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SUMMARY

- 1 or more players feed, mate, and migrate organisms in their native habitats while braving environmental threats. Whoever is the best at balancing the ecosystem is the winner!

TERMS

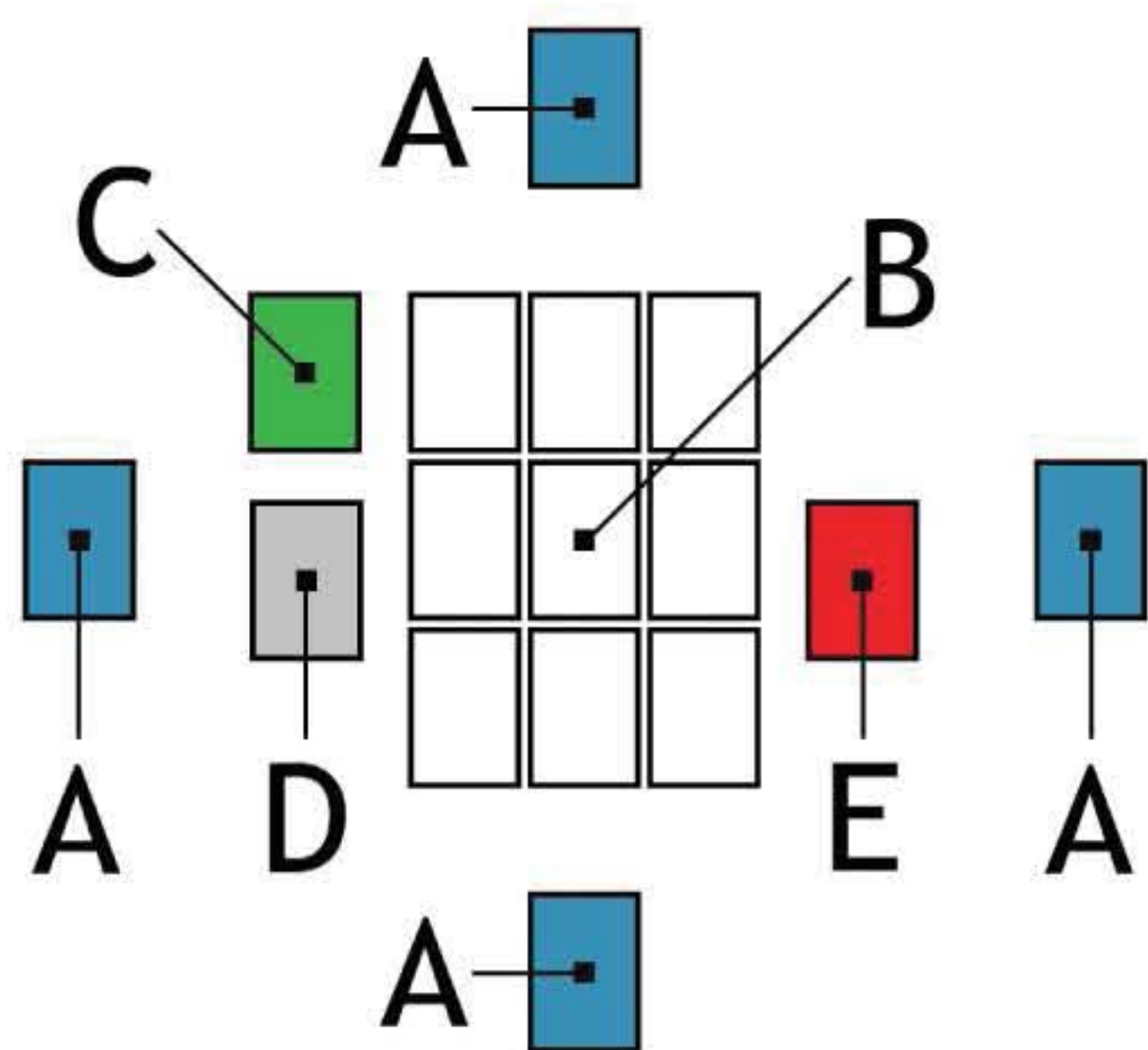
- Ecosystem - overall environment and home to all Organisms.
- Organism - something that exists in the Ecosystem, such as a plant, animal, etc.
- Habitat - a collection of Organisms earned by each player placed in front of him or her that represents each player's contribution to balancing the Ecosystem.
- Deck - an EcoGoGo! Deck containing a unique food chain of Organisms in a specific location somewhere in the world.

SETUP

- Separate the Fun Facts cards from the rest and set them aside (see [Fun Facts](#)).
- Choose a Deck then shuffle it thoroughly. *Important: Do not mix different Decks together.*
- These rules explain how to play with 2 or more players, unless otherwise stated.
- Determine player order and who will deal the cards (for 2+ players only).
- Place 9 cards face up in a 3x3 grid between the players (this is the "Ecosystem").
- Deal 3 cards face down to each player (this is his or her "Hand").

PLACEMENT

- The following suggests where to place elements of play:



- Each element above is as follows:
 - A = Habitat (win pile; 4 shown)
 - B = Ecosystem (3x3 grid)
 - C = Deck
 - D = Discard pile
 - E = Endangered Organism cards

SEQUENCE OF PLAY

- One player starts and completes his/her turn, then the next player, and so on. If playing by

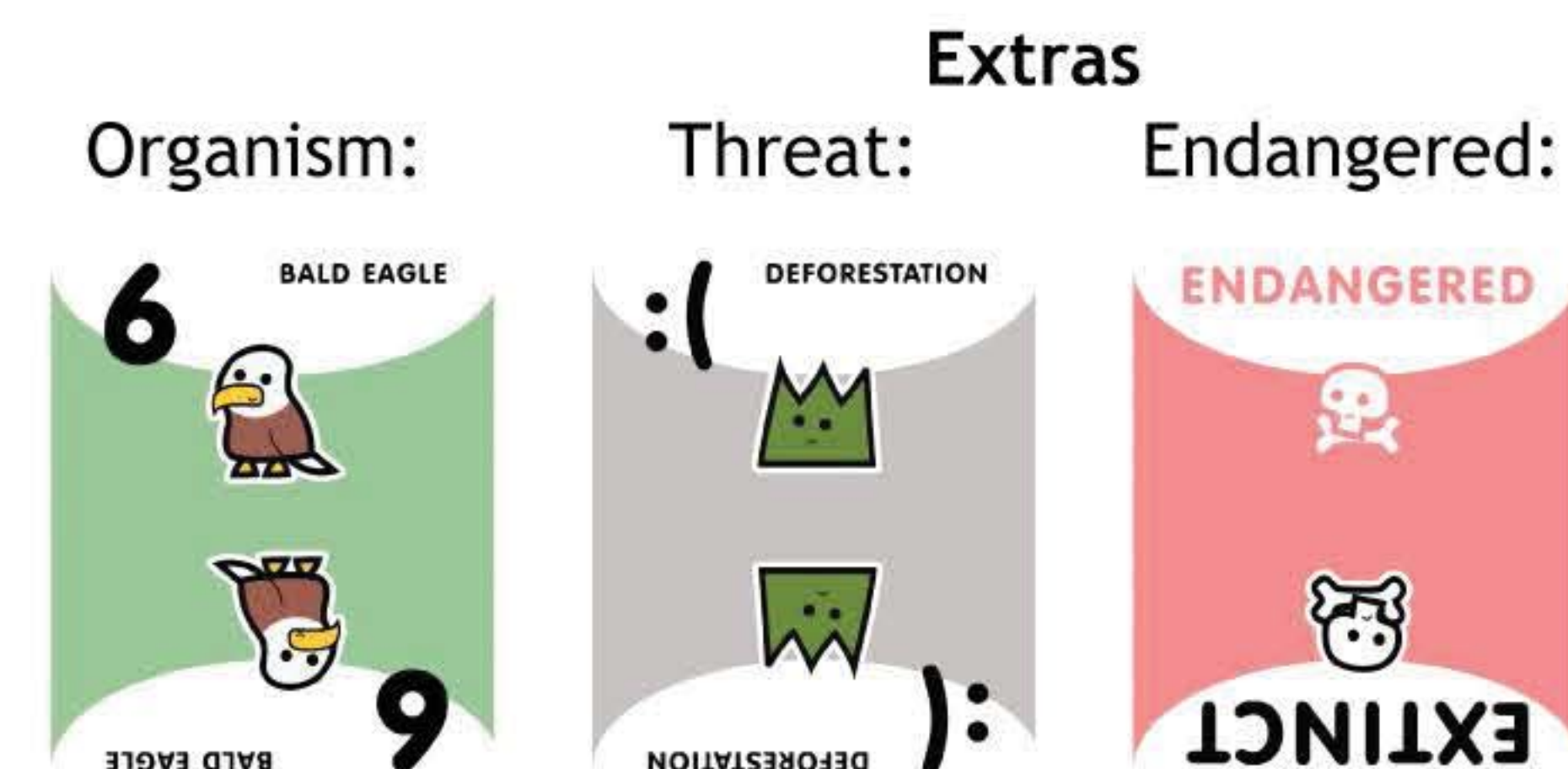
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yourself, when your turn is done, simply start a new turn.

- Repeat this process until all players are out of the game, at which point the game is over (see [Game Over](#)).

THE CARDS

- There are 2 main types of playing cards: Organisms and Extras.



- Each EcoGoGo! deck should be played by itself and not combined with another (e.g. the Grand Canyon deck should not be combined with Yosemite, Everglades, etc.).
- The front side of every Organism card indicates its name, picture, and a number representing its position in the food chain.
- The front side of every Extras card indicates that it is either a Threat or an Endangered card (see [Extras](#)).
- The back side of the card indicates the food chain and Ecosystem location in the world.

PLAYER ACTIONS

- Each player can perform one of the following 3 Actions per turn (see [Game Actions](#) for the results):

1. Place - The "Place" action represents the introduction of a new Organism or Threat into the Ecosystem.

Place a card from your Hand:

- On an Ecosystem card of equal value or 1 number less in value.
- On an empty spot in the Ecosystem.
- On any Ecosystem card with a Threat card (see [Extras](#)).
- Beside the Ecosystem with an Endangered card (see [Extras](#)).
- If you place a card, you should replenish your Hand. First, replenish any missing cards in the Ecosystem by drawing card(s) from the Deck. Then, replenish your Hand by drawing 1 card from the Deck.

2. Swap - The "Swap" action represents movement of Organisms in the Ecosystem.

Swap any 2 adjacent cards in the Ecosystem.

- You can only swap if you can create a Food Chain or Migration (see [Game Actions](#)).
- Two cards are adjacent when they share a common edge or corner (to the side, above/below, or diagonally).

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- You can also swap an Ecosystem card with an empty spot in the Ecosystem (spots become empty after the Deck runs out).

3. Replace - If a Place or Swap cannot be done, place 1 card from your Hand into the Discard pile, and draw 1 new card from the Deck.

- If the Deck is empty, you're out of the game (see [Game Over](#)).

- After performing one of the above 3 Actions, your turn is over, and it is the next player's turn. For a single player (solo) game, start a new turn.

- *Note: If a player cannot perform 1 of the 3 Actions, he/she is out of the game (see [Game Over](#)).*

- See [Sample Play](#) for examples of Actions.

- *Note: Sometimes there will be a complete Food Chain or Migration in the Ecosystem at the start of your turn. As long as you do not break the Food Chain or Migration with your turn action, you can put it in your Habitat at the end of your turn.*

GAME ACTIONS

Performing a Player Action results in one of the following Game Actions:

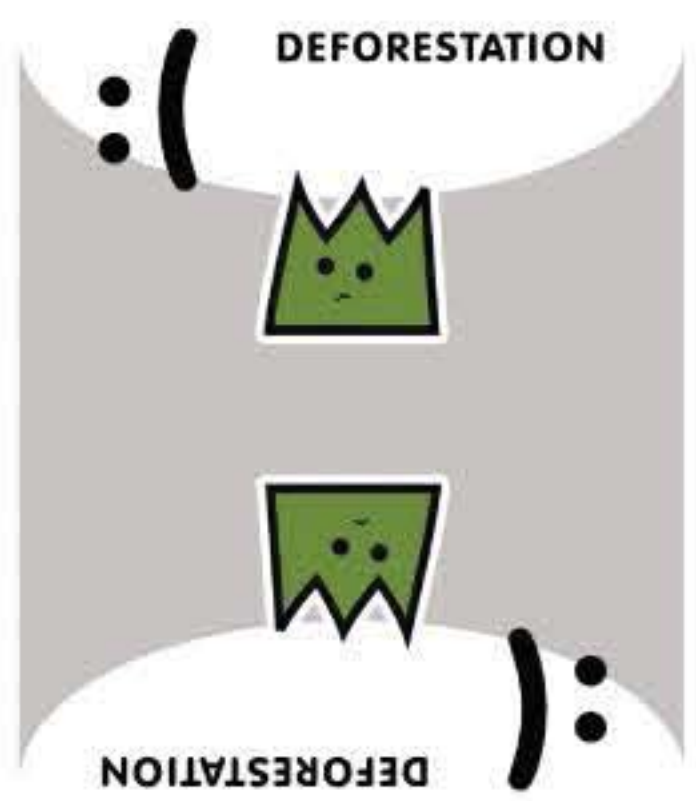
- Feed - This represents a predator consuming, killing, or subduing a prey.
 - Place a card from your Hand that is exactly 1 number higher over an Ecosystem card (e.g. 3 over a 2), then place both cards in your Habitat.
- Mate - This represents two Organisms mating, pollinating, or otherwise creating more of themselves (e.g. as with "water").
 - Place a card from your Hand over an Ecosystem card of the same number (e.g. 3 over a 3), then place both cards in your Habitat.
- Migrate - This represents Organisms migrating or moving to your Habitat.
 - Swap 2 Ecosystem cards to create 3 of the same numbered cards (e.g. 2-2-2) in a row (horizontally, vertically, or diagonally) in the Ecosystem, then place the cards in your Habitat.
- Food Chain - This represents a food chain of predators feeding on prey.
 - Swap 2 Ecosystem cards to complete 3 consecutive numbers (e.g. 3-2-1) in a row (horizontally, vertically, or diagonally) then place the cards in your Habitat.
- Combinations - Placing a card from your Hand to Feed or Mate that then creates a Migration or Food Chain is considered a "Combination." A Combination is the best way to earn the most cards in a single turn.
- For examples of Game Actions reached with Player Actions, see [Sample Play](#).

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EXTRAS

- Threat cards:

- Represent dangers to the Ecosystem, such as deforestation, pollution, toxic waste, and disease. Threats create hardships for players by blocking or limiting food chains, migration patterns, and combination moves.



- Remain until the end of the game when placed in the Ecosystem.
- May be placed on top of any card as a turn action.
- May not be moved or covered by another card once placed.

- Endangered cards:

- These alert players to an Organism becoming endangered. If the Organism is not saved, it risks becoming extinct.
- When an Endangered card is revealed in the Ecosystem (by playing it from your Hand or drawing it when replenishing), immediately place it to the side of the Ecosystem. Turn the Endangered card so "Endangered" is at the top. Draw 1 card from the Deck and place it on top of the Endangered card (leaving the Endangered title visible). This card will not be played and indicates which Organism is in danger of extinction.



- Once an Endangered card is placed, each player has a chance to save the Endangered Organism from extinction. This action would constitute a player's turn.
- The first player to Feed (including in a Food Chain), Mate, or Migrate the Endangered Organism saves it from Extinction. Place the Endangered card (and the Organism card on top) in his/her Habitat. Resume play as normal.
- If no player saves the Endangered Organism, it is now Extinct. Remove this Organism card from the Endangered card, the Ecosystem and all player Hands and Habitats. Turn the Endangered card so "Extinct" is at the top and place all the removed Organism cards in a pile on top (leaving the Extinct title visible).
- *Important: For the rest of the game, if an Extinct Organism is drawn or dealt, it should immediately be discarded and cannot be played.*
- Replenish the Ecosystem as needed from the Deck.

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- Note: If you draw a Threat or Endangered card, you do not have to play it. However, keeping it in your Hand will limit your options to create Food Chains, Migrations, etc.
- See [Sample of Extras in Play](#).

GAME OVER

- A player is out of the game if he/she cannot perform one of the 3 play actions (Swap, Place, or Replace).
- When all players are out of the game, the game is over.
- Once the game is over, count the number of cards in each player's Habitat.
 - Each Organism card is worth 1 point.
 - Each Endangered card is worth 3 points.
- The player with the most points has balanced the Ecosystem and wins!
- Solo play: Consult the following to see how well you balanced the Ecosystem:

- 0-24 points = Try again (play more to improve)
- 25-39 points = Average
- 40-49 points = Star
- 50-54 points = Superstar
- 55+ points = Ultra Superstar!

SAMPLE PLAY

- An Ecosystem example:

Note: The following are only simplified card visuals to support this tutorial.
- A Hand example:
- Actions that would get 2 cards into your Habitat:
 - Place the 6 from your Hand on a 5 to Feed.
 - Place the 6 from your Hand on the 6 to Mate.

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- Actions that would get 3 cards into your Habitat:
 - Swap the lower-right 3 with bottom 5 to Migrate the new middle column of 3-3-3.
 - Swap the upper-left 2 with the top 3 to Migrate 3-3-3 diagonally from top-left to bottom-right.
 - Swap the center 3 with the upper-right 2 to create a Food Chain of 3-2-1 from upper-right to bottom-left.
- Combinations that would get 4 cards into your Habitat:
 - Place the 4 from your Hand on the center 3 to Feed and also create a Food Chain of 5-4-3 from bottom to top in the center column.
 - Place the 4 from your Hand on the lower-right 3 to Feed and also to create a Food Chain of 4-3-2 diagonally from bottom-right to top-left.
 - Place the 3 from your Hand on the upper-left 2 to Feed and also to Migrate 3-3-3 diagonally from upper-left to bottom-right.

SAMPLE OF EXTRAS IN PLAY

- An Ecosystem and Hand example:

- The Threat card is played (placed on the 1) and Hand replenished with a 3.



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- The Endangered card is played, a new card (3) drawn and placed on top, and the Hand replenished with a 1.

- Each player has 1 turn to save the 3 from Extinction (see Extras > Endangered).
- This could be done by swapping the bottom 5 with the bottom-right 3 to create a Migration, earning 7 points (3 for migration, 3 for Endangered card, and 1 for the Endangered organism).
- This could also be done by placing the 3 from the Hand (for 1 extra point) on the upper-left 2 to Feed, and create a Migration, earning 8 points. This would be the better action.

FUN FACTS

- Each EcoGoGo! deck comes with Fun Facts cards, 1 for each of its organisms and location.

Organism or Location	Fun Fact text
	<p>FUN FACTS</p> <p>This bird has been the national emblem of the United States since 1782. It can dive after prey at 100 mph and fly up to 10,000 feet in the air by using thermal currents.</p>

- Fun Facts are designed to provide information to help inspire more learning.
- You can use the Fun Facts like you would "flash cards" for a separate game:
 - One person draws and holds up a Fun Fact card with one side hidden (either the organism name or its Fun Fact) from other player(s). The next player (or anyone, if desired) guesses what the hidden side is.
 - If the guess is correct, the guessing player should keep the card as a win card. Repeat this process with as many cards as desired.
 - If you'd like to play competitively, either a) take turns guessing, or b) reveal a card and all players try to guess. In either case, the player with the most win cards wins the game!



Grand Canyon National Park

United States of America
 Great Horned Owl, Common Kingsnake, Grand Canyon Rattlesnake, Golden-mantled Ground Squirrel, Common Earless Lizard, Darkling Beetle, and Poop

EcoGoGo!

Grand Canyon, USA



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Exercises math, strategy, and biology (organisms, habitats, feeding, mating, migrating, food chains, endangered species, and environmental threats). Includes 1 unique food chain with 48-49 Organisms, 2 Endangered Species, 1 Threat, and 7-9 Fun Facts cards. Combine with any EcoGoGo! Expansion for more fun and learning!

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 GRAPHICS

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IMPORTANT UPDATE

- The following replaces the "Solo Section" of the rules in Game Over on page 5.
- The following new scoring system improves the single player (solo) mode and allows for more meaningful competition between players of EcoGoGo.

SUMMARY

- Your play style now significantly impacts the points you earn.
- A player's habitat (or "win pile") is now divided into 3 score stacks.
- Each turn players place the cards they "win" in a particular stack.
- The 3 score stacks sit below the 3x3 grid for each player.

STACKS

- Place your win cards in a stack based on the number of cards you win in your turn:
 - Left Stack - Won 2 cards.
 - Middle Stack - Won 3-4 cards.
 - Right Stack - Won 5+ cards.

SCORING


- Once the game is done, tally points per stack for each player separately:
 - (1) Ignore the left stack (no points earned for these cards).
 - (2) Count the cards of the middle stack.
 - (3) Count the cards of the right stack and double this number.
- Remember for both the middle and right stacks to count the Endangered/Extinct cards as 3 points.
- Add the stack numbers together.

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- Subtract 10 points for any Extinct species (e.g. -10 points for the Common Kingsnake going extinct).
- The total point value for each player represents their total score.


SCORE RANKING


- For multi-player games, whoever has the highest total score wins!
- For solo games, consult the following chart to see how you "stack" up!


 29 points or less = **Try again**

 30-39 points = **Average**

 40-49 points = **Good**

 50-59 points = **Star**

 60-69 points = **Superstar**

 70 or more points = **Ultra Superstar!**

NOTE

- This add-on allows Senntertain to improve your game. The next round of printing will incorporate the contents of this add-on into the core rules. In the meantime, enjoy playing and...

...Senntertain each other!