CASCADIA

RANDY FLYNN

RULEBOOK

FLATOUT GAMES

CASCADIA

A puzzly tile-laying and token-drafting game featuring the habitats &
wildlife of the Pacific Northwest. Designed by Randy Flynn for 1-4 players.

About the Region

The Pacific Northwest, sometimes referred to as Cascadia (kas-KAE-Dee-uh), is a geographic region in western North America bounded by the Pacific Ocean to the west and (loosely) by the Rocky Mountains to the east. Though no official boundary exists, the most common conception includes the Canadian province of British Columbia and Yukon Territory as well as the U.S. states of Idaho, Oregon, and Washington.

About the Game

In Cascadia, players compete to create the most diverse Pacific Northwest environment as they draft **Habitat Tiles** and **Wildlife Tokens** to construct a beautiful landscape mosaic. Each game of Cascadia features unique combinations of scoring objectives linked to each of the five wildlife species. While arranging wildlife into the point scoring patterns, players will also be competing to create the largest contiguous habitat corridors. As players build out their environments they must pay careful attention to the habitats they create and the wildlife they populate them with, for the goal of creating the most harmonious ecosystem in Cascadia.

About the Team

Most of the members of our team call Cascadia home! We are avid adventurers and have spent time hiking, cycling, paddling, and exploring this great region! We were inspired by the great beauty of the habitats and wildlife of this place and are excited to share this game, along with some facts about the region with you and your family and friends! We hope it will inspire you to explore wild places wherever you may be, or consider coming and paying Cascadia a visit!
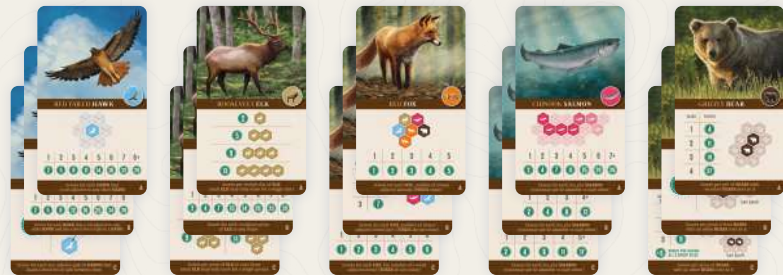
COMPONENTS

85 Habitat Tiles
(Forest, Wetland, River, Mountain, Prairie, and 25 Keystones)

5 Starter Habitat Tiles

100 Wildlife Tokens
(20 Hawk, 20 Bear, 20 Elk, 20 Salmon, 20 Fox)

15 Wildlife Scoring Cards
(3 Hawk, 3 Elk, 3 Fox, 3 Salmon, 3 Bear)

20 Nature Tokens
(Cones from the mighty Douglas Fir)

1 Cloth Bag
(For Wildlife Tokens)

1 Score Pad

SETUP

1 Place all **Wildlife Tokens** in the **Cloth Bag** and shuffle/shake them well.

2 Using the chart below, determine how many **Habitat Tiles** you need based on the number of players. Randomly select these tiles. Do not look at the tiles you include or exclude.

👤👤 : **43 (or remove 42)**
👤👤👤 : **63 (or remove 22)** } *(Note: This is 20 per player plus 3)*
👤👤👤👤 : **83 (or remove 2)**

Shuffle these tiles and stack them face down (any number of stacks) within easy reach of all players. Place any excluded **Habitat Tiles** back into the box, they will not be used this game.

3 Randomly choose 1 **Wildlife Scoring Card** for each of the five wildlife, then place those five cards in the center of the play area within easy view of all players. Put the other **Wildlife Scoring Cards** back in the box. (For your first game we recommend using the **Wildlife Scoring Cards** shown - these are the cards with 'A' in the bottom right corner).

4 Randomly distribute one **Starter Habitat Tile** to each player, placing it face-up in front of them. Place the others back into the box, they will not be used this game.

5 Reveal 4 **Habitat Tiles** from the face-down stacks and place them face-up in the center of the play area within easy reach of all players.

6 Draw 4 **Wildlife Tokens** from the **Cloth Bag** and pair them, in order, with each of the 4 **Habitat Tiles** to form 4 combinations of a tile and a token.

7 Place the **Nature Tokens** within easy reach of all players.

8 The player who most recently saw one of the wildlife in the game will be the first player. (Or you may select the first player randomly).

The Red Fox is very agile, capable of jumping nearly 2m high

Chinook Salmon can live up to 9 years and the largest can weigh over 45kg
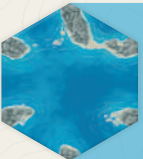
The Columbia is one of the largest, and perhaps most well-known rivers in all of Cascadia! It winds its way from its headwaters in the Rocky Mountains of British Columbia all the way to meet the Pacific Ocean near Astoria, Oregon. The river is over 1000 miles long and its basin is home to many species of salmon, including the Chinook, Coho, Sockeye and Steelhead.

Player 3

2	**1**
5 **6**	**3**
7	**4**

Player 1   **4**   **4**   **Player 2**

GAMEPLAY OVERVIEW

Beginning with the starting player and proceeding clockwise around the table, players will take turns drafting **Habitat Tiles** and **Wildlife Tokens** and arranging them into their expanding environment, until the end of the game.

On each turn a player will select a **Habitat Tile** and **Wildlife Token** combination and play them into their environment. (Note: An environment is the full arrangement of tiles and tokens in front of each player that starts with their Starting **Habitat Tile**). At the end of each player's turn, both the **Habitat Tile** and **Wildlife Token** selected will be replaced with new ones from the **Habitat Tile** stacks and **Cloth Bag**, respectively.

The game ends when there are no more **Habitat Tiles** available to replace one selected by a player. (Note: each player will play exactly 20 turns). Then the game will proceed to final scoring and the player with the most points will be the winner!

TURN SUMMARY

1 Select a Habitat Tile and Wildlife Token

Option A	Option B	Option C	Option D

At the beginning of each turn there will be four **Habitat Tiles** and four **Wildlife Tokens** in the center of the play area. The **Habitat Tiles** and **Wildlife Tokens** will be arranged in four distinct combinations, each with one **Habitat Tile** and one **Wildlife Token**—providing four choices.

Before you make a selection, check to see if any of the wildlife are overpopulated:

If all 4 of the available **Wildlife Tokens** are the same, they are automatically wiped.

Overpopulation: 4 of the same **Wildlife Token**

Automatically wipe **Wildlife Tokens**

Take all 4 tokens and place them aside. Then, one-at-a-time, draw 4 new tokens from the **Cloth Bag** and pair each one, in order, with a **Habitat Tile**. *(Note: this could happen multiple times on any given player's turn).*

If 3 of the available **Wildlife Tokens** are the same, then the active player may choose to wipe these tokens.

Overpopulation: 3 of the same **Wildlife Token**

Active player may choose to wipe the 3 **Wildlife Tokens**

Take only those 3 tokens and place them aside. Then, one-at-a-time, draw 3 new tokens from the **Cloth Bag** and pair each one, in order, with a **Habitat Tile**. *(Note: You may only do this once per turn).*

Once overpopulation has been resolved, place any wiped tokens back into the **Cloth Bag**.

You will now select one **Habitat Tile** + **Wildlife Token** combination. Typically, you must take an existing combination. However, before you do, you may optionally spend one of your **Nature Tokens** to do one of the following:

1. Take ANY one of the four **Habitat Tiles** and ANY one of the four **Wildlife Tokens**.

2. Wipe any number of **Wildlife Tokens** and replace them. *(See over population rules for replacement process).*

The spent **Nature Token** is placed back into the supply. If you do not have any remaining **Nature Tokens**, you must take an existing combination.

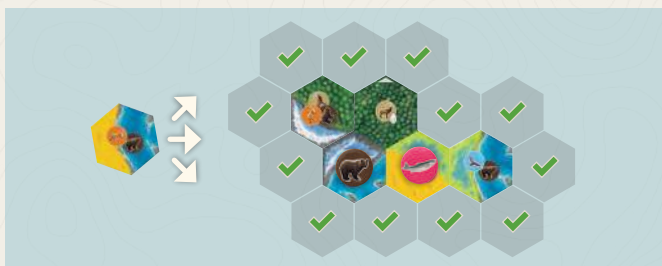> In the wild, the Grizzly Bear has an average lifespan of 25 years

2 Place the Tile and Token into Your Environment
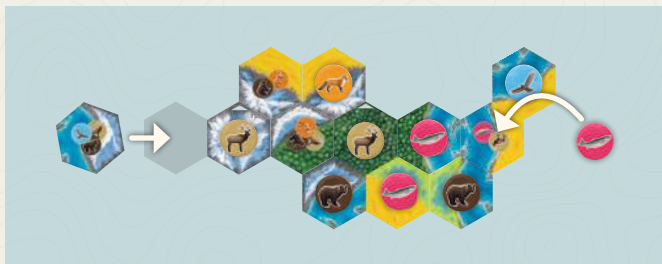
Once you have selected your **Habitat Tile** and **Wildlife Token**, you will place them into your environment.

The **Habitat Tile** must be placed into your environment according to the following placement rules:

A. The **Habitat Tile** must be placed adjacent to any **Habitat Tile** already in your habitat, that is, the **Habitat Tile** must touch at least one side of another previously placed tile, or the Starting **Habitat Tile**.

B. The **Habitat Tile** may not be placed on top of another **Habitat Tile** nor can any other **Habitat Tile** be moved.

(Note: Matching terrain is not a placement rule but may gain you points during end game scoring).

The **Wildlife Token** may be placed onto a single **Habitat Tile** according to the following placement rules:

*There are 2 possible **Habitat Tiles** where this fox could be placed*

A. The **Habitat Tile** must not already have a **Wildlife Token** on it.
*(Note: this means you will only ever have at most one **Wildlife Token** on a **Habitat Tile**).*

B. The **Habitat Tile** must show the matching wildlife *(tiles display 1-3 options on them).*

If you cannot legally place the **Wildlife Token** because no open **Habitat Tile** can support that wildlife, or if you choose not to place the **Wildlife Token**, place the token into the **Cloth Bag**.

You may place the **Wildlife Token** on the **Habitat Tile** you just selected on your current turn, or you may place it on any other available **Habitat Tile**.

If you place your **Wildlife Token** onto a Keystone Tile, take a **Nature Token** . *(See Tile Overview on page 8).*

After you have placed the tile and token you selected, replace each one in the center of the play area. The **Habitat Tile** is replaced from the top of any face-down stack. The **Wildlife Token** is replaced by randomly selecting one from the **Cloth Bag**.

Your turn is now complete. Play passes clockwise to the next player.

The Cascade Range stretches from southern British Columbia all the way to Northern California. The range features both volcanic mountains, like Mt. St. Helen's which erupted in 1980, and non-volcanic mountains like the North Cascades. The highest peak in the range is Mt. Rainier which towers nearly 15,000 feet above sea level. Mt. Rainier is a major feature on the Seattle skyline, and is one of the most iconic geographic landmarks in the region.
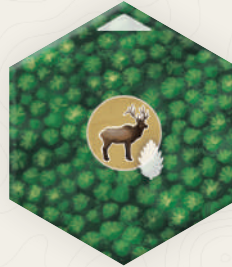
Tile Overview

Each **Habitat Tile** has one or two types of terrain and one, two, or three options for **Wildlife Tokens**.

This tile has wetlands and rivers. You can place a salmon, bear or hawk on this tile.

This tile has mountains and prairies. You can place a bear or fox on this tile.

This tile is a **Keystone Tile** ◁△▷. Whenever you place the matching **Wildlife Token** onto a **Keystone Tile**, you gain a **Nature Token** 🐛.

On your turn, before you select a tile and token, you may spend a **Nature Token** 🐛 to do one of the following:

1. Take ANY one of the four **Habitat Tiles** and ANY one of the four **Wildlife Tokens**.

2. Wipe any number of **Wildlife Tokens** and replace them. *(See over population rules for replacement process).*

At the end of the game, any **Nature Tokens** 🐛 you still have are worth 1 point.

END GAME & SCORING

Including their antlers, Roosevelt Elk can reach nearly 3m in height

If at the end of any player's turn there are no face-down **Habitat Tiles** left in the stacks to replace the one taken, the game ends immediately and scores are tallied. *(Note: each player will play exactly 20 turns).*

Record scores on the **Score Pad** for the following:

1. **Wildlife Scoring Cards**
2. **Nature Tokens**
3. **Habitat Tiles**
4. **Habitat Tile** Majorities

1. Wildlife Scoring Cards

For each player, score each Wildlife based on the **Wildlife Scoring Cards** used in the game. *(See **Wildlife Scoring Card** details on pages 14-15).*

2. Nature Tokens

For each player, score 1 point for each unused **Nature Token**.

3. Habitat Tiles

For each player, score 1 point per **Habitat Tile** in their largest contiguous habitat corridor *(group)* in each of the 5 habitats *(Mountains, Forests, Prairies, Wetlands, Rivers)*. Tiles are included in a contiguous habitat corridor if they share at least one matching edge of the six edges of the tile.
*(Record these points in the left-hand section of the corresponding box on the **Score Pad** for the habitat and player in question).*
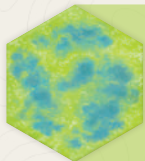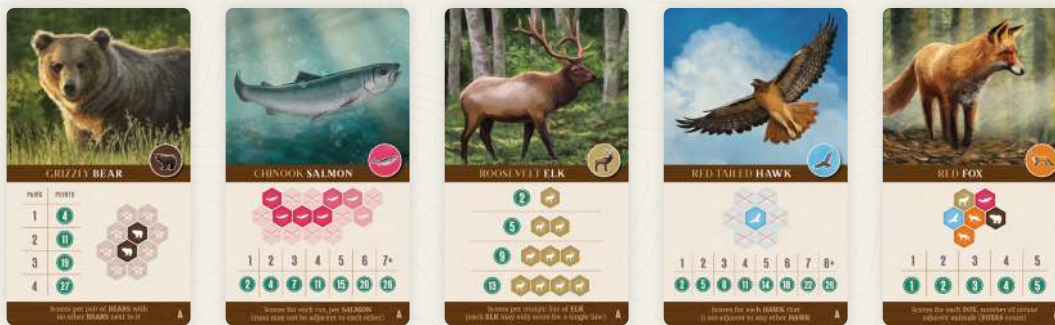
Wetlands are often referred to as 'Nature's Kidneys' because they are so effective at cleaning aquatic ecosystems by pulling nutrients like phosphorus out of water. Wetlands are extremely biodiverse, meaning they contain a wide variety of life. They are also highly productive landscapes, since their abundant plant life effectively converts the sun's energy into biomass.

4. Habitat Tile Majorities

Find the largest habitat corridor *(group of a contiguous habitat type)* for each of the 5 habitat types *(Mountains, Forests, Prairies, Wetlands, Rivers)*. Award 3 points *(in a 3-4 Player game)* or 2 points *(in a 2 player game)* to the player with the largest habitat corridor and 1 point *(in a 3-4 Player game)* or 0 points *(in a 2 player game)* to the player with the second largest. *(Record these points in the right-hand section of the corresponding box on the **Score Pad** for the habitat type and player in question).*

If two players tie for the largest habitat corridor of a given habitat type, score 2 points for each of them *(3-4 player game)*. If three or four players tie, 1 point each. In both cases the player with the next largest habitat corridor receives 0 points. All ties in a 2 player game are 1 point each.

Finally, tally all points and the player with the most points wins! In the case of a tie, the player with the most **Nature Tokens** wins. If still tied, they share the victory.

Scoring Jade's Environment

Two pairs of bears for **12 points**

Run of 5 salmon for **15 points**

A line of two elk and line of three elk for (5+9) **14 points**

Four hawks for **12 points**

Three foxes for (3+5+3) **11 points**

Seven connected mountains for **7 points** which was more than Lee & Ash, so a bonus **3 points**

Four connected forests for **4 points** which was tied with Ash for the most, so a bonus of **2 points**

Seven connected prairies for **7 points** which was a three-way tie, so a bonus **1 point**

Eight connected wetlands for **8 points** which was more than Lee & Ash, so a bonus **3 points**

Five connected rivers for **5 points** which was the least, so no bonus points

Two leftover Nature Tokens for **2 points**

Jade's environment

	Jade	Lee	Ash	
(bear)	12	20	20	
(salmon)	15	11	11	
(elk)	14	18	16	
(hawk)	12	9	15	
(fox)	11	13	10	
W	64	71	72	
(mountains) +	7 / 3	5 / -	6 / 1	
(forests) +	4 / 2	3 / -	4 / 2	
(prairies) +	7 / 1	7 / 1	7 / 1	
(wetlands) +	8 / 3	7 / 1	6 / -	
(rivers) +	5 / -	6 / 1	7 / 3	
H	40	31	37	
(token)	2	1	0	
(total)	106	103	109	

WILDLIFE SCORING CARDS

Bear Scoring Card (A)
Score points shown for total number of pairs of Bears. A pair of Bears is exactly two Bears adjacent to each other with no other adjacent Bears.

Bear Scoring Card (B)
Score 10 points per group of three Bears. Each group must be exactly three adjacent Bears, and may not have any other Bears adjacent to it.

Fox Scoring Card (A)
Score points shown for each Fox, depending on the number of unique wildlife types adjacent to it. Other adjacent Foxes may be scored as unique when scoring each Fox.

Fox Scoring Card (B)
Score points shown for each Fox, depending on the number of unique pairs of other wildlife types adjacent to it. Other adjacent Fox pairs do not score. Each pair of other wildlife must be unique - the same wildlife may not count for more than one pair, even if four or six of that wildlife are adjacent. Pairs of wildlife do not need to be adjacent to each other (see diagram on card).

Elk Scoring Card (A)
Score points shown for each straight line of adjacent Elk, depending on length of the line. A straight line is defined as orthogonally adjacent (see diagram). Two lines of Elk may be adjacent to one another, however, each Elk may only count for a single line. Lines do not need to be horizontal.

Elk Scoring Card (B)
Score points shown for each contiguous group of adjacent Elk in any shape, depending on size of group.

Hawk Scoring Card (A)
Score points shown for total number of Hawks that are not adjacent to any other Hawk.

Hawk Scoring Card (B)
Score points shown for each Hawk, based on it's line of sight to any other Hawks that are not directly adjacent. Line of sight is not interrupted by a gap in Habitat Tiles, or by other wildlife.

Salmon Scoring Card (A)
Score points shown for each run of Salmon, depending on length of run. A run is defined as a group of adjacent Salmon where each Salmon is adjacent to no more than two other Salmon. A group of three Salmon in a 'triangle' shape may count as a run, but no other Salmon may be attached to this run. Each run of Salmon may not have any other Salmon adjacent to it.

Salmon Scoring Card (B)
Score points shown for each run of Salmon, depending on length of run. A run is defined as a group of adjacent Salmon where each Salmon is adjacent to no more than two other Salmon. A group of three Salmon in a 'triangle' shape may count as a run, but no other Salmon may be attached to this run. Each run of Salmon may not have any other Salmon adjacent to it.

Bear Scoring Card (C)

Score points shown for each group of one, two, or three Bears, depending on size. Each group of Bears may not have any other Bears adjacent to it. Scores a bonus 3 points for having one of each of the three group sizes.

Fox Scoring Card (C)

Score points shown for each Fox, depending on the number of a single wildlife type adjacent to it. Other adjacent Foxes may not be scored.

Elk Scoring Card (C)

Score points shown for each group of Elk in each exact shape (see diagram). Two groups of Elk may be adjacent to one another, however, each Elk may only count for a single group. Groups may be rotated.

Hawk Scoring Card (C)

Score 3 points for each pair of Hawks that share a direct line of sight between them. Each Hawk may be counted as part of multiple pairs. Line of sight is not interrupted by a gap in Habitat Tiles, or by other wildlife.

Salmon Scoring Card (C)

Score points shown for each run of Salmon, depending on length of run. A run is defined as a group of adjacent Salmon where each Salmon is adjacent to no more than two other Salmon. A group of three Salmon in a 'triangle' shape may count as a run, but no other Salmon may be attached to this run. Each run of Salmon may not have any other Salmon adjacent to it.

SOLO MODE

Setup: Follow the setup for a standard game with 2 players but only give yourself a **Starter Habitat Tile**. You will be trying to achieve your higest score.

Turn Summary: Follow a turn as usual but before you replace the **Habitat Tile** and **Wildlife Token** in the display, discard the tile and token furthest from the draw stacks, then slide the remaining two tiles and two tokens away from the draw stacks. The discarded tile and token are removed form the game. Then draw two new **Habitat Tiles** and two new **Wildlife Tokens** and place them in the display as usual.

Turn Example:
On your turn you spend a **Nature Token** so you can take the **Keystone Tile** and the matching Elk **Wildlife Token**.
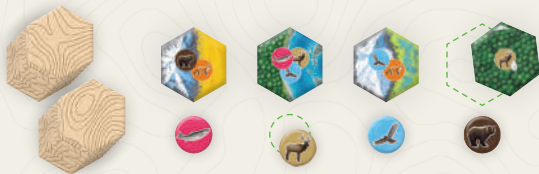
After you have placed the tile and token into your environment you discard the tile and token furthest from the draw stacks (Mountain-Wetlands and the Bear are removed from the game).

Slide the remaining two **Habitat Tiles** and two **Wildlife Tokens** away from the stacks, creating two pairs (if not aready paired). Then refill the empty spaces in the display nas usual.

End Game & Scoring: The game ends the same way as the standard game. Then, go through scoring steps 1-3 on page 8. Then, for each habitat corridor *(group)* that is seven or more tiles in size, gain 2 additional points.

VARIANTS

FAMILY VARIANT

Setup: The Family Variant setup is the same as the standard game except for step 3 use ONLY the Family Variant **Wildlife Scoring Card.**

Turn Summary: No changes (see Turn Summary on pages 6-7).

End Game & Scoring: The game ends the same way as the standard game. Then, go through scoring steps 1-3 on page 8 *(no **Habitat Tile** majority scoring in the Family Variant)*. The highest score wins!

Family Variant Scoring Card
Score points shown for each group of the same wildlife, depending on size of group. Groups may be in any shape. A group of four or more of the same wildlife will score 0 points.

Example above is a group of three Salmon, a group of two Foxes, a group of two Elk, two single Bears, and three single Hawks.

INTERMEDIATE VARIANT

Setup: The Intermediate Variant setup is the same as the standard game except for step 3 use ONLY the Intermediate Variant **Wildlife Scoring Card.**

Turn Summary: No changes. (see Turn Summary on pages 6-7).

End Game & Scoring: No changes. *(see End Game & Scoring on pages 8-9).*

Roosevelt Elk (Cervus canadensis roosevelti)

The Roosevelt Elk is the largest species of elk in the region - they can grow to be 10 ft long and around 6 ft tall, and weight over 1000 lbs! The Roosevelt Elk was named after president Theodore Roosevelt, who established the Mount Olympus National Monument in 1909, in order to protect the animals and their habitat.

Chinook Salmon (Oncorhynchus tshawytscha)

The Chinook Salmon is the largest of the Pacific Salmon species found in Cascadia. Chinook Salmon have an incredibly large range and can be found throughout the Pacific Northwest, all the way down the coast of California, and as far west across the Pacific Ocean to Asia. Many salmon populations are threatened by human settlement, especially by dams and development in and near waterways, as well as overfishing.

Red Fox (Vulpes vulpes)

The red fox is one of the most widespread mammals in the entire northern hemisphere. The Cascade Red Fox is a subspecies of red fox that is found in the prairies and subalpine areas at the foot of the Cascade Mountains. Red foxes are clever hunters and will eat just about anything - from small rodents to birds, eggs, and even insects.

Red-Tailed Hawk (Buteo jamaicensis)

The Red-tailed Hawk is one of North America's most common bird species. It can be found throughout Cascadia, as well as throughout the continent. It's wingspan is about 50 inches. Red-tailed Hawks are 'raptors', or birds of prey, and they attack with a slow dive with their legs outstretched, which is different from a falcon, which swoops towards its prey.

Grizzly Bear (Ursus arctos horribilis)

Grizzly bears are the largest of the North American bear species and can tower 8 ft tall when standing on their hind legs. About 75% of a Grizzly's diet is typically berries, fruits, and nuts, however, they are opportunistic omnivores, meaning they will eat a variety of plants and animals. Grizzly populations have been massively impacted by human settlement of their territories. Although conservation efforts have been successful at stabilizing populations in some areas, there exists less than 5% of the grizzlies that used to roam the land.

FLATOUT GAMES COLAB

CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Cascadia is a passion project of everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

The Flatout Games CoLab for Cascadia is:
Randy Flynn - design, development
Molly Johnson - art direction, administration, development, marketing
David Iezzi - development
**Dylan Mangini -** graphic design, marketing
Robert Melvin - development, administration, logistics
Kevin Russ - graphic design, marketing, development
Shawn Stankewich - project management, production, development, marketing

Illustrated by **Beth Sobel**

Prairies are grassland ecosystems that are often open with sparse tree cover. In Cascadia, many of the prairie areas are found in the more arid, high desert parts of the region. Prairies might seem like they are just grassy plains, but they are some of the most diverse places on earth, supporting many different wildlife species including rodents, reptiles, birds, and many mammals like foxes.
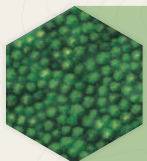
The forests of Cascadia are some of the most beautiful and diverse in the entire world. The Douglas Fir is the dominant species in many of the old-growth forests. The Hoh Rainforest located on Washington's Olympic Peninsula is one of the wettest places, receiving over 10 feet of rain each year! Forests are extremely important carbon sinks, as trees hold large amounts of carbon and are important links in reducing global climate change.