resolution to protect the species has passed and **the group has won the game!**



For example, the Chinese Ambassador tells you to check the board; if the number of Animals in play plus the number of Influence on the Chinese Ambassador card equal 10 or more, China will Vote Yes.

The Indonesian Ambassador tells you to roll 2 dice; if the dice result plus the number of Influence on the Indonesian Ambassador card equal 10 or more, Indonesia will Vote Yes.

The Japanese Ambassador tells you to add up the player hands; if the total cards held by players plus the number of Influence on the Japanese Ambassador card equal 16 or more, Japan will Vote Yes.

...and so on through the face-up Ambassadors.

If it was **not** a Voting Year, or if it was the **first** Voting Year and the group failed to win, move the Calendar marker to the next Year. The **player who went last** takes the stack of Turn markers (you'll remember who went last because their Turn marker will be on top of the stack), distributes the Turn markers back to their owners, and then picks any **other** player to go next. The chosen player begins their turn immediately by placing their Turn marker on the Calendar and starting their Action phase.

If it was the **second** Voting Year and you failed to get 4 or more Yes votes, **the game is over and the group has sadly lost the game.**



We failed to get 4 Yes Votes... the Year marker moves to Year 5 (our last Voting Year) and everyone gets their Turn marker back. The Environmental Lawyer went last, so she picks another player to go next.

WINNING AND LOSING

There is only **one way** to win the game: Get 4 or more Yes votes from the Ambassadors in **either** of your two Voting Years.

There are **three ways** to lose the game:

- If the Animal population on the board is ever reduced to **1 or 0 Animals**, the group immediately loses the game.
- If the group is ever required to place a Destruction tile on the board and there are **none left in the supply** to place, the group immediately loses the game.
- If the group **fails to get 4 or more Yes votes** from the Ambassadors in the second Voting Year, the game is over and the group loses the game.

GLOSSARY OF SYMBOLS

Here is a glossary of symbols seen on the various game materials.



CREDITS

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