

CASCADIA™

ROLLING RIVERS

RULEBOOK



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OVERVIEW

Cascadia: Rolling is a series of puzzly flip-and-roll-and-write games featuring the habitats and wildlife of the Pacific Northwest! Simultaneously roll dice, collect wildlife, and complete habitat cards to fill in different environments in Cascadia. Use special actions to manipulate your dice, and dynamic completion cards to unlock powerful combos! Play on one of four unique Environment Sheets, each with its own special gameplay elements. Create the most harmonious ecosystem to win! *Cascadia: Rolling Rivers* features unique content specific to the riverine environments of Cascadia!

COMPONENTS

Your game of *Cascadia: Rolling Rivers* should contain the following.
If it doesn't, please go to alderac.com/customer-service

3 Deluxe Wooden
Central Dice



1 Unique Deluxe Wooden
Central Special Die



8 Deluxe Wooden
Personal Dice
(4 each of 2 types)



4 Unique Beginner
Completion Cards



8 Unique Advanced
Completion Cards



30 Unique Habitat Cards
(15 each of 2 tiers)



front



back



front



back

64 Double-sided
Tally Sheets



64 Double-sided
Environment Sheets
(16 each of 4 types)



4 Player Aid Cards



1 Rulebook with
Quick-reference



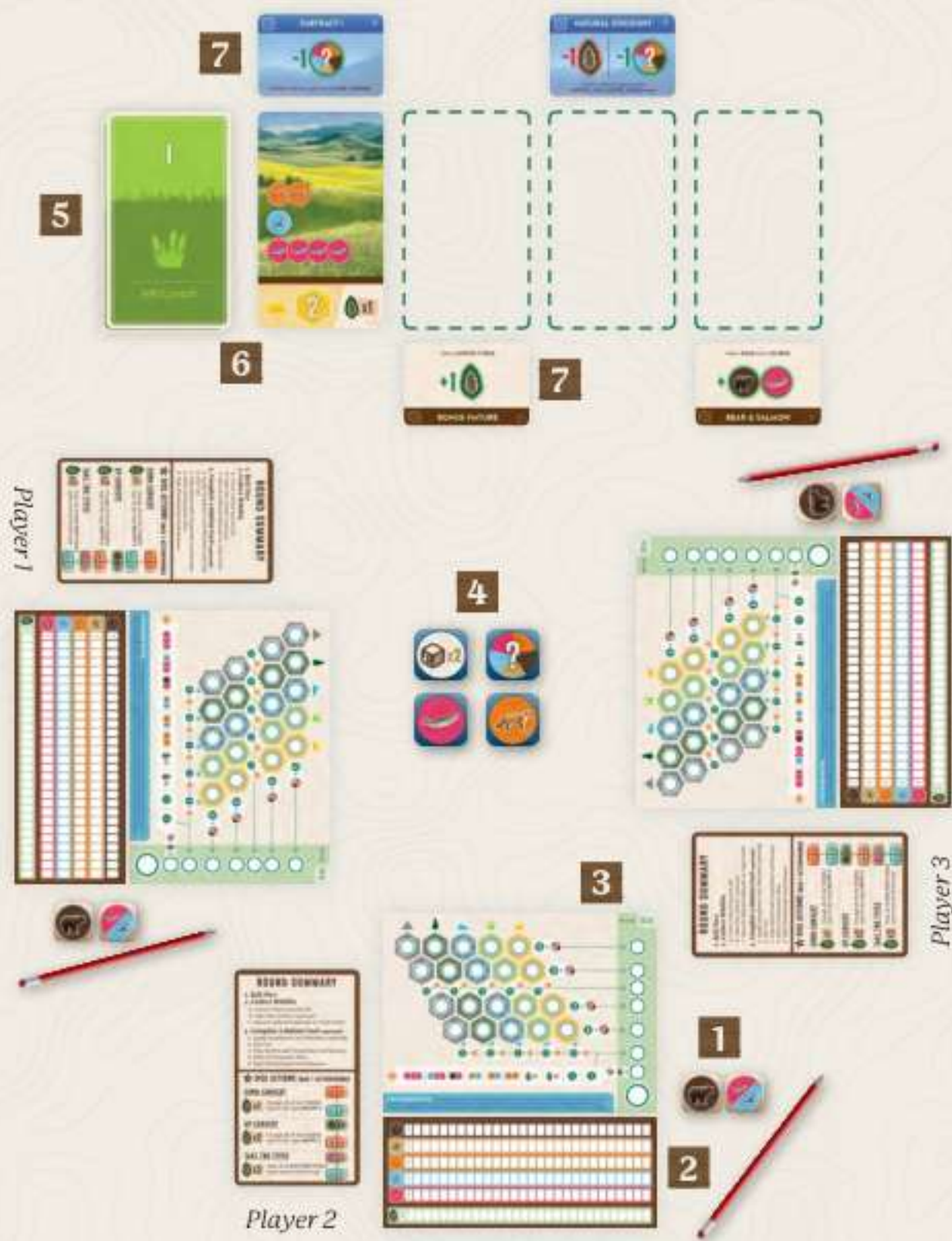
SETUP

- 1** Give each player a set of two Personal Dice. *[Note: The Personal Dice are the smaller dice that don't have a blue background. There are two different types of Personal Dice. Be sure to give each player one of each by providing one small die that has a bear on it and one small die that has a split salmon/hawk on it.]*
- 2** Give each player a Tally Sheet, a Player Aid Card, and a writing instrument (not included) to mark their sheets.
- 3** Collectively decide which of the Environment Sheets you will play with and give each player a matching Environment Sheet (either A, B, C, or D). *[Note: Environment Sheets have a complexity rating from 1 to 3 stars with 1 being the simplest and 3 being the most complex. Detailed information on how to play each of the Environment Sheets can be found on pages 10-17.]*
- 4** Place the 4 Central Dice (3 Central Dice and 1 Central Special Die) in the center of the play area within easy view of all players.
- 5** Separate the Habitat Cards into two decks based on their tier (Tier 1 and Tier 2) as indicated on the backs of the cards. Place the cards facedown and remove 1 of each of the 5 habitat types from each of the 2 tier decks (10 total cards removed) and place them in the game box - they will not be used this game. Each deck should then contain 10 cards. Shuffle each separately and stack them on top of one another, with the Tier 2 deck on the bottom and Tier 1 on top. Place this combined deck of cards (20 total cards) in the center of the play area - it will now be referred to as the Draw Pile.
- 6** Flip a single Habitat Card from the Draw Pile and place it faceup to the right of the Draw Pile. This will form the first of 4 card spaces that Habitat Cards will occupy as the game progresses.
- 7** Shuffle the Completion Cards and reveal 4. Place these 4 cards from left to right, in the order you revealed them, either above or below the 4 card spaces (see diagram). Place any Discount Completion Cards (blue background) above the card spaces and place any Bonus Completion Cards (brown background) below the card spaces. Return the remaining Completion Cards to the game box - they will not be used this game. *[Note: If it is your first time playing, we recommend playing with the 4 Beginner Completion Cards - these cards are simpler and will allow you to get used to the rules of play. Beginner Completion Cards are #1-4 and are denoted by a circle around the card number. As you become familiar with the game, you may shuffle the Beginner Completion Cards and Advanced Completion Cards together and select randomly, or choose a mix of your favorite cards!]*

You are now ready to play *Cascadia: Rolling Rivers*!

[Note: If you have other versions of Cascadia: Rolling you can mix the Central Dice, Habitat Cards, and Completion Cards and also play with more players! See page 20 for details on how to mix it up!]

3-Player Setup Example



GAMEPLAY

Cascadia: Rolling Rivers is played over exactly 20 rounds. In each round one player will roll the 4 Central Dice. Then, simultaneously, each player will roll their 2 Personal Dice and decide which wildlife type(s) they will gain that round (they may use a Dice Action to manipulate the die roll and/or other special actions based on the Central Special Die result) and record their collected animals on their Tally Sheet. Players will then decide whether they wish to complete any of the available Habitat Cards and, if so, they will choose whether or not to activate the Completion Card associated with that Habitat Card and then record the results of the completed cards on their Environment Sheet and Tally Sheet.

At the end of each round, a new Habitat Card will be revealed and all of the Habitat Cards will be advanced one space. The game ends when there are no further Habitat Cards to reveal.

ROUND SUMMARY

1. ROLL DICE
- ↓
2. COLLECT WILDLIFE
- ↓
3. COMPLETE A HABITAT CARD (OPTIONAL)

Cascadia: Rolling Rivers features 5 wildlife types and 5 habitat types, based on the animals and environments of the Pacific Northwest!



MOUNTAINS



FORESTS



PRAIRIES



WETLANDS



RIVERS



BEAR



ELK



FOX



HAWK



SALMON

*[Note: There is a hierarchy of rarity and value for wildlife in *Cascadia: Rolling Rivers*, with Bears at the top (most rare and most valuable) and Salmon at the bottom (most common and least valuable). Effects that convert wildlife up or down do so in the above order and they are also in order from top to bottom on the Tally Sheets. There is no hierarchy to the habitats.]*

1. ROLL DICE

Each round, one player will roll the 4 Central Dice (it is not important who rolls the dice - the Central Dice results will be used by all players) in the center of the play area, and all players will roll their 2 Personal Dice in their own play area.

2. COLLECT WILDLIFE

Based on the results of both the shared Central Dice and Personal Dice, players Collect Wildlife. Generally, players will be selecting a single wildlife type and taking all animals of that type, but the Central Special Die and Dice Actions provide opportunities to take more total animals and/or multiple types in a single round! Players must first consider the Central Special Die result and whether they will take a Dice Action (optional) to manipulate what animals they can take:

A. CHECK CENTRAL SPECIAL DIE:

The Central Special Die is unique to *Cascadia: Rolling Rivers!* Below are descriptions of each of its die faces - the result of its roll will impact the animals you can take each round in different ways:



'Wild' Animal - Represents one animal of a wildlife type of your choice. *[Note: This symbol also appears on the Environment Sheets as a bonus and represents a bonus animal of your choice. This symbol does NOT allow you to take an additional wildlife type, but may count as any wildlife type you're already taking to add to the quantity - see page 8.]*



Reduce cost of Dice Actions by 1 Nature Token - If a player chooses to take a Dice Action (see page 8), they may reduce the cost of that action by 1 Nature Token. For example, this means that a Down-convert Dice Action may be taken for free.



Plus 1 Other - After selecting which wildlife type(s) you will collect, select one other die that was not part of that collection and take the animal on that die. *[Note: This means you will take more than 1 wildlife type this round. Further, you may take a 'Wild' die result as any animal in this way]*



Use 1 Personal Die Twice - Duplicate one of your Personal Dice before collecting wildlife. You may also use your other Personal Die as usual.



Bear/Double Salmon - Counts as a bear or TWO salmon.



Hawk/Elk - Counts as a hawk or an elk.

The first thing you do after rolling the dice is check the Central Special Die to see what its effects are for the round.

B. TAKE DICE ACTION (OPTIONAL)

Dice Actions (★) allow players to manipulate the results of the dice roll before they collect wildlife to maximize the number of animals they can collect that round (see example below). Dice Actions are optional and cost Nature Tokens to use. Players may carry out a **SINGLE** Dice Action per round by spending the appropriate number of Nature Tokens from their Tally Sheet. The 3 Dice Actions available to use are:

★ 1. Down-Convert

Players may down-convert all die faces of one wildlife type to take as the wildlife type directly below it. This Dice Action costs 1 Nature Token.



★ 2. Up-Convert

Players may up-convert all die faces of one wildlife type to take as the wildlife type directly above it. This Dice Action costs 2 Nature Tokens.



★ 3. Take Two Types

Players may choose to collect all of the animals of **TWO** wildlife types, rather than a single wildlife type. This Dice Action costs 3 Nature Tokens.



[Note: Players should never physically change the positioning of any dice. Dice Actions allow players to manipulate the animals they take from the dice, but dice remain in the state they were rolled.]

C. RECORD COLLECTED ANIMALS ON TALLY SHEET

Based on the dice results, and any Dice Action or special conditions from the Central Special Die (see above sections A and B), **players select a single type of wildlife and collect one animal for every instance of that wildlife type on the Central Dice and their Personal Dice (or the manipulations of the dice).** Players then record the collected animals on their Tally Sheet by crossing off the previous quantity of animals and writing in the new quantity of animals. *[Note: some Central Special Die Faces and Dice Actions may allow players to take animals of more than a single type. Die faces that show two different wildlife types with a slash between them mean that players may choose one of the two wildlife types.]*

Collect Wildlife Example: (see page 20 for additional examples)



1) Player 1 uses the highlighted dice to collect hawks. 2) They use the 'Use 1 Personal Die Twice' Special Die Effect to duplicate their hawk die resulting in 2 hawks. 3) They spend 2 Nature Tokens to up-convert 2 salmon into 2 hawks. 4) They choose a hawk from the salmon/hawk Central Die for 1 additional hawk. 5) In all, they gain 5 total hawks and mark their Tally Sheet by crossing off their previous quantity and writing in their new quantity of hawks.

3. COMPLETE A HABITAT CARD (OPTIONAL)

Spending your animals to complete Habitat Cards allows you to mark your Environment Sheet and score points! Each round you may complete a single Habitat Card (optional). If you wish to complete a Habitat Card, do the following in order:

- 1. Apply Discounts:** Check to see if the Habitat Card has a Discount Completion Card above it. If so, you may choose to use the discount on the Discount Completion Card. (Descriptions of each discount are printed on the cards and clarifications can be found on page 19).
- 2. Pay Cost:** For each wildlife type required to score the card, spend the quantity of animals shown by crossing off your current quantity and writing in any remaining quantity on your Tally Sheet after subtracting the cost.
- 3. Take Habitat and Completion Card Bonuses:** Check to see if there are any bonus Nature Tokens provided by the card, and if the card has a Bonus Completion Card below it. If so, you may take the bonus(es), or choose not to. You may take the bonuses in any order (see page 19 for clarifications).
- 4. Mark Environment Sheet:** Mark your Environment Sheet with the corresponding habitat type and number on the Habitat Card (see pages 10-17 for detailed descriptions of how to mark for each sheet).
- 5. Take Environment Sheet Bonuses:** Collect any bonuses gained on your Environment Sheet by crossing them off and adding them to your Tally Sheet, or circling them for end game scoring. *[Note: Some Environment Sheet bonuses may trigger additional actions on your Environment Sheet! You may take those actions immediately, as well, and in any order.]*

If you do not wish to complete a Habitat Card, you will only collect wildlife for the round. *[Note: Multiple players may complete the same habitat card, and it does not get removed once completed. Further, you may complete any habitat card you completed in a previous round, again in a future round.]*



1) Player 2 uses the Discount Completion Card that allows them to subtract any 1 animal. They choose to reduce the card cost by 1 elk. 2) They spend the corresponding other wildlife from their Tally Sheet. 3) They gain 2 nature tokens and may mark 3 River on their Environment Sheet. 4) They mark their Environment Sheet (see explanations for each sheet). 5) They gain a point and a hawk and a fox as a bonus for marking their second River space.

ROUND END

Once all players have completed the above steps, slide the Habitat Card(s) to the right one space and flip over a new Habitat Card from the Draw Pile to occupy the first space to the right of the Draw Pile. If there are now more than 4 cards faceup, take the card furthest from the Draw Pile and discard it - it will not be used again in this game. There should be a maximum of 4 cards faceup in any given round - the cards will cycle through the central area like a 'conveyor belt' moving one space to the right each round until they are discarded.

[Note: Completion Cards never move.]



GAME END

The game ends when there are no more Habitat Cards in the Draw Pile at Round End (no more cards to flip over). *[Note: This means you have reached the end of the 20th round and you will have just finished a round with the final 4 cards faceup.]* Proceed to game end scoring. The player with the most points wins! See each Environment Sheet description (pages 10-17) for explanations of how to calculate final scores. In the case of a tie, the tied player with the most leftover Nature Tokens wins! If there is a still a tie, the tied players share the victory!

ENVIRONMENT SHEETS

Sheet A - COLUMBIA RIVER



To mark a completed Habitat Card:

Write the number from the Habitat Card you just completed in the top open hexagon of the column corresponding to the Habitat Card type completed. Check to see if any bonuses have been earned on your Environment Sheet. *[Note: There are only 4 spaces for each of the habitat types. You may complete no more than 4 cards of each type.]*

Check to see if any bonuses have been earned.
A bonus is earned when you:

- Fill in the 2nd or 4th hexagon of any of the habitat columns. If this is the case, circle the points bonus and then collect any one of the bonuses at the bottom of the sheet in the bonus area. Cross it off and add it to your Tally Sheet if it is a wildlife or Nature Token bonus, or circle it if it is a points bonus (each bonus may only be gained once).
- Fill in all of the hexagons in a single row. If this is the case, collect the indicated bonus to the right side of the row by circling the points bonus and crossing off the wild animal bonus and adding 1 animal of any type to your Tally Sheet.



To score at the end of the game:

Add up the number of points scored in each row, including both the numbers you wrote in each hexagon as well as any circled points bonuses earned. Write these subtotals in the corresponding spaces on the righthand side of the sheet. Add up your total leftover animals and Nature Tokens on your Tally Sheet, divide by 5, and score that number of points (rounded down). Write this subtotal in the corresponding space. Add up all subtotals to get your final score!



- 1 **Top Habitat Row:** Scores $2+3+4+2+3$ (+3 bonus) = 17 points
- 2 **Second Habitat Row:** Scores $3+4+1$ = 8 points
- 3 **Bonus Row:** Scores $(1+1+1$ bonus) = 3 points
- 4 **Third Habitat Row:** Scores $5+3+5$ = 13 points

- 5 **Fourth Habitat Row:** Scores 1 point
- 6 **Bonus Row 2:** Scores $(1+1$ bonus) = 2 points
- 7 **Leftovers:** Scores 1 point per 5 leftover resources (total Nature Tokens and Animals) = 2 points
- 8 **Final Score:** Add up all subtotals to get your final score!

Sheet B - ELWHA RIVER



To mark a completed Habitat Card:

In the row of the habitat type matching the Habitat Card you just completed, starting from the leftmost blank hexagon and proceeding to the right, outline hexagons equal to the number on the Habitat Card you just completed. If you have reached the end of a row, proceed to the overflow track and starting from the leftmost blank hexagon and proceeding to the right, continue to outline any additional hexagons. *[Note: if you complete a Habitat Card for a type that has a completed row, then proceed directly to the overflow track and outline a number of hexagons equal to the number from the Habitat Card.]*

Marking a '2 Prairie' on the Prairie Track



Marking '3' on the Overflow Track



Check to see if any bonuses have been earned. If it is an animal or Nature Token bonus, cross it off and add it to your Tally Sheet. If it is a points bonus, circle it. They can be collected in any order. A bonus is earned when you:

- Completely surround a diamond-shaped bonus space between 4 hexagons by outlining all 4 adjacent hexagons (2 above and 2 below).
- Outline a hexagon that includes a bonus printed inside of it.
- Outline a hexagon, or surround a diamond-shaped bonus space with a sun or rain icon. Proceed to the sun/rain area of the Environment Sheet and cross off the corresponding sun or rain icon, starting with the leftmost and proceeding right. Select a single bonus from the corresponding column and collect the bonus. If it is an animal or Nature Token bonus, cross it off and add it to your Tally Sheet. If it is a points bonus, circle it. *[Note: each column in the sun/rain bonus area has 4 bonuses - you may only ever collect 2 of the 4, by obtaining each of the sun/rain icons in that column.]*
- Free hexagon bonuses can also be earned. If you earn one, cross it off and outline 1 additional hexagon anywhere on your Environment Sheet, following the standard rules.



To score at the end of the game:

Add the number of points indicated at the top of the column for the rightmost hexagon that you outlined for each of the 5 habitat types and the overflow track. Write subtotals for each in the corresponding spaces. Add the number of points collected from bonuses (between the tracks and in the sun/rain area). Write this subtotal in the corresponding space. Add up your total leftover animals and Nature Tokens on your Tally Sheet, divide by 5, and score that number of points (rounded down). Write this subtotal in the corresponding space. Add up all subtotals to get your final score!



- | | |
|-------------------------------------------|----------------------------------------------------------------------------------|
| 1 Prairies Track: Scores 9 points | 6 Overflow Track: Scores 5 points |
| 2 Mountains Track: Scores 7 points | 7 Bonuses: Scores 1+1+1+1+1+2+2 (Between tracks)+2 (Sun/Rain) = 11 points |
| 3 Rivers Track: Scores 17 points | 8 Leftovers: Scores 2 points |
| 4 Wetlands Track: Scores 20 points | 9 Final Score: Add up all subtotals to get your final score! |
| 5 Forests Track: Scores 4 points | |

Sheet C - TATSHENSHINI-ALSEK RIVERS



To mark a completed Habitat Card:

Outline hexagons equal to the number and type from the Habitat Card just completed. Each hexagon you outline must be adjacent to one that is already outlined, but it does not need to be adjacent to others you outline in this round. There are two hexagons labeled with a star that are already outlined, so you will start adjacent to one of those. Each hexagon you outline must also match the habitat type of the card completed. Split hexagons of two types may be outlined for either type.



If you have outlined all the hexagons of a habitat type, first circle the corresponding bonus for completing all of that type in the indicated area on the Environment Sheet. Second, if you have a remaining number of hexagons to outline, proceed to the overflow track and circle/cross off a number of points and/or bonuses equal to your remaining numbers starting from the leftmost open space and proceeding to the right.



Check to see if any bonuses have been earned. They can be collected in any order. A bonus is earned when you:



- Outline a hexagon with a sun or rain icon in it.* Proceed to the sun/rain area of the Environment Sheet and cross off the corresponding sun or rain icon, starting with the leftmost and proceeding right. Select a single bonus from the corresponding column and collect the bonus. If it is an animal or Nature Token bonus, cross it off and add it to your Tally Sheet. If it is a points bonus, circle it. If it is a free hexagon bonus, cross it off and outline any hexagon on your Environment Sheet, following standard adjacency rules. *[Note: each column in the sun/rain bonus area has 4 bonuses - you may only ever collect 2 of the 4, by attaining each of the sun and rain icons in that column.]*
- Outline a hexagon with a Landmark icon in it.* Proceed to the Landmarks bonus area and cross off the corresponding Landmark, in order, according to the arrows. If crossing off this Landmark earns any bonuses, collect the bonuses (for either a complete row or column). If it is an animal bonus, cross it off and add it to your Tally Sheet. If it is a points bonus, circle it. If it is a free hexagon bonus, cross it off and outline a hexagon on your Environment Sheet of the corresponding type, following standard adjacency rules.



[Note: a hexagon on the Environment Sheet may become completely outlined if the 6 hexagons surrounding it are outlined. This counts as completed and bonuses should be collected. There are also some hexagons on the player sheet that do not have a habitat type. These hexagons MUST be completed by outlining each of the 6 surrounding hexagons in order to collect the bonus (see diagram above).]

To score at the end of the game:

Add up the number of points indicated on the hexagons of each habitat type and add 4 more points if the habitat was fully completed. Write these subtotal in the corresponding spaces. Add the number of points collected from the overflow track. Write this subtotal in the corresponding area. Add up any points earned from the Landmarks and sun/rain bonus areas. Write this subtotal in the corresponding space. Add up your total leftover animals and Nature Tokens on your Tally Sheet, divide by 5, and score that number of points (rounded down). Write this subtotal in the corresponding space. Add up all subtotals to get your final score!



- 1 Rivers Area:** Scores 4 (for fully completing Rivers) + 20 = 24 points
- 2 Forests Area:** Scores 12 points
- 3 Prairies Area:** Scores 4 points
- 4 Wetlands Area:** Scores 8 points
- 5 Mountains Area:** Scores 3 points
- 6 Overflow Track:** Scores 2 points
- 7 Bonuses:** Scores 6 + 3 (Landmarks) + 2 (Sun/Rain) = 11 points
- 8 Leftovers:** Scores 1 point
- 9 Final Score:** Add up all subtotals to get your final score!

Sheet D - FRASER (STO:LO) RIVER



To mark a completed Habitat Card:

Sheet D adds a new twist! Marking your sheet is now based on not only the Habitat type and number, but also the Wildlife cost! Animals will be placed into open hexagons corresponding to the habitat type by writing the first letter of the wildlife type (S = Salmon, H = Hawk, F = Fox, E = Elk, B = Bear). Add a number of animals equal to the numeral on the Habitat Card you just completed, on spaces of that habitat type. A player may only add from the animals indicated on the Habitat Card cost. For instance, if a Habitat Card cost contains 2 bears, then up to 2 bears may be added, if a Habitat Card cost did not contain any bears, then no bears may be added. Animals may be added to any space, they do not need to be adjacent to one another as long as they are on the Habitat type of the card completed. Animals of different types may be added from the same Habitat Card up to the numeral on the Habitat Card.



If you have filled in all hexagons of a habitat type, and you have remaining hexagons to fill in, proceed to the overflow track and circle a number of points and/or cross off bonuses equal to your remaining numbers starting from the leftmost open space and proceeding to the right.



Check to see if any bonuses have been earned. They can be collected in any order. A bonus is earned when you:

- Fill in two adjacent hexagons that have a bonus between them. Cross off the bonus and add it to your Tally Sheet
- Fill in three adjacent hexagons that have a bonus between them. Cross it off and fill in any hexagon with any animal on your Environment Sheet.



To score at the end of the game:

Add up the number of points earned by each wildlife type, based on the spatial scoring rules indicated on the Environment Sheet. (These are similar to scoring conditions in the base Cascadia game, so these should be familiar to those who have played it!) **Clarifications - BEARS:** Scores for each pair of two adjacent bears. Pairs may not be adjacent to other pairs. **ELK:** Scores for lines of elk based on the length of the line. Lines of elk may be adjacent to one another, but each elk may only be counted as part of a single line for scoring. **FOXES:** Scores for each fox based on the whether there are animals in the 6 spaces surrounding it. If a fox is surrounded by 6 animals (of any type) it scores 2 points. If it is surrounded by 2-5 animals (of any type) it scores 1 point. If it is surrounded by 0-1 animals it does not score. **HAWKS:** Scores based on total number of hawks that are not adjacent to any other hawks. **SALMON:** Scores for runs of salmon, based on run length. A run is defined as a group of adjacent salmon, where each salmon is adjacent to no more than two other salmon. (Note: this means that a group of 3 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. Write these subtotals in the corresponding spaces. Add up any points from the overflow track. Write the subtotal in the corresponding space. Add up the bonuses for habitat completion and wildlife diversity (earned up to 5 times each for completely filling a habitat type, or for having at least 1 of each of the 5 wildlife types in a habitat type, respectively - example: fully filling Forest, and one of each of the 5 wildlife types on Mountains and Forest earns 9 points). Write this subtotal in the corresponding space. Add up your total leftover animals and Nature Tokens on your Tally Sheet, divide by 5, and score that number of points (rounded down). Write this subtotal in the corresponding space. Add up all subtotals to get your final score!

FRASER (STOLO) RIVER Flowing 1,200 kilometers (750 miles) from the Rocky Mountains to the Pacific Ocean at Vancouver, the Fraser is the longest river in British Columbia, Canada. The river's name in the Indigenous Squamish (unwritten) language is *Sunk'li* (like all others in Canada, the Squamish word is a water tribute for salmon, chinook, coho, pink, and Dungeness salmon).

- 1 Bears:** Scores $3+3+3 = 9$ points for 3 bear pairs
- 2 Elk:** Scores $4+7 = 11$ points for 2 Elk lines.
- 3 Foxes:** Scores $2+2+2+2+2+1+1+1+0 = 13$ points for 9 Foxes
- 4 Hawks:** Scores 10 points for 7 Hawks
- 5 Salmon:** Scores $12+5 = 17$ points for 2 salmon runs
- 6 Overflow Track:** Scores 1 point
- 7 Habitat Completion + Wildlife Diversity Bonuses:** Scores 3 (Habitat Completion) + 3 + 3 (Wildlife Diversity) = 9 points
- 8 Leftovers:** Scores 0 points.
- 9 Final Score:** Add up all subtotals to get your final score!

SOLO MODE RULES

Cascadia: Rolling Rivers can be played solo! The game plays exactly the same as the multiplayer game. When playing solo, you can simply compete against yourself and your friends to attain the highest score, or you can challenge yourself to the Scenarios and Achievements on pages 21-23!

FAMILY MODE RULES

Cascadia: Rolling Family Mode rules reduce the complexity of the game. Family mode is great for introducing the game to younger or less experienced players!

Follow the standard game setup rules, but make the following changes:

1. Remove the Central Special Die. In Family Mode, players will only use the 3 Central Dice and their own 2 Personal Dice.
2. Use the Beginner Completion Cards instead of the Advanced Completion Cards.
3. Use the reverse side of the Player Aid card with a simplified Dice Action description.

We suggest that you play on the simpler Environment Sheets, especially if you are introducing new players to the game, but any Environment Sheet will work.

In Family mode, rules are the same, however, there is only one Dice Action available to players. Nature Tokens can be spent to do the following: When collecting wildlife each round, any number of Nature Tokens may be spent to take that number of additional animals on the dice that were NOT the wildlife type chosen to take. For example, if a player is collecting 3 foxes from three of their dice, they may additionally spend 2 Nature Tokens to take animals from a bear die and an elk die that were also rolled. See additional example below.

[Abundance Variant: You may also wish to add 2 animals to each player's tally sheet, so that they start the game with 3 of each, and add 2 nature tokens to their Tally Sheet so that they start the game with 4.]

Collect Wildlife Example:



COMPLETION CARDS

Clarifications:

Card 3: You may choose either of your Personal Dice to roll.

Card 5: When marking your Environment Sheet, you may mark any of the habitat types, regardless of the habitat type on the card you just completed.

Card 6: Since you collect this bonus before marking your Environment Sheet, you will collect based on the state of your Tally Sheet immediately after paying the cost of the Habitat Card. Thus any bonuses you take on your Environment Sheet will not affect the number of animals this card provides.

Card 8: Since you may take Habitat Card and Completion Card bonuses in ANY order, it may be advantageous to take this bonus before collecting any Nature Tokens from your completed Habitat Card. Collect the bonus Nature Tokens from this card first, then collect them from the Habitat Card.

Card 9: If you choose to pay 1 Nature Token, any two bonus animals may be collected. This bonus is earned *after* the Habitat Card is completed, therefore, the animals cannot be used to pay the cost of the Habitat Card this round, but are recorded on the Tally Sheet for use in a subsequent round. Nature Tokens earned from completing the Habitat Card may be used to pay the cost.

Card 11: May be used on a Habitat Card that rewards only 1 habitat - in this case, no reward is marked on the Environment Sheet, however, any Nature Token Bonuses may be gained.

Card 12: May spend any number of Nature Tokens in order to lower cost of Habitat Card by that many animals.



MIXING VERSIONS

Cascadia: Rolling Rivers can be combined with other *Cascadia: Rolling* versions! If doing so, you may mix and match the following components to add even more variety and mix and match with any of the unique Environment Sheets:

Central Dice - You may play *Cascadia: Rolling* with the Central Dice from any versions of the game. It is important to always use a consistent set of Central Dice for balance, but you may play with the Central Dice from one version and an Environment Sheet and cards from another version.



Habitat Cards - You may combine all Habitat Cards from all versions into Tier 1 and Tier 2 decks. In order to set up for a game be sure to select 2 of each habitat type for each tier, for a total of 20 cards used in each game, rather than simply removing 1 of each type from each tier.



Completion Cards - You may combine all Completion Cards into a single deck. In order to set up for a game, select any 4 Completion Cards from the deck, either randomly, or by choosing.



You may also use all of the Personal Dice to play a game with more players (up to 8 players with one additional copy of *Cascadia: Rolling*, or even more players with more copies). Simply provide each player with their own set of Personal Dice and Tally Sheet, and their own matching Environment Sheet.

Additional Collect Wildlife Examples:



1) Player 1 uses the highlighted dice to collect foxes. 2) They use the 'Wild' Animal Special Die Effect to count as one additional fox. 3) In all, they gain 3 total foxes and mark their Tally Sheet by crossing off their previous quantity and writing in their new quantity of foxes.



1) Player 1 uses the highlighted dice to collect bears and salmon. 2) They use the 'Reduce cost of Dice Actions by 1 Nature Token' Special Die Effect to reduce the cost of their Dice Action. 3) They spend 2 Nature Tokens (instead of 3) to do the 'Take 2 Types' Dice Action to take both bears and salmon. 4) In all, they gain 2 total bears and 3 total salmon and mark their Tally Sheet by crossing off their previous quantities and writing in their new quantities of bears and salmon.

SCENARIOS & ACHIEVEMENTS

Study the Cascadian habitats and wildlife to gain Achievements as you hike your way through the landscape to become a *Cascadia: Rolling Discoverer*! *Cascadia: Rolling* Achievements can be earned and tracked as you play multi-player & solo games. Below is the Achievements hiking chart where up to 5 players can keep track of their overall progress. You may begin gaining Achievements at any time. To do so, write your name on any of the colored tabs. Each time you play, choose one of the two Achievement modes: Scenarios (page 22), or Achievements (page 23) and follow the instructions.

For Scenarios, each will list which Completion Cards to use in which slots along with the sheet to use, objectives, and a points threshold to reach (use Habitat Cards as per typical setup). We suggest starting at Scenario 1 and proceeding to the next once a scenario is passed. Scenarios 13-20 are available if you also have a copy of *Cascadia: Rolling Hills* and will use Completion Cards from that version of the game. From now on, whenever you gain an Achievement (●●▶▶◆◆) from any of the Achievement modes, fill in your shape under the appropriate mode and then come back to this page and fill in the next shape on your hike. Can you become a *Cascadia: Rolling Discoverer* and find all of the landscapes of Cascadia?



#	SHEET	1	2	3	4		Goal 1	Goal 2	Completed
1	A	3	8	10	2	35	Collect 4+ Sun Bonuses		   
2	B	4	7	5	1	60	Complete 1+ Full Habitat		   
3	C	9	10	6	11	50	Complete All Rivers		   
4	D	12	11	3	8	40	Collect All Nature Token Bonuses on Map		   
5	A	1	9	12	6	40	Complete 2+ Full Rows	Have 4+ Leftover Nature Tokens	   
6	B	10	8	7	11	70	Collect all 3 Fox Bonuses on Map	Have 5+ Leftover Salmon	   
7	C	4	5	3	2	55	Collect All Prairie Landmarks	Score 12+ points from Wetlands	   
8	D	2	11	9	10	50	Score 8+ from each wildlife type	End game with 2 or fewer Nature Tokens	   
9	A	6	7	12	3	45	Score 15+ from a Single Habitat	End Game with 3+ Bears	   
10	B	2	6	11	9	80	Collect 7+ Sun/Rain Bonuses	Collect all 3 Bear Bonuses on Map	   
11	C	1	12	6	7	60	Collect all River Landmarks	Score 7+ from each habitat type	   
12	D	11	5	10	8	60	Diversity bonus in 2+ habitats	Score 20+ from 2 wildlife types	   
13	A	 7	 1	 7	 10	50	Score 10+ from 2 different habitats	Complete 14+ Habitat Cards	   
14	B	 2	 8	 11	 11	85	Collect 4+ Free Hex. Bonuses	Score 7+ from each Habitat Type	   
15	C	 9	 4	 12	 10	65	Collect all 5 Animal Bonuses on the Map	Have 15+ Total Leftovers	   
16	D	 1	 9	 8	 5	65	Collect 3+ Free Hex. Bonuses	Score 12+ from 3 Wildlife Types	   
17	A	 3	 5	 2	 3	55	Complete 3 Full Rows	Have 2 or Fewer Leftover Salmon	   
18	B	 6	 6	 12	 4	95	Collect all 1-point Bonuses	Have 5 or Fewer Leftover Animals	   
19	C	 6	 7	 10	 5	75	Complete Overflow	Collect all Mountain Landmarks	   
20	D	 8	 12	 11	 11	65	Completion Bonus for 2+ Habitats	Score 12+ from Foxes	   

Sheet A

#	Achievement	Completed
1	Score 40+ Points	
2	Score 50+ Points	
3	Score 60+ Points	
4	Complete 2 Full Columns	
5	Complete 2 Full Rows of all 5 Habitat Types	
6	Score 20+ Points from a Single Row	
7	Score 17+ Points from a Single Column	
8	Score 10+ Points from Bonuses	

Sheet B

#	Achievement	Completed
1	Score 70+ Points	
2	Score 85+ Points	
3	Score 100+ Points	
4	Complete 2 full Habitat Tracks	
5	Complete the overflow Track	
6	Score 10+ Points from each Habitat	
7	Score 20+ Points from Bonuses	
8	Collect 10+ Sun/Rain Bonuses	

Sheet C

#	Achievement	Completed
1	Score 50+ Points	
2	Score 65+ Points	
3	Score 80+ Points	
4	Complete 2 Habitat Types	
5	Collect all Sun and Rain Bonuses	
6	Collect 10+ Landmarks	
7	Outline all 3-point hexagons	
8	Complete the overflow track	

Sheet D

#	Achievement	Completed
1	Score 50+ Points	
2	Score 60+ Points	
3	Score 70+ Points	
4	Complete 2 full runs of Salmon (7 each)	
5	Score 15+ from Foxes	
6	Have 6+ pairs of Bears	
7	Collect all Free Hex. Bonuses on map	
8	Complete 2 Habitat Types	

QUICK-REFERENCE

Setup

1. Give each player a set of 2 Personal Dice.
2. Give each player a Tally Sheet and Player Aid.
3. Select which of the Environment Sheets you will play with and give each player a matching Environment Sheet (either A, B, C, or D).
4. Place the 4 Central Dice (3 Central Dice and 1 Central Special Die) in the center of the play area.
5. Shuffle Habitat Cards in each tier and build Draw Pile of 20 cards by removing 1 of each Habitat type from Tier 1 and from Tier 2.
6. Flip a single Habitat Card over and place it to the right of the Draw Pile.
7. Shuffle the Completion Cards and reveal 4, placing adjacent to Habitat Card spaces.



Gameplay

1. ROLL DICE

Roll 4 Central Dice and your 2 Personal Dice.

2. COLLECT WILDLIFE

- A. Check Central Special Die
- B. Take Dice Action (optional)
- C. Record Collected Animals on Tally Sheet

3. COMPLETE A HABITAT CARD (OPTIONAL)

- A. Apply Discounts (optional)
- B. Pay Cost
- C. Take Habitat and Completion Card Bonuses
- D. Mark Environment Sheet
- E. Take Environment Sheet Bonuses

ROUND END & GAME END

Place the rightmost habitat card in the discard, slide the remaining cards over 1 space and flip over a new card from the deck. The game ends after 20 rounds when there are no more Habitat Cards in the Draw Pile (no more cards to flip over).

ROUND SUMMARY

1. ROLL DICE
2. COLLECT WILDLIFE
3. COMPLETE A HABITAT CARD (OPTIONAL)

