

HOW TO PLAY

# SONORA



**PANDA  
SAURUS**  
GAMES



1-4 Players



30-45 Min.



Ages 10+



OVERVIEW

You have entered the Sonoran Desert, a place of vast beauty! Technicolor sunsets pop out over vistas, revealing deep canyons, trickling tributaries, and ancient pueblo cliff-dwellings. Immerse yourself in the secrets of the desert in this delectably fun “flick and write,” where cunning and dexterity meet.

In Sonora, players flick wooden disks onto a game board that represents the different vibrant landscapes across the Sonoran sands. Each of the four zones presents a different unique game, so you’ll need skillful aim to land your disc in the zone you want. Just watch out for other players eager to bump your discs and score points for themselves!

SETUP

- 1. Each player selects a **color** and takes all **5 discs** in that color, along with a **scoresheet** and pen.
- 2. The player who most recently helped a wild animal takes the **first player** marker. (Alternatively, select a first player in any way all players agree on.)
- 3. Place the **game board** so that each player is facing a **different corner**. (Don’t worry if players are unevenly spaced around the board in a 2 or 3 player game.) Leave enough room so that the board can be easily rotated.
- 4. Rotate the board so the corner with the **Cliff-Dweller Ruins** is pointing towards the **first player**.

COMPONENTS

- Game board
- 20 colored discs (numbered 1 to 5 in each color)
- Scoresheets and pens
- First player token



DESERT ZONES

The game board is separated into **4 zones**, corresponding to the **4 scoring sections** on your **scoresheet**. Each zone/scoring section is identified by a different **animal icon**.

(For detailed rules on each scoring section, see **Marking Sections**, pg. 5.)

**CLIFF-DWELLER RUINS**

Race against other players to **fill out** ruins buildings. If you complete a building before anyone else, you earn the **highest reward**.

**CREEK BED**

Forge new **paths** to reach distant scoring spaces and bonuses. The deeper you get, the more appealing the rewards.

**CANYON**

Wind your way through the canyon by drawing distinct **shapes**. Icons inside your shapes earn you bonuses and score points at the end of the game.

**MUDCRACKS**

Cross off adjacent **“nodes”** to surround triangular **areas**. Surrounding icons earns you bonuses and points at the end of the game.

**NOTE:** The **small black squares** (■) on your scoresheet are only used in **solo mode**, and have no effect during normal play.



GAMEPLAY

Sonora is played over a fixed number of **rounds**. Before starting the game, players decide **how many rounds** they want to play, using the table below.

At the end of the **final round**, players count up their total scores and determine the winner.

Short Game	<b>5 rounds</b>
Standard	<b>6 rounds</b>
Long Game	<b>7 Rounds</b>

THE FLICK PHASE

Starting with the **first player** and going in **clockwise** order, players take **turns** flicking discs onto the board.

Each player takes a total of **3 turns** each round. Each player flicks **2 discs** on their first and second turns, and **1 disc** on their final turn.

The Flick phase ends once **everyone** has flicked **all 5** of their discs.

YOUR TURN

On your turn, you must flick 2 discs from your **launch corner** onto the board. You may choose **any 2** discs from those you have available. Flick each of them **one at a time**, in **any order**.

On your **3rd turn** of the round, you must flick the 1 disc you have remaining.

**IMPORTANT:** Do **not** mark your sheet after taking your turn! Discs are not scored until the **Write** phase (see page pg. 4).

YOUR LAUNCH CORNER

Your launch corner is the corner that is physically **closest to you** on the game board. You may flick your discs from anywhere on the **raised surface** of your launch corner.

Each player has their **own** launch corner, and you may never “share” the same corner with another player. Your launch corner stays the same for the **entire round** (the board may not be rotated, except at the end of each round; see **End of Round**, pg. 8).





# READY, AIM, FLICK!

Once a disc is flicked, it **remains on the board** for the rest of the round, and is only scored during the **Write phase**.

This means you can use flicks to **knock** opponents' discs into different zones, or **reposition** your own discs. Only the **final position** of each disc at the end of the Flick phase matters for scoring!

## BULLSEYE!

After a disc is flicked, if **any player's** disc is inside the **recessed hole** in the center of the board, its owner immediately **removes** it from the board and places it on their sheet, on a scoring section of **their choice**. During the Write phase, that player treats the disc as though it landed in the **section** they chose.



**NOTE:** The disc must land **inside** the hole to be a Bullseye. If a disc is "hanging" over the hole, it remains on the board and scores normally.

## ADDITIONAL FLICKING RULES

- When you flick, your disc must be **fully** on the raised surface of your launch corner, and may not "hang" over the edge.
- If you don't flick **hard enough** to leave your launch corner, you may reset your disc and flick again.
- If you flick your disc **off the board**, your disc is disqualified and does not score this round. (*Note you may still use a Reflick Bonus; see **Scoresheet Bonuses**, pg. 10.*)
- If your flick knocks **another player's** disc **off the board**, they immediately reflink that disc from their launch corner (*even if it is not their turn*).
- Any disc on the board that is standing on its **side** or **on top** of another disc is still in play, and scores normally in the Write phase.

**USING REFLICKS**  
After flicking a disc, you may choose to cross off a circled **Reflick Bonus** to immediately return the disc and flick it again. (*See **Scoresheet Bonuses**, pg. 10*)

## ADVANCED VARIANT: NO BUNTING

Experienced flickers may choose to **ban** all players from flicking discs directly into the zone **adjacent** to their launch corner. (*They may still use ricochets to reach their adjacent zones.*) Discs that break this rule are **disqualified**.



# THE WRITE PHASE

In the Write phase, players record each of their **discs** on the board in the **scoring sections** on their scoresheet.

Marking each section earns you **end-game points**, as well as **bonuses** you can use immediately or save for later.

The Write phase is made up of the following steps:

- 1. USE SWAP BONUSES** : Before recording discs, players may use one or more circled **Swap Bonuses** in their bonus area to swap the positions of their discs on the board (*see **Scoresheet Bonuses**, pg. 10.*)
- 2. MARK RUINS DISCS:** Discs in the Cliff-Dweller Ruins must be recorded **before** all other discs. Each player fills out their Ruins section out **one at a time**, in order based on the **total value** on their discs (*see **Cliff-Dweller Ruins**, pg. 5.*)
- 3. MARK REMAINING DISCS:** Simultaneously, each player records their remaining discs in **any order** they wish.

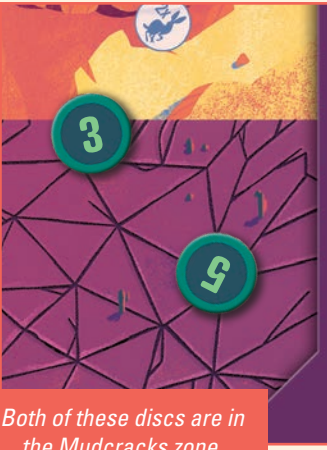


## DISC POSITIONS

During the Write phase, each of your discs on the board is assigned to one of the **scoring sections** on your sheet.

A disc is assigned to a section if it is inside the matching **board zone** OR touching a **multiplier circle** with the matching **icon**.

**IMPORTANT:** Each of your discs remains **on the board** until you have recorded it.



Both of these discs are in the Mudcracks zone.

## BOARD ZONES

Each disc in a **zone** on the board is assigned to the matching scoring section on your sheet.

- If a disc is on a **border** between 2 zones, it counts as being in the zone that the **majority** of the disc occupies.
- If exactly **half** of a disc is in each of 2 zones, you may **choose** which section it is assigned to.

## MULTIPLIER CIRCLES

Each scoring section has **2 multiplier circles** somewhere on the board. If a disc is **touching** a multiplier circle, it earns a **special bonus** towards the matching section.

Multiplier circles **take priority over zones**, so a disc on a multiplier **only** scores the bonus. It is **not** assigned to any other zone it touches.

- A disc counts as **touching** a multiplier circle as long as **any part** of the disc is on the multiplier circle (*including on its border*).
- If **multiple discs** touch the same multiplier circle, they *all* earn the bonus.
- If a disc is touching a multiplier, you *must* use it.

**IMPORTANT:** Multiplier circles **do not match** the zones they occupy! For example, the Lizard circle pictured above gives a bonus for the **Cliff-Dweller Ruins**, even though it is in the **Mudcracks zone**.



This disc is on the Lizard multiplier, **not** in the Mudcracks zone.

# MARKING SECTIONS

The **Cliff-Dweller Ruins** must always be resolved first, as each player's actions in this section can affect other players (*see next section*).

Once the Ruins have been fully resolved, all players may mark their remaining discs **at the same time**, without waiting for other players.

You may record your discs in any **order** (*following all rules for the section each disc is assigned to*). Each time you record a disc, **remove** it from the board and place it in front of you to flick again next round.



## EARNING BONUSES

Each scoring section has a number of **bonuses** you can earn. Some bonuses must be used **right away**, while others can be **saved for later**. The different types of bonuses are detailed on pg. 10.



# CLIFF-DWELLER RUINS

First, each player determines the **total value** of their discs in the Cliff-Dweller Ruins, by adding up all **numbers** on their discs in the matching zone and on **Lizard** multiplier circles (*see box below*).

The player with the **highest total value** in the Ruins records their discs first, followed by each other player in order from **highest value to lowest**. (*If there are any ties, the tied player who was earlier in turn order goes first.*)

The Ruins section on your sheet is made up of **8 ruins buildings**, each divided into a different number of **hexagonal blocks**. When it is your turn to record your discs, cross off a number of hexes equal to the **total value** on your discs. For example, if your total value is 6, mark 6 total hexes.

Whenever a player crosses off **all** hexes in a building, they **complete** the building and earn a **reward**. Only the **first player** to complete a building earns its **top reward**. When this happens, the player announces they have completed the building, and all other players cross out the top reward for that building. Each **other player** who later completes that building earns the **bottom reward** instead.

Once you've **used up** the value on your discs, **remove** all of your Ruins discs from the board. It is now the **next player's** turn to record their Ruins discs. If **all** players have resolved the Ruins, you may begin recording your other discs.

## RUINS RULES:

- You may cross off building hexes in **any order**.
- You may **distribute** your Ruins value across any number of buildings.

## BONUSES AND SCORING:

- If you are the **first player** to complete a building, you circle the **top reward** and immediately earn the **bonus** shown. You also score the number shown as **points** at the end of the game.
- If you complete a building that was **already completed** by another player, you circle the **bottom reward** and score that many **points** at the end of the game.



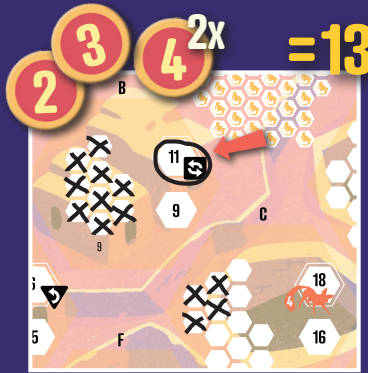
## LIZARD MULTIPLIER

Any of your discs touching a Lizard multiplier are worth **double** towards your total in the Ruins. This counts for determining player order **and** for marking hexes.

## CLIFF-DWELLER RUINS EXAMPLE

Molly's 2 and 3 discs are in the Cliff-Dweller Ruins zone, and her 4 is touching a Lizard multiplier. This gives her a **value of 13** to use in the Ruins.

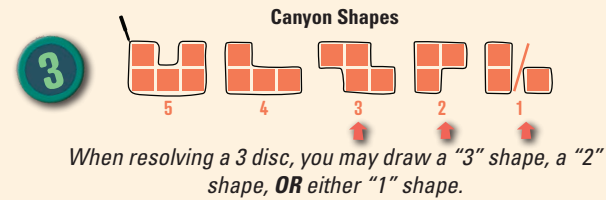
Molly has the **highest value** in the Ruins, so she marks her discs first. She decides to use 9 of her 13 Ruins value to cross off all the hexes in **building B**, and circles the top reward for a **Swap Bonus** and **11 end-game points**. (*She announces this to the others, so they **cross off** the top reward for building B.*) She then uses her remaining 4 Ruins points to get started on **building C**, hoping to complete it in a future round.





CANYON

Each time you record a disc assigned to the **Canyon**, you draw one **shape** in the Canyon section on your score sheet. The shape you choose must match either the disc's **number**, or any **lower** number.



Each shape you draw must be **adjacent** to a previously drawn shape in your Canyon, starting with the **pre-drawn 4x4 square** at the bottom. Shapes that only touch at a **corner** do **not** count as adjacent.

After drawing a shape, **remove** the corresponding disc from the board.

SHAPE RULES:

- You may freely **rotate** or **flip** shapes.
- You *must* fit each shape completely **inside** the white squares that make up the Canyon.
- You may *not* **overlap** shapes.



BONUSES AND SCORING:

- If you draw a shape around a **bonus icon**, you earn the bonus immediately.
- If you draw a shape around a **Cactus icon**, mark 1 matching Cactus in the **scoring table** at the top left of the section. The more **matching** Cacti you collect, the higher your score at the end of the game (see **Game End & Final Scoring**, pg. 8).

		5
		7
		10
		14



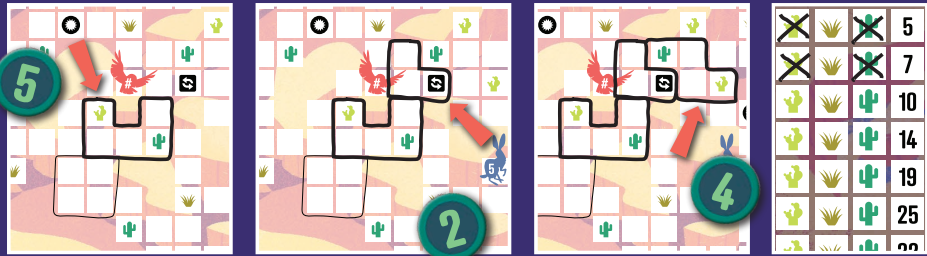
FOX MULTIPLIER

Each of your discs touching a Fox multiplier counts as **2 discs**, allowing you to draw **2 shapes** of that number (or lower) in the Canyon.

CANYON EXAMPLE

William has 3 discs in the Canyon zone, with numbers 5, 4, and 2. He decides to draw the **“5” shape** first, next to the starting square. This surrounds **2 Cacti**, which he marks on his scoring table.

Then he draws a **“2” shape**, earning him a **Swap Bonus**. For his last shape, he could draw a **“4” shape**, but he decides to **“downgrade”** it to draw a **“3” shape** instead, since this will enclose 2 more Cacti.



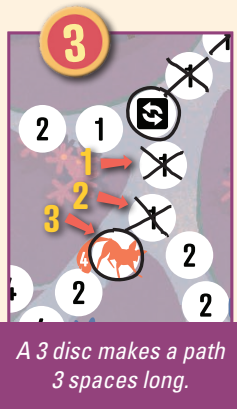
CREEK BED

Each time you record a disc assigned to the **Creek Bed**, you mark a **path** through the Creek Bed.

Each new path must start on a space that you’ve **previously visited** (either *crossed off* or *circled*), starting with the **pre-drawn X** at the top entrance to the Creek Bed.

The **number** on the disc is the **length** of the path you draw, in number of spaces. Each circular space counts as a **distance of 1**, regardless of the number inside it.

To mark your path, *cross out* each space you **travel through** and *circle* the space where your path **ends**. Then **remove** the corresponding disc from the board.



PATH RULES:

- You *must* travel the **full distance** on your disc.
- You *may not* travel **through** any space you’ve already visited (*crossed off* or *circled*).
- If you reach a **fork**, you *may* continue in either direction. If you later resolve another disc, you *may* start a **new path** in the direction you did not take.
- If using the full distance would take you **beyond the last space** on a branch of the Creek Bed, you *may not* travel in that direction. In the unlikely event that a given disc cannot make a legal path anywhere, the disc is **disqualified** and its movement is not used.

BONUSES AND SCORING:

- If you **end your path** on a **bonus icon**, you earn the bonus immediately. (You do *not* earn bonuses on spaces you’ve *crossed out*.)
- If you **end your path** on a **number**, you score that number as **points** at the end of the game.

OWL MULTIPLIER

Each of your discs touching an Owl multiplier counts as **2 discs**, allowing you to draw **2 individual paths** of that length in the Creek Bed. Make sure to circle the last space on **each** path.

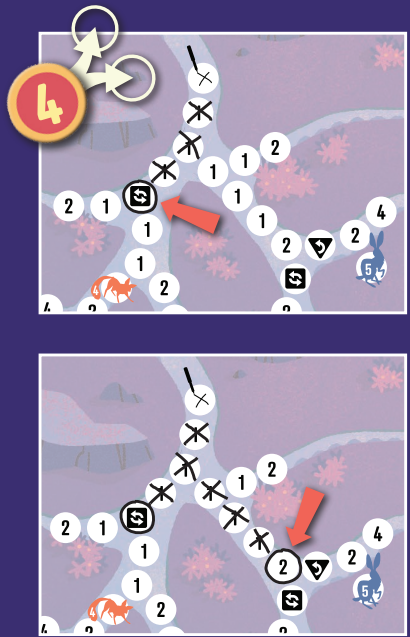


CREEK BED EXAMPLE

Maudie has a 4 on an **Owl multiplier**, allowing her to make **two** 4-length paths.

She starts her first path at the pre-drawn X at the Creek Bed entrance. She crosses out the first 3 spaces, deciding to go left at the fork. She circles the 4th space and earns the **Swap Bonus** printed there.

Next, she uses her second path to travel down the other fork, crossing out 3 spaces and circling the 4th, a **“2.”** This will score her **2 points** at the end of the game.



MUDCRACKS

The Mudcracks section of your sheet is made up of a network of connected **nodes**. Between the nodes are **areas** with **bonus icons** and **Cacti**.

To record your discs in the Mudcracks, first determine the **total value** of your discs by adding up all **numbers** on your discs assigned there (just as you did for the Cliff-Dweller Ruins).

Then, mark off any number of **nodes** whose total value is *equal to or less than* the total value on your **discs** (see image right).

Each node you mark must be **connected** to at least 1 other node you’ve already marked, starting from the **pre-drawn X** in the middle. Each time you mark a node, **draw a line** to each connected node that you’ve already marked. If this results in any **totally surrounded areas**, you earn the **rewards** in those areas.

Once you have crossed off all nodes you want to cross off, you can apply any **leftover value** from your discs to the **bonus columns** at the bottom of the Mudcracks. Each leftover point allows you to mark **1 box** in a column of your choice. If you mark **all** boxes in a column, you earn that column’s **bonus**.

Once you are finished, remove **all your Mudcracks discs** from the board.

**NOTE:** Nodes at the outside edges of the Mudcracks have **smaller circles** around them. These are only used in **solo mode**.



BONUSES AND SCORING:

- If you mark **all 3 nodes** surrounding a **bonus icon**, you immediately earn the bonus.
- If you mark **all boxes** in a **bonus column**, you immediately earn the bonus.
- If you mark **all 3 nodes** surrounding a **Cactus**, you earn **points** at the end of the game. Each Cactus type scores a different amount of points:

Mudcracks Scoring



Cacti in the Mudcracks are worth 2, 4, or 6 points.



RABBIT MULTIPLIER

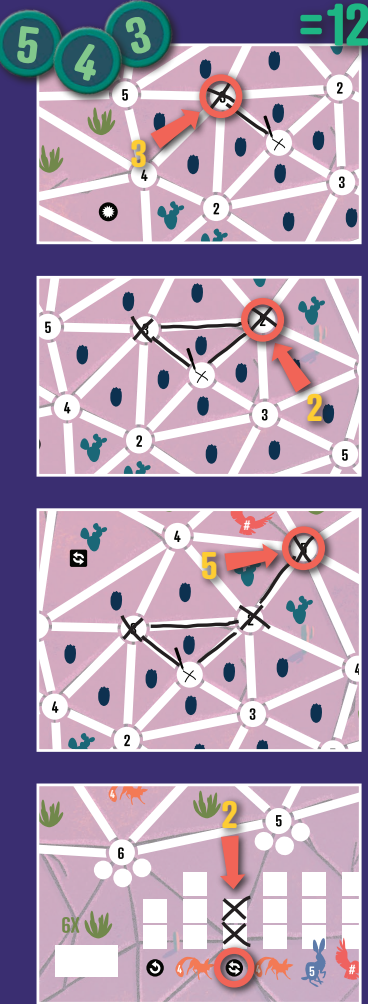
Any of your discs touching a Rabbit multiplier are worth **double** towards your total in the Mudcracks. This can be spent on crossing off **nodes** or filling **bonus columns**.

MUDCRACKS EXAMPLE

Lincoln has a 5, a 4, and a 3 in the Mudcracks zone, giving him a **total of 12** to spend there. He first spends 3 to mark off a node next to his starting node, then draws a line to connect it.

Next he spends 2 to mark off another adjacent node. Connecting this to his two previously marked nodes completes a **triangle** and surrounds a **small Cactus**, which will be worth **2 points** at the end of the game.

Next he marks off an adjacent **“5” node**, leaving him with 2 points remaining. He could use this to mark another **“2” node**, but he decides instead to mark off 2 boxes in one of his **bonus columns**, completing the column and earning a **Swap Bonus**.





## END OF ROUND

After all players have **finished** marking their sheets, and all discs have been **removed** from the game board, the round is over.

Take these steps to start the next round:

1. **Rotate** the game board **90 degrees clockwise**, so that each player has a **new** launch corner.
2. Pass the **first player** marker to the next player in **clockwise** order.
3. Start the next round with the Flick Phase!

## GAME END & FINAL SCORING

The game ends once the **final round** is complete. (*The final round varies based on the game length players agreed upon at the start of the game.*)

**NOTE:** If you are not sure how many rounds you've played, count the **number** of 90 degree turns the **Cliff-Dweller Ruins** zone has made relative to the player who took the **first turn of the game**.

Each player calculates their scores for each section, then writes them next to the **animal icons** in the center of their sheet. Then they add all section scores together to determine their **total score**.

The player with the **highest** total score is the winner!

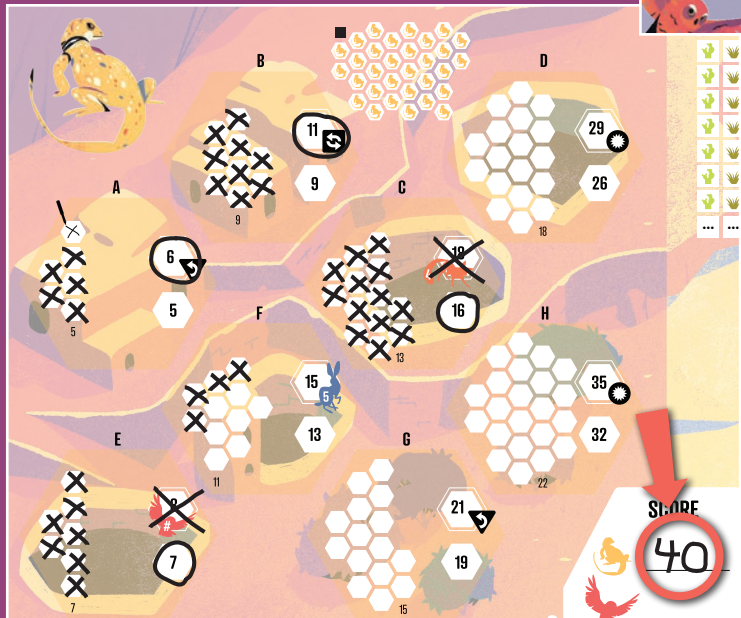
## SCORING THE CLIFF-DWELLER RUINS

Add up all **reward hexes** you've circled for completing buildings. Write the total next to the **Lizard** in the center of your sheet.

**NOTE:** **Incomplete** buildings are worth **no points**.

Dylan completed **4 buildings** during the game. He circled the **top reward** on 2 buildings, which he completed first, and the **bottom reward** on 2 buildings, which he did not complete first. (He also started a 5th building, but did not complete it, so it scores no points.)

His total for this section is **40 points**.



## SCORING THE CREEK BED

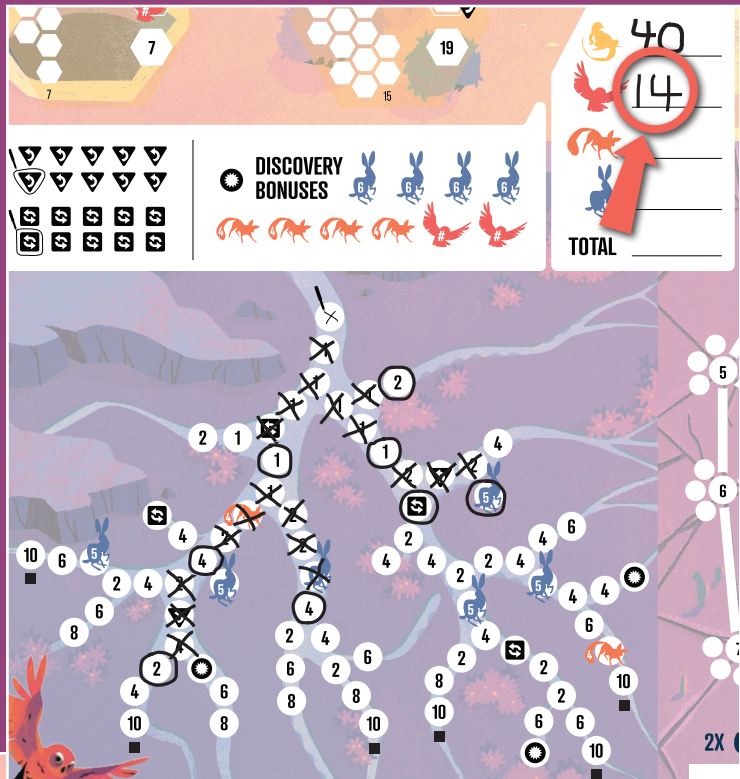
Add up all spaces you've **circled** (i.e., where you ended a path). Write the total next to the **Owl** in the center of your sheet.

**NOTE:** Circled **bonuses** are **not** worth points at the end of the game.

Dylan adds up the value of all spaces he's circled:

$$2 + 1 + 1 + 4 + 4 + 2 = 14$$

His total for this section is **14 points**.



## SCORING THE CANYON

Count the total number of **Cacti of each type** that are **inside** shapes you've drawn. Mark your count by crossing off Cacti icons in the **scoring table** in the top left, starting from the top.

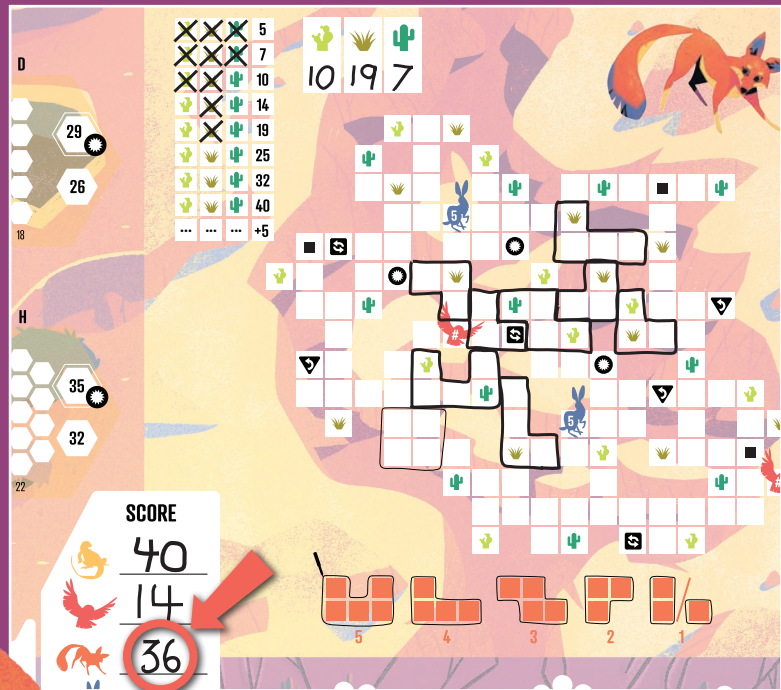
Each Cacti type scores **points** equal to the **highest number** it reaches on the right side of the table. Write your score for each type in the **boxes** next to the scoring table. Add these together and write the total next to the **Fox** in the center of your sheet.

**NOTE:** If you completely **fill a column** on the Cactus scoring table, each additional Cactus of that type is worth **+5 points**.

Dylan counts each type of **Cactus** inside shapes he has drawn and determines how many points he scores for each:

- 10 cacti = 10 points
- 19 cacti = 19 points
- 7 cacti = 7 points

Adding these together, his total for this section is **36 points**.



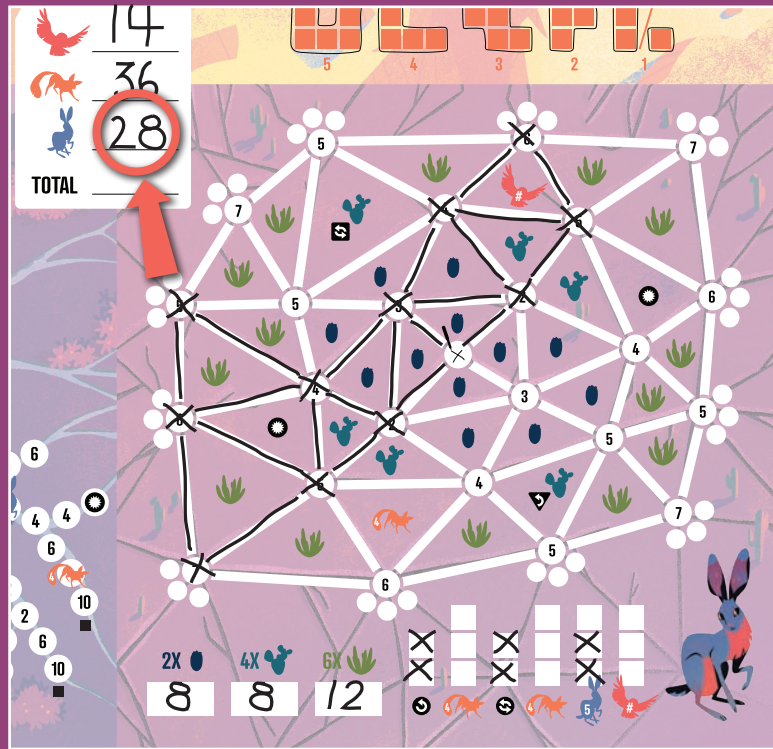
## SCORING THE MUDCRACKS

Count the total number of **Cacti of each type** that you've fully surrounded. Multiply each count by the value for that Cactus type (2, 4, or 6 points) and write your final scores in the **boxes** at the bottom. Add these together and write the total next to the **Rabbit** in the center of your sheet.

Dylan counts each **Cactus** inside areas he has **surrounded** and determines how many points he scores for each:

- 2x 4 cacti = 8 points
- 4x 2 cacti = 8 points
- 6x 2 cacti = 12 points

Adding these together, his total for this section is **28 points**.



## TIES

In the event of a **tie**, the tied player who circled the most **Discovery Bonuses** (●) wins. If there is still a tie, the victory is shared.

Dylan can now add **all 4** of his scores together, for a total of **118 points!**

SCORE	40
	14
	36
	28
TOTAL	118



# SCORESHEET BONUSES

Each scoring section has many bonuses you can earn and then use to your advantage. Note that bonuses are **not** worth any **points** at the end of the game, even if they are not used.

## FLICK BONUSES

Flick Bonuses help you better position your **discs** on the board.

When you **earn** a Flick Bonus, **circle** a matching icon in the **bonus area** at the center of your sheet to show it is now available to use. When you **use** a circled bonus, **cross it off** to show it's been used.



**NOTE:** Each player starts with **1 Reflick Bonus** and **1 Swap Bonus** available to use.



### REFLICK BONUS

**Immediately** after flicking a disc, you may use a Reflick Bonus to **return** the disc to your launch corner and **flick it again**.

You may do this even if the disc **hit** other discs on the board, or was launched **off the board**. You may use **multiple** Reflicks in a row on the same disc.



### SWAP BONUS

At the start of the **Write phase**, you may use a Swap Bonus to swap the **positions** of any 2 of your discs on the board.

You may use **multiple** Swap Bonuses in the same Write phase, swapping 2 discs for each bonus you use.

**HINT:** Use this to get higher-scoring discs onto **multiplier** circles!

## ANIMAL BONUSES

Animal Bonuses help you **mark sections** on your scoresheet and score additional points. When you earn an Animal Bonus, you must use it **during current Write phase**.



### FOX BONUS

Draw **1 shape** of size **"4" or lower** in the Canyon.



### OWL BONUS

Make a new **path** of **any length** (1 to 5 spaces) in the Creek Bed.



### RABBIT BONUS

Gain **+5** towards your **total value** in the Mudcracks.

**IMPORTANT:** You can use your Animal Bonuses at **any time** during the **current** Write phase (*for example, you may want to save a Rabbit until you are ready to resolve the Mudcracks*). If you are having trouble tracking which bonuses you've used, you can **circle** bonuses when you earn them, and **cross them off** when you use them (*like Flick Bonuses*).



## DISCOVERY BONUSES

Discovery Bonuses allow you to **choose** an Animal Bonus, and optionally save it for later.

When you **earn** a Discovery Bonus, circle one of the **Animal Bonus icons** of your choice in the **Discovery** area in the center of your sheet. You can use the circled Animal Bonus immediately, **OR** at any time during this Write phase or a future Write phase. When you **use** the bonus, cross it off to show it's been used (*like a Reflick Bonus*).

Your choice of Animal Bonus is **limited** by the icons printed in your Discovery area. Once you have circled **all** Animals of a given type, you may **no longer** choose that type when you earn Discovery Bonuses.



**NOTE:** The Rabbit Bonus in the **Discovery** area awards **+6 value** to use in the Mudcracks (*1 more than the normal Rabbit Bonus*).



# SOLO MODE

In solo mode, you play by yourself against an **"AI" opponent** who will make your life harder. Try to foil your automated rival and get the **highest score** you can!

**IMPORTANT:** The **AI squares** (■) in each scoring section indicate where the AI will begin marking your scoresheet.



## SETUP

Follow the normal setup steps, with the following exceptions:

- Select **3 colors** and take all **5 discs** in each of those colors (*15 total*). Return the remaining 5 discs to the box.
- Use **1 scoresheet** to mark **both** your own and your AI opponent's progress.
- Start with the **Cliff-Dweller Ruins** as your starting launch corner. Do not use the **first player marker**.



## SOLO GAME ROUND

First decide **how many rounds** you will play, as normal (*see pg. 3*). Each **round** has the following structure:

### FLICK PHASE

1. Flick **all 15 discs** onto the board from your launch corner, **one at a time**, in **any order**. (*You may flick discs of different colors in whatever order you choose. You may use Reflick Bonuses on any disc.*)

### WRITE PHASE

2. Choose 1 disc color as **your color**. Choose 1 disc color as the **AI color**. **Discard** all discs of the color that was not chosen.
3. You may use **Swap Bonuses** on discs of your color.
4. Mark the **AI's discs** on your scoresheet according to the rules below.
5. Mark **your own discs** on your scoresheet according to the normal rules for each scoring section, with the exceptions below.

### END OF ROUND

6. Rotate the board **90 degrees clockwise** to give yourself a new launch corner, then start the new round.

## SOLO WRITE PHASE

The AI always acts **before** you do. Rather than scoring points, the AI uses its discs to make each scoring section **more difficult** for you.

The AI always uses **every disc** of its color. However, if the AI is able to use a disc in multiple possible ways (*for example, if it could draw Canyon shapes in multiple legal locations*), you may choose the option that is **most beneficial to you**.

The AI **cannot** earn or use Flick Bonuses, Animal Bonuses, or Discovery Bonuses (*but can prevent the player from earning them*).

Follow the rules below to mark the AI's discs in each section.

### CLIFF-DWELLER RUINS

**AI WRITE PHASE:** At the top of the Cliff-Dweller Ruins is a **special building** marked with an **AI square**. The AI always uses the **full value** of its discs to **circle** hexes in this building (*not cross them off*).

**PLAYER WRITE PHASE:** During your Write phase, if there are any **circled hexes** in the AI building that aren't crossed off, you must first use your disc value to cross them off. If you have any value **left afterwards**, you may apply it to other ruins buildings normally.



*You must mark the circled AI hexes first.*

### CANYON

**AI WRITE PHASE:** The AI uses each disc in the Canyon to draw **shapes**, just as a player does. However, the AI **fills in** its shapes, marking these spaces **inaccessible** to the player.



*A 2 disc AI shape.*

The **2 AI squares** in the Canyon act as starting points for the AI. When drawing shapes for the AI, you may draw them **on top** of either AI square, or **adjacent** to a previous AI shape (*obeying all rules for drawing shapes on pg. 6*).

Additionally, AI shapes can **"leapfrog"** over player shapes. If an AI shape is adjacent to one of **your** shapes (*not diagonally*), you may draw the next AI shape anywhere adjacent to that shape.

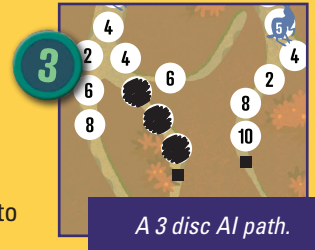


*The AI can leapfrog over your shapes.*

**PLAYER WRITE PHASE:** When drawing shapes, you may **not** overlap any AI shape. (*Drawing shapes adjacent to AI shapes is allowed.*) You may **not** leapfrog the way the AI does.

### CREEK BED

**AI WRITE PHASE:** The AI uses each disc in the Creek Bed to make **paths**, just as you do. However, the AI starts from the **bottom** of the Creek Bed, and **fills in** every space on its path to mark these spaces **inaccessible** to the player.



*A 3 disc AI path.*

Several branches at the bottom of the Creek Bed are marked with an **AI square**. When making a path for the AI, you may start at any square, or adjacent to an existing AI path. The AI always chooses a path that does not end on or travel through any spaces that **you** have already crossed off or circled. It does **not** circle any spaces.

**PLAYER WRITE PHASE:** When making paths, you may **not** travel through or end a path on any space the AI has **filled in** (*just like spaces you have crossed off*). You may not start a new path from a path the AI has filled in.

### MUDCRACKS

**AI WRITE PHASE:** Instead of crossing off **nodes**, the AI uses the full value on its discs in the Mudcracks to increase the **difficulty** of nodes on the outside edges of the cracks.

Each outside node has **3 small circles** around it. When the AI marks the Mudcracks, **fill in** a number of small circles *equal to the total value* of the AI's discs. You may fill in circles in **any order**, around any number of **different nodes** that **you** have not already crossed off.

**PLAYER WRITE PHASE:** When marking off any outside node, the number on the node is **increased by 1** for each **filled in** circle around it. For example, a **"7"** node with 2 filled in circles requires **9 points**.



*This node now costs 9.*



# GAME BOARD MULTIPLIERS



## LIZARD (RUINS)

Discs touching a Lizard multiplier count **double** towards your total in the **Cliff-Dweller Ruins**.



## RABBIT (MUDCRACKS)

Discs touching a Rabbit multiplier count **double** towards your total in the **Mudcracks**.



## FOX (CANYON)

Each disc touching a Fox multiplier counts as **2 discs**, allowing you to draw **2 shapes** of that number (*or lower*) in the **Canyon**.



## OWL (CREEK BED)

Each disc touching an Owl multiplier counts as **2 discs**, allowing you to draw **2 paths** of that length in the **Creek Bed**.

# SCORESHEET BONUSES



## REFLICK

Use this immediately after flicking a disc to return it to your launch corner and flick it again.



## SWAP

Use this at the start of the Write phase to swap positions of any 2 of your discs.



## DISCOVERY

Circle an Animal Bonus in your Discovery area. Cross off to use in any Write phase.



## FOX (CANYON)

Draw 1 shape of size “4” or lower in the Canyon.



## OWL (CREEK BED)

Make a new path 1 to 5 spaces long in the Creek Bed.



## RABBIT (MUDCRACKS)

Gain 5 points to use in the Mudcracks.

## CREDITS

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**Graphic Design:** Parla Creative

**Game Development:** Jonathan Gilmour

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