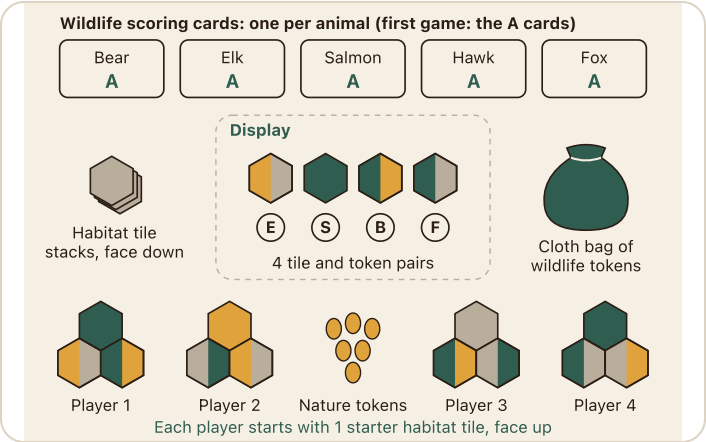
THE LUDARIUM · TEACH SHEET

Teach Cascadia in ten minutes

1 to 4 players · About 45 minutes · Ages 10 and up

The goal: Score the most points by arranging wildlife in the patterns on the scoring cards and growing big habitat corridors.



On your turn

1. Four matching tokens are wiped. Three matching: you may wipe them, once.
2. Optional: spend a nature token to take any tile and any token, or wipe tokens.
3. Take one tile and the token paired with it.
4. Place the tile touching your environment. No stacking, no moving.
5. Place the token on an empty tile showing that animal, or return it.
6. Matching token on a keystone tile: take a nature token.
7. Refill the gaps in the display from the stacks and the bag.

Three tips for your first game

1. Build toward two or three animals; twenty turns cannot feed all five.
2. Grow one big corridor per habitat instead of scattered patches.
3. A kept nature token is 1 point; spend it only for more.

Setup

1. Put all the wildlife tokens in the bag and shake it.
2. Shuffle 20 habitat tiles per player, plus 3, into face-down stacks.
3. Lay out one scoring card per animal. First game: the A cards.
4. Give each player a random starter habitat tile, face up.
5. Reveal 4 habitat tiles; pair each with a token drawn from the bag.
6. Put the nature tokens within reach and choose a first player.

Scoring

- Each animal scores by the pattern on its card.
- Each habitat: 1 point per tile in your largest corridor.
- 3 or 4 players: largest corridor +3, second largest +1.
- Two tied for largest get 2 each; nobody scores second.
- Three or four tied for largest: 1 each. A tie for second scores 0.
- 2 players: largest corridor +2; a tie gives 1 each.
- Each unspent nature token: 1 point.

Game end: The game ends when a taken tile cannot be replaced, so everyone plays exactly 20 turns. Most points wins; ties go to most nature tokens.

Free course: theludarium.com/academy/cascadia/

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