

Rulebook

In-depth instructions for gameplay

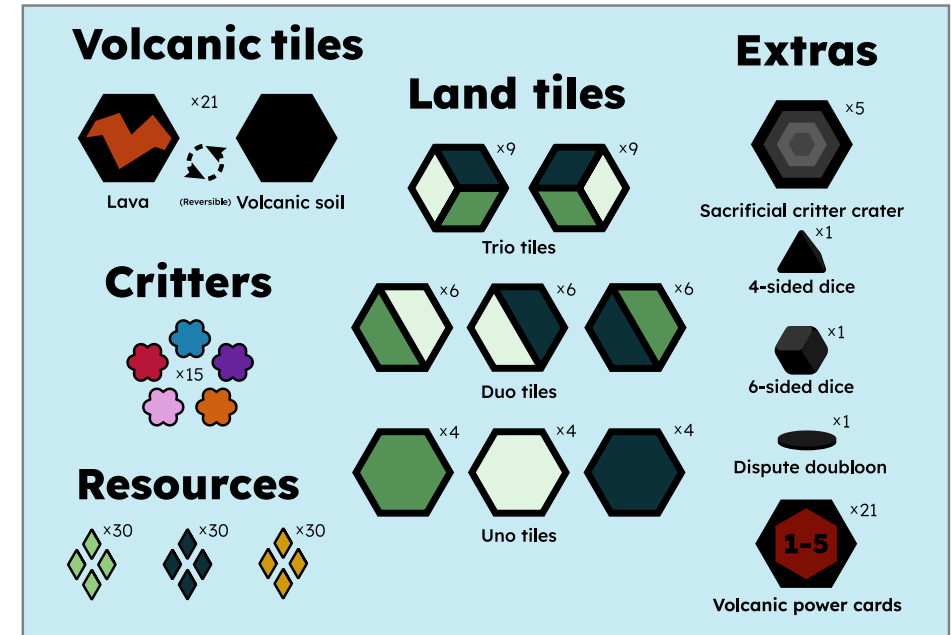
🕒 Last updated: 07 Jan, 2025 ⌚ 22 min read

Aim of the game

Strategically stack tiles to conquer islands and their biomes in this board expanding, resource control game for 2-5 players over approximately 60mins of game time. Tactically unleash [volcanoes](#) to disrupt your opponents and [unlock powers](#), causing molten lava to cascade downhill, destroying everything in its path. When the lava reaches the ocean, rich volcanic soils emerge inviting new opportunities for expansion across these evershifting lands.

The game [ends](#) when all your critters have inhabited the land, the biome tiles run out, or a [super volcanic eruption](#) is triggered. Points are scored from a combination of critters, connecting biomes, [sacrifices](#), [bonus objectives](#) and total [activated volcanoes](#) - the player with the most, wins!

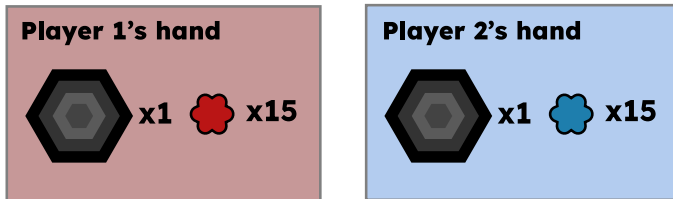
Game pieces key



All game pieces

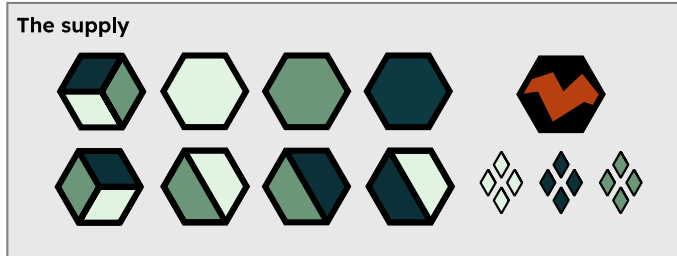
Set-up

1. Each player selects a critter colour and adds all critters of that colour and a sacrificial critter crater tile to their hand.



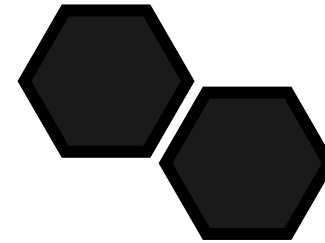
Repeat with other colours for additional players

2. Place all remaining tiles and all resources in stacks at the top of the playing area - this is the supply.



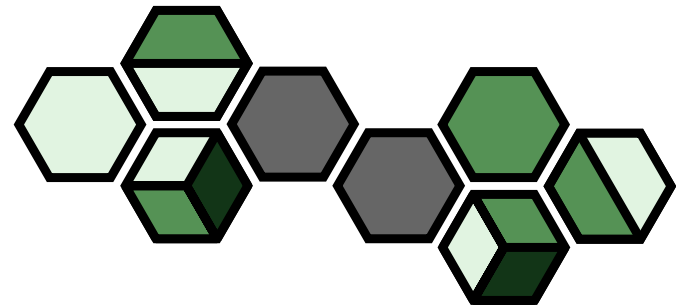
The supply set-up suggested configuration

3. Connect 2 volcanic soil tiles in the middle of the play area



2 x smog tiles

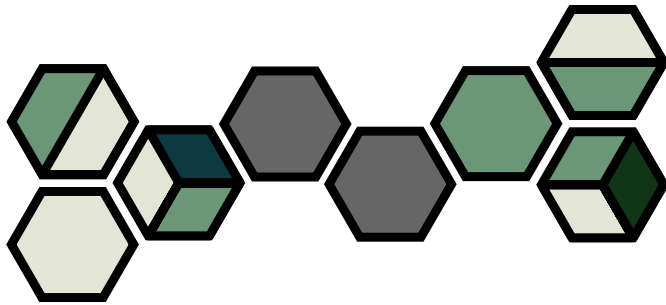
4. Create your starting islands with an uno tile, then a connecting duo, then a final connecting trio tile. They can be whichever tiles you prefer, as long as they can connect.



Set-up variation 1

Starting islands must be spaced 2 tiles apart.

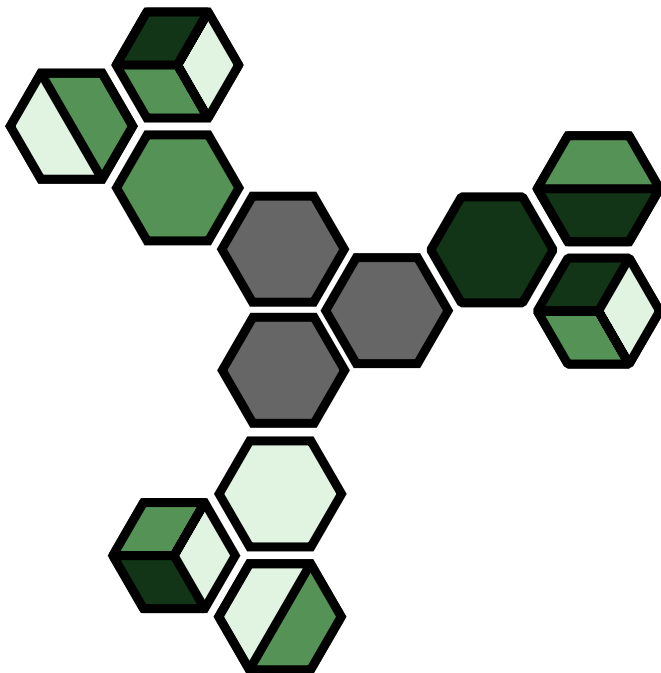
▼ Set-up variation example 2



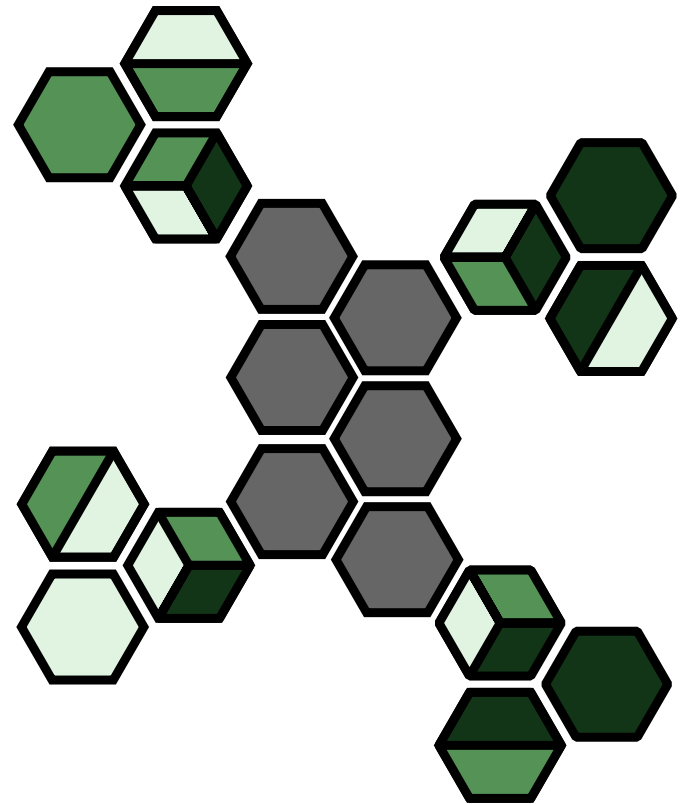
Set-up variation 2

▼ 3-4 Player set-up examples

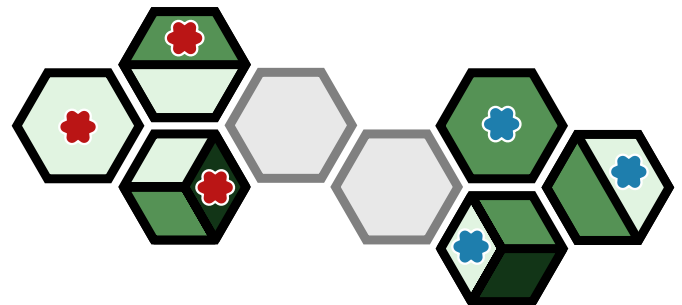
Set-up 3 Player



Set-up 4 Player

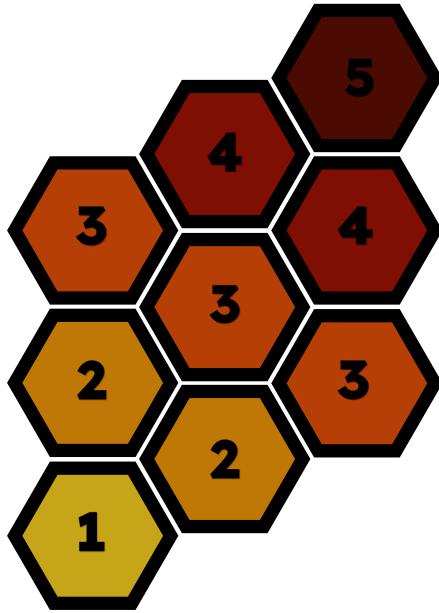


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- Place one critter on the uno tile, then on the opposite biome on the duo tile, then on either unconnected biome on the trio tile.



Place your critters

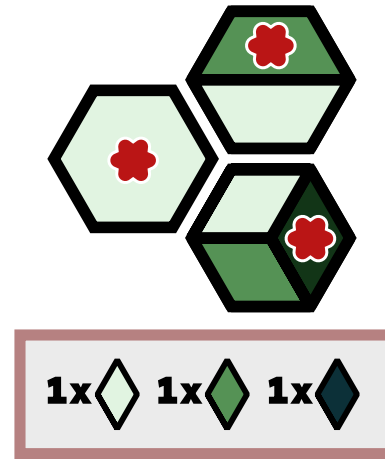
6. Shuffle and deal the [Volcanic Power](#) cards to the volcanic power grid until all power slots are filled, ensuring each power matches its corresponding level. Discard any additional powers if their level slots are already filled.



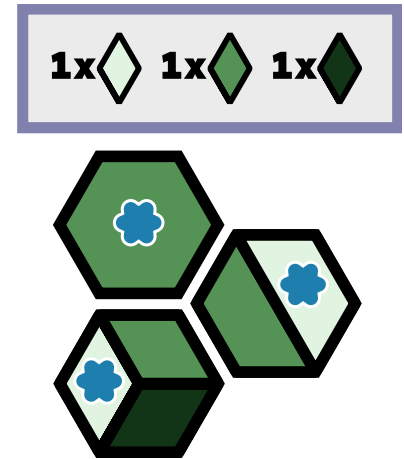
Volcanic power grid

7. Remove the two volcanic soil tiles and determine who goes first by whoever has visited a volcano most recently (active volcanoes win). A dice roll or a flip of a coin will also suffice.

8. Collect your first resources - collect 1 resource of each individual biome your critters are on.



Collect your first resources



9. Players collect the following bonus resources as the final step of preparation:

- Player one: 0
- Player two - five: 2

The bonus resources can be of any chosen type.

Gameplay summary

- [Move up to 1 critter](#) anywhere within a connected biome or into an unclaimed biome on the current tile.
- [Buy and stack a tile](#). Spend your resources to buy a tile from the supply. If the purchased tile was a volcano, select a new [volcanic power](#).
- [Claim all empty tiles](#) by placing a critter on the unclaimed biome of your choice.
- [Sacrifice a critter](#)
- [Collect resources](#)
- [Progress all lava flows](#). If there is no active lava, skip this step.

Turn summary

1 Move a critter

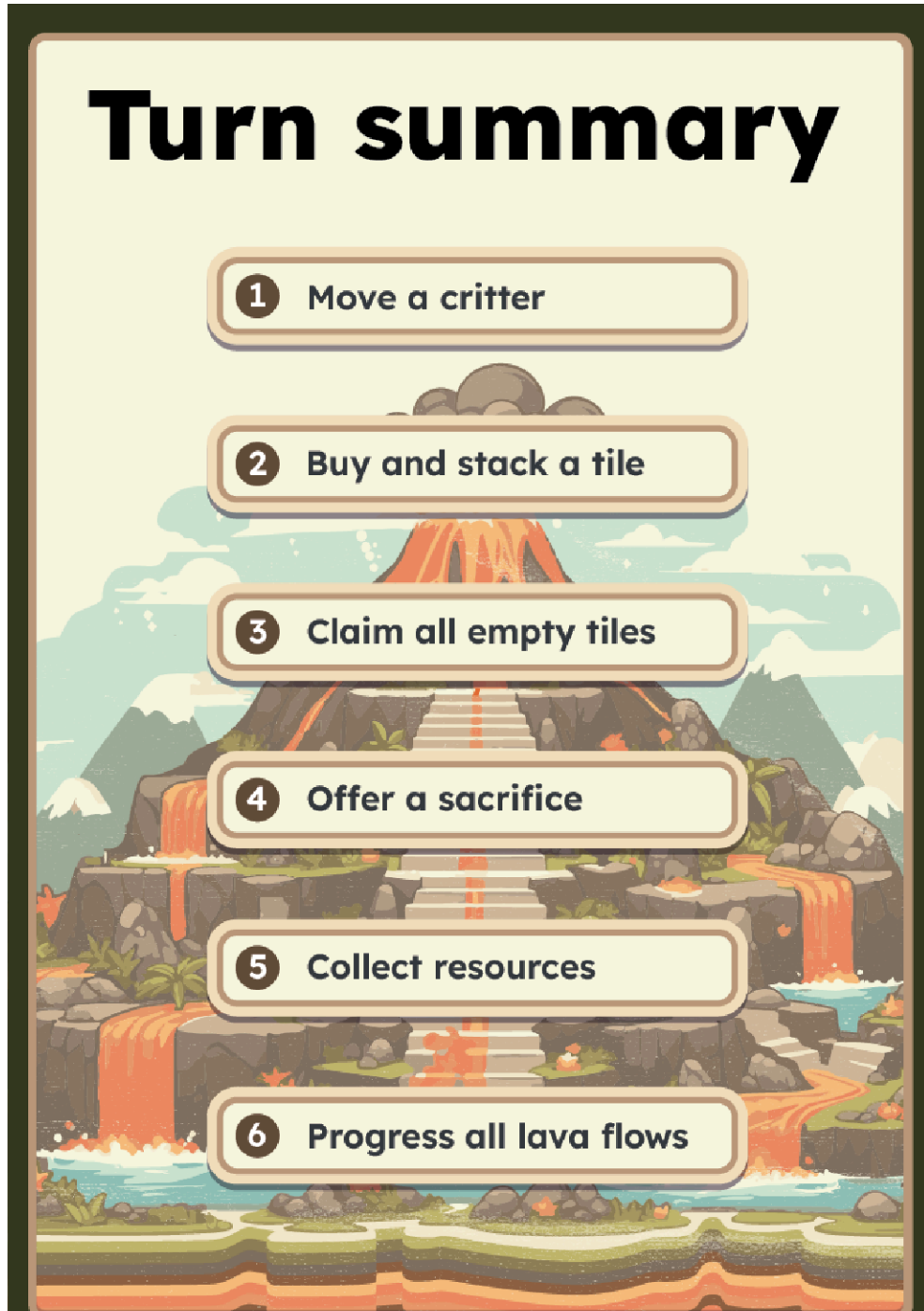
2 Buy and stack a tile

3 Claim all empty tiles

4 Offer a sacrifice

5 Collect resources

6 Progress all lava flows



Turn summary

Critter movement

You may move 1 critter per turn. It may move to any other tile as long as it stays within its connected biome.

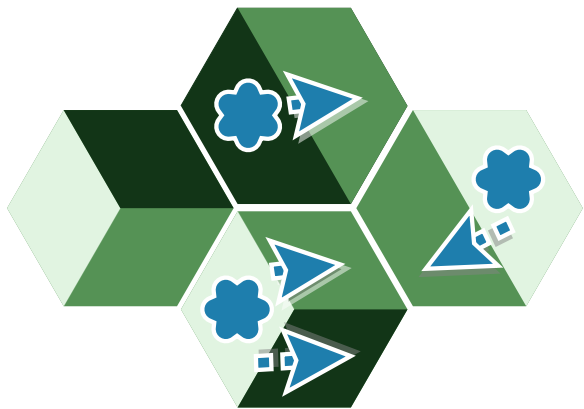


Movement within connecting biome



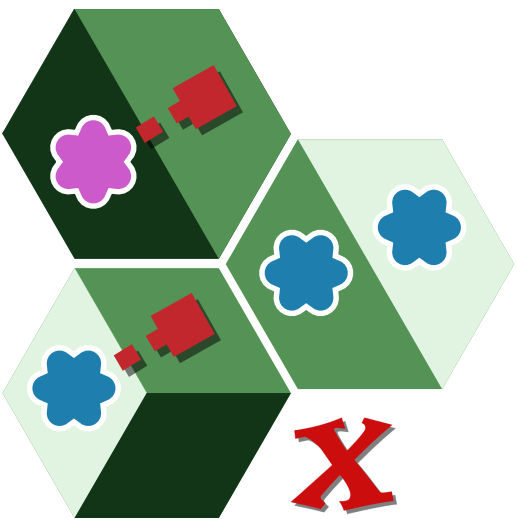
Movement within connecting biome

A critter may be moved onto a new biome, providing that it is on the same tile and an uncontrolled biome.



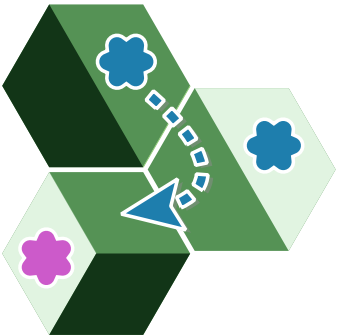
Movement onto a new biome on same tile

A critter may not move onto a controlled biome, unless the Cooperative critters power has been unlocked.

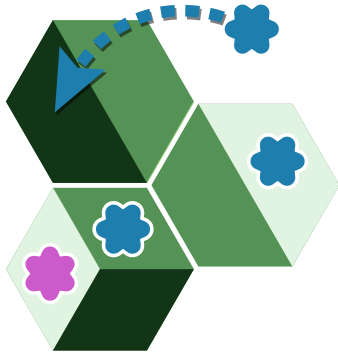


No movement is allowed onto controlled biomes

Tip - Careful movement of critters will allow an extra space to be filled when claiming all empty tiles.



Moving a critter out of own way



Claiming the free tile during claim step

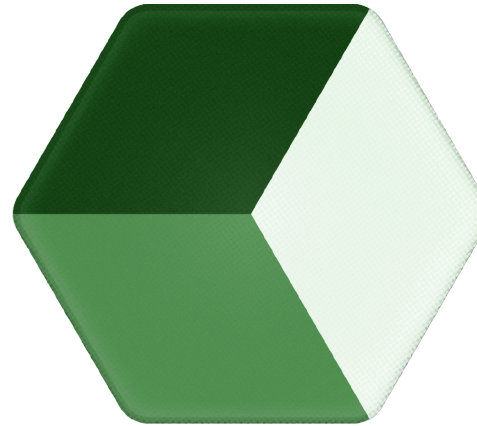
Moving multiple critters

See the volcanic powers [Agile Critters](#), [Sea Critters](#), [Pack Critters](#) and [Herding Critters](#) for ways to move multiple critters in one turn.

Buying a tile

Buy 1 tile to place each turn from the supply. All tile prices are fixed, except for the volcano.

Tile costs

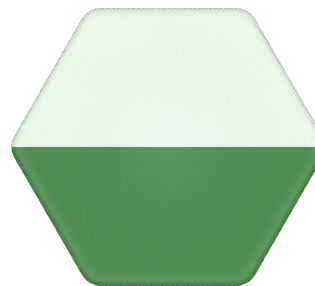


Dark/Light/Medium Trio Biome

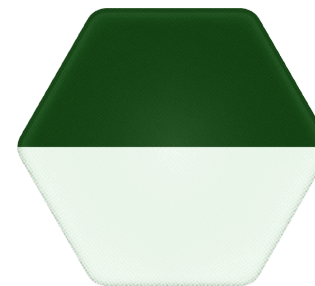


Light/Medium/Dark Trio Biome

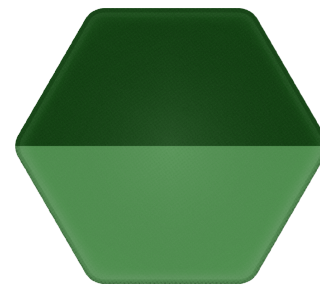
- **Trio** - 2 x any resource



Medium/Light Duo Biome

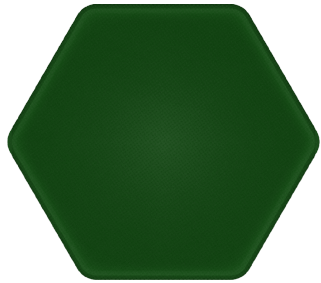


Dark/Light Duo Biome



Medium/Dark Duo Biome

- **Duo** - 3 x any resource or 2 of a kind



Dark Uno Biome

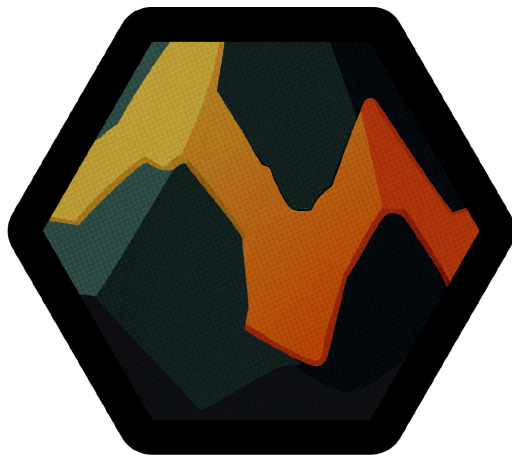


Medium Uno Biome



Light Uno Biome

- **Uno** - 4 x any resource or 3 of a kind or 3 different



The Volcano

- **Volcano (stable)** - 6 x any resource or 5 of a kind
 - 1-3 high tile stack

Optional

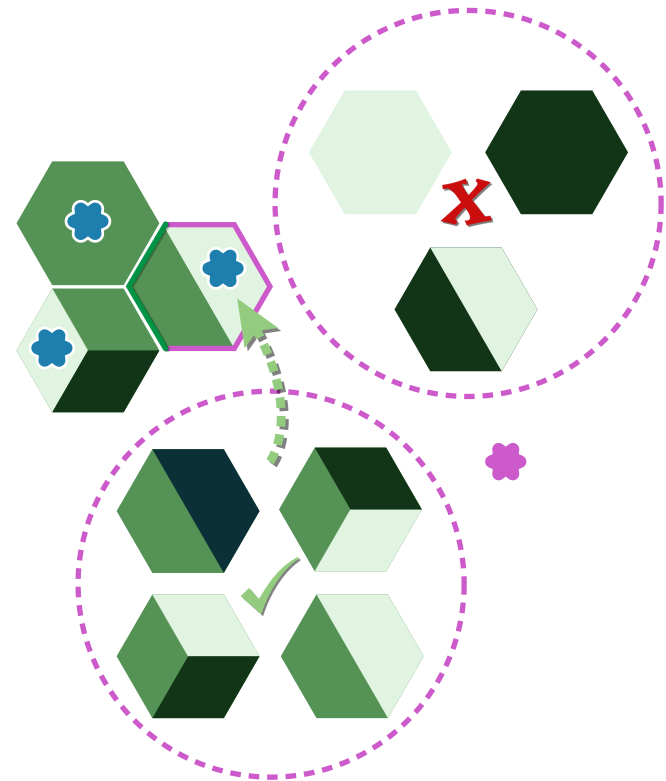
- **Volcano (unstable)** - 5 x any resource or 4 of a kind
 - 4+ tile stack
- **Island** - 7 x any resource + 3 sacrificed critters

The lava and volcanic soil tiles cannot be purchased.

► **Tile cost graphic**

Knowing which tile to buy is guided by the number of resources at your disposal and where you would like to place the tile.

You may **not** buy a tile that cannot connect when **stacked** onto a current island.



Buying tiles are dependent on the spaces available and available resources

If you cannot afford a tile, you will need to make an immediate sacrifice, you may still move and sacrifice a critter, collect resources then end your turn.

Buying the final land tile triggers an [end game sequence](#).

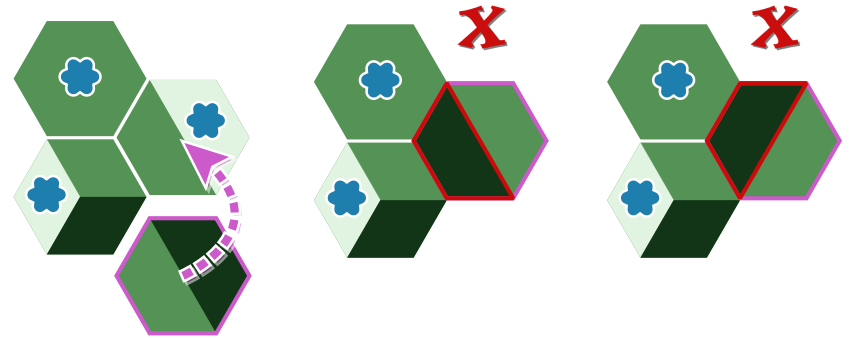
Buying additional tiles

You may buy a second tile during the buy step of your turn if the first tile was played on a [volcanic soil tile](#).

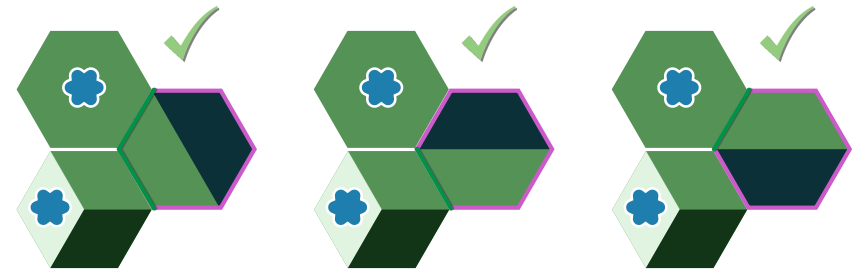
Unlocking the [Crafty Critters](#) power allows you to buy and place multiple tiles in one turn.

Placing a tile

Newly bought tiles must **stack** and connect to at least one edge of an existing land tile. Rotate the new tile to match the connecting biomes on at least one edge.



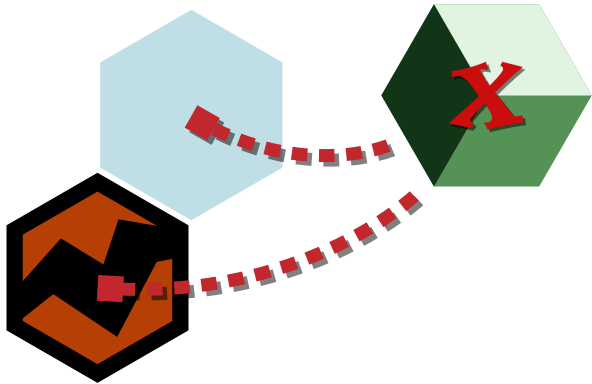
These rotations aren't allowed because there are no connecting biome edges to the existing land tiles.



These rotations are permitted as they have at least one connecting biome edge.

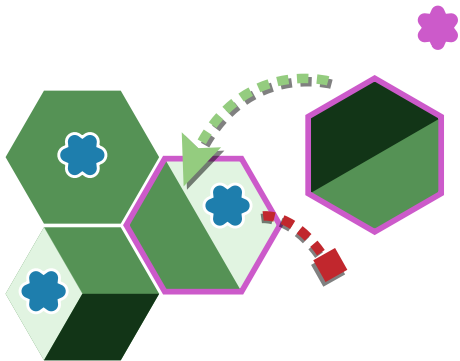
Note: the more connections across your biomes at the end of the game will increase your [score](#) and give places for your critters to evacuate from incoming lava and opposition tiles!

Tiles **must** stack onto existing land tiles (uno, duo, trio and volcanic soil tiles), tiles **cannot** be played in the ocean, on lava or volcano tiles.

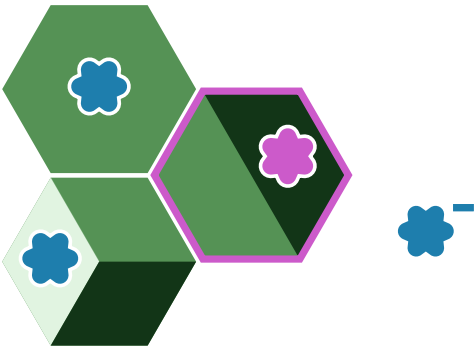


Illegal tile placement

When stacking tiles, remove any critter(s), friend or foe, from the lower tile.



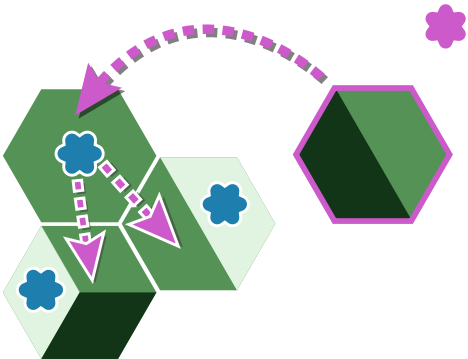
Place a tile so at least one biome edge connects



If any critter on that tile cannot migrate to a connecting biome, it is returned to the player's hand

Migrating critters

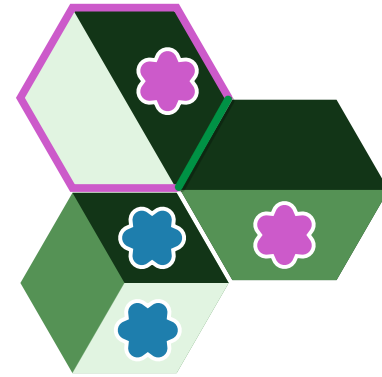
If they are connected to an adjacent biome, migrate the critter to the tile of your choosing within the connected biome.



This blue critter can migrate to another tile within its current biome



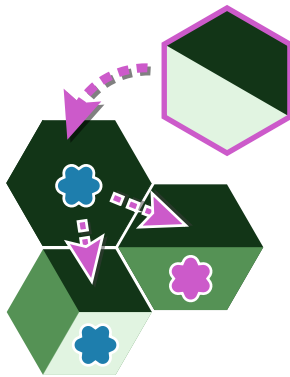
The biome is still controlled by blue but the tile now has a free critter placement area



Blue has been pushed onto one tile and had their biome split

Splitting a biome

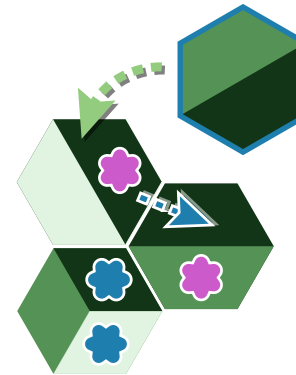
A large biome may be split with careful placement of a tile.



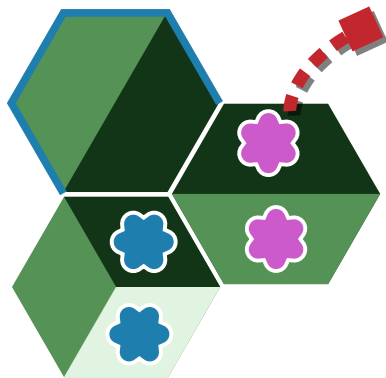
This tile placement by Pink can split Blue's biome whilst still connecting an edge

Joining a biome

Tiles with the same biome can be joined using a tile to form a larger biome.



Blue reconnects a biome, migrating Pink from the tile



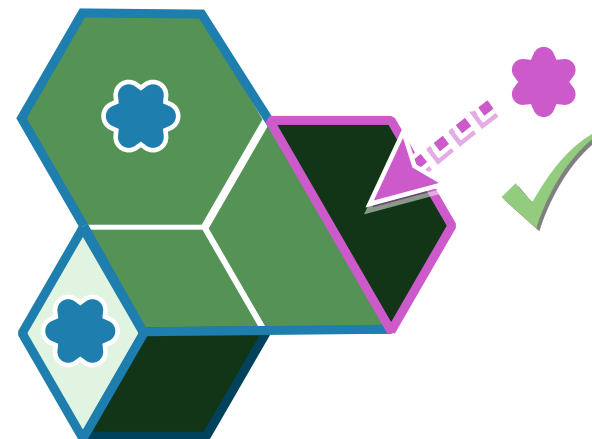
Now two critters are on this biome, Pink is removed as Blue placed the tile



Blue may move their critter during the 'Move a critter' step at the start of their next turn

Placing critters

After critter movement and tiles have been placed, claim all empty tiles by placing a critter onto an uncontrolled biome of your choosing - you now control this biome!



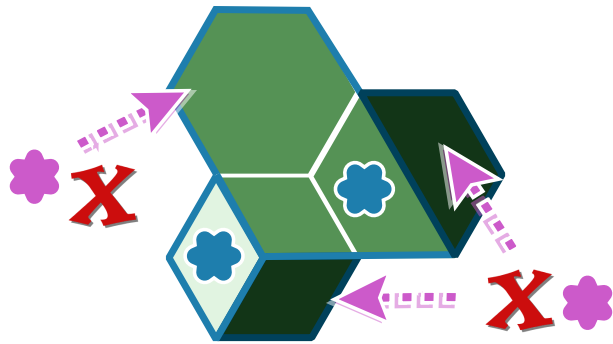
Simple place critter step

Critters cannot be placed directly onto any controlled biomes, volcano or lava tiles or in the ocean. They also may not be placed on tiles that already contain a critter.

Joining a biome operates differently if the [Pack critters](#), [Herding critters](#) or [Cooperative critters](#) power is unlocked.

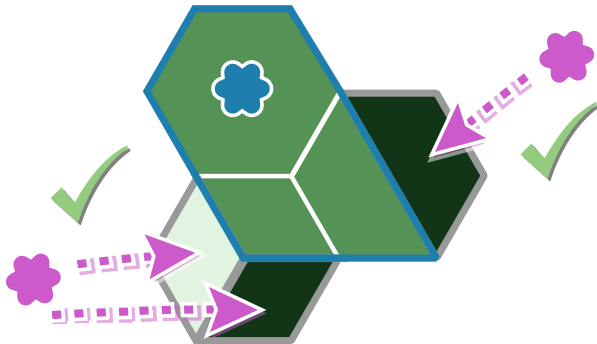
Placing multiple tiles

Unlocking the [Crafty Critters](#) power allows you to buy and place multiple tiles in one turn.



Controlled biomes mean critters can not be placed here

If there are multiple free tiles with uncontrolled biomes at this step of your turn, you may place 1 critter per tile.



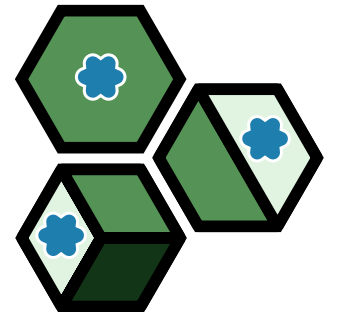
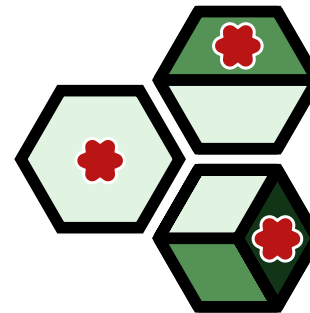
Uncontrolled biomes and empty tiles mean 1 critter per tile can be placed here

Collect resources

At the end of your turn, collect 1 x resource for each biome you control.

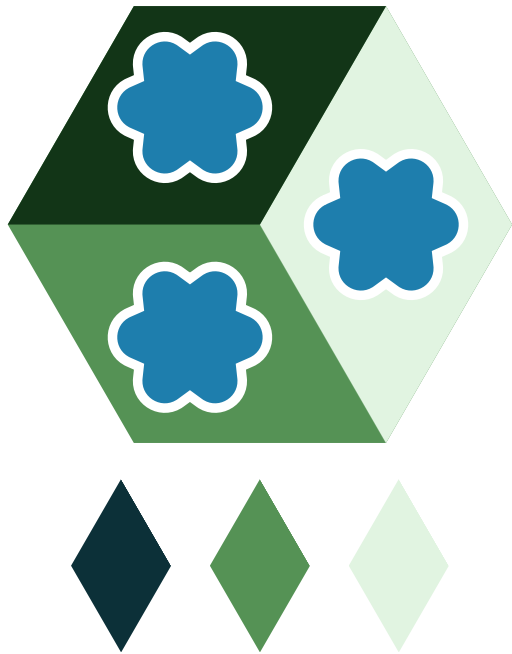
Each biome consists of all the connecting areas of the same colour.

For example: player one in turn one will always collect 3 resources from their controlled biomes.



Red collects one of each resource type, Blue collects two of a kind and a single to match their critter placement

If multiple of your critters are on the same tile, but on different biomes, collect 1 x resource for each biome.



Multiple resource collection from single tile - a risky position as they could all be targeted by a single volcano

If multiple critters share a biome (due to [Cooperative critters](#)), only collect 1 resource for that biome, see [Herding Critters](#) for ways to increase this.



Single resource collection

| Maximum resources



The starting maximum of 6 resources

You can hold no more than 6 resources after collection, if you have greater than 6, discard any of your choosing, down to 6. See the volcanic power [Bountiful Resources](#) to increase the

maximum.

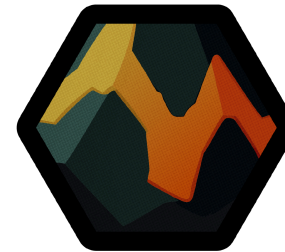
If a certain resource has been depleted from the supply, you cannot collect that resource.

Optional - You can allow more maximum starting resources (such as 7-9), notably if you do not draw a Bountiful Resources power.

Volcanoes

Once a volcano tile is [purchased](#), it must be unleashed on a land tile.

This activates the volcano - add 1 critter from your hand onto the selected power on the [Volcanic power grid](#), this unlocks the [power](#) for you.

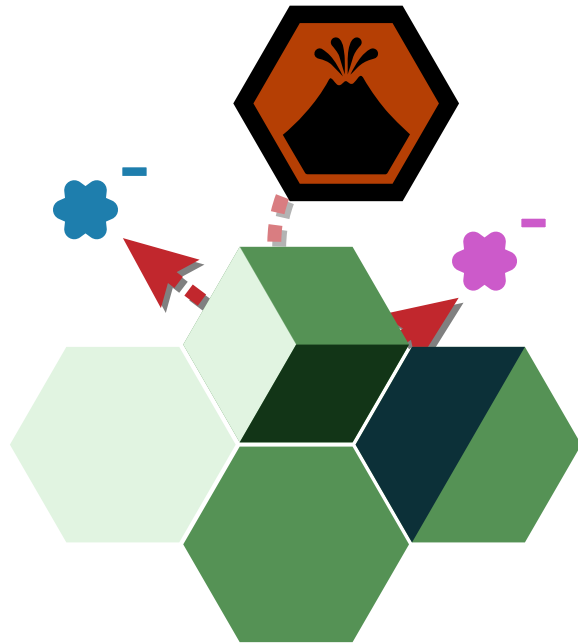


The Volcano tile

Optional ruleset - An unstable volcano can only be purchased and played at the [reduced price](#) after a stack reaches 4 or more tiles and must be played on one of these stacks, its mechanics operate in the same following behaviour.

Activating a volcano

The volcano **immediately** wipes out any critters on the target tile, friend or foe, standard migration rules have no effect (see [Volcanic Migration](#) for ways to avoid this).



Remove all critters on the target tile for the volcano

The volcanic eruption rearranges the target tile. Rotate the target tile to the orientation of your choosing, then place the volcano tile on top. The orientation does not need to be revealed to other players.

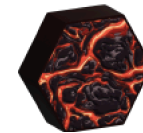


Rotate the target tile to the orientation of your choosing



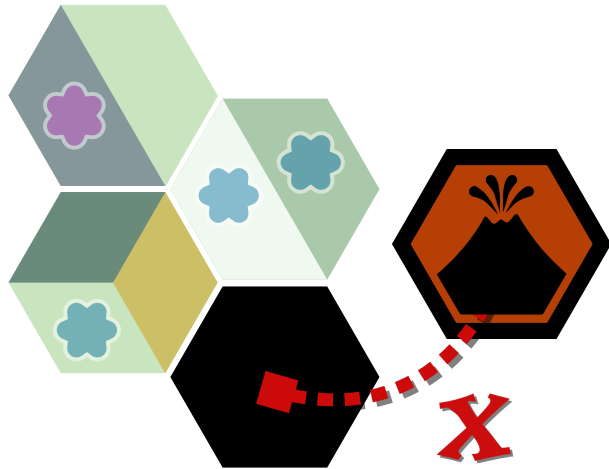
Volcano has been activated, target tile underneath has been rotated

With a now active volcano, the lava flow will progress every turn until it reaches the ocean.



The (prototype) lava tile

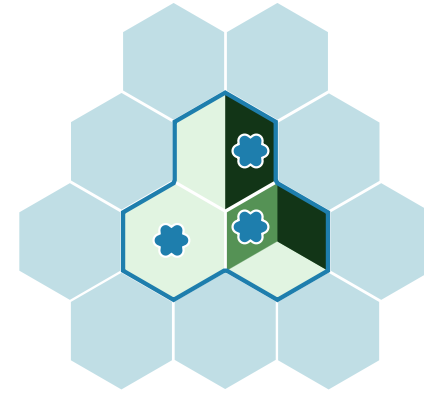
Volcano tiles may **not** be played on a volcanic soil tile.



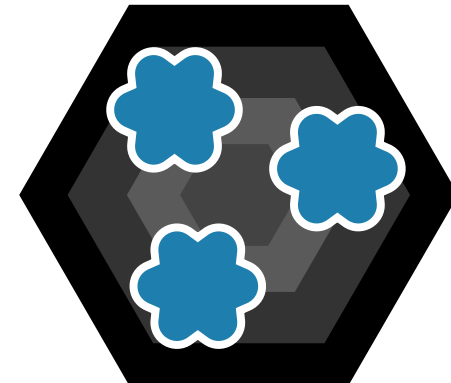
Volcano no go zone

Playing a volcano counts as your one place a tile step in your turn.

Islands & sacrifices



An island



The Sacrificial Critter Crater

Critters and resources may be sacrificed across multiple turns to “lock in” points, and summon and place a 3 tile island.

| Sacrifices

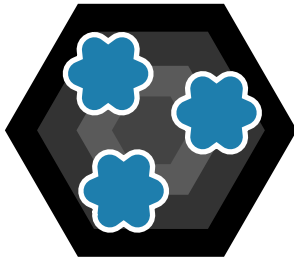
There are three ways to make sacrifices to the critter crater:

- If you cannot buy a tile, you may sacrifice a critter from your hand directly to the pit, [collect resources](#) and end your turn.
- After [claiming all empty tile biomes](#), you may sacrifice one of your critters by removing it from the play area and placing into your Sacrificial critter crater. You can do this once per turn.
- After your [purchase step](#), you may sacrifice 5 resources, pay these to the supply and trade in 1 of your critters from your hand directly to the pit. You can do this once per turn.

This allows up to 2 sacrifices in a turn to be made (one from the play area and buy paying with resources)

Note: if you have unlocked [Bountiful Resources](#) and have 7x resources at the start of your turn, you may first buy a 2x resource cost land tile, then sacrifice your remaining 5x resources during the [sacrifice step](#) of your turn.

Sacrificial critter crater



The Sacrificial Critter Crater

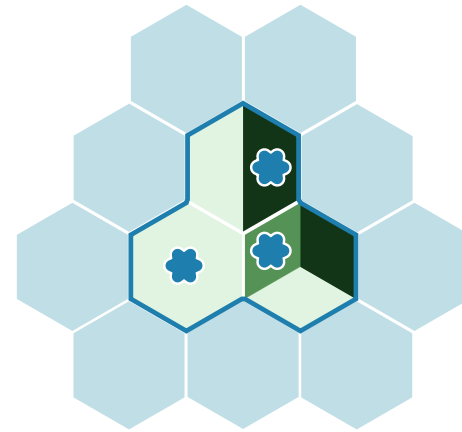
This is where all sacrificed critters are placed. You may only place your own critters into your critter crater (but hey, who's to stop you from making house trading rules).

You may store up to 3 critters in the crater.

To sacrifice additional critters, first you will have to [summon an island](#). This will return the critters to your hand and enable you to place them onto the empty tiles during the [placing critters step](#).

Any critters left in your crater at the end of the game are worth **1pt** each. [Exalted sacrifices](#) increases this to 2pts each.

Summoning an island



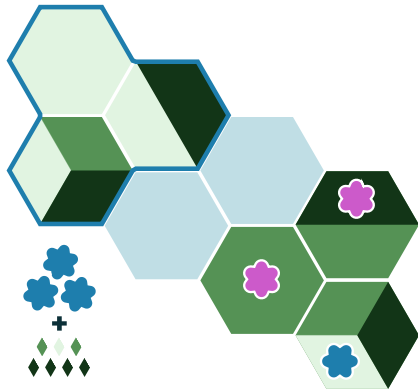
An island

Purchasing an island costs a full hand of [Bountiful Resources](#) (7) and 3 sacrifices to be in the sacrificial pit. When purchased, place your 3 sacrificed critters back into your hand and the spent resources back to the supply.

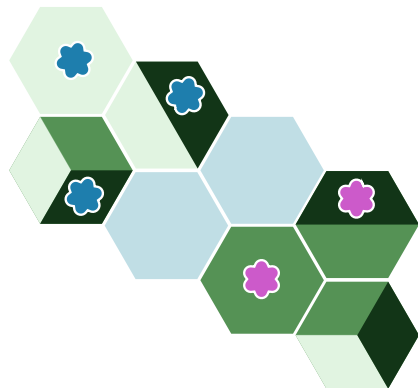
[Maybe an all-but-out player to get back in the game island situation of 5 sacrifices? 2 fully removed from the game?]

Collect any 3 tiles from the supply to form the new island. If these are the final 3 (or less) tiles in the supply, this will trigger the [end game sequence](#).

Place the island of any 3 connecting tiles, 1 tile space away from any other land tile currently in the game area. Island tiles do not need to follow the [connecting biome edge rule](#).



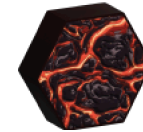
Place the island 1 tile space away from any existing landmass tiles.



Claim the empty tiles by placing critters onto the island.

Lava flow progression

At the start of each player's turn, any active lava must be progressed.



Lava tile

To progress the lava flow on land tiles - as lava must flow downhill - first identify all the lower surrounding tiles to the volcano or lava tile and select a die that corresponds to the total.

State out loud which tile is number 1, and number the other lower tiles around the volcano or lava tile (clockwise or anticlockwise). Select and roll the appropriate die.

Turn 2 - Volcano erupts



Number the lower tiles, any tiles equal to or higher than the volcano will not be affected.

[Example of where a d2/d3/d4/d5 is required]

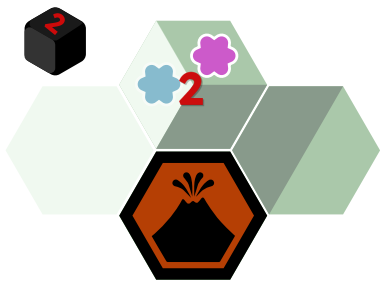
Place a lava tile on the numbered tile that matches the dice roll.

Evacuation

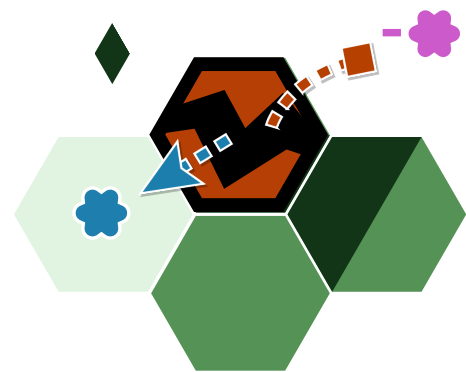
The incoming lava tile forces any critters on that tile, friend or foe, to evacuate to a tile with a connecting biome paying 1 x resource to do so.



A volcano is activated with critters on lower tiles nearby



The lava flows onto the tile with critters

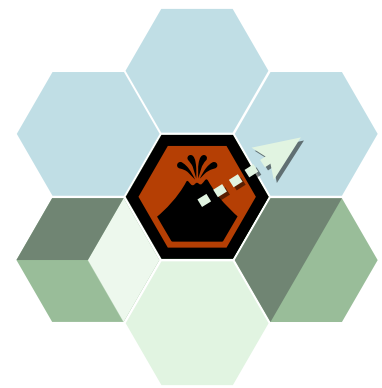


Blue evacuates by paying 1 resource, Pink cannot evacuate and is wiped out

If they cannot evacuate, the critter is wiped out. See [Lava Diversion](#) for ways to prevent this.

Volcanic soil

If lava ended in the ocean the previous turn, replace the tile with the volcanic soil tile this turn.



Lava flows into the ocean



The lava remains in the ocean for this player's turn



At the end of this player's turn, the lava tile is flipped, revealing volcanic soil

Any land tile may be stacked upon the volcanic soil tile during the 'place a tile' step of your turn. Placing a tile next to or on a volcanic soil requires the connecting biome edge rule.

Volcanic powers

Player's unlock a new Volcanic Power every time they purchase a volcano tile. The powers are unlocked in a tech-tree format, starting at the bottom of the map with the [Level 1 power](#), then branching out to any connecting power. You can unlock powers up or down the grid, as long as they share a connecting edge to previously unlocked power.

After the volcano tile is placed, place a critter on the power you would like to unlock, it will remain there until the end of the game.

To determine which powers are available, shuffle the volcanic powers and lay them into the corresponding level slots in the power grid until all spaces are filled.

► Volcanic powers unlock path example

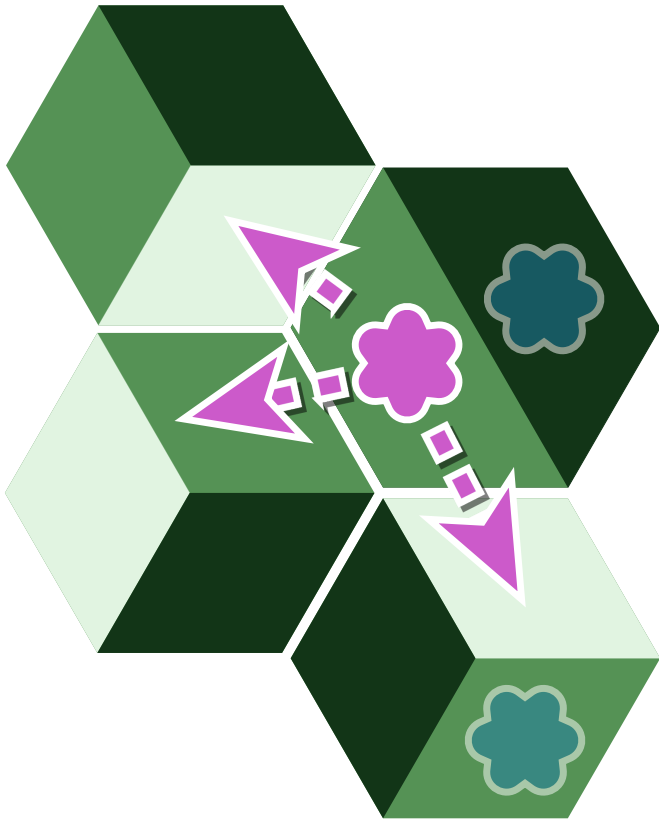


Level 1 Volcanic Power Slot

Agile critters

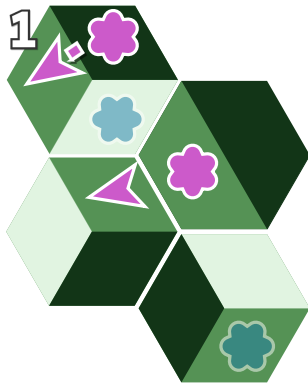
Suggested unlock slot: L2-3

You may complete 2 critter movements during your move a critter step **and** critters may move to an uncontrolled biome on a connecting tile:

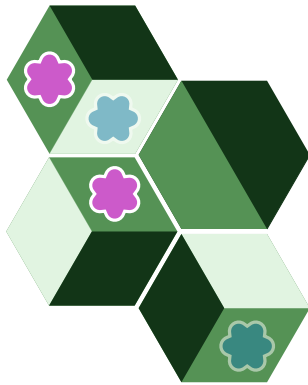


Extended range of movement

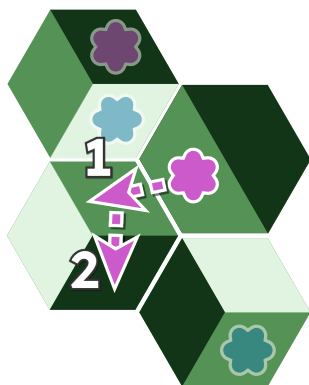
The moves can be two critters individually or one critter twice.



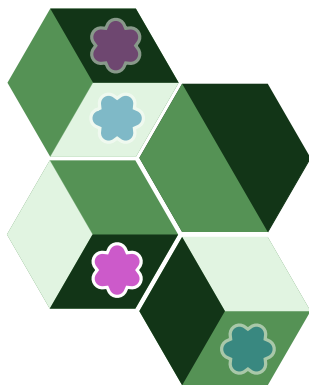
Two critters one move each



Result



One critter, two moves



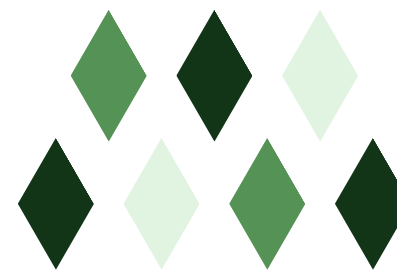
Result

You may also first form a [pack](#) or a [herd](#) as the first movement and move the pack or herd as the second movement.

[Cooperative critters](#) not in a Pack or Herd, move as individual critters.

Bountiful resources

Suggested unlock slot: L1-2



Bountiful resources

You may now hold up to 7 resources after collection for the rest of the game.

After [resource collection](#), if you have greater than 7 resources, discard any of your choosing, down to 7.

Colossal critter

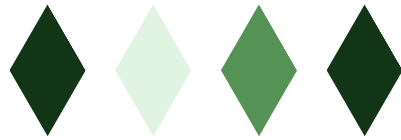
Suggested unlock slot: L1-3

- Unlock the 4pt, 2hp (hit points) Colossal critter



Example Colossal Critter

A regular critter may be upgraded for 4 x resources. This is completed during the [placing critters](#) step of your turn.



Colossal Critter resource cost

If the Colossal Critter is the target of a volcano tile and has nowhere to migrate to, it is completely wiped out. If there is a connecting biome, the Colossal Critter may evacuate there - but not unscathed, losing 1hp.

[example]

A Colossal Critter is represented by a dual stacked critter, which loses 1hp if hit by lava, a magma bomb or connected into a cooperation.

[examples of CC losing a life]

To remove the 1hp, remove one critter from the colossal critter stack. It now functions as a regular critter until upgraded again.

Converging tectonic plates

Suggested unlock slot: L2-4

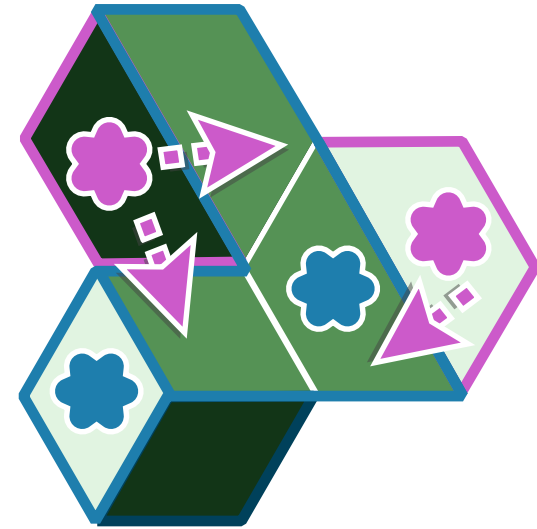
Shift a whole island up to 2 tile spaces. The entire connected land mass moves as one. The movement ends as soon as the island connects to another.

This is a **limited power**, it can be used **once** at any point during regular gameplay - during any step of anyone's turn, and **once** during the [end game sequence](#).

Cooperative critters

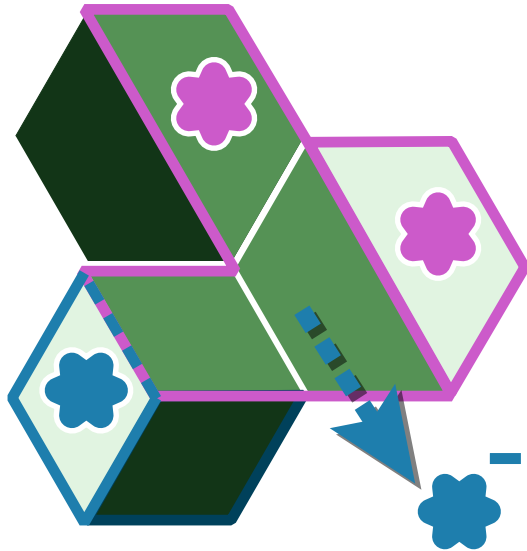
Suggested unlock slot: L3 middle

You may move your critter onto another player's controlled biome within its current tile during the move step of your turn.



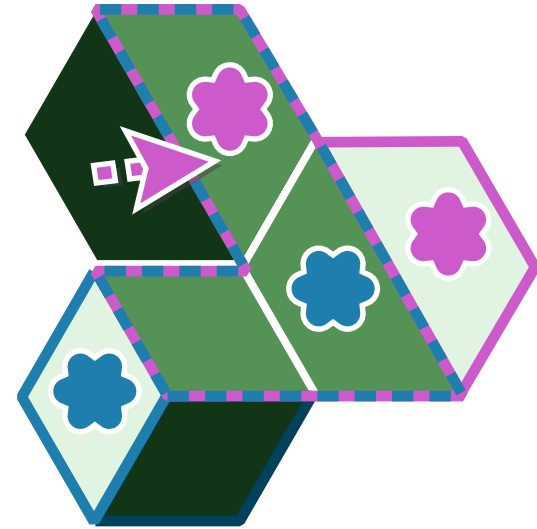
You may move your critter onto another players biome

You may move your critter onto another players controlled biome, if they do not have cooperative critters, you wipe out their critter.



Takeover as Blue does not have Cooperative critters

If the other player has also unlocked Cooperative Critters, you will share this biome.

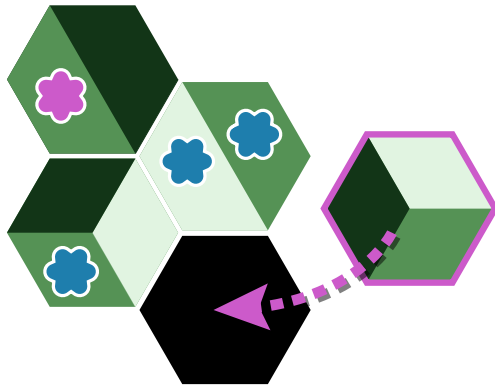


Cooperative cooperation

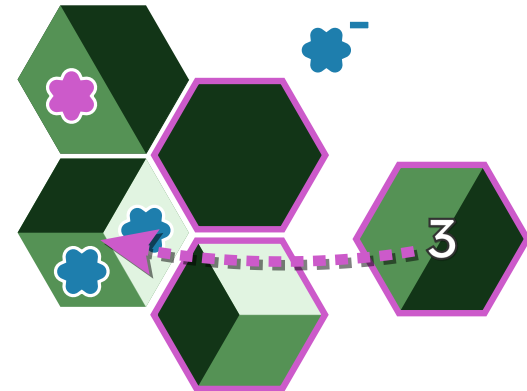
Crafty critters

Suggested unlock slot: L2-4

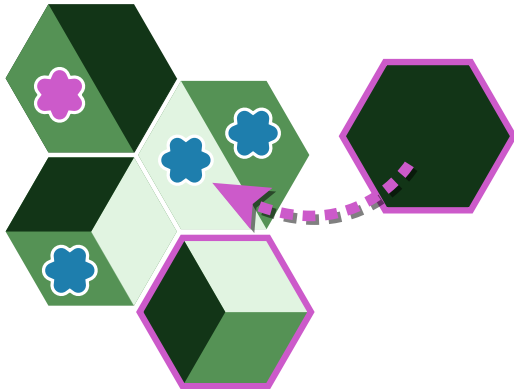
- You may buy up to **3** tiles during the buy step of your turn **if** the first tile was played on a volcanic soil tile.



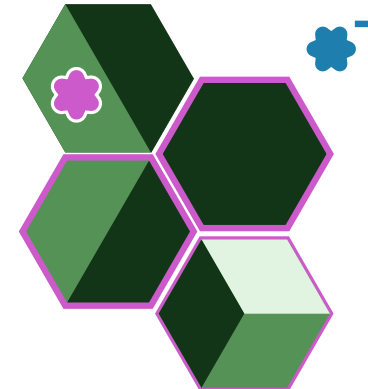
Buy 1 - Place the first tile onto a volcanic soil tile



Buy 3 - Placing a third land tile



Buy 2 - Place the second tile on a land tile



Carnage

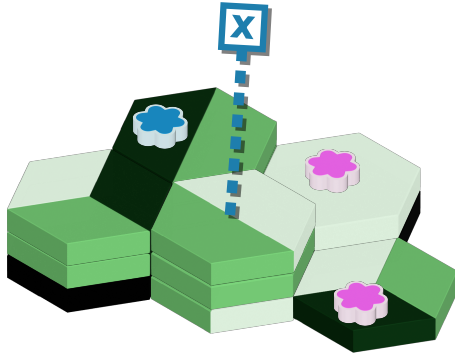
You may buy and place up to 3 tiles in one turn if the first two are placed on volcanic soil tiles and you have the available resources.

Erosion

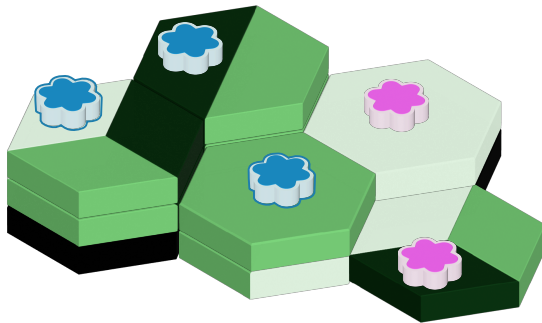
Suggested unlock slot: L2-4

Before claiming all empty tiles, you may remove 1 empty tile from the game, revealing the tile and biomes underneath.

Empty uno tiles that are part of a Controlled biome may not be eroded.



Before claiming tiles, you may erode one



Claiming the tile beneath and other empty tiles

| Extra bountiful resources

Suggested unlock slot: L1-3

- You may now hold up to **8** resources after collection for the rest of the game.



Extra bountiful resources

| Flying critters

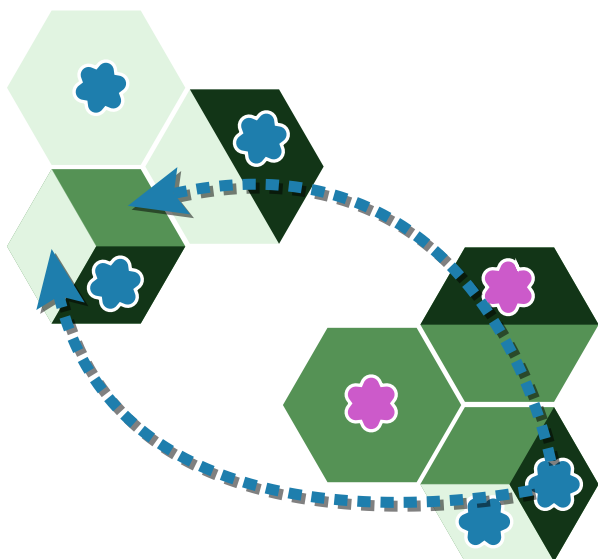
Suggested unlock slot: L2-4

During your move a critter step, you may relocate a critter to any uncontrolled biome any number of spaces away. The tile may be occupied.

| Exalted sacrifices

Suggested unlock slot: L1-2

- At the end of the game, each critter in your Sacrificial Critter Crater is worth 2pts instead of 1pt.
- Islands cost no(?) resources to buy, only 3 x sacrifices



Flying critter movement

Note: This can be done once per turn.

Herding critters

Suggested unlock slot: L2-3

Team up your critters to make a defensive herd to generate bonus resources and points.

Activate this power during your move a critter step by moving a critter onto a biome you already control, this herd generates 1 x bonus resource per turn and 1 x bonus point per herd. Herds can only be overwhelmed by a pack size 1 greater than them (e.g. 2 x herd overwhelmed by 3 x pack critters).

Moving a herd counts as moving 1 x critter.

Herds cannot be moved onto a controlled biome of an opponent unless Cooperative Critters has been unlocked.

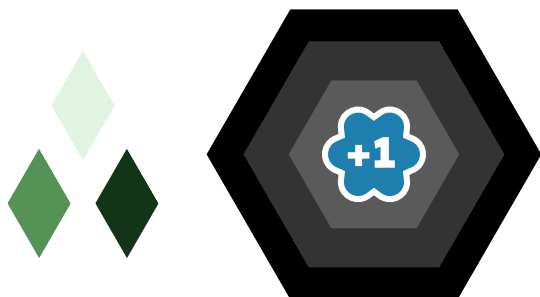


Move a critter to form a herd

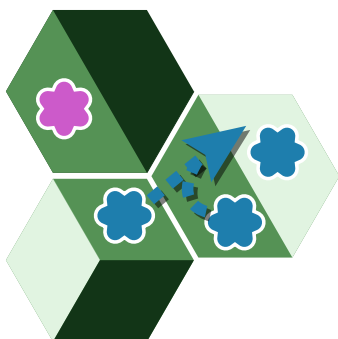
Frugal ritual

Suggested unlock slot: L2-4

After your purchase step, you may sacrifice 3 x resources instead of 5, pay these to the supply and trade in 1 of your critters from your hand directly to the Sacrificial Critter Crater.



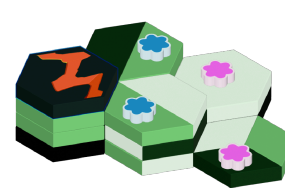
Trade 3 x resources for one sacrifice



The herd now moves as one critter



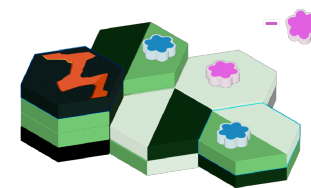
The herding critters generate extra resources and points



When a volcano is activated, a landslide may be triggered



Slide an adjacent tile onto an adjacent lower tile

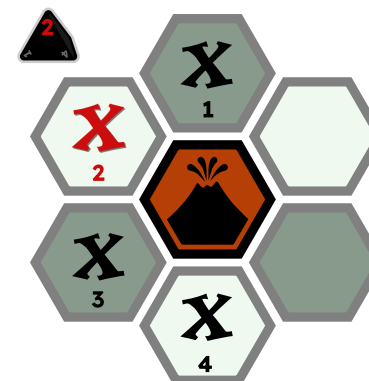


The sliding tile may squash critters it lands on, critters on top of the tile survive

Lateral eruption

Suggested unlock slot: L2-4

- You may use the d4 to determine another explosion site on one side of the volcano, whenever you buy a volcano tile, effectively triggering two volcanoes at once.

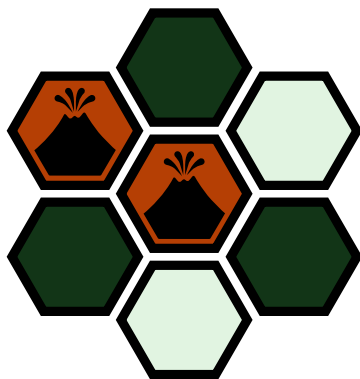


Lateral eruption step 1

Landslide

Suggested unlock slot: L2-4

Whenever a volcano is activated, you may slide an adjacent tile from its current position onto lower tile - determined by a dice roll(?) - crushing any critter unable to escape - evacuation rules apply. Any critters on the landsliding tile survive.



Lateral eruption step 2

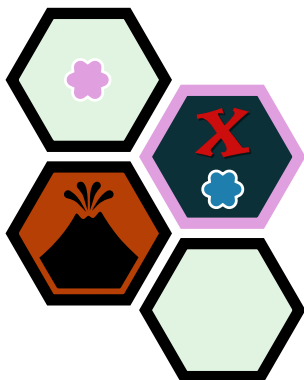
The possible 4 target tiles must be directly connected, these tiles may be higher than the originally selected tile.

Lava diversion

Suggested unlock slot: L1-3

- You may use the d3 to attempt to redirect an incoming lava flow.

After the lava flow roll has been made and a target tile for the lava has been identified, renumber the target tile and two adjacent tiles.



Lava initial target tile rolled by Pink

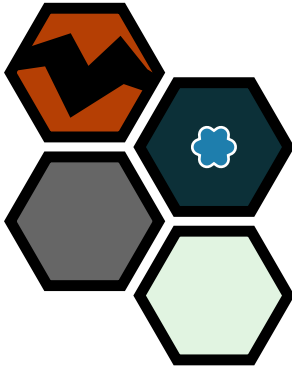


Renumbered tiles for diversion as ordered by Blue

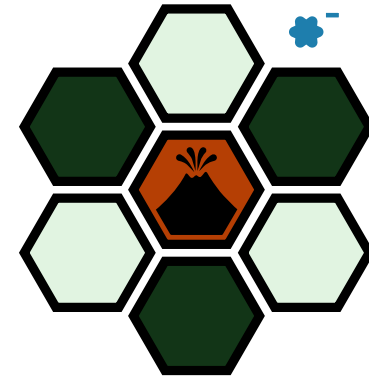
- 1-2 - Divert lava to this tile
- 3-4 - Lava stays on course
- 5-6 - Divert lava to this tile



Diversion roll of 2 by Blue



Lava successfully diverted

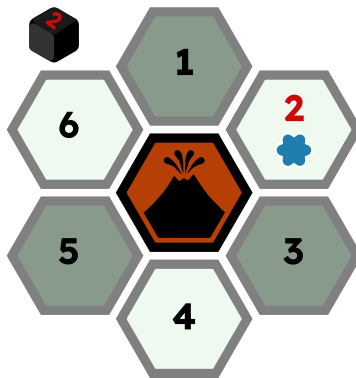


Magma bomb target tile wipes out the blue critter

Magma bomb

Suggested unlock slot: L1-3

- You may use the d6 to send a blob of magma in the air whenever **any** player activates a volcano. Crashing down on the tile rolled, wiping out any critters or taking a hit point from the Colossal Critter.
- The tile rolled can be at a higher elevation or equal to the initial volcano tile



Magma bomb potential target tiles

Pack critters

Suggested unlock slot: L2-4

Team up your critters to make a hunting pack.

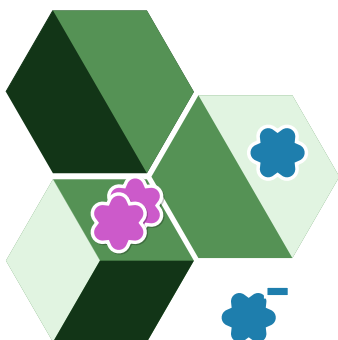
Activate this power during your move a critter step by moving a critter onto a biome you already control. During following move a critter steps, this pack may move onto any connecting biome, controlled or uncontrolled, wiping out opponent critters.



Move a critter to form a pack



On following turns, the pack now moves as one critter



The pack takes over this biome

Moving a pack counts as moving 1 x critter.

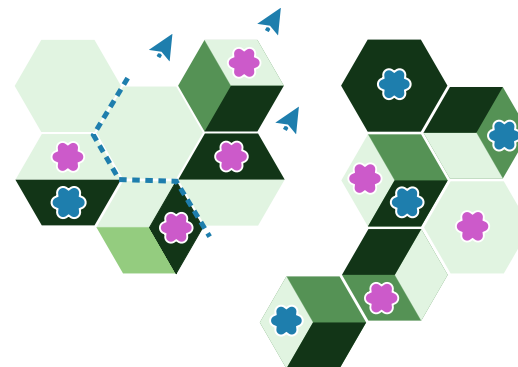
Larger packs can overwhelm smaller opposition packs.

Rift

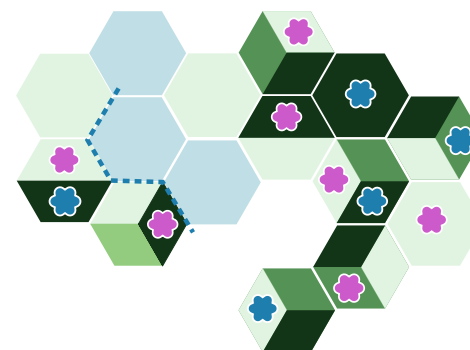
Suggested unlock slot: L2-4

Split an island in two, leaving a 1 x ocean space between the separated sections.

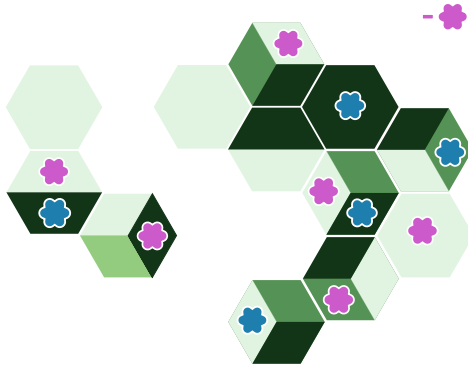
This is a limited power, it can be used **once** at any point during regular gameplay - during any step of anyone's turn, and **once** during the end game sequence.



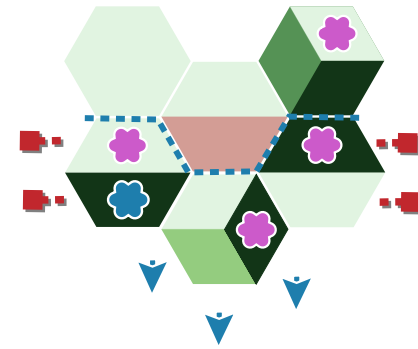
Blue chooses a rift line



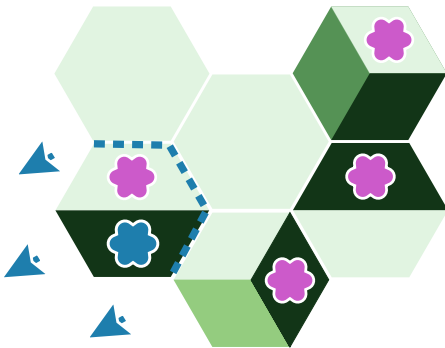
Shift the rifted tiles across 1 entire ocean space



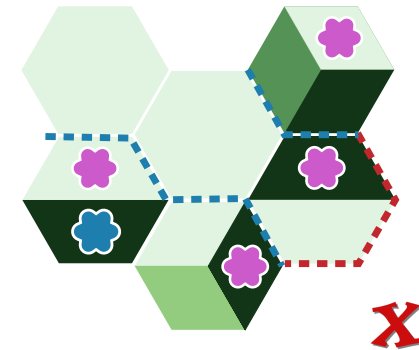
Resolve any contested biomes, the player who enacted Rift has advantage



The rifted section cannot move across land tiles when being split, only directly to the nearest 1 x ocean space



A single tile can be rifted from the island



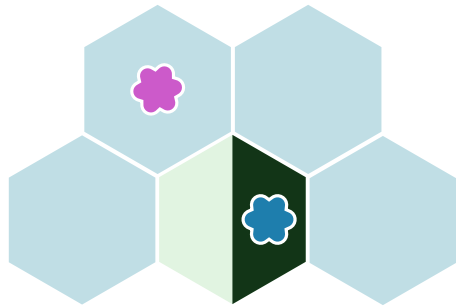
The rift line cannot go along the outside edge of an island

Sea critters

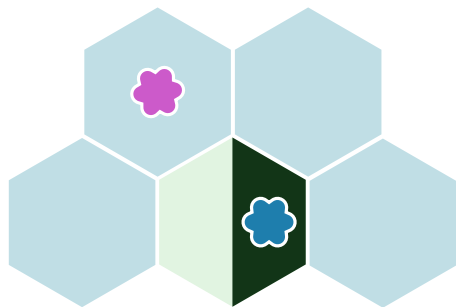
Suggested unlock slot: L2-4

An addition to your place a critter step, once per turn you may either:

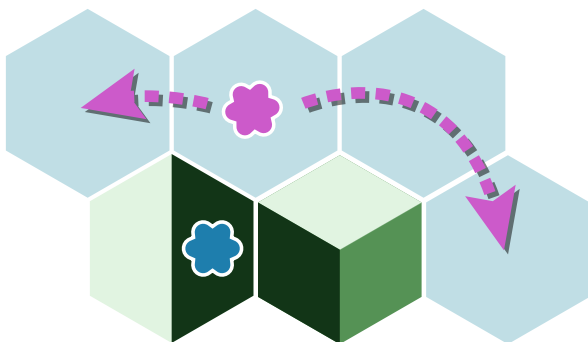
- Place a sea critter in the ocean
- Move a sea critter from the ocean to a connecting tile with an empty biome
- Move a sea critter to another ocean space



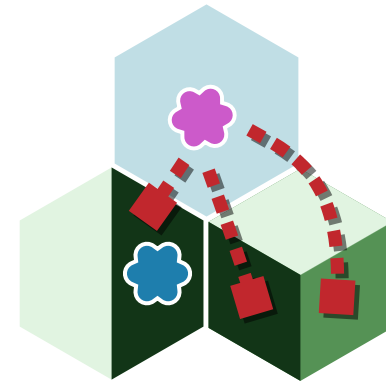
Either place a critter in the ocean



Or move a critter from ocean to the land



Or move 1 sea critter to any other ocean space



The sea critter must move onto an uncontrolled biome directly connected to the ocean space it is on

Critters in the sea may not be sacrificed and do not count towards your critter total when scoring points.

Sea critters do not get the [flying critters](#) movement benefits.

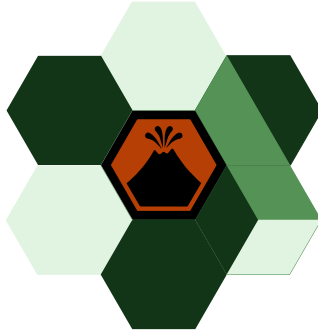
| Super volcanic eruption

Suggested unlock slot: L5

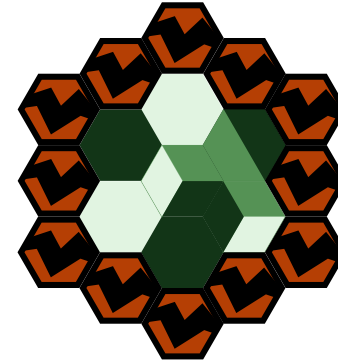
You may choose to activate the super volcano whenever you next purchase the volcano tile until the end of the game. Activating the super volcano signifies an [end of the game sequence](#).

The super volcano does not trigger straight away, only erupting when play returns to the player who triggered it. This gives opposition players a chance to move, migrate or sacrifice critters out of its path of destruction.

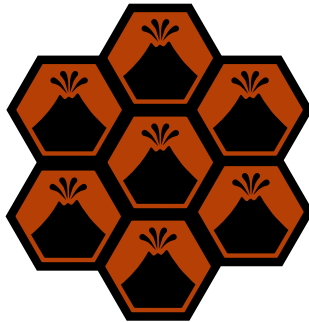
The super volcano wipes out every single critter adjacent to the chosen tile.



Super volcano is set, players have 1 turn each to escape



Making this diagram I've just realised that this won't work in 3player

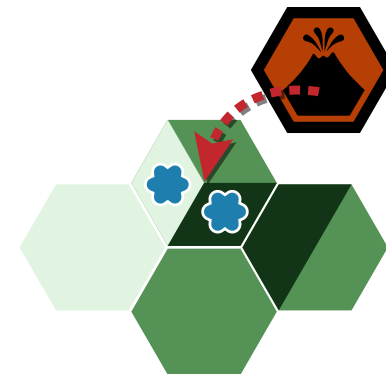


Super volcanic eruption triggers 7 concurrent volcanoes

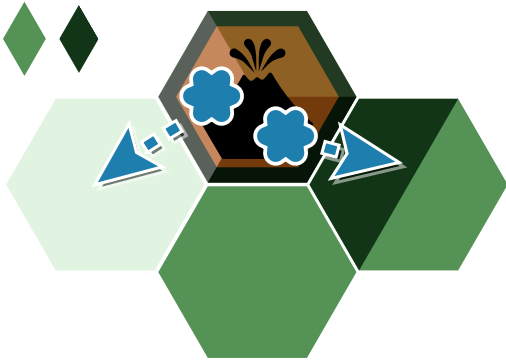
Volcanic migration

Suggested unlock slot: L3-4

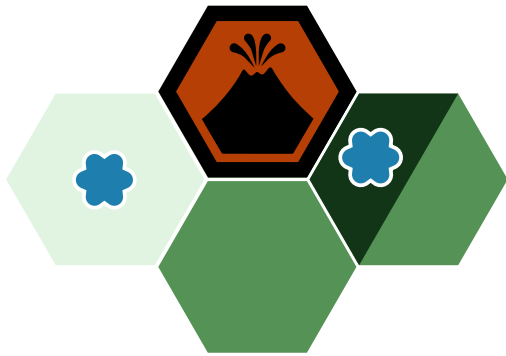
- Your critters can migrate from a [volcano](#) target site to a connected biome if available. This costs 1 x any resource per critter you migrate.
- This functions in the same way as [evacuating from incoming lava](#), however, triggers after an opponent selects a target tile.



Volcanic migration step 1 - Red targets two blue critters

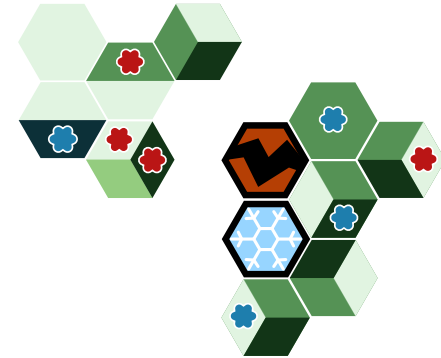


Volcanic migration step 2 - Migrate your critters for 1 x resource per critter

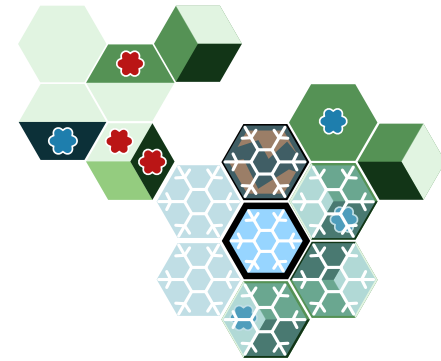


Volcanic migration step 3 - Critters migrated successfully

Its spread stops all placement of new tiles and critters, all critter movement and all sacrifices onto the impacted tiles.



A Volcanic Winter causing volcano is activated



The volcanic winter spreads, freeze all movement, placement and sacrifices onto these tiles

Volcanic winter

Suggested unlock slot: L5

You may choose to activate the Volcanic Winter whenever you next purchase the volcano tile until the end of the game. Activating the Volcanic Winter signifies an [end of the game sequence](#).

The volcanic winter spreads from the adjacent tiles to the volcano.



The volcanic winter continues to spread each player's turn until the entire play area is locked out

- You may not collect resources from critters on frozen tiles
- You may not play volcanoes on frozen tiles
- Lava will still progress across frozen tiles until reaching the ocean
- The winter carries across land and ocean

3-5 Player variations

3-5 player games play slightly different to the 2 player game - most significantly, where you can place your tiles.

3-5 Player set-up variations

► **3 Player set-up example**

► **4 Player set-up example**

Placing your tiles - Rules of engagement

For 3+ player games, tile placement is restricted to certain tiles with a particular player's critter on it. There are a few versions currently in development (07 Jan, 2025), Symbiosis and To the left.

Symbiosis

Placement of new tiles are restricted to biomes with a critter of the player who has the **most** critters currently on the board. New tiles may be placed on volcanic soil tiles.

- Sacrificed critters do no count towards this total
- Critters on the volcanic powers mat do not count towards this total
- Critters in the sea do not count towards this total

[example]

To the left + 5 critter threshold

For 3+ player games, tile placement is restricted to volcanic soil or tiles with a critter of the player on your left.

In a three player game, this means you're always 'attacking' the same person, but that same person is also defending you from your attacker, so be careful with where you strike!

If a tile contains critters belonging to multiple players, and one of those players is the one seated to your left, you have the option to place a tile on top. This action could potentially eliminate both of your opponents at the same time!

Once a player has 5 critters on different biomes, they may be targetted by **any** player.

- Sacrificed critters do no count towards this total
- Critters on the volcanic powers mat do not count towards this total
- Critters in the sea do not count towards this total

Bonus objectives

Bonus objectives can be passed around to keep track of during the game (not recommended in a beginner game), or can be simply scored at the end of the game.

- **Tallest biome 3pts** - The player with a critter on the tallest biome takes ownership of this card and its points at the end of the game.

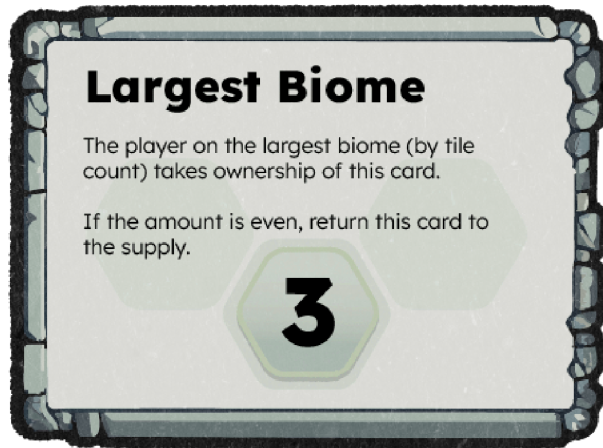
If the tallest heights are drawn the end of the game, the player on the highest number of equal peaks wins (e.g. 2 x 4 tall stacks to 1 x 4 tall stack). If tallest heights are drawn exactly, every player gets 1pts each.



Tallest biome

- **Largest biome 3pts** - The player on the largest biome (by tile count, not connections) takes ownership of this card and its points at the end of the game. If the largest biomes are drawn the end of the game, the player on the highest number of tiles wins (e.g. 2 x 4 tall stacks to 1 x 4 tall stack).

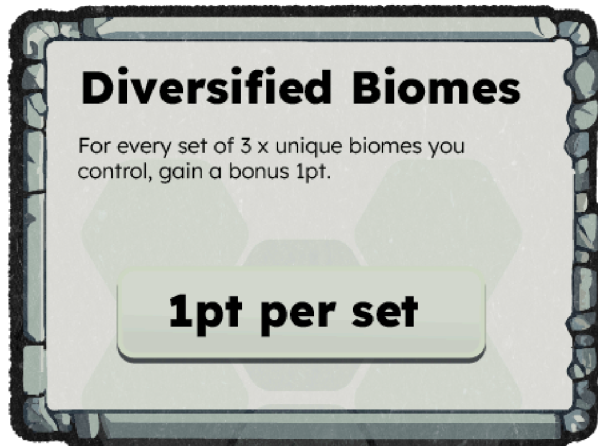
If number of the tiles are drawn exactly, every player gets 1pts each.



Largest biome

- **Diversified biomes 2pts per diversification** - For every set of 3 x unique biomes you control (e.g. 1 x blue, 1 x white, 1 x red), gain a bonus 2 points.

You cannot count the same biome towards multiple sets.



Diversified biomes

End game conditions

The game enters the end game sequence when the final land tile is drawn from the supply, a player has 15 critters deployed, a super volcanic eruption or volcanic winter is triggered.

Once the end game sequence is triggered by a player, every other player may spend their final resources in normal turn order, in a final effort to maximise and score points.

I'm working on this.

Depleted land tiles sequence

After the last land tile is taken from the supply, the current player finishes their turn as usual.

The game then proceeds in the same sequence, allowing each remaining player one final turn to complete the following actions:

- Progress all lava tiles
- You may move 1 x critter
 - This includes moving cooperative critters
- Spend your final resources using any combination of:
 - Buying and activating a volcano tile
 - Upgrading to a Colossal Critter
 - Buy points: 3 x resources = 1pt
- You may claim any unclaimed biomes on empty tiles
- You may sacrifice 1 x critter
 - (This is unlikely to be of benefit in a 2player game)
- **Do not collect resources at the end of your turn**
- You may use limited volcanic powers such as [Rift](#) and [Converging tectonic plates](#)

Volcanoes played during the end game sequence do unlock additional powers.

See the [Volcanic winter](#)

Once every player has had their final turn, continue passing turns to each player, progressing the lava tiles to the ocean. The only thing that can be done during these turns is to place critters on unclaimed tiles.

No movement or sacrifices may be made.

Depleted critters sequence

Once a player has 21 critters deployed across the play area, volcanic powers and sacrifices they resolve their turn as normal. Play continues in the same order, with every other player completing the following:

- Progress all lava tiles
- You may move 1 x critter
 - This includes moving cooperative critters
- Spend your current resources using any combination of:
 - Buying any land tile
 - Summoning an island
 - Buying and activating volcano tile
 - Upgrading to a Colossal Critter
 - Buy points: 3 x resources = 1pt
- You may claim any unclaimed biomes on empty tiles
- You may sacrifice 1 x critter
 - (This is unlikely to be of benefit in a 2 player game)
- Do not collect resources at the end of your turn

Supervolcanic eruption sequence

See [Supervolcanic eruption](#)

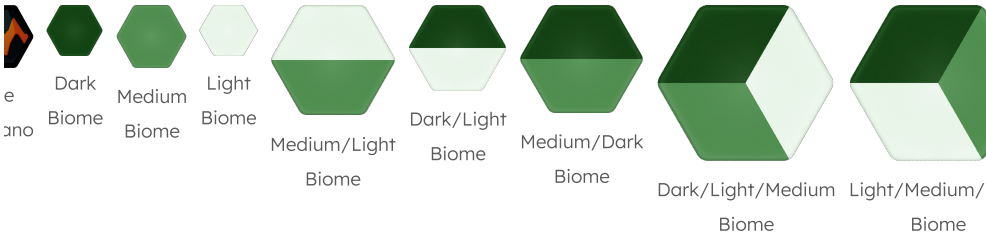
All the volcanoes are progressed downhill to the ocean. Volcanic powers would probably still count right towards the end.

Volcanic winter sequence

Scoring

Follow the end game sequence until all of the lava flows have ended in the ocean. Count your points.

- Critters - 1pt per placed critter
- Colossal Critter - 4pts for a placed Colossal Critter
- Herding Critters - 1pt per herd
- Controlled biomes - 1pt per controlled biome connecting edge
- Activated volcanoes - 1pt per activated volcano
- Sacrificed critters - 1pt per sacrificed critter currently in critter crater
- Exalted sacrifices - 2pt per sacrificed critter currently in critter crater



Glossary

See the full description of each term here:

<https://volcanique.rocks/glossary>

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A boardgame designed by Alex Barnes-Keoghan

Built with Hugo, Theme **Stack** designed by Jimmy

Parallax stars effect by Sarazond, hexagonal background by Temani Afif

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 H U O N J O N A T H A N
 T H E M E L B O U R N E
 I N C U B A T O R
 S O N Y A