

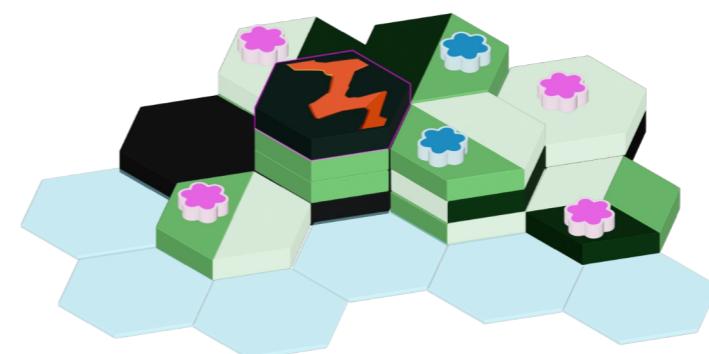


Rulebook

Aim of the game

Strategically stack tiles to conquer islands and their biomes in this board-expanding, resource-control game for 2-5 players, lasting approximately 60 minutes. 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 or volcanic winter 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!



Example play area

Game pieces key

Volcanic tiles	Land tiles	Extras
Lava  (Reversible) Volcanic soil 	Trio tiles  Duo tiles  Uno tiles	Sacrificial critter crater 4-sided dice 6-sided dice Dispute dhoobloon Volcanic power cards
Critters 		
Resources   		

All game pieces

Set-up

- Each player selects a critter colour and adds all 21 critters of that colour and a sacrificial critter crater tile to their hand.



Repeat with other colours for additional players

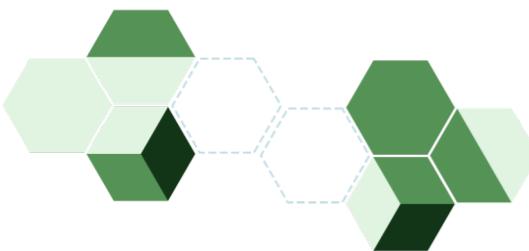
- Place all remaining tiles and all resources at the top of the playing area – this is the Supply.



The Supply suggested set-up

- Create your starting islands using an Uno tile, then a connecting Duo tile, then a final connecting Trio tile. They

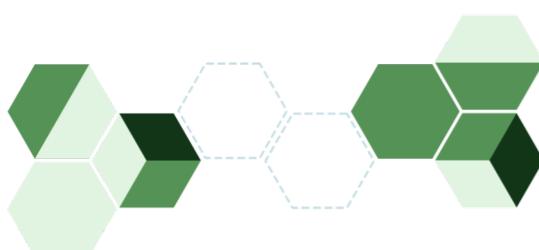
can be whichever tiles you prefer, as long as they can connect.



Set-up variation 1

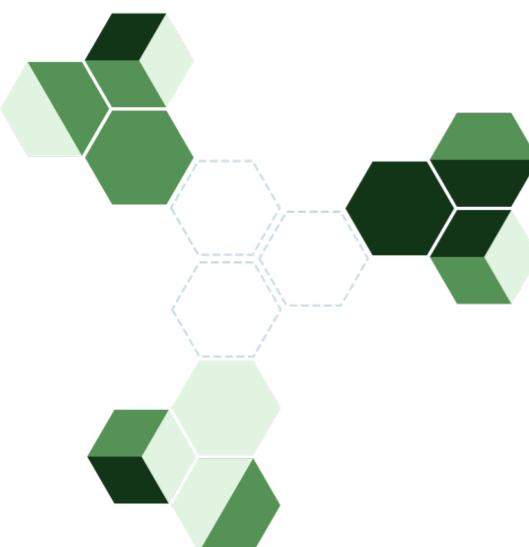
Starting islands must be spaced 2 hexagonal segments apart.

Set-up variation example 2

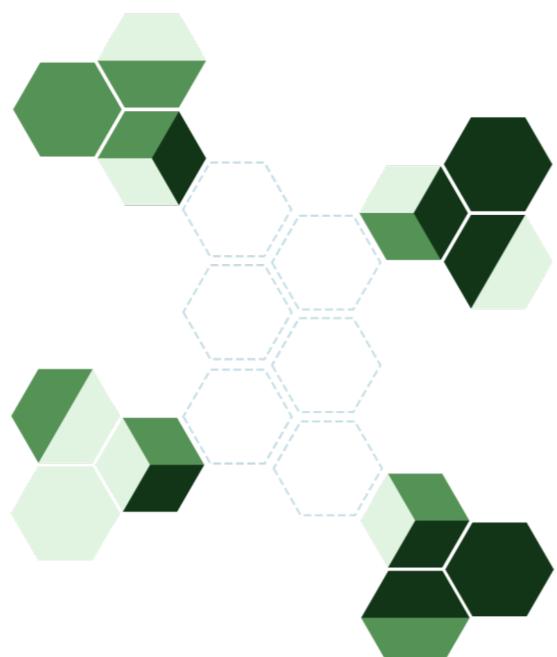


Set-up variation 2

3-4 Player set-up examples

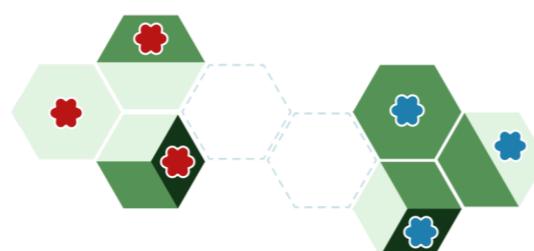


3 Player set-up



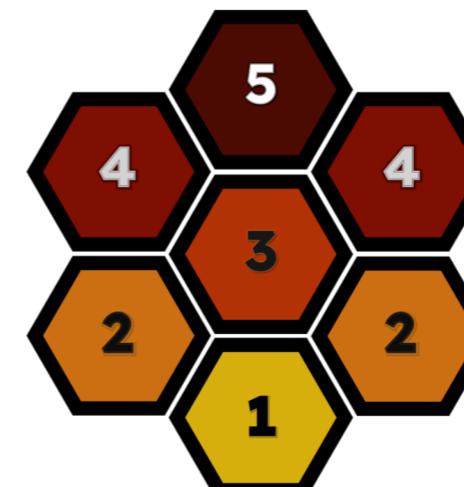
4 Player set-up

4. Place one critter on the Uno tile, then on the opposite biome on the Duo Tile, then on either unconnected biome of the Trio tile.



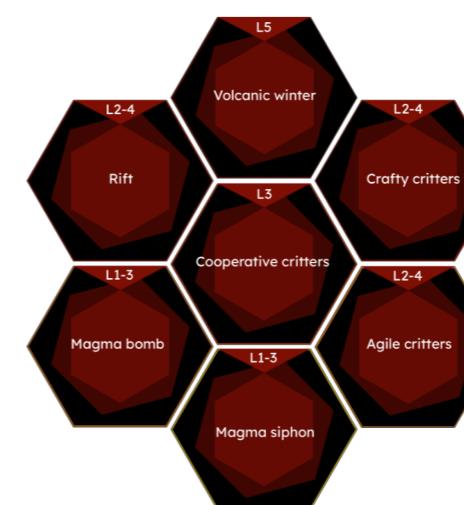
Place your critters

5. 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

Filled power grid example



The filled power grid with the power cards

6. Determine who goes first by whoever has visited a volcano most recently. A dice roll or a coin flip will also suffice.
7. Collect your first resources - collect 1 resource of each unique biome your critters currently control.

Collect your first resources

8. Players collect the following bonus resources as the final step of preparation:
 - Player One: 0
 - Player Two and any subsequent players: 2

The bonus resources can be of any chosen type.

Gameplay summary

The gameplay loop is made up of the following steps:

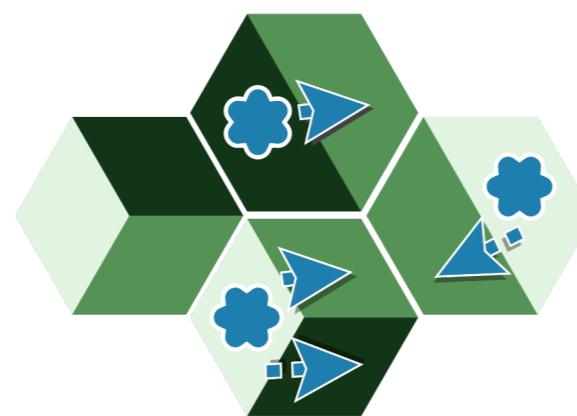
1. Move up to 1 critter anywhere within a connected biome or into an uncontrolled biome on its current tile.*
2. Buy and stack a tile. Spend your resources to buy a tile from the supply. If the purchased tile was a volcano, select a new Volcanic Power from the Volcanic Power Grid.
3. Claim all uninhabited tiles by placing a critter on an uncontrolled biome of your choice.*
4. Sacrifice a critter from the play area or by spending resources for extra points.*
5. Collect resources from your remaining critters.

6. Progress all lava flows. If there is no active lava, skip this step.

*Optional steps

Critter movement

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

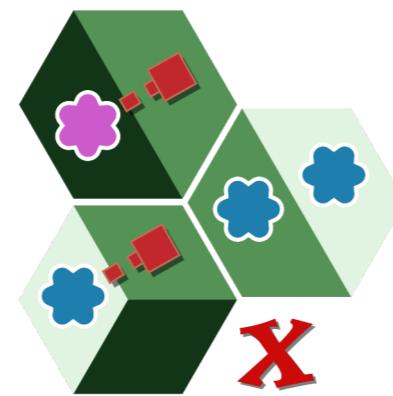


Movement onto a new biome on same tile

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



Movement within connecting biome



No movement is allowed onto controlled biomes

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

Example

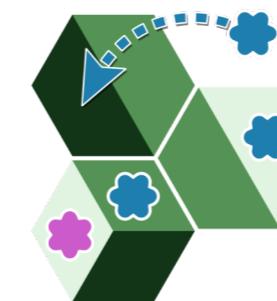


Movement within connecting biome

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



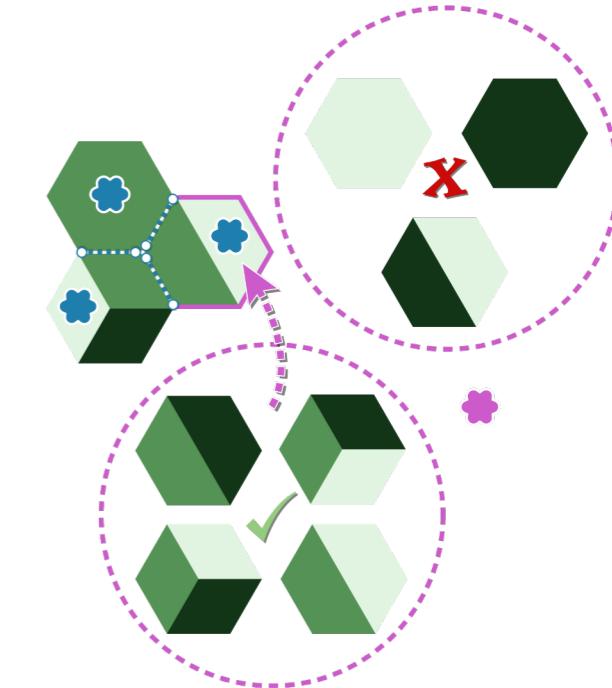
Moving a critter out of own way



Claiming the uninhabited tile during Place Critters 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 tiles are dependent on the spaces available and available resources

Buying the final land tile triggers an end game sequence.

Insufficient resources

If you cannot afford a tile, you must immediately sacrifice a critter from your hand, forfeiting your buy and stack step, you may still move and sacrifice an additional critter from the board, and collect resources before ending your turn.

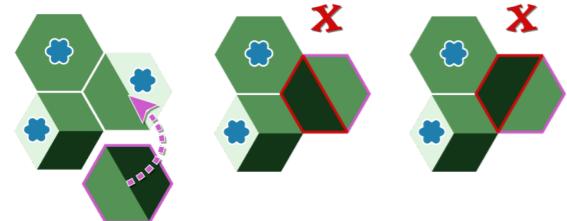
Buying additional tiles

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 additional tiles in one turn.

Placing a tile

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



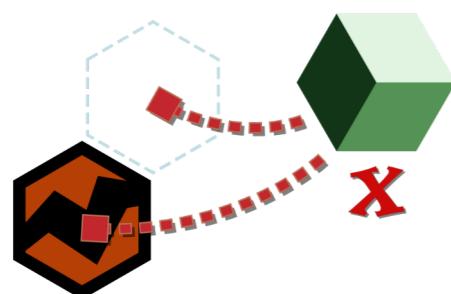
These rotations aren't allowed because there are no connecting biome edges to the existing land tiles.



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

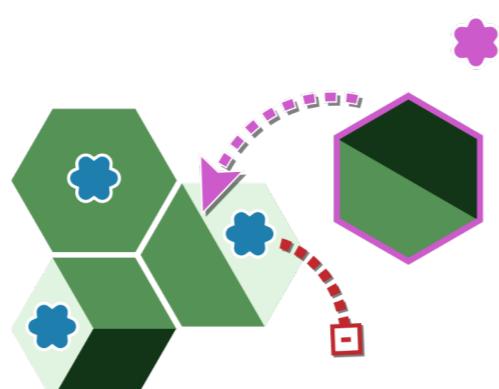
Tip - The more connections across your biomes at the end of the game will increase your score and provide places for your critters to evacuate from incoming lava and opposition tiles!

Land tiles **must** stack onto existing land tiles (Uno, Duo, Trio and Volcanic Soil tiles), land tiles **cannot** be directly played in the ocean, on Lava or Volcano tiles.

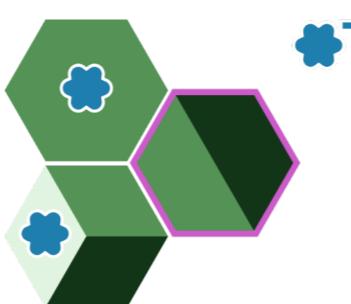


Illegal tile placement

When stacking tiles, remove any critter(s), friend or foe, from the lower tile and return to the owner's hand.



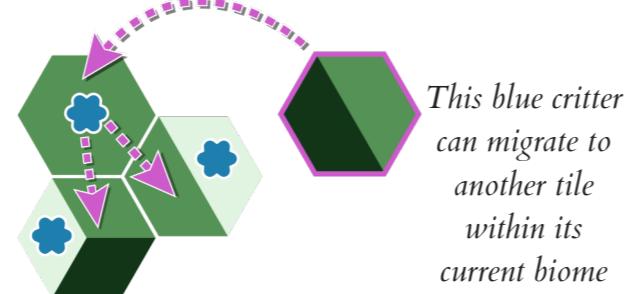
Stack a tile so at least one biome edge connects



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

Migrating critters

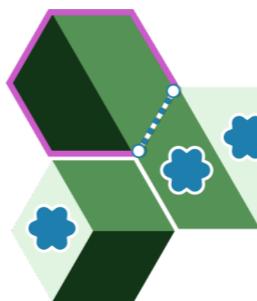
If a targeted critter is connected to an adjacent biome, migrate the critter to the tile of your choosing within the connected biome. If any critter on that tile cannot migrate to a connecting biome, it is returned to the player's hand. Migrating a critter due to tile placement does not cost any resources.



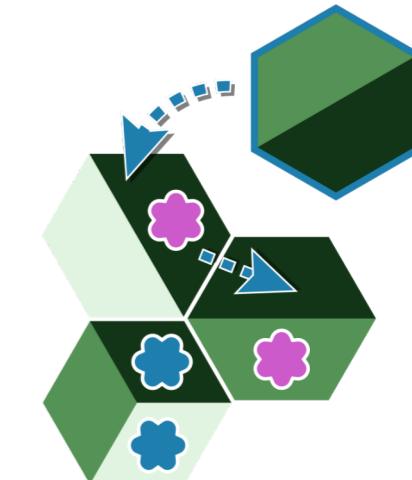
This blue critter can migrate to another tile within its current biome

Joining a biome

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



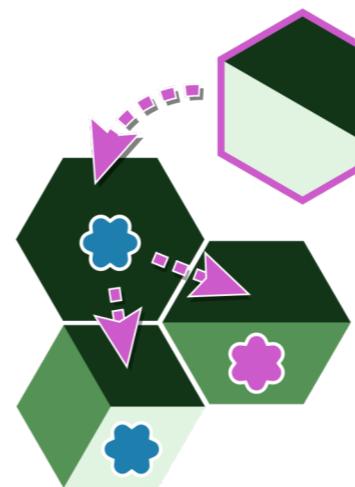
The biome is still controlled by blue but the tile now has a free critter placement area



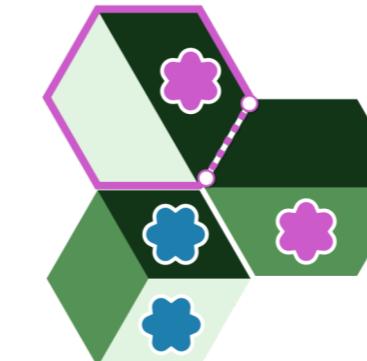
Blue reconnects a biome, migrating Pink from the tile

Splitting a biome

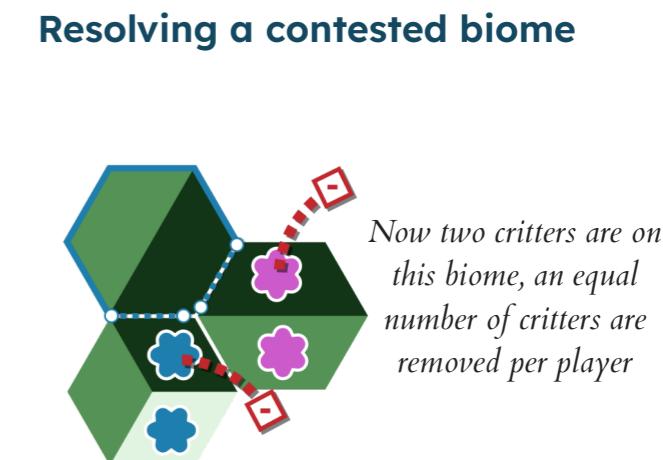
A large biome may be split with careful placement of a tile.



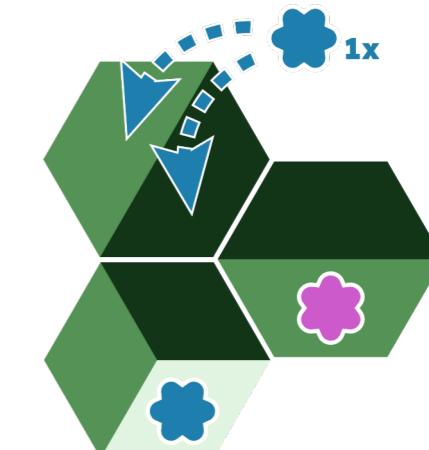
This tile placement by Pink can split Blue's biome whilst still connecting an edge



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



Now two critters are on this biome, an equal number of critters are removed per player



Blue may now claim the medium or dark biome on this tile during the Place Critters step.

If your tile placement connects two or more previously separate biomes of the same colour that were controlled by different players, a Contested Biome is formed. Resolve control immediately using the following steps:

- Count critters:** Each player counts the total number of their critters within the entire newly merged biome.
- Determine winner:** The player with the most critters wins control of the biome.
- Casualties:** An equal number of critters are removed per player to their owners' hands.

Tie-Breaker: In case of a tie in the critter count (e.g. 2 vs. 2), all impacted critters will be returned to their owners' hands. This may be reclaimed during the claim an uninhabited tile step of your turn.

Important: Resolving a contested biome operates differently if the Pack Critters, Herding Critters or Cooperative Critters power is unlocked.

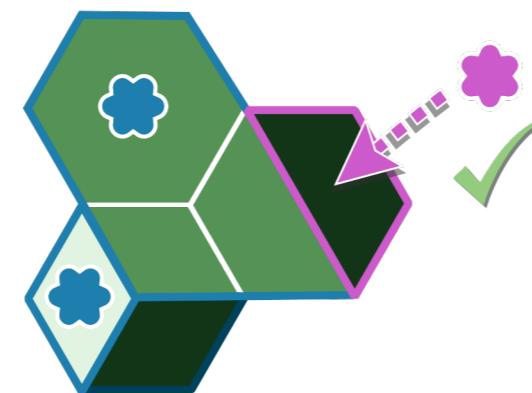
Placing multiple tiles

You may buy and place a second tile during your turn if the first tile was played on a Volcanic Soil tile.

Unlocking the Crafty Critters power allows you to buy and place additional tiles on your turn.

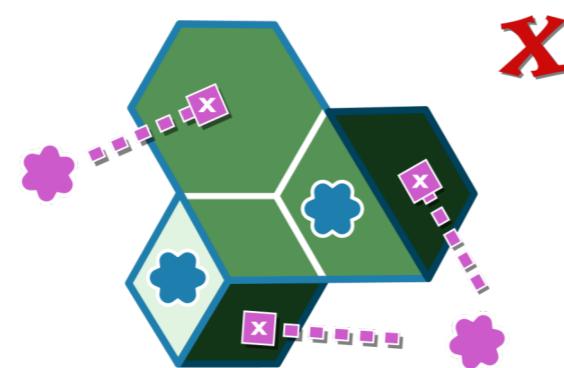
Placing critters

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



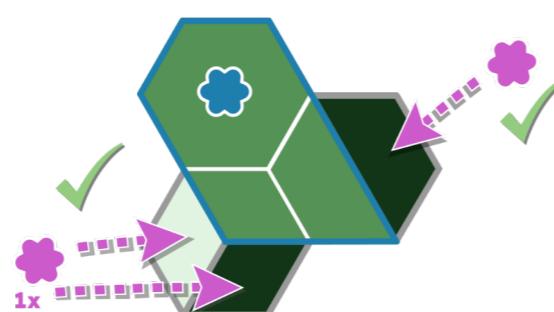
Simple Place Critter step

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



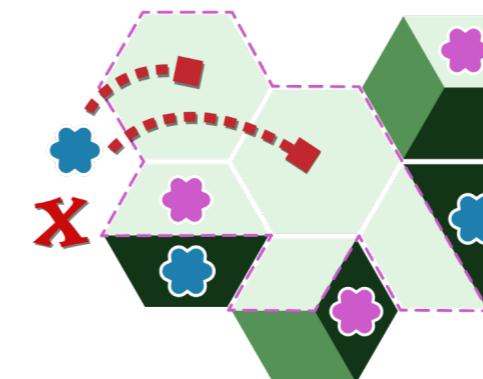
Controlled biomes and inhabited tiles mean critters can not be placed here

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

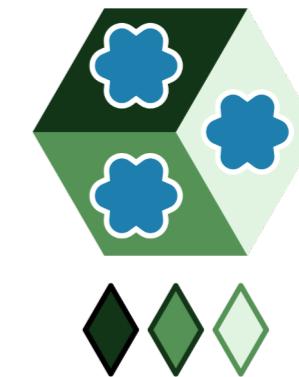


Uncontrolled biomes and uninhabited tiles mean 1 critter per tile can be placed here

An uninhabited Uno tile is considered controlled if it connects to an existing biome occupied by a critter. This is because a single critter has influence over the entire connected biome across multiple tiles.



These Uno tiles, despite being uninhabited, are controlled by Pink



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.

Example



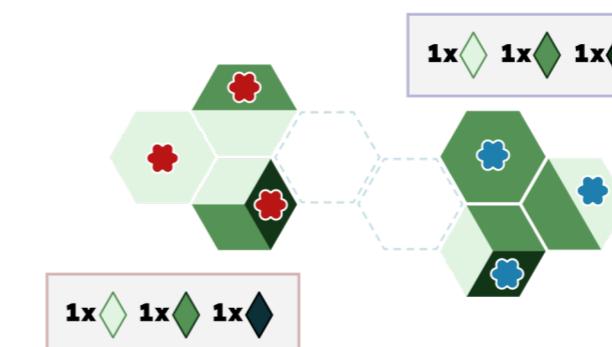
Single resource collection from cooperating critters

Collect resources

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

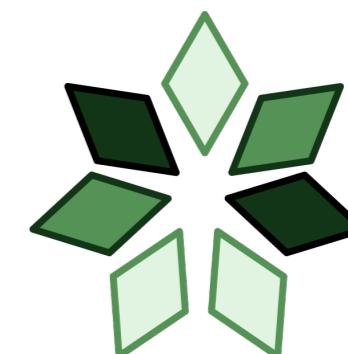
Each biome consists of all the connecting areas of the same colour.

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



Both players collect one of each resource type 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.



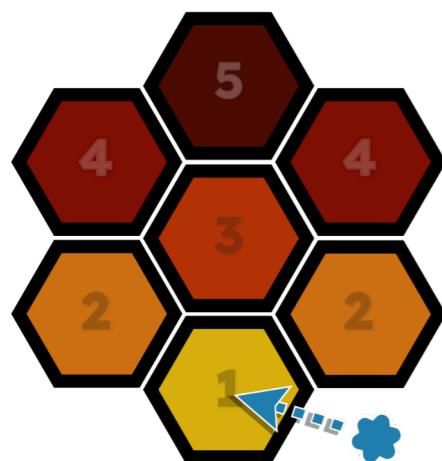
The starting maximum of 7 resources

You can hold no more than 7 resources after collection, if you have greater than 7, discard any of your choosing down to 7. 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.

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.



Gain a passive volcanic power

Activating a volcano

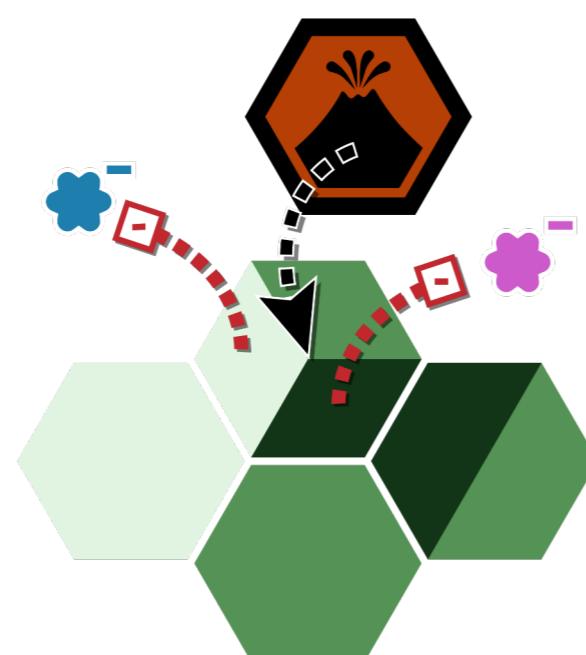
The volcano **immediately** wipes out any critters on the target tile (friend or foe), return critters to the owner's hand; standard migration rules have no effect (see Volcanic Migration for ways to avoid this).

Remove all critters on the target tile for the volcano

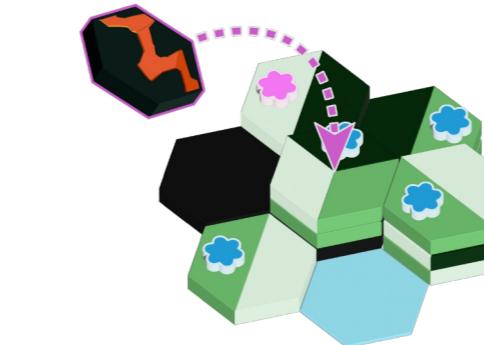


Volcano has been activated

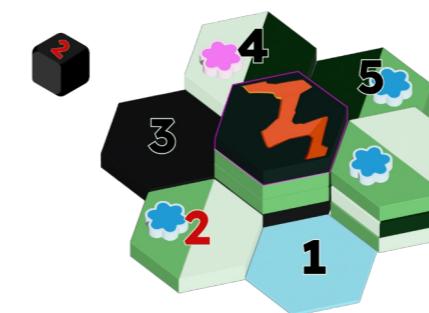
Playing a volcano counts as your one Place a Tile step in your turn. Number the surrounding tiles clockwise and roll a six sided dice. The lava can only flow downhill, so re-roll any numbers rolled that are for tile stacks at the same height or higher than the initial target stack.



Remove all critters on the target tile for the volcano



Pink activates a volcano on a high point controlled by Blue



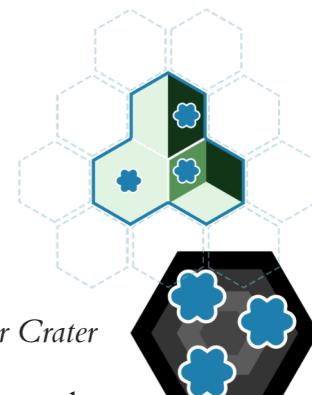
The ocean space is labelled as 1, the surrounding tiles are numbered clockwise, the dice is rolled. As the tile numbered 6 is at the same height and volcanos only flow downhill, a 6 is re-rolled



The lava flows onto the numbered tile that matches the dice roll

Now the lava is flowing, it will continue to progress downhill every turn until it reaches the ocean.

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

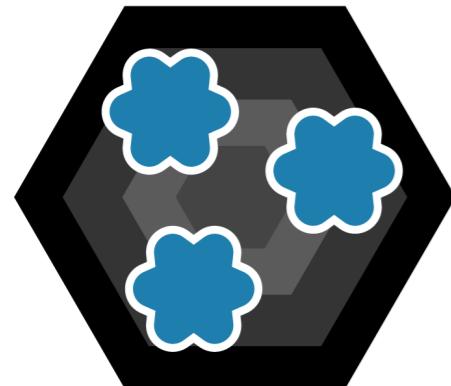
There are three ways to make sacrifices to the critter crater:

- If you cannot buy a tile, you may sacrifice a critter from your hand directly to the crater, collect resources and end your turn.
- After claiming all uninhabited 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 crater. 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 by spending resources)

Tip - If you 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

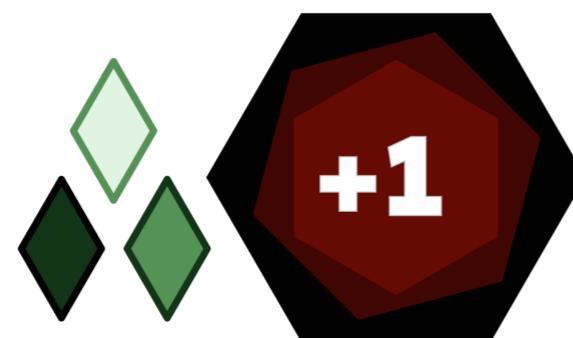
This is where all sacrificed critters are placed. You may only place your own critters into your critter crater (but hey, who's to stop you from making house trading rules).

You may store up to 3 critters in the crater. Once you have 3 sacrificed critters, this prevents all types of sacrifices that would involve placing a critter into 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 uninhabited tiles during the Place 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.

The Caldera



Pay 1 of each resource to buy a card from the Caldera deck

Resources permitting, you may purchase a card from the Caldera deck. These are potential points and one-off powers. To do this, spend 1 of each resource to purchase the top power from the Caldera deck to your hand, keep any gained power cards hidden.

Powers with a lightning bolt icon may be used at any time during your turn, powers without this icon cannot be played and are only worth points at the end of the game. [Example]



Power may be played instantaneously during your turn



The number in the star indicates how many victory points it is worth

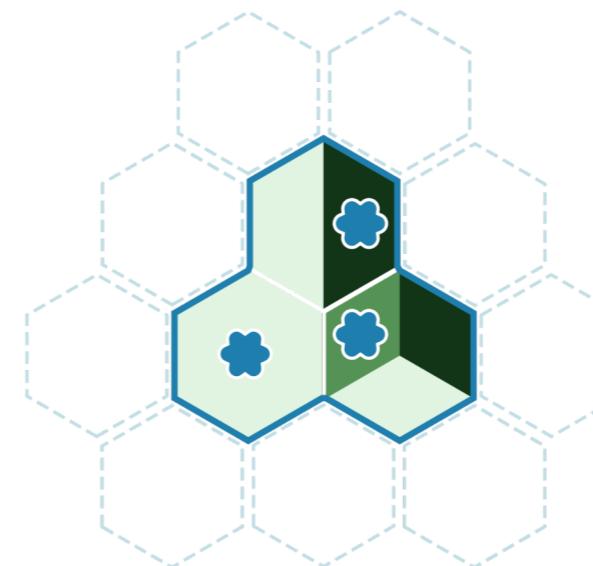
To play a power, reveal it during your turn and play the effect immediately.

Once the power is resolved, place its card in a discard pile next to the Caldera deck.

If a power is not played, these cards are revealed at end of the game as your final bonus points.

You may not purchase a card from the Caldera deck if there are no powers left.

Summoning an island

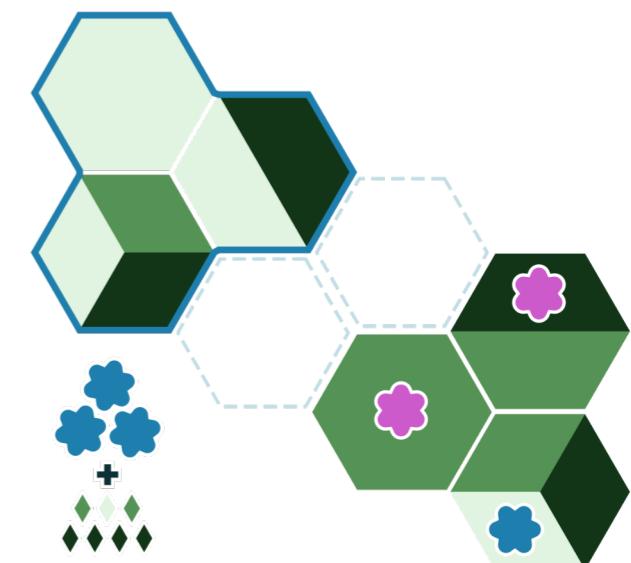


An island

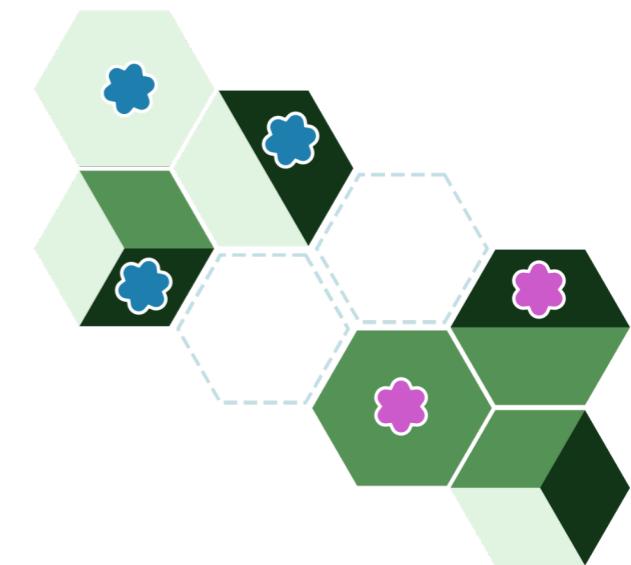
Purchasing an island costs 7 resources and 3 sacrifices to be in the sacrificial crater. When purchased, place your 3 sacrificed critters back into your hand and the spent resources back to the supply.

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 uninhabited tiles by placing critters onto the island.

If a player has 0 or 1 resources left, less than 3 critters on land tiles **and** 3 sacrifices, they may summon an island for no resources to re-enter the game.

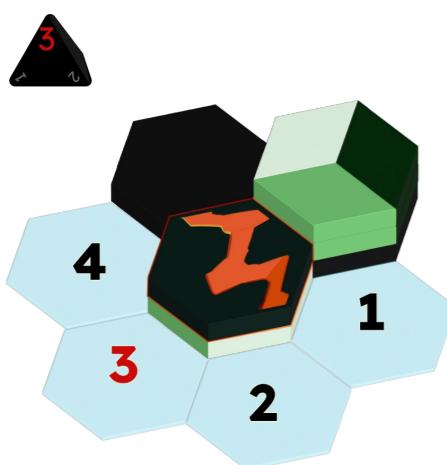
Lava flow progression

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

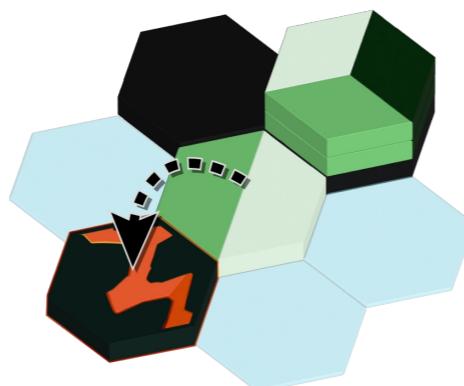
To progress the lava flow on land tiles - as lava must flow downhill - count the number of valid lower-elevation tiles adjacent to the lava tile and select a die that corresponds to the total.

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

Move the lava tile onto the numbered tile that matches the dice roll.



The lower spaces are identified



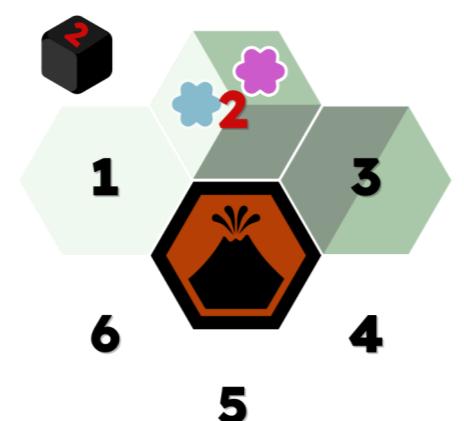
Here, the lava flows into the ocean

Evacuation

The incoming lava tile forces any critters on that tile, friend or foe, to evacuate to a tile with a connecting biome paying $2 \times$ resources to do so.



A volcano is activated with critters on lower tiles nearby



The lava flows onto the tile with critters



Blue escapes by paying 2 resources, Pink cannot evacuate and is wiped out

If they cannot evacuate or you choose not to pay the resource cost, the critter is wiped out. See Lava Diversion for ways to prevent this.

Volcanic soil

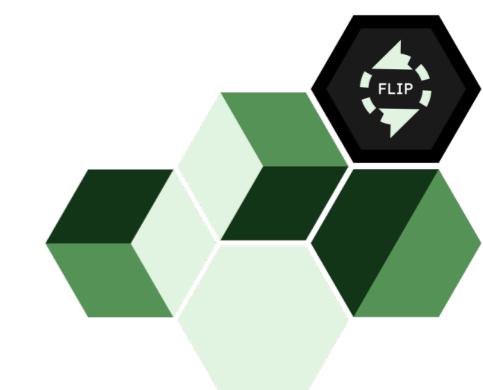
If lava ended in the ocean the previous turn, replace the tile with the volcanic soil tile this turn.



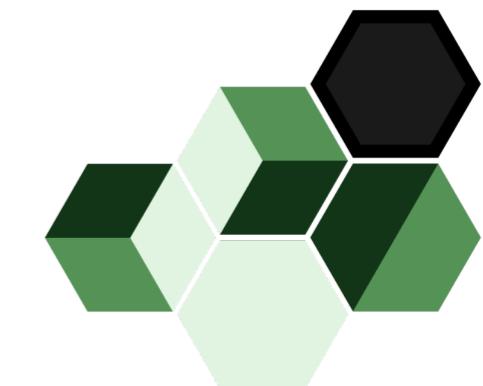
Lava flows into the ocean



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



The newly formed volcanic soil tile

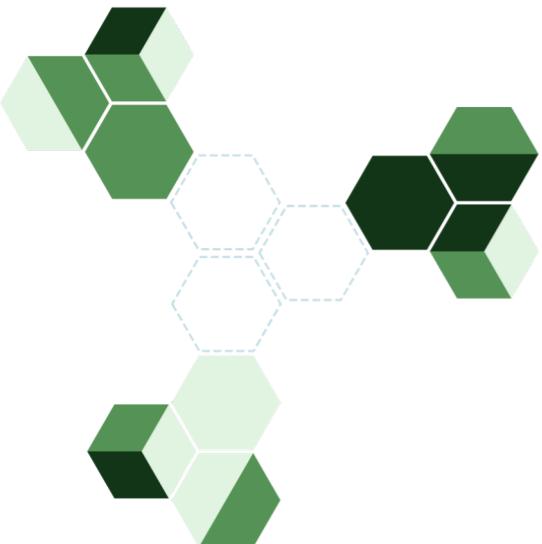
Any land tile may be stacked upon the volcanic soil tile during the 'place a tile' step of your turn and enables a second tile to be played.

Placing a tile next to or on a volcanic soil requires the connecting biome edge rule.

3-5 Player variations

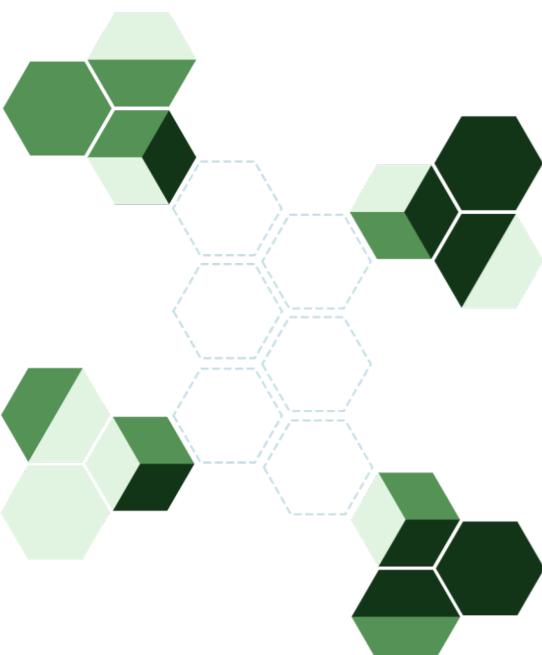
3-5 player games play slightly different to the 2 player game - most significantly, where you can place your tiles.

3 Player set-up example



3 Player set-up

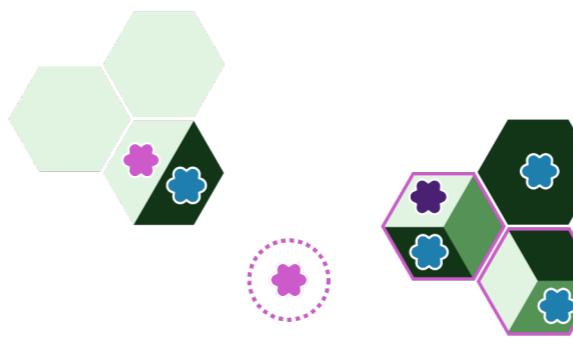
4 Player set-up example



4 Player set-up

Rules of engagement

For 3+ player games, tile placement is restricted to certain tiles with a particular player's critter on it.



Symbiosis

Placement of tiles are restricted to target the player who has the **most** critters currently on all islands. If two or more players have equal critters placed across the islands, you may place a tile on **any** of these player's biomes. If two different opponent critters are on the one tile and one of those players has the most critters, you may target this tile.

Tiles may always be placed on volcanic soil tiles as they are not controlled by any player.

- *Exception:* You may place a tile on a controlled biome if there are **no** critters on that tile, even if the controlled biome is by a player **without** the most placed critters.

A player with 5 or more critters on all islands becomes a valid target for any opponent. If that player's critter count drops below 5, they are no longer a valid target.

- Sacrificed critters **do not** count towards the placed critters total
- Critters on the volcanic power grid **do not** count towards the placed critters total
- Critters in the sea **do not** count towards the placed critters total



Pink's turn - when playing Symbiosis rules, Pink must target a Blue critter's biome, however, in this scenario there is a tile which targets both Blue and Purple

Alternative playstyle

Alternative playstyle: To the left

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 across all islands, they may be targeted by **any** player.

- Sacrificed critters do no count towards this total
- Critters on the volcanic powers grid 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 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 in the draw gets 1pt each.

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 player on the highest number of tiles wins (e.g. 2 x 3 tile biome to 1 x 3 tile biome).

If number of the tiles are drawn exactly, every player in the draw gets 1pt each.

Diversified biomes

1pts per diversification - For every set of 3 x unique biomes you control (e.g. 1 x dark, 1 x medium, 1 x light), gain a bonus 1pt.

You cannot count the same biome towards multiple sets.

End game conditions

The game enters the end game sequence when the final land tile is drawn from the supply, a player has 21 critters deployed, or a super volcanic eruption or volcanic winter is triggered.

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:

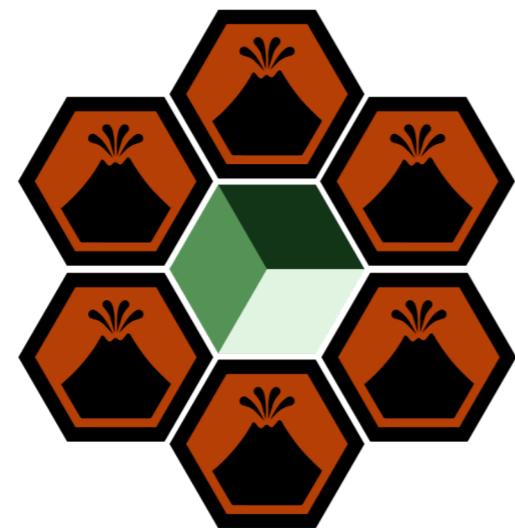
- Progress all lava tiles
- You may move 1 x critter
 - This includes moving cooperative critters
- Spend your final resources using any combination of:
 - Buying and activating a volcano tile
 - Upgrading to a Colossal Critter
 - Buy points: $3 \times \text{resources} = 1\text{pt}$
- You may claim any uncontrolled biomes on uninhabited 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**
- You may use limited volcanic powers such as Rift and Converging tectonic plates

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

Once every player has had their final full turn, continue passing finale turns to each player, progressing the lava tiles to the ocean. The only thing that can be done during these finale turns is to place critters on unclaimed tiles, no movement or sacrifices may be made.

Score.

Supervolcanic eruption sequence



The supervolcano

See Supervolcanic eruption

All the volcanoes are progressed downhill to the ocean.

Score.

Volcanic winter sequence



The volcanic winter start

See the Volcanic winter

Score.

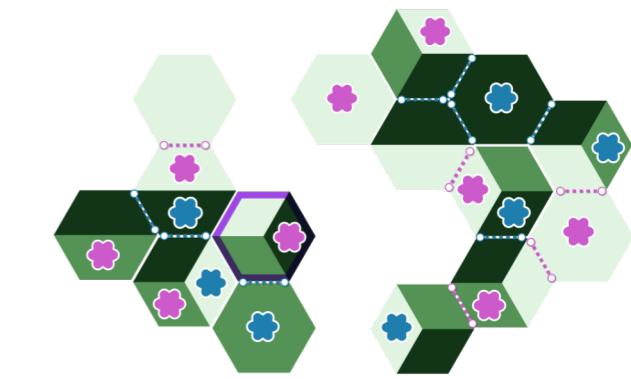
Scoring

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

- **Critters** - 1pt per placed critter
- **Controlled biome edges** - 1pt per 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 instead of 1pt each
- **Bonus Points**
 - **Colossal Critter** - 4pts for a placed Colossal Critter

- **Herding Critters** - 1pt per herd
- **Tallest Biome** - 3pts for the player with a critter on the tallest stack of tiles
- **Largest Biome** - 3pts for the player with the largest biome by tile count (not connections)
- **Caldera cards** - Card dependent per card bought from the Caldera, reveal as the final moment of the game

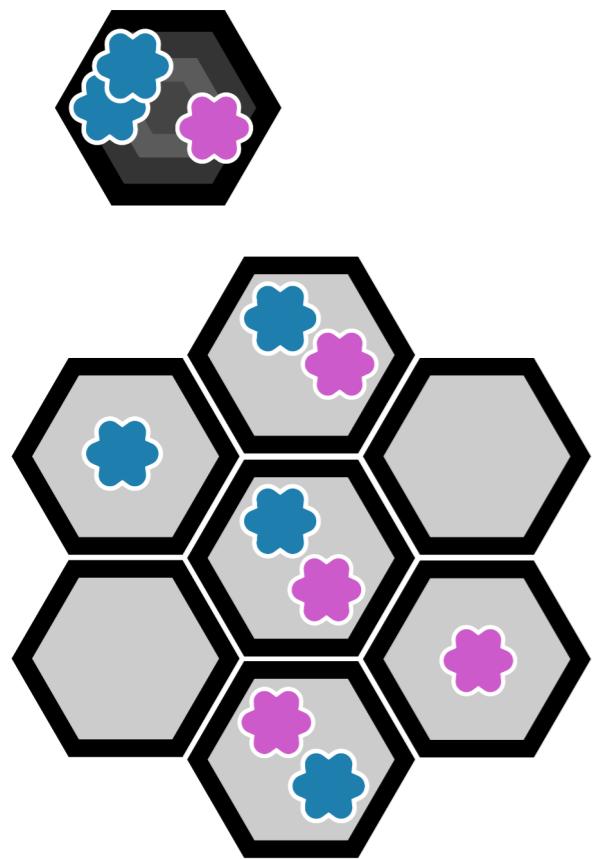
Example scoring scenario



An example of a finalised board - 7 critters and 8 connections for Blue, 9 critters and 5 connections for Pink

In the diagram above, the tile outlined in purple is the tallest stack, the dotted blue and pink lines are the 'Controlled biome edges'.

Tip - Looking at the board from a bird's eye view is often best way to work out the connections on a complex board.



Final total of volcanoes and sacrifices

The volcano totals can be calculated by counting the critters on the volcanic power grid and sacrifice totals by number of critters in each sacrificial crater. 4 volcanoes each, 2 sacrificed critters for Blue, 1 for Pink.

Bonus objectives

- Tallest biome (Tie - 1pt each)
- Largest biome (Blue - 3pts)
- Herding critters (none)
- Colossal critters (none)

Scoring criteria	Pink	Blue
Critters	9	7
Connections	5	8
Volcanoes	4	4
Sacrifices*	1	2
Bonuses	1	4
Total	20	25

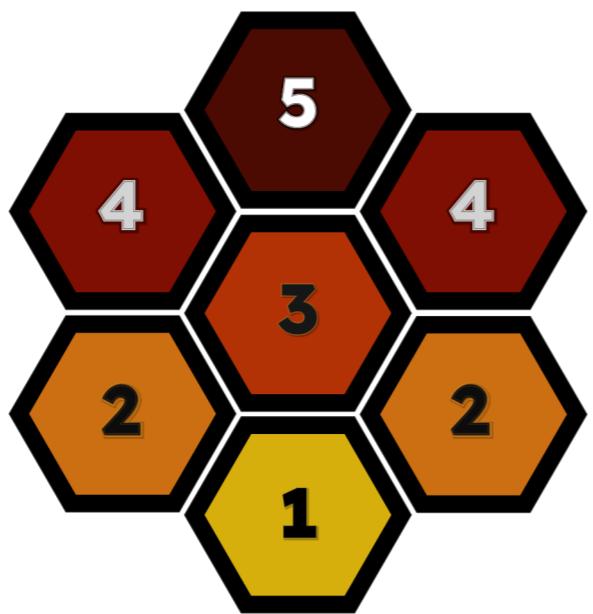
*For this example, Exalted Sacrifices was **not** an available power

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 a 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 Power Grid

Tip - The fastest way to unlock a Level 5 power is to unlock L1 > L3 > L5 as they all share a connecting edge. This is known as 'rushing' and can be a great mindgame tactic, reminding everyone you **could** start an end game sequence on your next turn...

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:

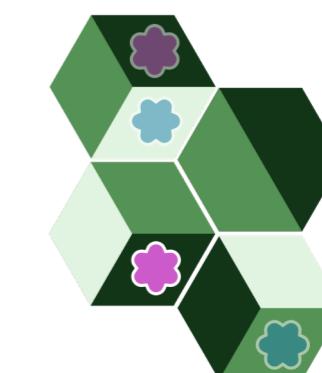


Extended range of movement

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



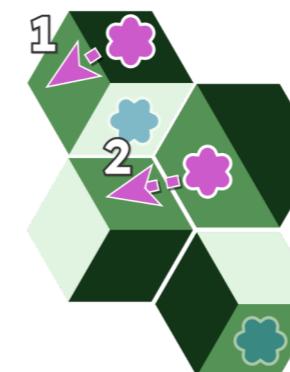
One critter, two moves



1C x 2 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.



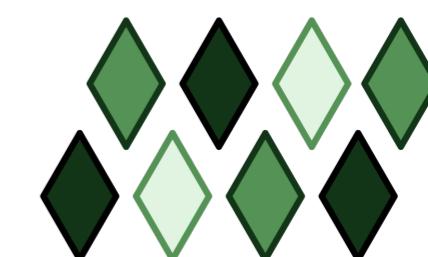
Two critters, one move each



2C x 1 Result

Bountiful resources

Suggested unlock slot: L1-2



Bountiful resources

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

After resource collection, if you have greater than 8 resources, discard any of your choosing, down to 8.

Burrowing critters

Suggested unlock slot: L1-3

Burrowing a critter protects your critter from players stacking a land tile on its tile. Burrowed critters can still be targeted by volcanoes.

During your 'Sacrifice a critter' step, you may choose one of your critters on the board and burrow it by flipping its token over. This is a bonus action and does not replace your standard critter sacrifice option.

While a critter is burrowed, the following rules apply:

- It cannot be moved, migrated, sacrificed, or evacuated by any means.
- It does not collect any resources during the Collect resources step.
- They do not count towards your critter count for 3-5 player games.

Burrowed critters can emerge during a subsequent burrow step instead of burrowing another critter.

All burrowed critters emerge simultaneously at the end of the game and count toward critter and connecting edge totals during scoring.

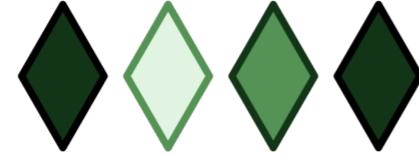
Burrowed critters are not wiped out by Pack Critters, instead the Pack Critters will effectively own the biome, taking its resources. If a critter emerges where a Pack is and is outnumbered, the critter is returned to the owner's hand.

Colossal critter

Suggested unlock slot: L1-3

- Unlock the 4pt, 2HP (hit points) Colossal Critter, represented by two stacked critters

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

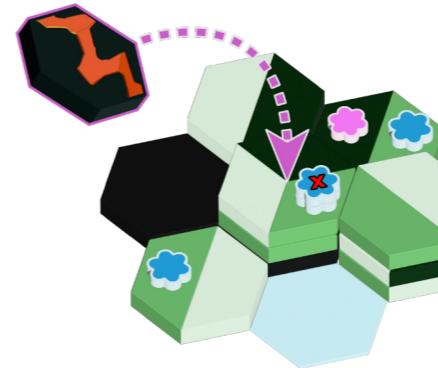


Colossal Critter resource cost

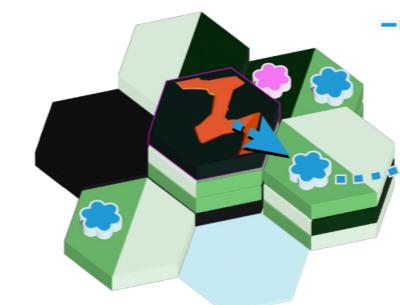
Taking Damage: When a Colossal Critter takes damage, it loses 1 HP (remove the top piece), becoming a regular critter. It takes damage from the following:

- Lava: It takes 1 damage and stops the lava flow (the lava tile is removed).
- Magma Bomb: It takes 1 damage
- Volcanic Eruption: It must evacuate to an adjacent biome, taking 1 damage in the process. If it cannot escape, it is removed from the board.
- Forced Cooperation: If an opponent moves onto its biome using the Cooperative Critters power, it takes 1 damage and the opponent's critter is also removed.
- *Exception:* The Volcanic Migration power allows it to evacuate without taking damage.
- *Exception:* If you have the Cooperative Critters power, no damage occurs and both critters now share the biome.

Volcano target Able to migrate:

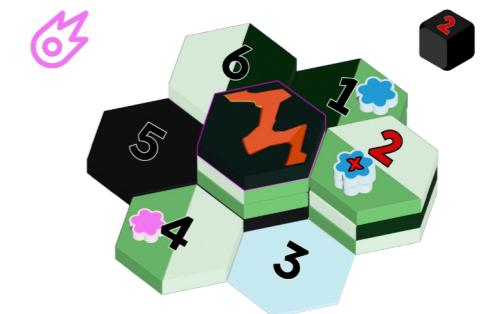


A Colossal Critter is targeted with a volcano

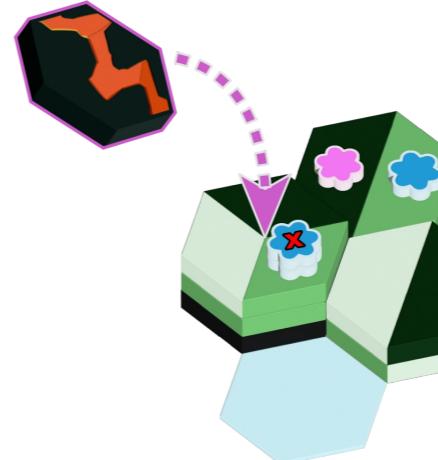


It cannot migrate and is completely returned to the player's hand

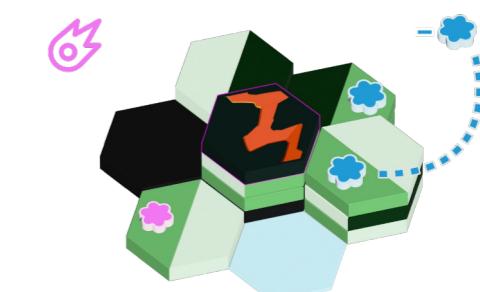
Hit with magma bomb



The Colossal Critter is hit with a Magma Bomb



A Colossal Critter is targeted with a volcano



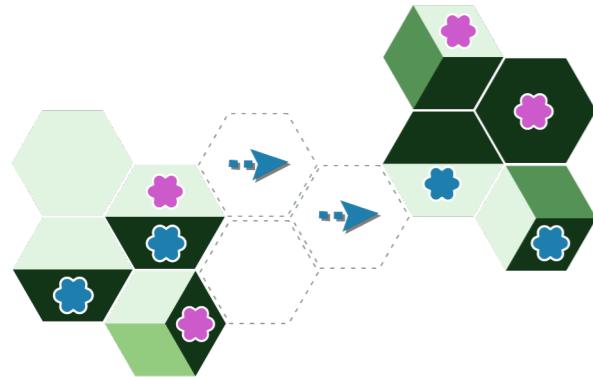
It loses 1HP

Converging tectonic plates

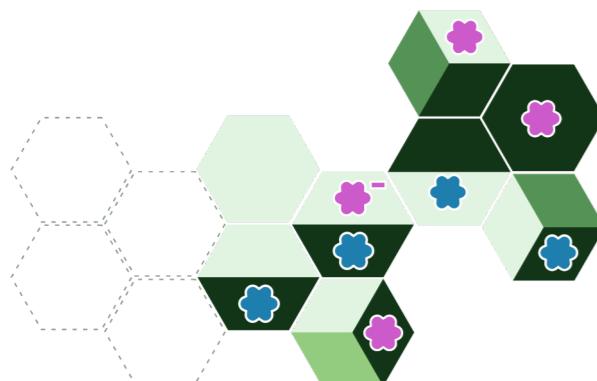
Suggested unlock slot: L2-4

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 island.

This is a limited power, it can be used **once** during the main phase of the game on your turn. You may use it a second time on your final turn during the end game sequence.



Entire island moves two places



Resolve any contested biomes, the player who initiated the converge has advantage

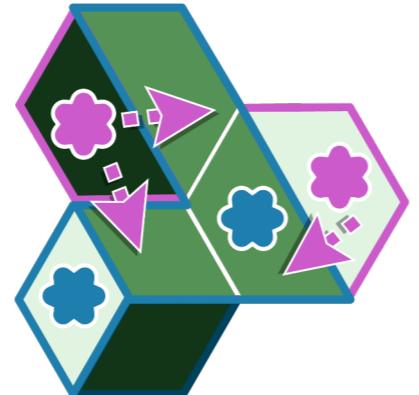
When islands converge, contested biomes may be created where multiple player's critters are on one biome. The player with the most critters on the newly connected biome gains control. In the case of a tie, the player who used the power wins control. If neither of the affected players used the power, remove all affected critters from this biome.

Cooperative critters, pack and herding critters override the converge advantage.

Cooperative critters

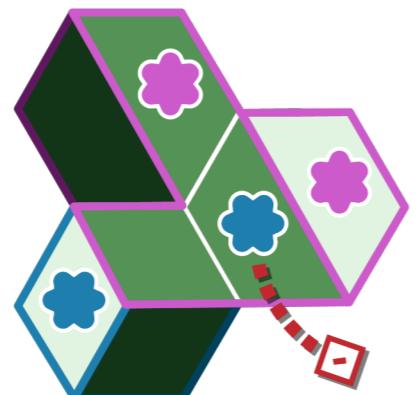
Suggested unlock slot: L3 middle

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

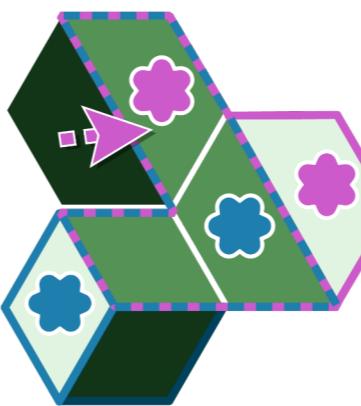
You may move your critter onto another players controlled biome, if they do not have cooperative critters, you wipe out their critter, return it to their owner's hand.



Takeover as Blue does not have Cooperative critters

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

Buy 2 - Place the second tile on a land tile - this is now required to be a volcanic soil tile



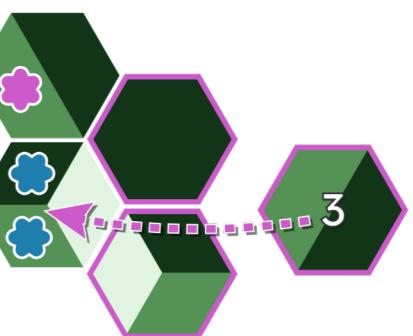
Cooperative cooperation

Unlocking Cooperative critters does **not** allow you to directly place a critter onto a populated tile.

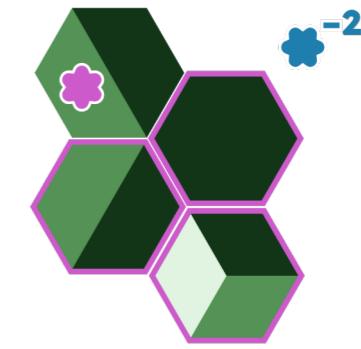
Crafty critters

Suggested unlock slot: L2-4

- You may buy up to three tiles **if** the first two tiles purchased this turn were played on volcanic soil tiles and you have the available resources.



Buy 3 - Placing a third land tile

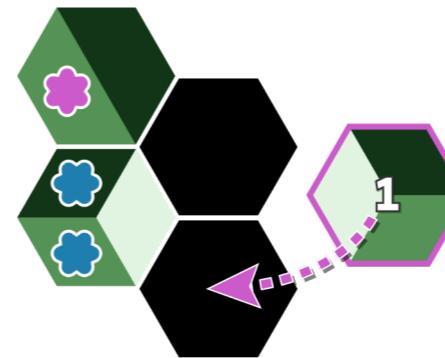


Carnage

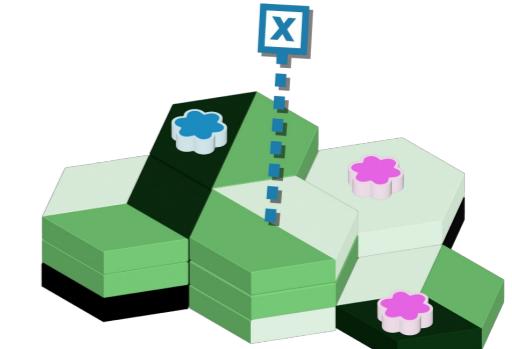
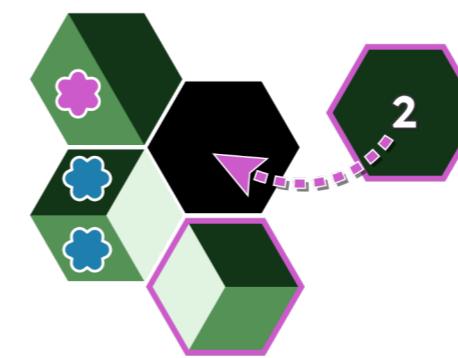
Erosion

Suggested unlock slot: L2-4

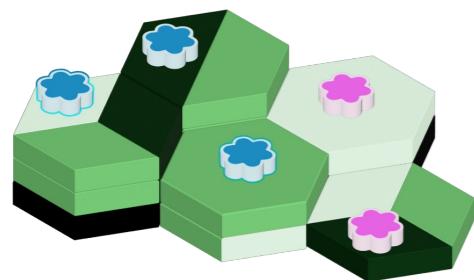
Before claiming all uninhabited tiles, you may remove 1 uninhabited tile from the game, revealing the tile and biomes underneath.



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



Before claiming tiles, you may erode one

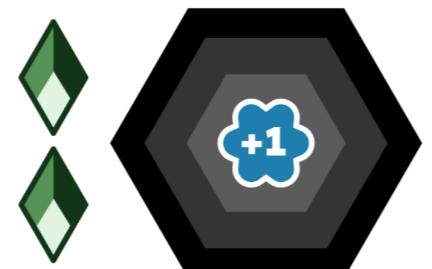


Claiming the tile beneath and other uninhabited tiles

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.



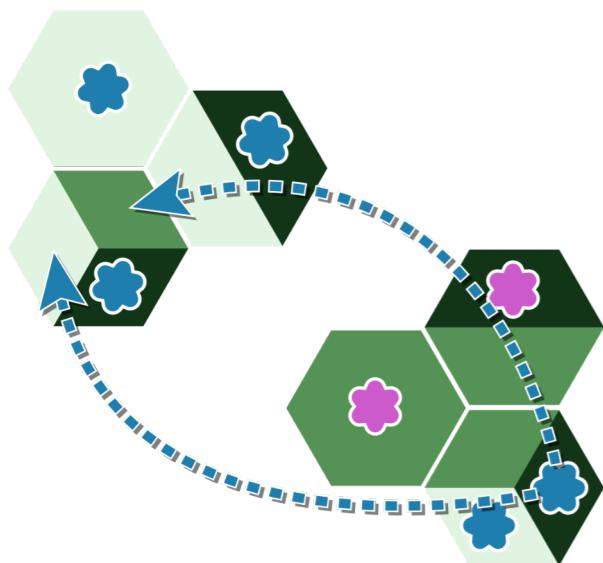
Trade 2 different x resources for one sacrifice

Note: This can be done once per turn in addition to a board sacrifice.

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 inhabited.

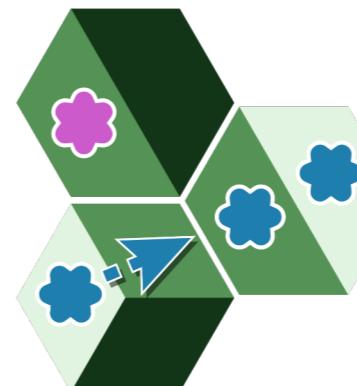


Flying critter movement

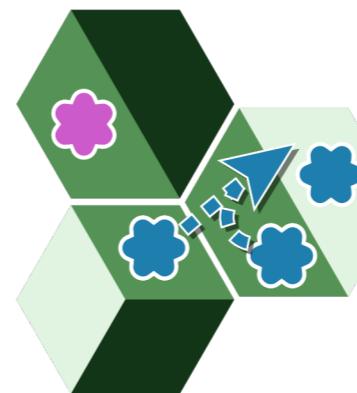
Frugal ritual

Suggested unlock slot: L2-4

After your purchase step, you may sacrifice 2 different 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.



Move a critter to form a herd



The herd now moves as one critter

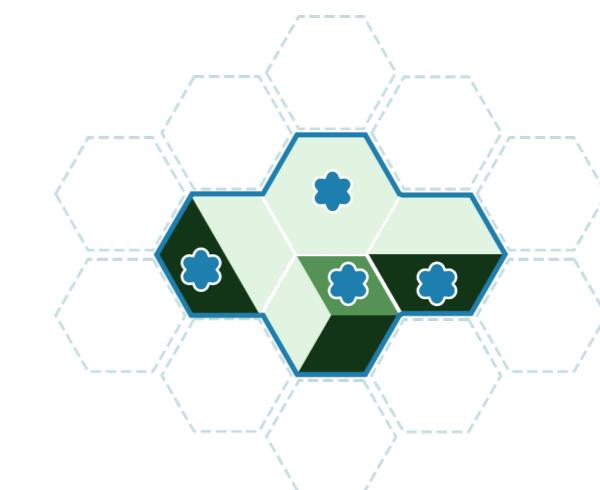


The herding critters generate extra resources and points

Island forger

Suggested unlock slot: L3-4

When you summon an island, you may take one additional tile (4 total) from the supply to build it. Island tiles do not need to follow the connecting biome edge rule.



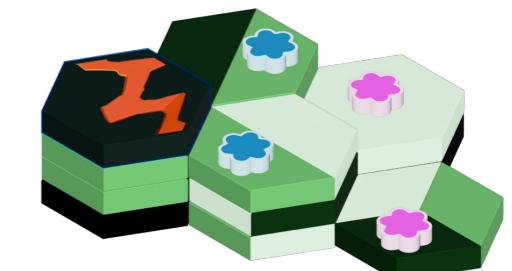
A 4 tile island

If these were the final land tiles in the supply, follow the depleted land tiles end game rules.

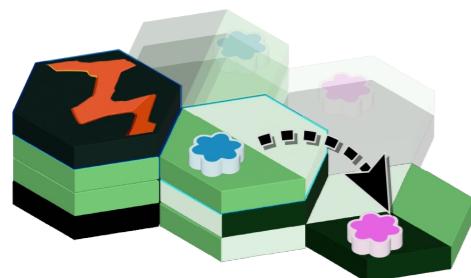
Landslide

Suggested unlock slot: L2-4

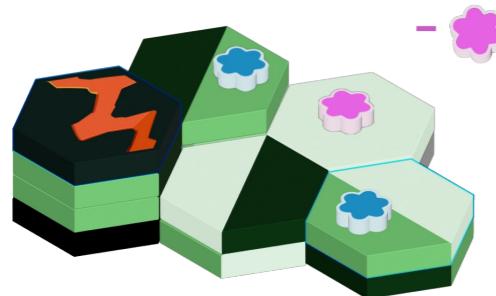
Whenever a volcano is activated, you may slide an adjacent tile from its current position onto lower tile – crushing any critter unable to escape – evacuation rules apply. Any critters on top the landsliding tile survive.



When a volcano is activated, a landslide may be triggered



Slide an adjacent tile onto an adjacent lower tile

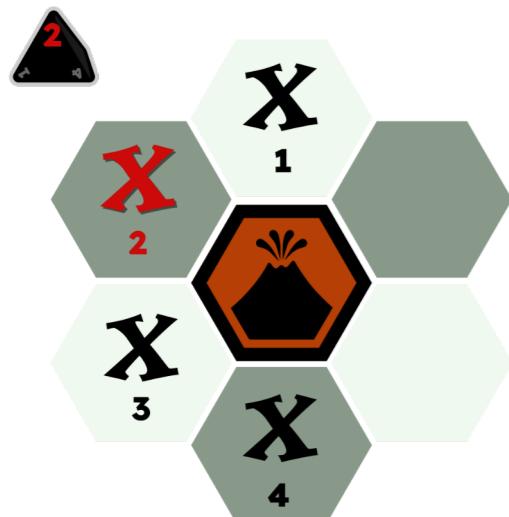


The sliding tile may squash critters it lands on, critters on top of the tile survive

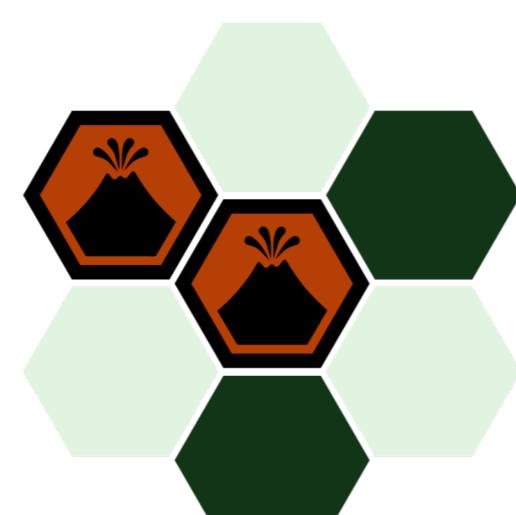
Lateral eruption

Suggested unlock slot: L2-4

- You may roll 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



Lateral eruption step 2

The possible 4 target tiles must be connected adjacently to the explosion site, these tiles may be higher than the originally selected tile.

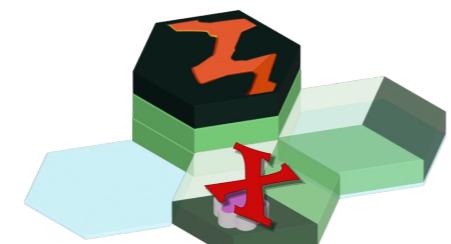
The standard 1 x power grid space is unlocked if this power is used.

Lava diversion

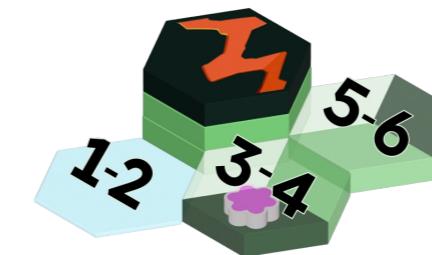
Suggested unlock slot: L1-3

- You may use the d6 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.

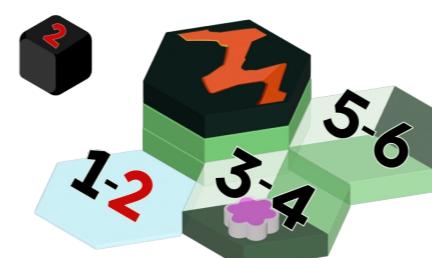


Lava initial target tile rolled by Blue

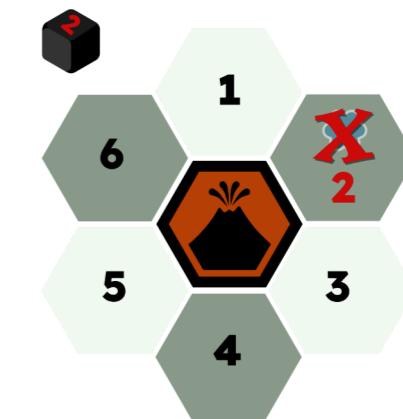


Renumbered tiles for diversion as ordered by Pink

- 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 Pink



Magma bomb potential target adjacent tiles



Lava successfully diverted, Pink's critter remains

Magma bomb

Suggested unlock slot: L1-3

- You may use the d6 to send a blob of magma in the air **once** per round - whenever someone sets off a volcano - crashing down onto a tile adjacent to the volcano, equal to the tile rolled.

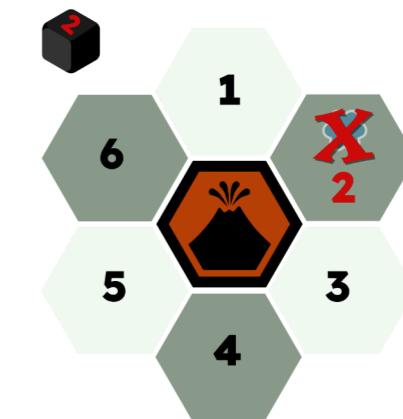


Magma bomb target tile wipes out the blue critter

Magma siphon

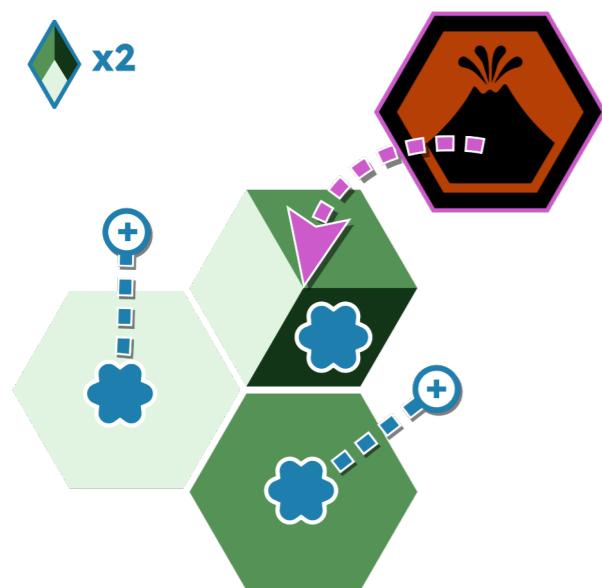
When **another** player plays a volcano, gain 1 resource for each critter you have on a tile adjacent to the new volcano.

- The magma bomb wipes out any critters on the tile or takes a 1hp from the Colossal Critter.
- The tile rolled can be at a higher elevation or equal to the initial volcano tile.
- If no players set off a volcano, no magma bomb can be 'cast' this round.
- Multiple players can use their one magma bomb on the same volcano.



Magma bomb potential target adjacent tiles





Pink activates a volcano, Blue has two adjacent critters, Blue gains 1 x resource per critter

You may not gain resources from your own volcanoes.

You may not gain a resource from any of your critters on the initial volcano targetted tile.

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 from an adjacent biome to one 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.

Pack critters generate the number of resources equal to the pack size per biome.

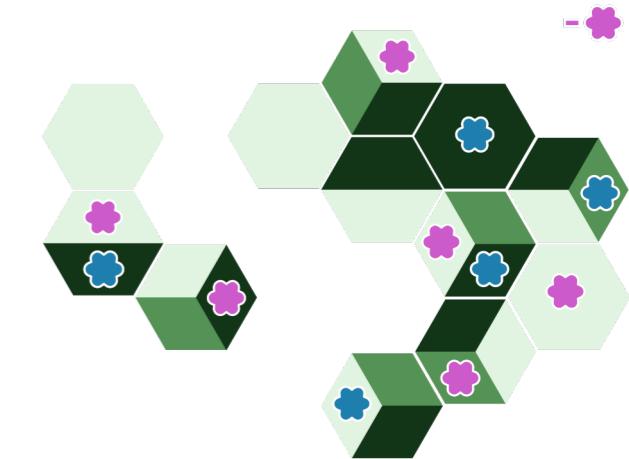
Pack critters can be split up by standard splitting a biome rules. With the Pack Critters power unlocked, joining a biome can cause a pack to be formed.

Rift

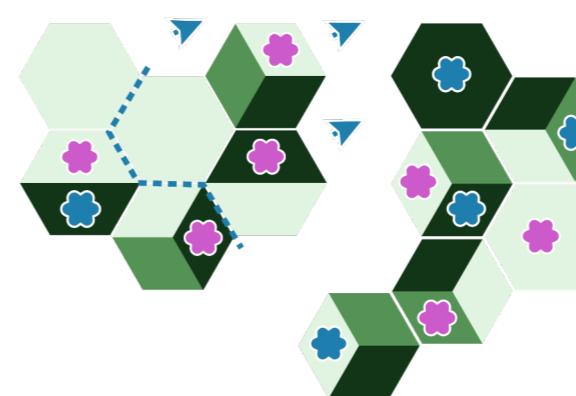
Suggested unlock slot: L2-4

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

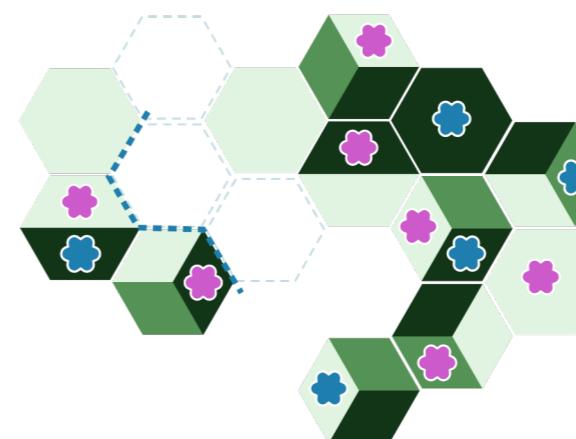
This is a limited power, it can be used **once** during the main phase of the game on your turn. You may use it a second time on your final turn during the end game sequence.



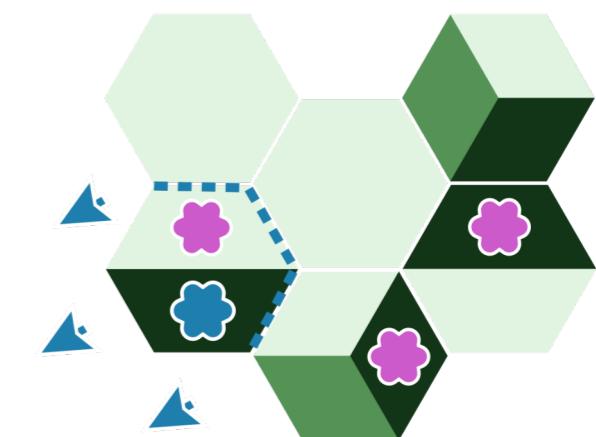
Resolve any contested biomes, the player who enacted Rift has advantage



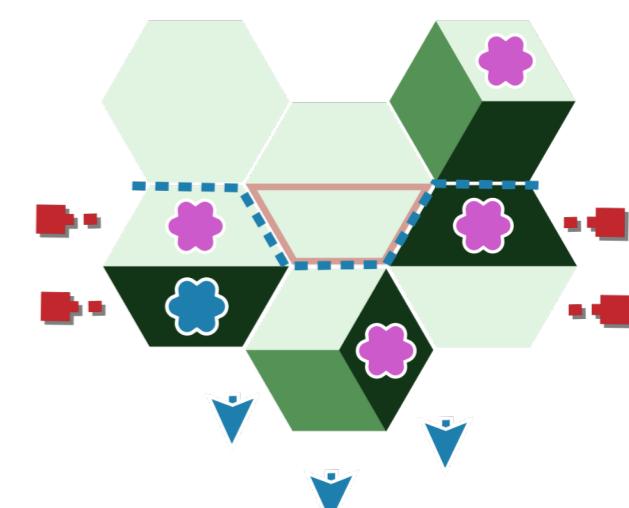
Blue chooses a rift line



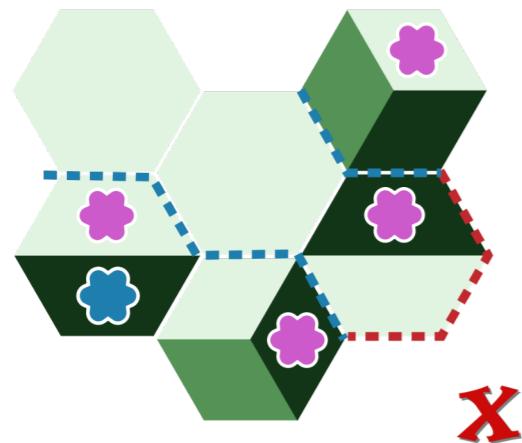
Shift the rifted tiles across 1 entire ocean space



A single tile can be rifted from the island



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



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

If the split islands converge, contested biomes may be created where multiple player's critters are on one biome. The player with the most critters on the newly connected biome gains control. In the case of a tie, the player who used the power wins control. If neither of the affected players used the power, remove all affected critters from this biome. See resolving contested biomes for more information.

Sea critters

Suggested unlock slot: L2-4

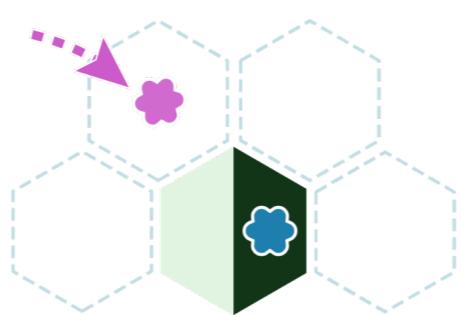
An addition to your place a critter step, once per turn you may either:

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

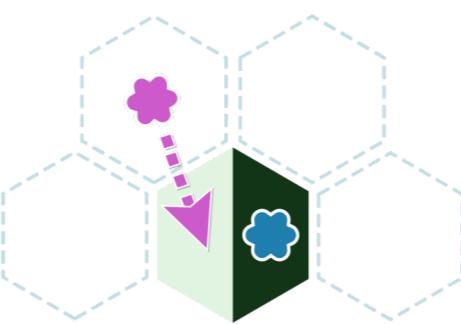
The sea critter must move onto an uncontrolled biome directly connected to the ocean space it is on

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

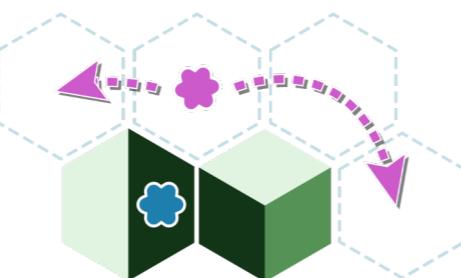
Sea critters do not get the flying critters movement benefits.



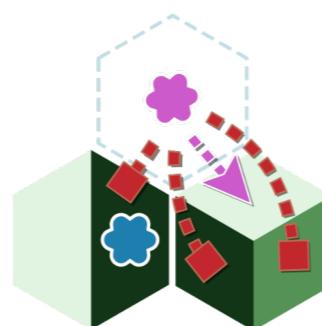
Either place a critter in the ocean



Or move a critter from ocean to the land



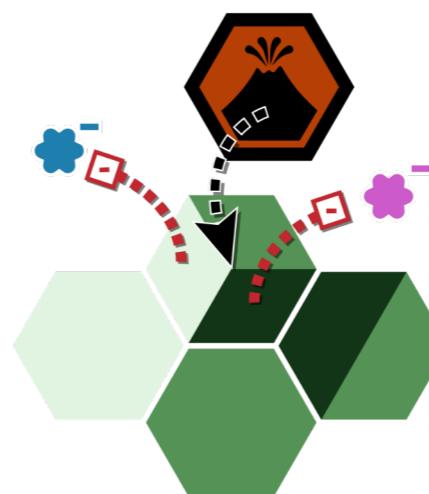
Or move 1 sea critter to any other ocean space



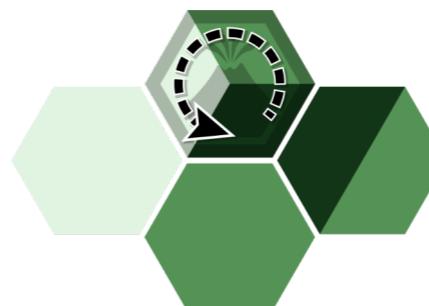
Sea critters may not be returned to your hand unless they progress to land and are wiped out or sacrificed from land.

Sleight of land

When you activate a volcano, you may rotate the target tile to the orientation of your choosing, then place the Volcano tile on top.



Remove all critters on the target tile for the volcano



Rotate the target tile to the orientation of your choosing



Volcano has been activated, target tile underneath has been rotated

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.

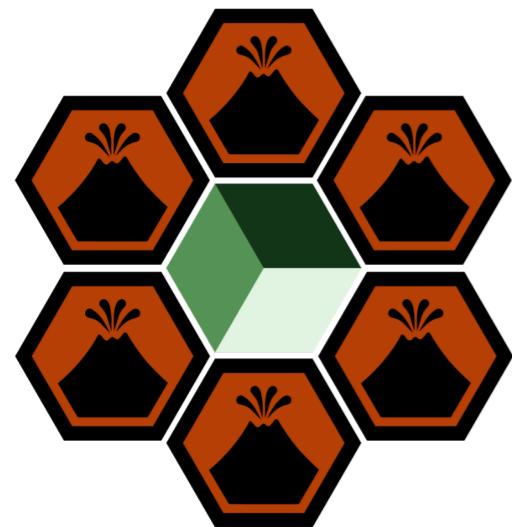
The super volcano does not trigger straight away, only erupting when play returns to the player who triggered it. This gives opposition players a chance to move, migrate or sacrifice critters out of its path of destruction.

At the **start** of the player who triggered the super volcano's final turn, they may move 1 critter (see agile critters to increase this). They may not purchase any additional tiles or make any sacrifices.

The super volcano wipes out every single remaining critter adjacent to the chosen tile at the end of their turn.



Super volcano is set as double-stacked volcano tiles, players have 1 turn each to escape



Once play returns to the player who set off the Supervolcanic eruption, it explodes and causes a ring of volcanoes.

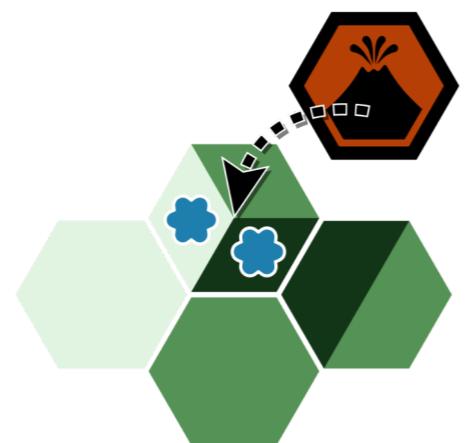
A final critter can be placed within this volcanic ring, the game ends and scores are counted.

Volcanic migration

Suggested unlock slot: L3-4

Your critters can migrate from a volcano target site to a connected biome if available. This costs $3 \times$ 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 $3 \times$ resource per critter



Volcanic migration step 3 - Critters migrated successfully

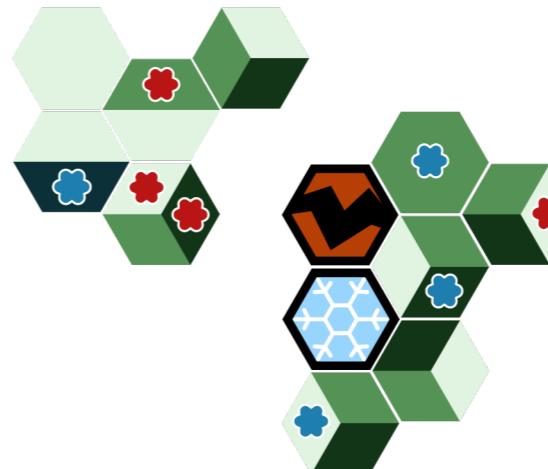
Volcanic winter

Suggested unlock slot: L5

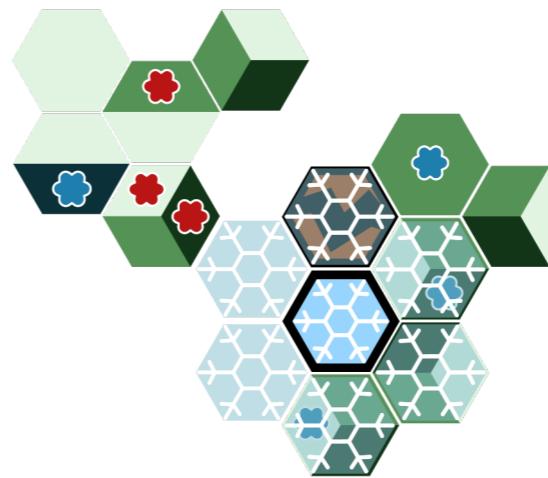
The Volcanic Winter begins as soon as first player unlocks the power and signifies an end of the game sequence.

The Volcanic Winter may start from a different space on the board, this tile selected by the player who unlocked it first.

Its spread stops all placement of new tiles and critters, all critter movement (including migration), all sacrifices, and resource collection on the impacted tiles until all land tiles are frozen.



A Volcanic Winter causing volcano is activated



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



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 continue progress across frozen tiles until reaching the ocean
- The winter carries across land and ocean
- Multiple 'spawn points' for the Volcanic Winter can be made by any player unlocking this power after the first volcanic winter begins until all land tiles are frozen
- Islands can be summoned outside the winter's area providing they follow the standard island placement rules.