



ENDANGERED

• NEW SPECIES •

Welcome to the New Species expansion for Endangered! It includes many great additions to the base game that will add variety and challenge to your experience. If you are familiar with the base game, you will have no difficulty integrating New Species material into your game.

The star attraction is **six new animal Scenarios**. Each one includes all of the Impact cards, animal tokens, new Destruction tiles, and any other specialized components you will need to test your skill at saving a different species with its unique obstacles.

There are also new **Specialty cards** for all Roles, six new **Ambassadors**, and the unpredictable **Policy Change** variant!

SOME GENERAL RULES

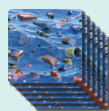
- Each Scenario describes the components it uses. Sometimes there are more of that component in the box than you need (*for example the Polar Bear Scenario calls for 8 Deforestation tiles and there are many more than that*). Always return excess components to the box
- Unless otherwise specified by the Scenario, when Destruction is added to a space, all animals in the space are lost.
- Each Scenario should use the relevant Impact deck.
- The Destruction tiles are double-sided, with different types on front and back. Once you have prepared your supply for the game, make sure to keep them **face up** at all times.



• SEA TURTLE SCENARIO •

SETUP

Use the **Shore** side of the board. Add **9 Sea Turtles** to the board in the pattern shown here; there will be 3 left in the supply. Make a supply pile of **15 Litter tiles**.



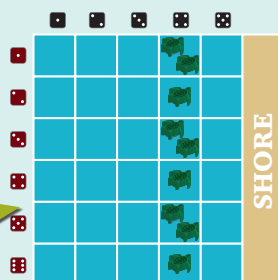
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9



OFFSPRING RULES

Do not roll for Offspring; Sea Turtles have a totally unique Offspring phase. Instead, move **all** turtles one space closer to the Shore (*it is easiest to work your way one column at a time from right to left*). Turtles in column 5 move **onto** the Shore (*imagine that there is a temporary space there to move into in each row*). Each mating pair **on the Shore** produces an Offspring, which is placed with them. Then move **all** turtles on the Shore to column 1 spaces, keeping them in the same row. Lose any turtle that ends this phase in a space with a Litter tile.

DESTRUCTION RULES

Choose a **row** (*not column*) that contains at least one turtle. Roll the Destruction die to determine which space in that row receives the Litter tile. If a 6 is rolled, place the tile in **any** space in the row that has no Litter tile in it.

If the roll indicates a space where there's already a Litter tile, first move the tile toward the nearest turtle in the row, until it reaches a space without a Litter tile. Then roll for **another** Litter tile; you must keep repeating this process as many times as it takes until a roll indicates a space with no Litter tile already in it.

DIFFICULTY SETTINGS

EASY: During Setup, search the Impact deck for two copies of *Fishing Bycatch* and put them in the discard pile. Shuffle the Impact deck.

NORMAL: No changes.

HARD: During Setup, search the Impact deck for *Light Pollution* and put it into play. Shuffle the Impact deck.

• POLAR BEAR SCENARIO •

SETUP & UNIQUE RULES

Use the **Shore** side of the board. Add **15 Ice tiles** to the board in the pattern shown here. Add **8 Polar Bears** to the indicated Ice tiles in the pattern shown here; there will be 2 left in the supply. Make a supply pile of **8 Deforestation tiles**. Place the **Continents board** face up next to the board.



Some Actions (often those that remove Destruction) mention **adjacency**. Adjacency on the Continents board is indicated by thick red lines. All three northern continents are considered to be adjacent to **all** bears on the main board. North and South America are adjacent to each other. Europe is adjacent to both Africa and Asia. Oceania isn't adjacent to anything.

OFFSPRING RULES

Before rolling for Offspring, lose all bears that are not on an Ice tile. Follow the normal Offspring rules; a newly born Offspring may be placed on an empty Ice tile **or** empty water space adjacent to its mating pair.

DESTRUCTION RULES

Roll the Destruction die to indicate a continent on the Continents board (*each continent displays a die value*). If the indicated continent is **empty**, place a Deforestation tile there. *These tiles may be removed during play by Actions that remove Destruction*. If the indicated continent **already** has a Deforestation tile, no Deforestation tile is placed, but you must remove an Ice tile **that has a bear on it** from the board, leaving the bear in the tile's water space. If you can't because there is no such Ice tile to remove, the players **lose the game** immediately.

DIFFICULTY SETTINGS

NORMAL: Each time a *Climate Change* Impact enters play, you may remove a Deforestation tile from the Continents board **before** resolving it.

HARD: No changes.

CRITICAL: If there are any bears in the water when an *Oil Spill* Impact enters play, resolve it then perform the Impact Phase **again**.

• CALIFORNIA CONDOR SCENARIO •

SETUP & UNIQUE RULES

Use the **Forest** side of the board. Add **7 Deforestation tiles** to the board in the pattern shown here. Add **6 Condors** to the board in the pattern shown here; there will be 4 left in the supply. Make a supply pile of **13 Farm tiles**. Place the **Mating Instinct track** next to the board, with an Influence cube on 0.



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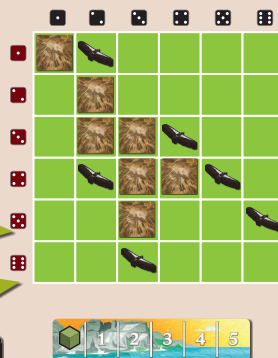
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7



6



Whenever a Destruction tile (**Deforestation or Farm**) is **removed** from the board, put it on the **bottom** of the Supply stack. Whenever a Destruction tile is **added** to the board, use the **top** tile of the supply stack.

OFFSPRING RULES

The target number for Offspring rolls is the number of mating pairs plus the current Mating Instinct value; you must roll less than or equal to the target to produce an Offspring. Mating Instinct starts at 0. Any time an Offspring **could** be born but **isn't**, advance the marker on the Mating Instinct track by 1. When an Offspring is born, Mating Instinct drops back to 0.

DESTRUCTION RULES

Before rolling for Destruction, lose **all** condors adjacent to one or more **Farm** tiles. Then, choose a **line** (row or column) that contains at least one condor. Roll the Destruction die to determine which space **in that line** receives the Destruction tile. If there is already a Destruction tile in that space, move the new tile to the **nearest space** in the line that doesn't have a Destruction tile.

DIFFICULTY SETTINGS

NORMAL: During Setup, add a seventh condor to one empty space of your choice. There will be three condors left in the supply instead of four.

HARD: No changes.

CRITICAL: Each time a **Farm** tile is removed from the board, remove it **from the game**. Then place a Deforestation tile **from the box** (from out of play) in the space where the Farm was.

• ELEPHANT SCENARIO •

SETUP & UNIQUE RULES

Use the **Forest** side of the board. Add **15 Elephants** to the board in the pattern shown here; there will be 3 left in the supply. Make a supply pile of **24 Deforestation** tiles.



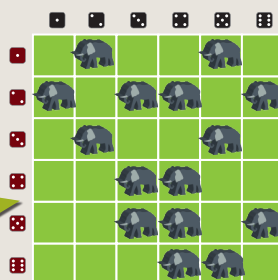
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15



Each elephant is either **wild** (in a space without Deforestation) or **captive** (in a space with Deforestation). Therefore all 15 elephants on the board at game start are **wild**.

- When Deforestation is added to a space with an elephant, the elephant is **not** lost; it is **captured** and becomes **captive**. If more than one elephant is in the space, all but one elephant in the space is lost, and the remaining elephant is captured.
- If there are ever fewer than two **wild** elephants, the players lose the game immediately. Ambassadors that count animals ignore captive animals.
- A captive elephant can become wild again by removing Deforestation from its space, or by moving it from the space. Elephants may never be moved into Deforested spaces.
- Cards referring to animals **can** affect captive elephants.

OFFSPRING RULES

No special Offspring rules.

DESTRUCTION RULES

Roll for Destruction as described below until three Deforestation tiles have been placed **or** an elephant is captured by a placed tile, **whichever comes first**. Roll both dice to indicate where to place a Deforestation tile. The orange die indicates the **row**, the black die indicates the **column**. If the target space already has a Deforestation tile, move the new tile one space at a time in any direction you want as many times as you want until it reaches a space without Deforestation, and place it there.

DIFFICULTY SETTINGS

NORMAL: Whenever you complete a Destruction phase without an elephant being captured during the phase, add an Influence to one Ambassador.

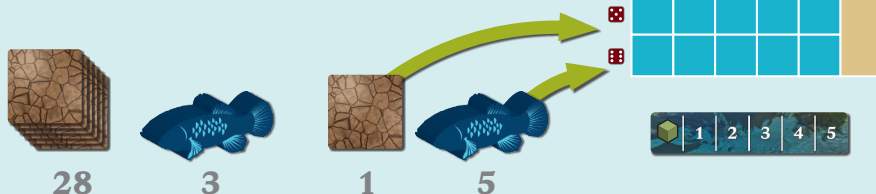
HARD: No changes.

CRITICAL: Whenever the **Urbanization** Impact enters play, resolve its effect **twice**.

• DEVILS HOLE PUPFISH SCENARIO •

SETUP

Use the **Shore** side of the board. Add **5 Pupfish** to the board in the pattern shown here; there will be 3 left in the supply. Add 1 **Drought tile** to the board in the top left corner. Make a supply pile of **28 Drought tiles**. Place the **Mating Instinct track** next to the board, with an Influence cube acting as a marker on 0.



OFFSPRING RULES

The target number for Offspring rolls is the number of mating pairs plus the current Mating Instinct value; you must roll less than or equal to the target to produce an Offspring. Mating Instinct starts at 0. Any time an Offspring **could** be born but **isn't**, advance the marker on the Mating Instinct track by 1. When an Offspring is born, Mating Instinct drops back to 0.

DESTRUCTION RULES

The water level in Devils Hole is vital to the species. Each turn, find the lowest- numbered **row** (not column) with a water space (therefore the first turn will target row 1 at the top of the board). If there are **any** pupfish in that row, roll **one** die. If **not**, roll **two** dice. For each **odd** result rolled, place **one** Drought tile on the board. For each **even** result rolled, place **two** tiles. Drought tiles must be added to the board from left to right filling in each row from the top row to the bottom row.

DIFFICULTY SETTINGS

NORMAL: Whenever the Mating Instinct marker advances on the track during the Offspring phase, advance it by 2 instead of 1 as normal.

HARD: No changes.

CRITICAL: Whenever a pupfish is lost (for any reason), one player must discard a card from their hand.

• JAGUAR & TAPIR SCENARIO •

SETUP & UNIQUE RULES

Use the **Forest** side of the board. Add 7 “healthy” Jaguars (*standing up*) to the board in the pattern shown here; there will be 2 left in the supply. Add all 9 **adult Tapirs** to the board in the pattern shown here; there will be 5 **baby Tapirs** left in the supply. Make a supply pile of 16 **Deforestation tiles**. Search the Impact deck for the **Indigenous People** Impact and put it into play; shuffle the deck.



The players lose the game if there are ever fewer than two jaguars (of any health) **or** fewer than three tapirs (of any age) on the board. Jaguars and tapirs **may** occupy the same space.

OFFSPRING RULES

1. Every **adult tapir** mating pair produces a **baby** tapir on an empty adjacent space.
2. Replace each **baby** tapir that has at least one other animal in its space with an **adult** tapir from the supply (*if there are not enough adults in the supply, replace as many as you can*).
3. Each jaguar may eat any tapir from **anywhere** on the board. The players choose which jaguars eat, which ones don't, and which tapirs get eaten. Eaten tapirs are not considered “lost,” just returned to the supply. If a **healthy** jaguar does **not** eat, lay it on its side to show that it is **hungry**. If a **hungry** jaguar does not eat, it is lost. If a hungry jaguar eats, stand it up to show that it has become healthy again.
4. Roll for jaguar Offspring; the target is the number of jaguar mating pairs. Add 2 to this target if **all** jaguars in **all** mating pairs are healthy. If the roll result is less than or equal to the target, then place one **healthy** jaguar on an empty space adjacent to a jaguar mating pair.

DESTRUCTION RULES

Follow this procedure **twice**. Roll the Destruction die. If the result is:

- 3 **or lower**: Place a Deforestation tile on an empty space adjacent to at least one tapir **and** at least one jaguar; if there is no such space, place the tile on any space containing an animal.
- 4: Place a Deforestation tile on a space with a jaguar.
- 5: Place a Deforestation tile on a space with a tapir.
- 6: No tile is placed.

DIFFICULTY SETTINGS

NORMAL: Whenever a 4 or 5 is rolled for Destruction, you may place the Deforestation tile on a space containing either type of animal.

HARD: No changes.

CRITICAL: The players need to end the game with at least 3 Influence on the **Indigenous People** card in order to win the game.

POLICY CHANGE VARIANT

Setup: Shuffle the nine *Policy Change* tokens face down. At the start of the game you may place **one** face down token on as many Ambassadors as you want, maximum one per Ambassador. For every **two** Policy Change tokens placed, **one** player may draw one card.

Gameplay: Policy Change tokens **remain face down** for most of the game, even when their Ambassadors are revealed. Immediately before the Vote is conducted at the end of the **first** Voting Year, **discard** the tokens on **face-down** Ambassadors, and **reveal** the tokens on **face-up** Ambassadors. Each revealed token tells you how much influence that you must immediately add to or subtract from the Ambassador (*some tokens indicate no change*). Then discard the revealed tokens.



SUBTRACT
TWO



SUBTRACT
ONE



NO CHANGE



ADD ONE

NEW AMBASSADORS AND SPECIALTIES

Just mix them in with their relevant decks, and play as normal! These cards all have a tiny **NS** symbol in the corner so that you can identify and remove the New Species content from your base game if you ever want to.



CREDITS & THANKS

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Joe says: Thank you to my wife, Amanda, for all your love and encouragement. You complete me. Thank you to my kids, James and Sadie. I am so proud of you both. Thank you to Angela Marliani, Jim Zvonec, Martin Biesheuvel, Josh Tempkin, Shawn Clouthier, Jeremy Crawford, and Rita & Hugo (as Meeple of Liberty) for playtesting during a chaotic time. This expansion would not be what it is without you. Thank you to Renzo Segura for inspiring the Amazon scenario. And thank you to Grand Gamers Guild for continuing to believe in me.



Published by Grand Gamers Guild
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