

ANIMAL KINGDOM

From the densest forests to the highest mountain peaks, Earth's fauna is as varied as the landscapes they inhabit, each species a marvel of evolution. Every creature, big and small, plays a role in the intricate web of life, their existence shaping the world around them and making Earth as extraordinary as the creatures that call it home.

Animal Kingdom is an expansion; you need the base game Earth to play.

OBJECTIVE

The objective in Animal Kingdom remains the same: players compete to earn as many Victory Points (VP) as possible. To do so, you will “plant” cards to create your own tableau, a 4x4 grid arranged 4 cards wide by 4 cards tall.

The game ends at the end of a round after a player plants their 16th card, which completes their tableau.



Players will score points for the value of Flora and Event cards, for Growth and Sprouts placed on their Flora, for cards in their Compost, and for Ecosystem, Fauna, Terrain, and Animal bonus points.

The first player to fill their 4x4 tableau with 16 cards triggers the game end and earns a tableau completion bonus, depending on which expansions are in-play.

Animal Kingdom can be played with up to 5 players. To include a 6th player, playing with the Abundance expansion rules and components is required.

CREDITS

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COMPONENTS

- 50x Sprouts
- 20x Canopies
- 1 36x Double-sided Animal Cards
- 2 56x Animeeples (in 36 shapes)
- 1x Rulebook
- 1x Scorepad



Add the Sprouts and Canopy pieces to the central supply.

Follow the setup as described in the base game for your chosen game mode.

- **If you ARE playing with the Abundance expansion**, complete its setup first (Abundance rulebook, page 2).
- **If you are NOT playing with the Abundance expansion**, remove the two Animal cards with an "A" beneath the card title before proceeding with setup. (Proboscis Monkey and Siberian Chipmunk) These cards will not be used and should be returned to the box.

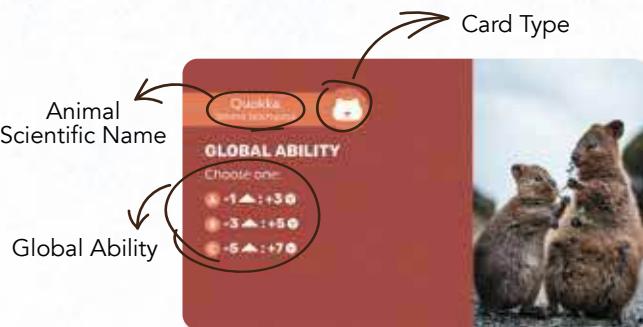
SETUP

Prepare the Animal Kingdom expansion as follows:

1. Form the "Animal" deck by shuffling all cards with the  icon together **1**, with the "Global Ability" side facedown.

2. Draw the top Animal card and place its "Global Ability" side faceup within view of all players, between the starting player and the player to their right (who will be last in turn order).

All players should take a moment to review this card before moving on to the next step.



Global Abilities will be explained in more detail on page #.

3. Players will draft their Animal cards as follows:

- Flip the Animal deck so that the "Global Ability" side is faceup.
- Deal 4 cards to each player from the Animal deck.
- Players should review the side of each card showing the Animeeple shape, considering each Animal's difficulty and ability.

Difficulty is based on factors such as the frequency of required card features, generation of resources, and movement requirements within your tableau.

A difficulty of  is the least complex, while  is the most complex.



- Players begin the draft by selecting one card to keep and passing the remaining three clockwise.
- After receiving three cards, each player selects one to keep and passes the other two clockwise.
- At this point, each player will have 4 cards: 2 they set aside and 2 passed to them.
- Players review these 4 cards and keep 1 (or 2), depending on the chosen game difficulty:

Difficulty	Animal cards kept by each player
Beginner/Standard	1
Advanced	2

- Each player places their selected Animal card(s) with the Animeeple icon faceup, in their play area, leaving space for their tableau. They collect the matching Animeeple(s) **2** and place them on top of the card.

Note: A few Animals have 5 Animeeple to collect (Capybara, Wild Turkey, Pocket Gopher, Indian Pangolin, Formosan Termites).

- All other Animal cards and their Animeeple, as well as the Animeeple(s) matching the Global Ability card, are returned to the box as they will not be used for this game.

Animal Abilities will be explained in more detail on page #.

NEW ICONS AND EFFECTS

You may encounter new icons when activating Animal and Global Abilities, though most will be familiar if you've played Abundance.



One that has been placed on the Fauna board, or discarded/converted.



A Canopy from your tableau.



A Seed resource
Only applicable if also playing with the Abundance Expansion.



Only **other** players may gain the benefit



Ex. The player who activated this ability gains the benefit on the left, and each other player may gain the benefit on the right.

GAME STRUCTURE

This expansion introduces Animal Abilities (see p.4) and Global Abilities (see p.8). These new additions modify the turn structure of the game as follows:

Animal Abilities: Any time a player uses a Leaf (see below) they may activate the ability of their Animal(s).

Global Abilities: At the end of each round, when the active player token passes from the last player to the starting player, it activates the Global Ability.

ANIMAL ABILITIES

Activation: A player can activate their Animal's ability immediately after using a Leaf to perform one of the following actions:

A. Placing a Leaf on the Fauna Board: Either to claim a Fauna objective, or the tableau completion bonus.

OR

B. Discarding a Leaf from play: Players should be aware that Leaves cannot reenter play—therefore, by discarding a Leaf to activate Animal abilities, a player will have fewer Leaf tokens available to claim Fauna objectives and/or the tableau completion bonus.

If playing with the Abundance expansion: When a player discards/converts a leaf, they may activate their Animal abilities AND still gain 1 seed.

- Only the player who used a Leaf may activate their Animal's ability.
- Activating Animal abilities is optional, and a player may only use an ability if they can fully satisfy its requirements. Animal abilities may require an Animeeple to complete a specific movement and/or resource costs.
- **In the advanced game**, a single activation allows the player to trigger one or both of their Animal abilities in the order of their choosing. A player must complete an Animal's ability in-full before activating a second Animal ability.

Initial Placement:

Animeeple are not placed onto a player's tableau until the player activates their Animal(s) for the first time by using a Leaf.

This initial placement counts as 1 movement for the purposes of interpreting abilities and movement requirements (see below).

- If listed, follow the placement conditions (*italicized text before the Ability description*) on the Animal card. If the Animal has more than one Animeeple, the placement condition will be followed each time the Animeeple is placed on your tableau.

Otherwise, if an Animal ability restricts movement (EX: *only moving on a Flora type*     *or a Habitat type*    ), the Animeeple's initial placement must follow those requirements. If its ability has no movement requirements, you may place it on a card anywhere in your tableau.

Example



The Red Panda's placement condition requires the Animeeple to be placed on a ♦

Example



The Tarsier has no placement conditions listed, and no movement requirements. Its Animeeple can be placed on any card in the player's tableau.

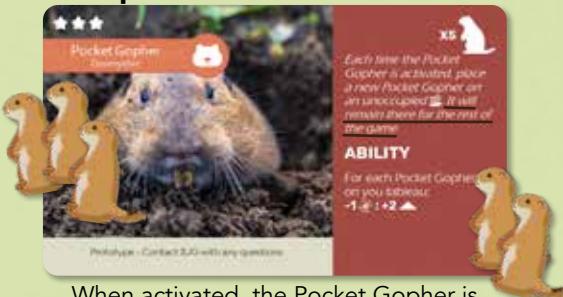


The South African Oryx has no placement conditions listed, but its ability movement is limited to ♦. Its Animeeple can be placed on any card in the tableau that is ♦.

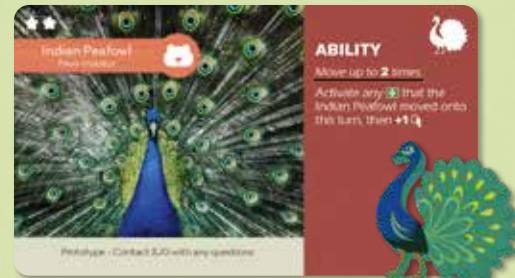
Animeeple Movement:

Some Animals have placement conditions that require an Animeeple to stay on the card it was placed on while others move as indicated by their Ability. Animmeeple movement is always optional, but is often required for an ability to take effect.

Example



When activated, the Pocket Gopher is placed on a Terrain where it will remain for the rest of the game.



When activated, the Indian Peafowl can move as indicated by its Ability.

When an Animeeple moves, it follows one of these movement rules:

- A. **Move up to**
- B. **Move to**
- C. **Move exactly**

- When moving up to or exactly X cards, an Animeeple can move orthogonally (up, down, left, or right) or diagonally from the card they currently occupy to any adjacent card that satisfies the requirements of the Animal's ability.

NOTE: A player's tableau does not "wrap-around". Cards on the far left are not adjacent to those on the far right, and cards on the top row are not adjacent to those on the bottom row.

- An Animeeple cannot backtrack, move through, or end its movement on any card it occupied earlier in this activation, including the card occupied at the start of the activation.

However, on future activations, (even on the same turn), Animeeple can move to cards occupied during a previous activation.

Example



A player activates their Highland Cow by using a Leaf. The Highland Cow may move up to 3 times orthogonally and/or diagonally. From each card the Animeeple moves to, the player may remove 1 growth to compost up to 3 cards from the deck.

The player chooses to move the Animeeple from the Chinese Peony orthogonally to Yellow Sprouts for one movement 1, diagonally to Mountain Aspen for their second movement 2, and then orthogonally to Tiger Orchid for their third and final movement 3.

Conversely, during this activation the player **would not have been allowed** to move the Animeeple back to the Chinese Peony, as the Highland Cow began its activation there.

After using **another** Leaf, the player activates the Highland Cow again. They **are** allowed to move the Animeeple to the Red-Caped Scaber Stalk, Mountain Aspen, and Chinese Peony as some of those cards were occupied during a **previous** activation.



- Animeeple cannot move to or through spaces of a player's tableau that are empty.
- **In the advanced game,** Animeeple of different species may occupy the same card.

MOVE UP TO

The Animeeple can move up to X cards away from its starting position.

Example



A player activates their Mountain Goat, moving its Animeeple **up to 2 times** from the Cinnamon Tree diagonally to the Virginia Strawberry **1** and then diagonally to the Red Birch **2** (both cards have the ♦ terrain). They remove 2 Sprouts from the Virginia Strawberry and 3 Sprouts from the Red Birch, and place them in the storage area of the Mountain Goat card.



Example



A player activates their Polar Bear, which can move **up to 1 time per used Leaf ♦**.

In previous rounds, the player claimed 2 Fauna objectives, and in order to trigger their Animal ability they discarded 1 Leaf. In total, the player has used 3 Leaves, and may move the Polar Bear's Animeeple up to 3 times, but **only on cards that feature ♦**.

MOVE TO

The Animeeple moves directly to a card that meets the specified condition.

- If more than one card qualifies, the player may choose which card the Animeeple moves to.
- If no cards qualify, the Animeeple does not move and the ability has no effect.

Example



After using a Leaf, a player activates their Jaguar. They are allowed to move the Animeeple to a card the Jaguar isn't currently occupying, if it has an animal in its name.



There are 3 cards in the player's tableau that satisfy this requirement: *Panther Cap*, *Wooly Buckeye*, and *Grey Reindeer Lichen*. While the player is allowed to move the Animeeple to any of these cards, only one has **2+ Ⓡ**. They move the Animeeple to the *Panther Cap*, and place a **7** from the supply in the storage area of the Jaguar card.

MOVE EXACTLY

The Animeeple moves exactly X cards away from its starting position. *Partial movement is not allowed.*

Example



On a later turn, after adding Scrubland to their tableau, the player uses a Leaf, activates the Pot-Bellied Pig, moves the Animeeple exactly once to Scrubland, and gains 3 soil.

On a previous turn, a player used a Leaf, activating their Vietnamese Pot-Bellied Pig. For its initial placement, the Animeeple is placed on "Forest Edge" a ⚡ with both ☀ and ⚡. As they have satisfied the conditions of the Animal's ability, they gain 3 soil.

On their current turn, after using a Leaf, a player wishes to use its ability again.

The Animeeple must move in order for its ability to take effect and neither the Persian Shield nor Angel's Trumpets satisfy the Animeeple's movement requirements, so the player may not trigger its ability.



There are four types of Animal abilities:

1. Those that produce resources during the game

Example



The Eurasian Hoopoe's ability produces Ⓡ to place on Flora.

2. Those that convert resources during the game

Example



The Lemur converts Ⓡ to ▲.

3. Those that allow a player to activate abilities

Example



The Komodo Dragon activates ☀.

4. Those that provide end-game scoring opportunities

Example



The White Rhinoceros' ability produces ▲ to store on the card, worth VP at the end of the game.

Producing Resources:

Resources produced by an Animal ability are typically added to the player's tableau. These resources may be collected as desired (partially or in full) as long as the player can accommodate them in their tableau.

If playing with the Abundance expansion: Sprouts generated from Animal abilities may be stored unless placement conditions are provided (ex: card type or adjacency), in which case they must be placed as directed or lost.

End-Game Scoring Opportunities:

All Animals that provide end-game scoring opportunities have a storage area on their card.

Only resources generated or manipulated by an Animal's ability can be placed in the storage area.



There is no storage limit, but resources in storage remain there permanently and cannot be spent, converted, or moved to a player's tableau.

GLOBAL ABILITIES

Activation: One Global Ability card is used per game, activating for all players each time the active player token is passed from the last player in turn order to the starting player.

There are four types of Global abilities:

1. Those that produce resources during the game

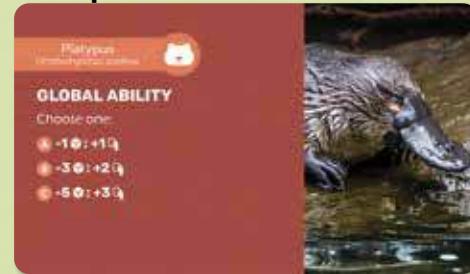
Example



The Thompson's Gazelle Global Ability produces 2.

2. Those that convert resources during the game

Example



The Platypus' Global Ability converts 10 to 20.

3. Those that allow a player to activate abilities

Example



The Saltwater Crocodile's Global Ability activates 1.

4. Those that provide end-game scoring opportunities

Example



The Asian Elephant's Global Ability allows a player to move 1 from their tableau to their 1 for VP at the end of the game.

- Each player resolves the Global Ability independently, and must forgo its effect if they lack the requirements or choose not to use it.
- If a Global Ability offers a choice, each player makes their own selection.
- Only resources generated or manipulated by the Global Ability can be placed on a player's 1. There is no storage limit, but resources on 1 remain there permanently and cannot be spent, converted, or moved to a player's tableau.

SOLO MODE



The solo mode objective is the same as the base game.

SETUP

Follow the setup as described in the base game for your chosen game mode.

If you are playing with the Abundance expansion, complete its setup first (Abundance rulebook, page 2,8). Otherwise, remove the two Animal cards with an "A" beneath the card title before proceeding as follows:

- The "global ability" side of the Animal cards will not be used.
- Based on your chosen game difficulty, deal Animal cards to both yourself and Gaia. 1 for beginner/standard or 2 for Advanced.

NOTE: If Gaia is dealt any of the following Animals, deal again as Gaia will not use them: Komodo Dragon, Indian Peafowl, Saltwater Crocodile, Ball Python, Reindeer, Jaguar, and Snow Goose.

- Place Gaia's Animal card(s) faceup in her play area, the matching Animeeples should be returned to the box as Gaia will not use them.
- All other Animal cards and their Animeeples are returned to the box as they will not be used for this game.

ACTIVATING ANIMAL ABILITIES

You activate your Animals as normal (see p.4). This includes placing a Leaf on the Fauna board, claiming the tableau bonus, or discarding a Leaf to activate Animals.

If you discarded/converted a Leaf to activate your Animals, place that Leaf on Gaia's board. She will score 5VP per Leaf on her board at the end of the game. When you calculate scores, you can record Gaia's VP from Leaves on one of her unused Ecosystem scoring spaces.

Gaia activates her Animals whenever she places a Leaf on the Fauna board (Earth rulebook, page 15).

Since Gaia does not have a tableau in play, she **ignores all Animal placement and movement requirements, as well as card features and adjacency requirements for gaining resources**. If she can pay the full cost of an ability, she resolves it and gains the benefit. She **must** use any ability she can afford.

Whenever Gaia should draw cards due to the effects of an Animal ability, she instead **composts 2 cards from the deck per card drawn**.

RESOLVING GAIAS ANIMAL ABILITIES

- If an ability would generate resources for another player (you), you still receive them.
- If an Animal's ability triggers based on the total number of animeeples in the tableau (Capybara, Wild Turkey, Pocket Gopher, Pangolin, and Formosan Termites), Gaia instead triggers the ability once per Leaf she has used.
- If an Animal stores resources for end-game points, Gaia must still pay the required resources to use the ability. If she cannot, the ability has no effect.
*Golden Eagle and Asian Elephant: When paying Growth, Gaia always removes the **last Growth token placed on her board**, even if it's not a canopy.*

- Since Gaia does not use Animeeples or a tableau, always evaluate her Animal abilities as if she completes the **maximum allowed or required movement**.

*If an ability allows an Animeeple to **move up to** a certain number of cards, Gaia resolves the ability as many times as she can afford, up to the maximum stated.*

*If an ability requires an Animeeple to **move exactly** a specific number of cards, Gaia may only resolve it if she can fully pay the cost—no partial benefit is allowed.*

TEAMS MODE

When playing in Teams Mode, follow the standard setup and game structure. Animal Abilities are only triggered by the player who placed or discarded a Leaf, **teammates do not share Animal activations**.

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A NEW EXPANSION FOR EARTH

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