

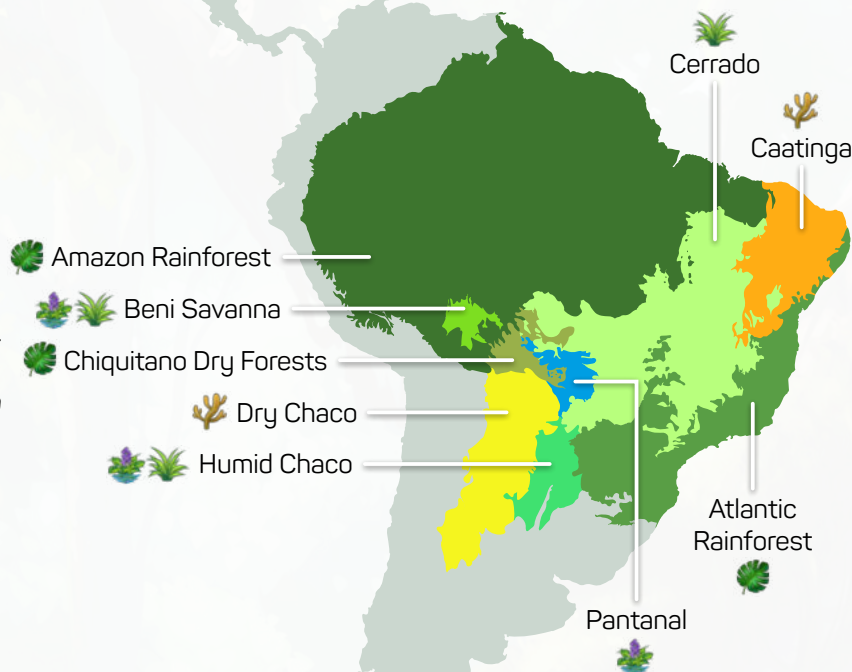
REWILD

SOUTH AMERICA

-  Especially important rules. Be sure to read them!
-  Tips and comments from the game designers.
-  Thematic explanation/ contextualization of the rules.
-  This rule is part of the Overview Card.

GAME THEME

Rewild: South America focuses on the rich fauna and flora of the South American ecoregions Caatinga, Cerrado, Gran Chaco (Dry & Humid), Pantanal, Amazon rainforest and Atlantic rainforest. These regions and all their inhabitants exhibit diverse interrelationships and dependencies. In the game, the players try to rewild an exploited, destroyed landscape, taking care of water, minerals and seeds for life to flourish again. Each biome allows different types of animals to thrive, and with each comes synergies and thus scoring opportunities.



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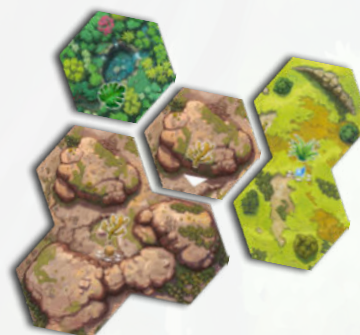
CONTENTS



1 Score Board



4 Player Boards



75 Biome Tiles



10 High Trees

Two different parts put together form a tree



57 Wildlife Cards



26 Predation Cards



27 Plant Cards



28 Player Cards



31 Expert Mode Cards

14 Wildlife Cards, 10 Predation Cards and 7 Plant Cards marked with "EX"



4 Overview Cards & 3 Solo Mode Cards



11 Animal Meeples on branches



24 Animal Meeples for the Expert Mode



1 Starting Player Marker



95 Animal Markers



35 Minerals



35 Water



35 Seeds



16 Players Markers

SYMBOL OVERVIEW

In the game, players aim to efficiently use their resources to score as many Victory Points as possible.



Minerals



Water



Seeds



Victory Points

The game features three main biomes and 2 upgrades, each with its unique symbol.



Shrubland



Grassland



Rainforest



High Trees



Wetland

The game distinguishes between plants and animals. Animals are further divided into 6 types according to their role in the ecosystem.



Animals



Plants



Insects



Small / Medium / Large herbivores (& insectivores)



Predators



Apex predators

There are two types of effect in the game.



End-of-Game
The effect is triggered at the end of the game.



Instant
The effect is triggered instantly.



Predation
Instant effect that only Predation Cards have.

COMPONENT ANATOMY

SCORE BOARD

Tracks the Victory Points ★ for all players. The starting point is the field with the star, where each player places one of their Player Markers at the beginning of the game.

There is no limit to the number of Victory Points ★; if a player reaches over 100 Victory Points ★, they can simply move their Player Marker beyond 100.

Space for the Predation Card deck

Space for the Wildlife Card deck

Space for the Plant Card deck

There are 3 designated zones for the available Wildlife, Predation and Plant Cards. The cards move from left to right (p. 6/7).



When it is the players' turn, they may take (= attract) cards from the Score Board. Each player may take a maximum of one Plant Card and one Predation Card per turn. (p. 9/10).

PLAYER CARDS

There are 7 Player Cards per player; 6 Action Cards and one Harvest Card. In their turn players must play one of these cards (p. 6).

If a player plays an Action Card, they carry out one of the two actions shown (p. 7). After doing that the player can attract cards from the Score Board (p. 8).

The symbols on the Action Cards played count towards the effect of Wildlife Cards (p. 6/14).

If the Harvest Card is played, the player returns all Player Cards including the Harvest Card to their hand and adds a certain number of Seeds 🌰 and 1 Water 💧 to their stock (p. 7).



Action Cards



Harvest Card

PLAYER BOARD

The Player Board shows the landscape that the players want to rewild. For this purpose, Biome Tiles are placed on the Player Board within the defined boundaries (p. 12).

There are 3 types of placement bonuses on the board with Water 💧, Minerals 🪨 and Victory Points ★. Each of the bonuses is rewarded as soon as a Biome Tile is placed on top of it (p. 12).

Attracted Wildlife, Predation and Plant Cards are assigned to one of the three biomes – Shrubland (top), Grassland/Wetland (middle) and Rainforest (bottom) and accordingly placed on the right-hand side of the Player Board (p. 8).

If a player's biome contains a plant, an insect, a herbivore (small, medium or large) and a predator (regular or apex) they are rewarded with 6 Victory Points ★ (p. 10).



BIOME TILES

Biome Tiles come into play with Player Card actions and require certain amounts of Water  and Minerals  to be placed on the Player Board. In addition, they can also be upgraded (p. 7/12).

Each Biome Tile shows a matching biome symbol. Some Wildlife Cards award Victory Points  according to the number of symbols the player has depicted on their Biome Tiles, Action Cards and Plant Cards (p. 14).

Shrubland Tiles reduce the price of adjacent Biome Tiles by 1 Mineral , Grassland Tiles reduce the price by 1 Water  and Wetland Tiles by 2 Water  (p. 12).



WILDLIFE CARDS

Contain all animals with no Predation effect

Each animal belongs to one of the 6 types (p. 2). The number indicates the total number of cards of this type in the game.

Name of the animal

The Placement Rules indicate in which biomes the animal can live and how many unoccupied Biome Tile hexes are necessary for this animal, e.g. 2 Grassland Biome Tile hexes for the Toco Toucan (p. 8).

All animals have either an Instant or an End-of-Game effect. All animal effects can be found on page 14.

 Some animals prefer to live on High Trees. If a player places them on a High Tree, they instantly score 4 Victory Points  (p. 13).



PREDATION CARDS

Contain all animals with a Predation effect

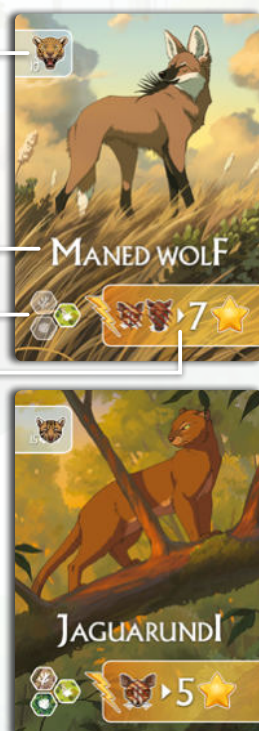
The animal type and the total number of cards of this specific type in the game (same as with the Wildlife Cards).

Name of the animal

The Replacement Rules specify in which biomes the animal can live. Predation Cards do not require unoccupied Biome Tile hexes like Wildlife Cards, but an animal that corresponds to their Predation effect and has been placed in a biome in which they can also live, e.g. a small or medium herbivore in the Grasslands for the Maned Wolf (p. 9).



All Predation Cards have a Predation effect which is scored instantly and influences their placement (p. 9).



PLANT CARDS

Contain only plants

Unlike the other cards, all plants are of the same type.

Plant Cards can only be attracted by spending the required number of Seeds .

All Plant Card effects can be found on page 15/16.

Attracted Plant Cards do not require unoccupied Biome Tile hexes or prey like animals*; they can simply be placed in a biome where they can thrive (p. 10).

*The only exception is the carnivorous plant, which functions like a Predation Card (p. 15).



GAME PREPARATION

The following explanations refer to the base game with **2 to 4 players** defined as “Base Mode”. Rule adjustments for the Expert Mode (“EX”) and Solo Mode are explained on page 16/17/18.

- 1 The Score Board **A** is placed at the top of the table. But you can also place it in the middle (vertically or horizontally). Simply choose a position where the players have the best view of the cards on display.
- 2 The 3 resources **B**, the Biome Tiles **C**, the High Trees **D**, the Animal Markers **E** and the Animal Meeples on branches **F** are placed in a spot of the table, where all players can easily reach them. The Animal Meeples of the Expert Mode stay in the box.
- 3 Each player receives a Player Board **G** and places it in front of them (Base Mode side up). As players place attracted cards to the right of the Player Board, there must be enough space for them.
- 4 Every player takes 7 Player Cards **H** and the 4 Player Markers **I** in one color. One Player Marker of each player is then placed on the start field of the Score Board **J**. In addition, each player takes 1 Overview Card **K**, 4 Minerals, 4 Water and 1 Seed **L**.
- 5 A player **can never have more than 10 of one single resource** during the game. Excess resources are forfeited.
- 6 The cards from the three card decks (Wildlife / Predation / Plants) that are indicated with an “EX” are put back in the box. After that the three decks get shuffled individually and placed on their spots on the Score Board **M**.
- 7 5 Wildlife Cards **N**, 3 Predation Cards **O** and 3 Plant Cards **P** get revealed and placed face up on their according spaces.
- 8 The last player who saw a wild animal receives the Starting Player Marker **Q** and keeps it for the entire game.



GOAL OF THE GAME

The goal of **Rewild: South America** is to get the most Victory Points 🌟 at the end of the game. To earn points, players must first rewild land so that animals and plants can be attracted to their Player Board. The different plants, insects, herbivores and predators with their various effects enable clever combos to collect Victory Points 🌟. The first player to have 8 animals in their biomes triggers the end of the game. After the game has ended, the players score their End-of-Game effects to determine the winner.

GAMEPLAY

During the game players take one turn after the other. The direction, clockwise or counterclockwise **being irrelevant**.

REPLENISH

In case there are empty card fields on the Score Board before the start of a player's turn, all the Wildlife Cards, Predation Cards, and Plant Cards to the left of these empty spots are moved to the right. After that all empty spots are filled with new cards from the decks. This ensures that **the newest revealed cards** of each deck always appear **on the left**.

A PLAYER'S TURN

The turn of a player includes the following two steps:

- 1 The player **must** play one Player Card.
- 2 The player **may** attract Cards from the Score Board. (only possible if the played card was **not** the Harvest Card)

1. PLAYING A PLAYER CARD

Each player has the same 7 Player Cards, which consist of 6 Action Cards and 1 Harvest Card.

Each turn a player **must** play one Player Card and place it in front of them.

If a player plays an **Action Card**, they perform **one of the two actions** depicted on it. The Action Card is then placed face up **in front of the player** so that the upper (lower) symbols are facing in the correct direction when the upper (lower) action has been carried out. Played Action Cards **remain face up** and **cannot be used again** until the player **picks them up using the Harvest Card**.



Only symbols **facing in the right direction** are counted for Wildlife Card effects (p. 14).

6



Stacking the played cards so that only the top symbols are visible is the clearest and most space-saving way.



Action Cards

If a player plays the **Harvest Card**, they **take all the Player Cards** back into their hand. In addition, the player **receives Seeds** 🌱 according to the Biome Tiles placed on their Player Board (3 per Rainforest Tile, ½ per Grassland/Wetland Tile and ½ per Shrubland, **rounded up**) and **1 Water** 💧.

🚨 High Trees and Shrubland Extension Tiles **don't influence** the number of Seeds 🌱 a player receives.

A player can play the Harvest Card even if they have no Player Cards in front of them.

A player can also **be forced to play** the Harvest Card, either because they have no other Player Card in their hand or because the remaining cards cannot be played because the player lacks the resources or space to carry out their actions.

🚨 After playing the Harvest Card, a player **cannot attract cards** from the Score Bord.



Harvest Card

ACTION CARD OVERVIEW



Scrubland Action Card 1

Top: Pay 1 Mineral 🪨 and 1 Water 💧 and place 1 Shrubland Tile on your Player Board.*

Bottom: Take 3 Minerals 🪨 from the supply and remove the Plant Card furthest to the right of the Score Board from the game.***



Scrubland Action Card 2

Top: Pay 1 Mineral 🪨 and 1 Water 💧 and place 1 Shrubland Tile on your Player Board.*

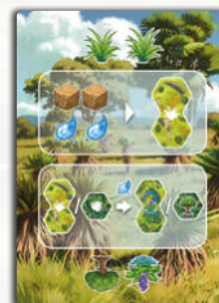
Bottom: Expand all the Shrubland Tiles you want with a maximum of one Shrubland Extension Tile. This is only possible if a Shrubland has at least one free space adjacent to it.**



Grassland Action Card 1

Top: Pay 2 Minerals 🪨 and 2 Water 💧 and place 1 Grassland Tile on your Player Board.*

Bottom: Take 3 Water 💧 from the supply and remove the Predation Card furthest to the right of the Score Board from the game.***



Grassland Action Card 2

Top: Pay 2 Minerals 🪨 and 2 Water 💧 and place 1 Grassland Tile on your Player Board.*

Bottom: Place a maximum of 1 High Tree on each Rainforest Tile you want and pay 1 Water 💧 per tree placed **OR** flip each Grassland Tile you want to the Wetland side and pay 1 Water 💧 per Grassland Tile flipped.**



Rainforest Action Card 1

Top: Pay 3 Minerals 🪨 and 2 Water 💧 and place 1 Rainforest Tile on your Player Board.*

Bottom: Take 3 Seeds 🌱 from the supply and remove the Wildlife Card furthest to the right of the Score Board from the game.***



Rainforest Action Card 2

Top: Pay 3 Minerals 🪨 and 2 Water 💧 and place 1 Rainforest Tile on your Player Board.*

Bottom: Place a maximum of 1 High Tree on each Rainforest Tile you want and pay 1 Water 💧 per tree placed **OR** flip each Grassland Tile you want to the Wetland side and pay 1 Water 💧 per Grassland Tile flipped.**

*All details about placing Biome Tiles can be found on p. 12.

**All details about upgrading Biome Tiles can be found on p. 12/13.

***Empty card spaces on the Score Board (due to removed cards) are only replenished when the player has finished their turn.

2. ATTRACTING CARDS FROM THE SCORE BOARD

After playing an Action Card, a player **may** attract Cards from the Score Board.

To attract a card means to **take it** from the Score Board and **place it in one of the three biomes** on the right of the Player Board. Once placed in a biome, cards **cannot change** between biomes anymore. In contrast, **the card order within the biomes is irrelevant** to the game and can be changed.

 **Cards can only be attracted** if their specific placement requirements are met, e.g. there are enough unoccupied Biome Tile hexes in a biome to attract a Wildlife Card.

Players are free to attract **several cards** in a round or **just one** or **none**. Unlike playing a Player Card, attracting cards is completely **voluntary**.

Cards do **not** have to be attracted **in a specific order**, e.g. a player can first attract a Predation Card, then a Wildlife Card, then a Plant Card and then another Wildlife Card.

There is **no limit** to the number of Wildlife Cards, Plant Cards and Predation Cards **in a biome** and a player can even attract the same animal/plant several times.



2.1 ATTRACT WILDLIFE CARDS

As there are only 5 available Wildlife Cards on the Score Board, a player can attract **no more than 5 Wildlife Cards per turn**.

To attract a Wildlife Card (and place it in one of their biomes), a player needs **enough unoccupied Biome Tile hexes of a biome** in which the animal can live.

For example, to attract the Giant Anteater (and therefore place it in one of the three biomes on the right of the Player Board) a player needs either 4 unoccupied Shrubland Tile hexes, 3 unoccupied Grassland/Wetland Tile hexes or 1 unoccupied Rainforest Tile hex.

 The unoccupied hexes **need to be adjacent** to each other and they need to be from the same biome (e.g. a mix of Shrubland and Grassland is not possible). However, they do not have to be on the same individual Biome Tile.

 If a player fulfills the placement requirements of a Wildlife Card which they wish to attract, they take the card from the Score Board and place it in the chosen biome on the right of the Player Board. In addition, they **place Animal Markers*** from the supply **on all needed Biome Tile hexes**. These hexes **are now considered occupied** and the placed Animal Markers **keep their position** on the Player Board until the end of the game.

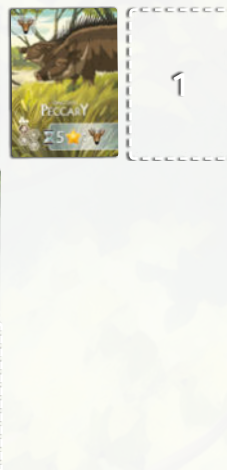




*In case of **animals that can live on High Trees** the players use the **corresponding Animal Meeple on a branch** instead of an Animal Marker to mark an occupied Biome Tile hex (p. 4/13). Meeples on branches are treated like Animal Markers, they are simply a **reminder** for the player that they can potentially place/upgrade this animal on a High Tree.



If the attracted animal has an **Instant effect**, it is **scored immediately** (before attracting any other cards).



Bruno wants to attract the Wildlife Card "Dinoponera Quadriceps" and has two options. He can either place two Animal Markers on the two unoccupied Shrubland hexes (1) and thus place the card in the Shrubland biome OR he can place one Animal Marker on the unoccupied Rainforest hex (2) and thus place the card in the Rainforest biome. He cannot use the single unoccupied Shrubland hex (3), because the card requires two adjacent Shrubland Tile hexes. Furthermore, the Grassland biome is not an option, as he does not have a single unoccupied Grassland Tile hex on his Player Board.

2.2 ATTRACT PREDATION CARDS

A player can attract a maximum of **one** Predation Card **per turn**.

To attract a Predation Card, a player takes the desired card and **places it on top of an animal that matches its Predation effect and lives in a biome in which the Predation Card is also able to live**. If that's the case the indicated Victory Points ★ are scored **instantly**.

Predation Cards **can also be placed on other Predation Cards** if they have the correct animal type and are in the correct biome. But they **cannot use** the already **covered prey** of another Predation Card a second time.



All wooden components on the Player Board (Animal Marker/Meeples) **stay untouched** by a Predation effect and are not removed.

"Eaten" animals lose their End-of-Game effect, their animal type symbol **no longer counts** towards card effects (except cases involving scavengers such as the Crested Caracara, p. 14), they cannot be placed on High Trees anymore, they no longer trigger the end of game, and they also cannot be the target of Plant Card effects. **Their only remaining effect** is that they help to **complete a biome** (p. 10).



Bruno wants to attract the Predation Card "Ocelot". The Dinoponera Quadriceps and the Chacoan Peccary do not match the Ocelot's Predation effect (small and medium-sized herbivores) and therefore cannot be used to attract the Ocelot. The Rock Cavy would match the Predation effect (as a small herbivore), but cannot be used as the Ocelot cannot live in the Shrubland. Bruno therefore has only one option and that is to place the Ocelot on the Red-rumped Agouti. If he does this, he immediately scores 6 Victory Points ★.

2.2 ATTRACT PLANT CARDS

A player can attract a maximum of **one** Plant Card **per turn**.

To attract a Plant Card a player **must pay** the indicated number of **Seeds** 🌱 ("the price").

The **highlighted biomes** indicate in which of the three biomes **the plant can be placed**. Besides this there are **no other placement rules** for Plant Cards.

For example, if Bruno wants to attract the lily pad Plant Card, he must pay 1 Seed 🌱 and place it in his Grassland biome.

All Plant Card effects can be found on page 15.



COMPLETING A BIOME

If **at any time** during the attraction of cards **a biome contains a plant, an insect, a herbivore** (small, medium or large) **and a predator** (regular or apex), the player **immediately** earns **6 Victory Points** ★ for that biome. This can only happen **once per biome per game**, and the biome is **marked with a Player Marker** to indicate this.

📢 **"Eaten"** cards (below Predation Cards) **also count** towards the completion of this task.*

📢 From a thematic point of view, these species are not really eaten/gone but are now part of a food chain. This is also the reason why their Animal Markers are not removed and why they still count for the completion of the biome. The term "eaten" is only used, because that's a concept that players can easily grasp.



By placing the lily pad Plant Card in his Grassland biome, Bruno completed the biome as it now includes a plant (the lily pads), an insect (the Mosquito), a predator (the Ocelot) and a herbivore (the Red-rumped Agouti below the Ocelot). He instantly receives 6 Victory Points ★ and places one of his Player Markers on the corresponding space on the Player Board to show that he has completed the biome.

After that, Bruno can continue his turn and attract more cards.

*If you can't memorize which animal types lie below a Predation Card, you can slightly fan out the card stack for a better overview.

END OF THE GAME

Rewild: South America has three different ways in which the end of the game can be initiated, though in most cases end condition 1 will trigger the end of the game.

- 1 One of the players has **8 visible* animals**** in their biomes at any point of the game. 
- 2 One of the players has a **filled Player Board** (with no free field left).
- 3 **The final card of the Wildlife Cards** deck was placed on the Score Board.

*Covered cards below Predation Cards are not visible and therefore don't count.

**Both Wildlife Cards and Predation Cards count as animals. Plants are not animals and therefore don't trigger the end of the game.

As soon as a player triggers the end of the game, **the current round is played to a regular end. After that, a final round is played.** This ensures that every player gets to play at least one more turn.

As soon as each player finished their last turn, **each player scores their End-of-Game effects** (the order is up to the player) and adds the total to their Victory Points ★ on the Score Board. **The player with the most Victory Points ★ wins the game.** In the event of a tie, the number of completed biomes is compared first, and then the sum of Rainforest Tiles and High Trees. If there is still a tie, both players win.



After the game, Bruno scores his End-of-Game effects. The Chacoan Peccary scores 10 Victory Points ★ (Chacoan Peccary + Giant Anteater), the White-browed Guan 10 points (5 from the Biome Tiles, 5 from the Action Cards), the Mosquito 10 points (Rock Cavy + Chacoan Peccary + White-browed Guan + Giant Anteater + Common Marmoset), the Apple Snail 12 points (6 from the Biome Tiles, 3 from the lily pad Plant Card and 3 from the Action Cards), the Dinoponera Quadriceps 8 points (for the 4 Minerals  in Bruno's stock) and the Giant Anteater 12 points (Mosquito + Apple Snail + Dinoponera Quadri-ceps). The effects of the Rock cavy, the Ocelot and the Common Marmoset are Instant effects and were therefore already scored during the game.

PLACING BIOME TILES

6 of the 12 actions on the **Action Cards** let the players place new Biome Tiles. Players that want to perform a Biome Tile placement action, **pay the needed resources** and **place the corresponding Biome Tile** on their Player Board.

Biome Tiles can only be placed **on free Player Board fields** within the defined boundaries. They do not have to be placed next to other Biome Tiles that have already been placed.

If a Biome Tile is placed on a **depicted Mineral**  or **Water**  **bonus** on the Player Board, **its costs are reduced** by the depicted amount (like a discount). Any **surplus resources** that would result from placing a Biome Tile **expire** and are **not paid out**.

If a Biome Tile is **placed on a Victory Point bonus** the player receives **1 Victory Point**  **per depicted star** if it's a **Shrubland** (or Shrubland Extension Tile) that covers the field, **2 Victory Points**  **per star** if it's a **Grassland** and **3 Victory Points**  **per star** if it's **Rainforest**. The Victory Points  get scored immediately.

Besides bonuses, already placed Biome Tiles can also reduce the costs of new Biome Tiles. **Shrubland Tiles reduce the costs** of adjacent Biome Tiles **by 1 Mineral** , **Grassland Tiles by 1 Water**  and **Wetland Tiles by 2 Water** .

Even if a new Biome Tile would be **adjacent to two edges of e.g. the same Shrubland Tile**, its cost would **only be reduced by 1 Mineral**  and **not 2**. But if the Biome Tile would be **adjacent to two Shrubland Tiles**, the costs would be **reduced by 2 Minerals** .



Bruno plays an Action Card and wants to place a Rainforest Tile in position 1. Normally, a Rainforest Tile costs 3 Minerals  and 2 Water . Thanks to the depicted bonus of 2 Minerals , the cost is reduced to 1 Mineral  and 2 Water . The cost is further reduced because the adjacent Shrubland reduces the cost by 1 Mineral  and the adjacent Wetland by 2 Water . A Rainforest Tile can therefore be placed in position 1 by Bruno at no cost.

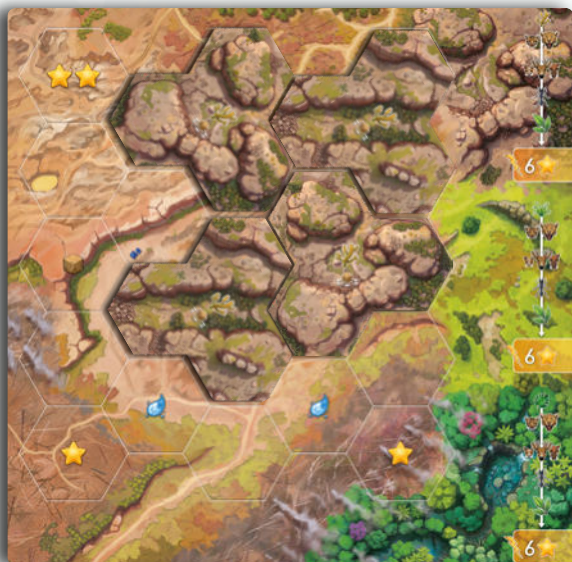
At the other positions the cost would be the following:
 (2) → 2  and 2 , generates 3  (3) → 3  (4) → 1 
 (5) → 3  and 1 , generates 6  (6) → 3 

UPGRADING SHRUBLANDS

If a player wants to upgrade their Shrubland Tiles, **they may place a Shrubland Extension Tile adjacent to each of their Shrubland Tiles without incurring any costs**, apart from the needed free space. The Extension Tiles show an arrow, which the player can use to indicate which Shrubland Tile the respective extension belongs to. **A maximum of 1 Extension Tile** can be connected to each Shrubland Tile; they cannot be extended more than once.

 Expanded Shrublands work like normal Shrubland Tiles, only they are larger (4 instead of 3 hexes) and show 2 Shrubland symbols instead of 1.

 If a newly placed biome is adjacent to a Shrubland Tile and its Extension Tile, the cost is still **only reduced by 1 Mineral** , as the Shrubland Tile and its Extension Tile are **considered as one Biome Tile**.



Bruno wants to expand his Shrubland Tiles. To do this, he plays the Action Card with the matching action and places a Shrubland Extension Tile next to 3 of his Shrubland Tiles (the Shrubland at the top right cannot be expanded as it has no adjacent free space). Since one of the Extension Tiles covers a Victory Point bonus (top left corner), he immediately receives 2 Victory Points ★.



UPGRADING GRASSLANDS

If a player wants to upgrade their Grassland Tiles, they **pay 1 Water** 💧 per Grassland Tile that they want to flip over to the Wetland side. Grassland Tiles with Animal Markers on them can also be flipped (the markers keep their position on the Player Board).

From a biome perspective Grassland and Wetland are **seen as the same biome**. This means that animals that occupy Wetland Tiles are still placed in the Grassland biome section on the right of the Player Board and that animals can even occupy a mix of Grassland and Wetland.

From an effect perspective (Instant and End-of-Game effects), Grasslands and Wetlands **are different**, because they show different symbols.



Grassland



Wetland

UPGRADING RAINFORESTS

If a player wants to upgrade their Rainforest Tiles, they **pay 1 Water** 💧 per Rainforest Tile on which they want to place a High Tree (**max. 1 tree per tile**). High Trees are considered the second layer of the Rainforest; this means that one animal can live on the tree and one on the ground, so that there are **two places available for animals on one Rainforest Tile with a High Tree**.

⚠️ All Rainforest animals can live on the Rainforest ground, but **only the ones with a High Tree symbol can be placed on trees**. As a reminder, players do not take an Animal Marker but the corresponding **Animal Meeple on a branch** when they attract a Wildlife Card with a High Tree symbol.

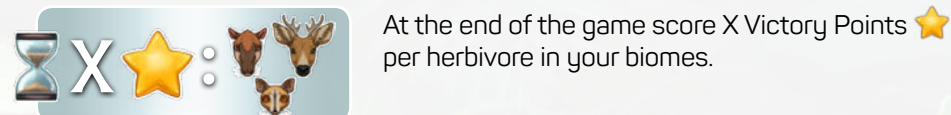
📄 If a Rainforest Tile with an Animal Meeple is upgraded, the Animal Meeple is **placed on top of the tree** and the player **scores 4 Victory Points** ★. If several Rainforest Tiles (with a meeple on them) are upgraded, the player scores 4 Victory Points ★ **several times**. The now **unoccupied Rainforest Tiles can be filled** with new animals again.

If a **Rainforest Tile with an Animal Marker** (or without one) is upgraded with a High Tree, **nothing happens**. But if the player now attracts a Wildlife Card with a High Tree symbol, they can **directly place the corresponding Animal Meeple on the unoccupied High Tree** and score the 4 Victory Points ★.

⚠️ **High Trees do not cover the Rainforest symbol** on the Rainforest Tile. Rainforest Tiles with a tree on them still count towards effects rewarding Rainforest symbols.



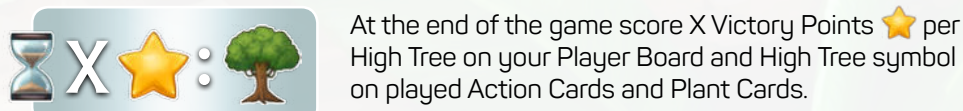
ANIMAL EFFECTS



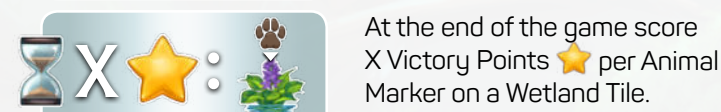
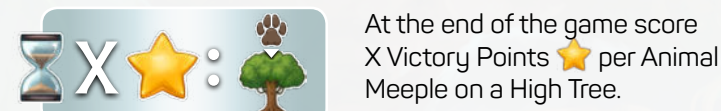
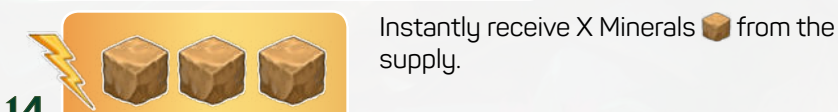
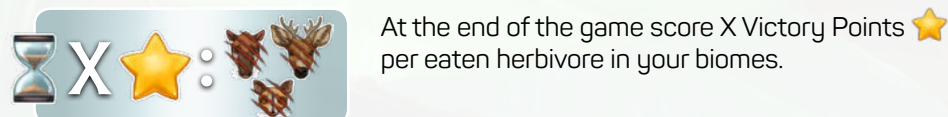
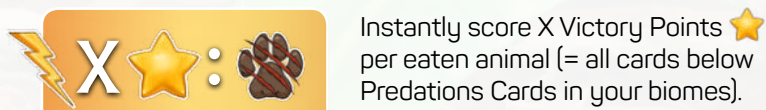
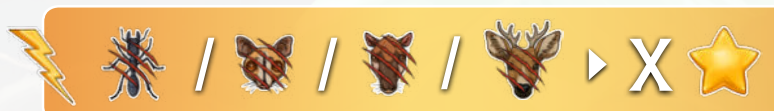
Instantly score X Victory Points ★ per card in your biomes that belongs to the depicted organism type.*

At the end of the game score X Victory Points ★ per card in your biomes that belongs to the depicted organism type.*

*If the Wildlife Card with this effect also belongs to the concerned animal type, it is also included in the calculation of the resulting Victory Points ★ e.g. the Chacoan Peccary.



**Wetland and grassland are two different symbols. Rainforest Tiles with a High Tree on them still count towards cards that reward Rainforest symbols (the symbol was intentionally placed off-center)



PLANT CARDS EFFECTS



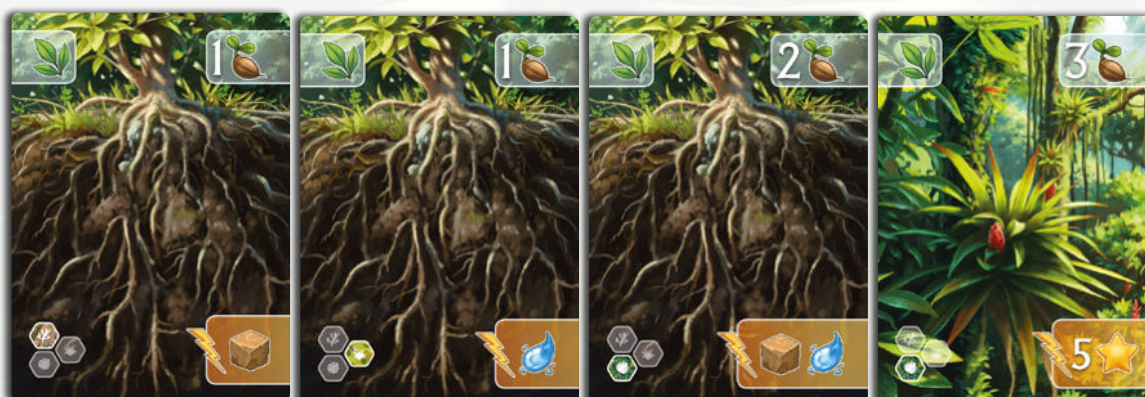
These additional biome symbols will count towards all Wildlife Card effects that score Victory Points ★ according to the number of biome symbols present (Instant and End-of-Game effects).



Provides one unoccupied Biome Tile hex of a specific biome. It can be used to attract Wildlife Cards, and an Animal Marker (or an Animal Meeple on a branch) can be placed on it to occupy it. This is the only time that the placed Animal Markers of an attracted Wildlife Card don't have to be placed adjacent to each other. Since this hex doesn't display a biome symbol it is **not** counted towards card effects. In addition, this hex also can't be upgraded (e.g. you can't place a High Tree on it).



Why should players place a meeples on such a Rainforest hex if the meeples can never be upgraded on a High Tree? Meeples on a branch are just a reminder that an animal can be upgraded, but they **don't have to be upgraded**. Many players will not have placed a single High Tree at the end of their game.



Provide the player instantly with the amount and type of resource displayed from the supply. In the case of the bromeliads Plant Card with 5 Victory Points ★, the player adds these points to their score on the Score Board.



Provide Victory Points ★ per predator (apex predator) in a player's biomes at the end of the game. The effect works in the same way as that of Wildlife Cards with a similar effect (e.g. 5 Victory Points ★ per large herbivore).



The carnivorous plant works like any Predation Card. It needs an insect in one of the three biomes to be attracted and is then placed on top of this insect (to score 5 Victory Points ★).

EXPERT MODE

The Expert Mode of **Rewild: South America** increases the difficulty of the game slightly and gives the players more options to score. The mode consists of four elements which may be used independently of each other. Players can therefore customize their gaming experience on a modular basis.

- 1 The end of game is triggered once a player has **9 visible animals** in their biomes at any point of the game.
- 2 The **7 Expert Mode Plant Cards** are added to the game.



Instantly, when this Plant Card is attracted **or** whenever the Wildlife Cards are replenished before a player's turn, the player may **once take a Wildlife Card** from the Score Board **that can live in the biome of this Reservation Plant Card**. The Wildlife Card is then placed horizontally on it. This Wildlife Card is now **reserved for the player** and **must be the next Wildlife Card that this player attracts**. They cannot attract another Wildlife Card in the meantime.

If a player reserves a card before it is another player's turn, the empty card space is regularly replenished so that the next player always has **a full Score Board to choose from**.

If two players with a Reservation Plant Card want to reserve the same card, then the active player always has priority and then the player who comes next in the player order.

Reserved cards are **not part of the biome** (until they are **attracted** and placed in one of the three biomes) this means they don't count for card effects or trigger the end of the game. These cards are treated like cards on the Score Board with the exception that only one player can attract them.



If a player takes this Plant Card they **must instantly place it on the right of another card** in one of their biomes. The **effect type** of the chosen card is then **instantly changed** (from Instant to End-of-Game or vice versa). Instant Effects will be counted again at the end of the game like this. End-of-Game effects changed to Instant effects, will be triggered right away.

If a card has **no effect type** it **cannot be affected** by this card (e.g. Reservation Plant Card).

If a card's effect type is **changed to Instant**, it **can be retriggered** by completing a biome in the Expert Mode because it is now seen as a card with Instant effect (p. 17).

If a Predation Card's effect is changed to End-of-Game, it means that the card scores the depicted number of points again at the end of the game.

If the effect of a card is changed to End-of-Game that provides the player with resources this means that at the end of the game the player will receive these resources.



Instantly move one Biome Tile (and all components on it) to any other position on the Player Board. If there is a Victory Point ★ bonus on the destination it gets scored. The space freed up in the process can be used for new Biome Tiles to be placed on in future turns and bonuses that are now visible again can be scored a second time.

This Plant Card is placed **in the biome matching the Biome Tile that was moved**.



Biome Tiles used by Animal Meeple from the Expert Mode (p. 17) can't be moved.

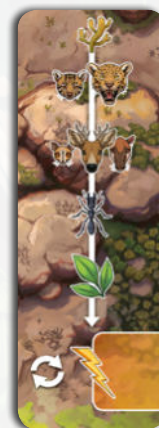
3 The players play with the **Expert Mode side of the Player Board**.

If a player **completes a biome**, they do not receive 6 Victory Points ★ but instead **may retrigger** one card with an **Instant effect** in the biome. As with the 6 Victory Points ★, this is **only possible once per biome per game** and therefore the biome gets marked with a Player Marker.

As soon as the biome is completed the retrigger may be performed (before the player does anything else). If the player doesn't want to perform a retrigger or doesn't have an animal with an Instant effect in this biome that could be retriggered, **the retrigger expires**.

All types of cards (Wildlife, Predation and Plant Cards) **can be retriggered** as long as they have an **Instant effect**.

If a **Predation Card** is retriggered, the card and **all cards** below it **are placed on another suitable prey** in the biome and the Victory Points ★ are scored again. Eaten animals can't be retriggered.



4 The **Expert Mode Cards** and **Meeples** are added to the game.

The **24 Expert Mode Cards** **replace** the 14 Wildlife Cards and the 10 Predation Card with the same name/illustration. In addition, the **24 Animal Meeples** are **placed** next to the Animal Meeples on branches when preparing the game.

Expert Mode Cards work like their regular counterparts, **the only difference is the Placement Rewards**. If a player manages to place Biome Tile hexes in such a way that they **match the Biome Tile Composition** of an Expert Mode Card (in any orientation), they **place the matching meeple in the center of the composition** and score the depicted Victory Points ★.

It **doesn't matter if the Biome Tile Composition was placed before or after** the matching card was attracted. In both cases, the player claims the Animal Meeple once they have a matching pair (card and Biome Tile Composition), place it on the Player Board and score the Victory Points ★.

If an Expert Mode Wildlife Card gets eaten by a Predation Card, its Animal Meeple **can no longer be placed**. If an Expert Mode Wildlife Card gets eaten after its meeple was placed, nothing happens and the meeple stays on the board.



The red dot marks "the center of the composition"

❗ Two meeples **can't be placed on the exact same position** but it is allowed that **the same Biome Tile is used by several Animal Meeples**.

❗ **Rainforest Tiles** can still be used for compositions that require Rainforest Tiles, even with a **High Tree** placed on them.

❗ **Rainforest Tiles can still be upgraded** with a High Tree, and **Grasslands can still be flipped** to the Wetland side after a meeple has used them to score a Placement Reward.

By flipping all of his Grassland Tiles to the Wetland side, Bruno completes the Biome Tile Composition of both the Jaguar and the Capybara (the orientation of the composition does not matter). As the meeples are not in the same place, he can place both meeples and receives 12 Victory Points ★ (7+5).



SOLO MODE

GAME PREPARATION

Set up a game for 2 players (Base Mode or Expert Mode) with 2 changes:

- 1 Take the opponent's **Action Cards** face down, **shuffle them**, **turn** the last **two cards** 180 degrees (so that they are upside down) and **shuffle** the cards **again**. Place this face-down pile **on top** of your opponent's **Harvest Card**.
- 2 The opponent always plays with the **Base Mode side** of the Player Board.

GAMEPLAY (There are 3 Overview Cards especially for Solo Mode.)

Your turn works exactly like in a 2-4 player game. When it's your opponent's turn you draw a Player Card for them, perform the action for them and after that attract cards for them. **Your opponent must follow the same rules as you, unless explicitly stated.***

*This also means, for example, that your opponent completes biomes, upgrades meeples on High Trees and scores meeples in Expert Mode.

1. PLAYING YOUR OPPONENT'S PLAYER CARD

Draw a card for your opponent from their deck. If it is an Action Card, **perform the action at the top** and the **action at the bottom only if** the action at the **top cannot be performed** (e.g. lack of resources to place a Biome Tile). After performing an action, the card is then regularly placed in front of the opponent.

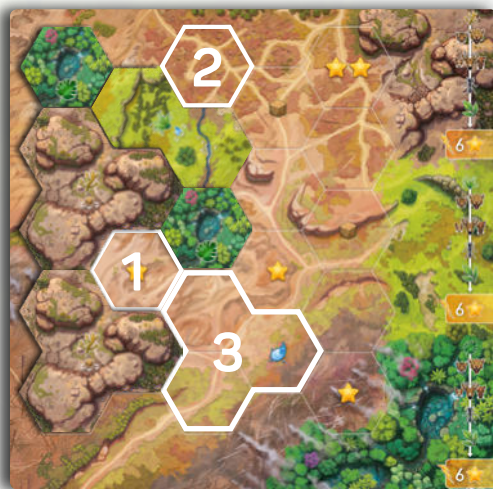
If no action can be performed, place the card in front of the opponent like a regularly played card (in its initially drawn direction) and **draw another Player Card** to perform the action (top again, if not possible, bottom). **Repeat** this until your opponent performs an action or the Harvest Card is drawn.

If your opponent draws the Harvest Card, perform the effects of the Harvest Card and **prepare** your opponent's **Player Card deck like you did at the start**.

PLACING BIOME TILES

The opponent **tries to fill the left column** (from **top to bottom**), then the second column, etc. If there is a way to fill one or two free spaces in the leftmost column that has free spaces the opponent will do that. **If that is not possible** (e.g. lack of space or lack of resources and only other spots allow a placement, thanks to placement bonuses and cost reduction effects from already placed Biome Tiles), **they place the tile in the next best spot**.

This means as much on the left as possible and as close to the top.



If your opponent would e.g. need to place a Shrubland you would first check position 1, then position 2 and since both lack the space for a Shrubland, you would place it in position 3.



The opponent **pays the same amounts** for the Biome Tiles (taking into account placement bonuses and cost reduction effects due to already placed tiles).

TAKING RESOURCES

Give the opponent the depicted resources and **remove 2 cards** of the depicted card type **instead of 1**.

UPGRADING SHRUBLANDS

The opponent only performs this action if they can **place at least 2 Shrubland Extension Tiles** (placement still takes place from left to right, top to bottom).

UPGRADING GRASSLANDS**

The opponent only performs this action if they have **at least 1 Wildlife Card with a Wetland effect** (and enough water to pay for the flipping of one or more tiles).

UPGRADING RAINFORESTS**

The opponent only performs this action if they have **at least 1 animal that can still be placed on a High Tree** and/or **at least 1 of the 5 Wildlife Cards** on the Score Board **can be placed on a High Tree** (and enough water to pay for one or more trees).

**With the Rainforest (Grassland) Action Card showing the upgrade action, the opponent only upgrades Rainforests (Grasslands).

2. ATTRACTING CARDS FOR YOUR OPPONENT

The opponent attracts cards in the following order: **Plant, Wildlife, Predation**.

PLANT CARDS

The opponent **always takes a Plant Card** if they can afford one (from left to right) **and use them regularly** (except for Expert Mode Plant Cards whose effect they do not use). As soon as the opponent has one or more Plant Cards in their biomes, **they prefer to take Plant Cards that help them to balance out the number of Plant Cards in their biomes**. They check from left to right if there are Plant Cards they can afford and that would help them to balance out the number of Plant Cards in their biomes. If there are such cards, they take the leftmost of these cards. If there aren't any, they take the leftmost card they can afford.



If the opponent attracts a Plant Card that can **be placed in several biomes**, they always start filling the biomes **top to bottom**.

WILDLIFE CARDS

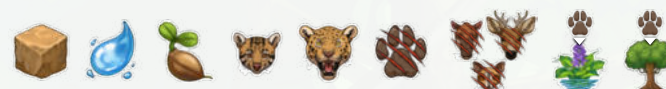
The opponent **takes all cards** for which they have **enough unoccupied Biome Tile hexes** (which then get marked with Animal Markers/Meeples). The only difference to a human player is that **the Animal Markers don't have to be placed adjacent to each other**. The opponent always **prefers** cards with a **tier 3** effect **over** such with a **tier 2** and **tier 1** effect. If there are several cards with an effect from the same tier, the opponent takes **the one with the highest number** in the effect. In case of a tie, the opponent takes the card that is further to the left. If a selected Wildlife card can be placed in several biomes, the opponent always chooses the biome that is closer to the top.



TIER 3



TIER 2



TIER 1

PREDATION CARDS

The opponent **takes a Predation Card** if they have **at least one Wildlife Card with an Instant effect*** that matches the **Predation effect** of one or more Predation Cards of the Score Board. If there are several suitable Predation Cards, the opponent takes the card that **scores the most points**. If it is still a tie, they take the card that is **further to the left**. If the opponent has more than one suitable prey for the chosen Predation Card, the card **further to the top left** (in the biomes) is eaten.

*This also applies to the carnivorous plant.

END OF THE GAME

After the game has ended regularly (triggered by you or the opponent), both you and your opponent score their End-of-Game effects. Your opponent's score is then **multiplied by 1.5** (rounded up) and compared with yours. **The player with the most Victory Points** 🌟 **wins the game**. In case of a tie, the opponent wins. If you are looking for a real challenge (or in Expert Mode), **multiply your opponent's score by 2**.

THE ANIMALS

This is a list of all the animal species in the game with their scientific names sorted according to their IUCN Red list Conservation Status*.

Least Concern (LC)

Apple Snail - Pomacea bridgesii
Bald Uakari - Cacajao calvus
Boa Constrictor - Boa constrictor
Broad-tipped Hermit - Anopetia gounellei
Brown-eared Woolly Opossum - Caluromys lanatus
Caatinga Lancehead - Bothrops erythromelas
Caatinga Parakeet - Eupsittula cactorum
Caatinga Puffbird - Nystalus maculatus
Cane Toad - Rhinella marina
Capybara - Hydrochoerus hydrochaeris
Common Marmoset - Callithrix jacchus
Crested Caracara - Caracara plancus
Dyeing Poison Dart Frog - Dendrobates tinctorius
Flat-faced Fruit-eating Bat - Artibeus planirostris
Gray Brocket - Mazama gouazoubira
Green Anaconda - Eunectes murinus
Green Iguana - Iguana iguana
Hoatzin - Opisthocomus hoazin
Jaguarundi - Herpailurus yagouaroundi
Maikong - Cerdocyon thous
Ocelot - Leopardus pardalis
Paca - Cuniculus paca
Pallas's Long-tongued Bat - Glossophaga soricina
Paraguay Caiman Lizard - Dracaena paraguayensis
Peraiba Gecko - Phyllopezus periosus
Puma - Puma concolor
Red-rumped Agouti - Dasyprocta leporina
Rock Cavy - Kerodon rupestris
Scarlet Macaw - Ara macao
Silky Anteater - Cyclopes didactylus
South American Coati - Nasua nasua
Southern Tamandua - Tamandua tetradactyla
Toco Toucan - Ramphastos toco
Two-toed Sloth - Choloepus didactylus
White-faced Saki - Pithecia pithecia
Yellow-headed Vulture - Cathartes melambrotus

Near Threatened (NT)

Black Caiman - Melanosuchus niger
Bush Dog - Speothos venaticus
Greater Rhea - Rhea americana
Jaguar - Panthera onca
Maned Wolf - Chrysocyon brachyurus
Pantanal Swamp Turtle - Acanthochelys macrocephala

Vulnerable (VU)

Brazilian Three-banded Armadillo - Tolypeutes tricinctus
Giant Anteater - Myrmecophaga tridactyla
Giant Armadillo - Priodontes maximus
Harpy Eagle - Harpia harpyja
Marsh Deer - Blastocerus dichotomus
Red-handed Howler - Alouatta belzebul
South American Tapir - Tapirus terrestris
Spectacled bear - Tremarctos ornatus
White-browed Guan - Penelope jacucaca
White-lipped Peccary - Tayassu pecari

Endangered (EN)

Chaco Eagle - Buteogallus coronatus
Chacoan Peccary - Catagonus wagneri
Giant Otter - Pteronura brasiliensis
Golden Lion Tamarin - Leontopithecus rosalia
Lear's Macaw - Anodorhynchus leari

Critically Endangered (CR)

Blue-eyed Ground Dove - Columbina cyanopis

Extinct in the Wild (EW)

Spix's Macaw - Cyanopsitta spixii

Not Evaluated (NE)

Goliath Birdeater - Theraphosa blondi
Hide Beetle - Omorgus suberosus
Mosquito - Culex erraticus
Red Postman - Heliconius erato
N/A - Atta cephalotes
N/A - Atta opaciceps
N/A - Deltocilium verruciferum
N/A - Dinoponera quadricipes
N/A - Syntermes dirus
N/A - Tetragonisca angustula
N/A - Xylocopa grisescens



*As of February 2025

FROM THE AUTHOR

Brazil (my country) and all of Latin America have an invaluable treasure of fauna and flora, but unfortunately they are increasingly threatened. My goal with this game is to raise awareness and alert the world about the fires, deforestation and the dozens of species that are at risk of extinction. I hope you have fun with **Rewild: South America** and become more interested in protecting this wild paradise.



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TREECERATOPS

Treeceratops stands for **creative, sustainable products** designed in **Switzerland**. With a keen eye for detail, we aim to develop **nature-themed** products in which users can **immerse themselves** completely. Most of our products are funded by **crowdfunding** via Kickstarter because this enables us to **include the voices of our supporters** early on, even during the development phase. For us, it is important that we achieve something together and let our customers also be part of our story.



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