UWE ROSENBERG — ATIWA

A game for 1-4 players ages 12 and up • playing time: 30 minutes per player

The Atiwa Range is a region of southeastern Ghana in Africa, consisting of steep-sided hills with rather flat summits. A large portion of the range comprises an evergreen forest reserve, which is home to many an endangered species. However, logging and hunting for bushmeat as well as mining for gold and bauxite are putting the reserve under a lot of pressure.

Meanwhile, the chief of the nearby town of Kibi is causing a stir by giving shelter to a large number of fruit bats in his own garden. This man has recognized the great value the animals have in deforested regions of our planet: Fruit bats sleep during the day and take off at sunset in search of food, looking for suitable fruit trees up to 60 miles away. They excrete the seeds of the consumed fruit, disseminating them across large areas as they fly home: A single colony of 150,000 fruit bats can reforest an area of up to 2,000 acres a year.

Just like that chief, in this game, you will develop a small community near the Atiwa Range, creating housing for new families and sharing your newly gained knowledge on the negative effects of mining and the importance that the fruit bats have for the environment. Acquire new land, manage your animals and resources, and make your community prosper. The player who best balances the needs of their community and the environment wins.
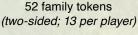
COMPONENTS

— on cardboard —

1 action board *(folded)*

for 3 players / for 4 players

2 action board extensions *(two-sided)*

52 family tokens
(two-sided; 13 per player)

front: untrained family / back: trained family *(showing a fruit bat icon)*

44 pollution markers *(two-sided)*

front: pollution / back: gold found (22 none, 20× one, 2× two)

6 action space tiles

4 supply boards *(one per player)*

52 tree tokens
(13 per player)

40 gold tokens
(25× 1 gold, 15× 5 gold)
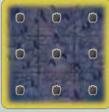
1 start player marker

— 88 cards —

36 location cards
(10× Farmstead, 10× Settlement, 12× Village, 4× Town)

12 overview cards
(4 sets of 3 cards; 1 set per player)

— 200 wooden pieces —

12 worker tokens
(in 4 colors; 3 per player)

32 fruit tokens
(orange; 8 per player)

32 wild animal tokens
(beige; 8 per player)

28 goat tokens
(white; 7 per player)

96 fruit bat tokens
(black)

— other —

1 scoring pad

1 cloth bag

36 terrain cards
(all different)

4 night cards
(1 per player)

— Common Play Area —

1 Unfold the **action board** and place it in the middle of the play area.

2 Attach one of the two **action board extensions** to the right of the action board: **with 1 and 2 players**, use the back side of either extension *(showing two people in the bottom right corner)*; **with 3 and 4 players**, use the front side of the appropriate extension *(as indicated by a corresponding number of people in the bottom right corner)*. Return the other action board extension to the game box—you will not need it.

3 Shuffle the **action space tiles** and place them in the marked areas of round spaces II-VII on the action board, one tile per space, leaving space I empty.

4 Shuffle the **terrain cards** and place the entire stack **face down** above the action board, next to the 🟢 🟨 action spaces.

5 Draw cards from the terrain deck and place them **face up** to the right of the deck, one each above the 🟨 action spaces. *(With 1 and 2 players, there are only three such spaces; with 3 and 4 players there are four such spaces.)*

6 Sort the **location cards** by name and place the stacks **face up** below the bottom edge of the action board, next to the corresponding action spaces; from left to right: Farmstead, Settlement, Village, Town. *(The action spaces depict the number of house spaces on the cards.)*

7 Put all **pollution markers** into the **cloth bag** and mix them up. Then place the bag beside the illustration of a gold river *(to the right of the action board extension)*.

8 Place the **gold** and **fruit bat tokens** in a general supply near the action board.

9 Keep the **scoring pad** nearby.

4-player side

— Personal Play Area —

10 Take a **supply board** and place it in front of you, leaving enough room for cards below the board. *(Two or three rows worth of room should be plenty.)*

11 Take **8 wild animals, 13 trees, 8 fruit, 13 families, and 7 goats** and place these tokens on the corresponding spaces of your supply board, as indicated by the shapes of the spaces. *(Do not mind the icons on the spaces—they serve another purpose, which will be explained later.)* Make sure that the **trained side** of the family tokens *(showing a fruit bat icon)* is **facing down**.

12 Take **3 worker tokens** of a color of your choice, a **night card**, and **3 different overview cards** and place these items beside your supply board; in the **solo game**, take all the **red, yellow, and blue worker tokens**. Return any remaining personal components to the game box—you will not need them.

13 Draw a **Village** card from the appropriate deck beside the action board and place it face up below your supply board, on the **third** card position. Make sure the card is facing upright, i.e., so that its name is in the top left corner.

14 Take the **leftmost family token** from your supply board and place it, with the **trained side still facing down**, on the **house space** at the bottom right of your Village card.

15 Determine a **start player** at random, who receives the **start player marker**.

16 In clockwise order, the other players get a **compensation** based on their position relative to the start player:

- In 3- and 4-player games, the second player takes a **fruit bat token** from the general supply and places it on their Village card, on the space showing a fruit bat icon.

- In 3- and 4-player games, the third player and, in 2-player games, the other player takes the **leftmost wild animal token** from their supply board and places it on their Village card, on the space showing a wild animal icon.

- In 4-player games, the fourth player takes the leftmost goat token from their supply board and places it on their Village card, on the space showing a goat icon.
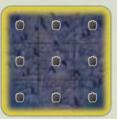
You are now ready to play!

The following rules apply to all player counts, including solo.
Additional rules that apply only to the solo game can be found on page 11.

COURSE OF PLAY

The game is played over the course of **seven rounds**. Each round comprises a **work phase**, in which you take **three turns** each, followed by a **maintenance phase**, in which you perform multiple mainly automatic tasks.

THE WORK PHASE

Beginning with the start player and in clockwise order, you each take one turn at a time comprising a **mandatory worker action** followed by an **optional fruit bat action**, for a total of three turns per player. *(In this game, there is no mechanic to gain more than three turns per round.)*

1. WORKER ACTION (MANDATORY)

You start each turn by placing one of your remaining workers on an **unoccupied action space** *(on the action board or its extension)*, **immediately** carrying out the associated **actions**. *(Only the player placing the worker carries out the actions.)*

Actions are represented by icons. The following gives you an overview of the various icons used. The paragraphs after that will explain the main action archetypes.

	Terrain: Draw a terrain card from the face-down deck.
	Take the face-up terrain card next to that action space.
	Tokens: Collect the depicted tokens.
	Tree with fruit: Collect a tree and fruit token, placing the fruit on that tree. You cannot place the fruit elsewhere; if you cannot place the tree, you do not get the fruit.
	Choice: Choose to collect either *(up to)* two fruit bats or one wild animal.
	Training *(Sharing Knowledge)*: Turn an untrained family in your tableau to the trained side.
	Pay the indicated amount of gold *(once)* to take *(up to)* three training actions.

	Exchange: Spend the indicated amount of gold to collect the indicated number of tokens *(goats or families)*.
	Carry out the depicted action multiple times, up to the number of **nature icons** on your terrain cards.
	After you take the main action *(above this)*, if you have at least 4 terrain cards in your tableau, you can take the depicted bonus action once. *(Location cards and nature icons do not matter for this—only actual terrain cards.)*
	Location: Spend trees and gold to get the indicated location card and take the start player marker. *(Notice that the right action space of each pair always costs 1 gold more than the left one.)*
	In 4-player games only: The action spaces to the left and right of that arrow *(both showing "gold nature icon")* **cannot** be occupied by the same player.

Details:

- If an action space provides multiple actions, you can take them in any order.
- You can collect fewer tokens than you are supposed to.
- If you cannot or do not want to carry out an action, you can simply ignore it.
- You can place a worker on an action space and not carry out any of its actions.

Action Space Tiles

The action spaces on the action space tiles are associated with **both** the action printed on the tile and the action below it *(printed on the action board)*. This also applies to the action space of the current round, which does not have an action space tile, but it also has two actions associated with it: a family action and the action printed below that.

Example: The current round space (round I) provides a family and a training action. The action space to its right provides 2 trees, 1 fruit bat, and 1 wild animal.

These combinations of two actions will shift as the game progresses *(see step 7 of the maintenance phase).*

Example: Next round, the left space will provide 2 trees and a training action; the right space will provide 1 family, 1 fruit bat, and 1 wild animal.

Terrain and Location Cards

Most action spaces let you collect various tokens: animals, trees, families, and gold. Except for gold, all tokens collected in this game must be placed on cards, of which there are two types: **locations** and **terrain**.

To acquire a card, you need to take the appropriate action: **location cards** cost trees and gold and they always provide up to four house spaces for families; **terrain cards** are free, but very rarely do they come with house spaces.

Cards are placed **face up** below your supply board, in **rows of up to four cards**. When taking a new card, place it **orthogonally adjacent** to an already existing card and make sure it is **facing upright**, i.e., so that its name is in the top left corner. *(You may not rotate cards.)* You can start a new row by placing the card below an existing one, even if an existing row has less than four cards. *(You do not need to complete rows.)* The entirety of cards below your supply board is called **your tableau**.
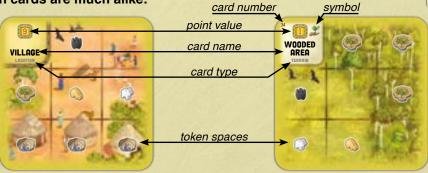
> *Example: You start the game with a Village on the third card position. The next card you get must go either to the left or right of the Village or below it; the latter would start a second row of cards.*

Details:

- You can have any number of cards, organized in any number of rows.
- Where you place a card matters only for pollution *(see step 1 of the maintenance phase).*

Location and terrain cards are much alike:

card number — symbol — point value — card name — card type — token spaces

Each card features its value, name, and type in the top left corner; terrain cards also feature their card number *(01-36)* and most also show a nature symbol *(see box).* The rest of the card features eight spaces for various tokens.

> **THE NATURE ICON** 🌱
> Some action spaces on the action board and its extension depend on the number of 🌱 icons on your terrain cards—the more you have, the stronger the action. *(The icon represents the preservation of nature or—in game terms—the absence of habitable houses. Note that card #27 has two such icons.)*

	This space provides room for one **family**.
	Only available on cards #16 and #28: This space is an uninhabitable house, which **does not** provide room for a family. It is basically a blocked space, except for one specific action *(see "Fruit Bats in Empty Houses").*
	This space provides room for one **wild animal**.
	This space provides room for one **fruit bat**.
	This space provides room for one **goat**.
	This space provides room for one **tree**. If there is a tree on it, it also provides room for one **fruit**. You cannot place fruit on it without placing a tree first.

	Only available on card #01: The 3 spaces in the group marked with this icon provide room for one tree each, which then provides room for either one wild animal or one fruit. Different trees can hold different tokens, but only one token per tree. You cannot place tokens on these spaces without placing a tree first.
	Only available on cards #03 and #35: The 8 and 3 spaces in the group marked with this icon provide room for one tree each, which then provides room for either one fruit bat or one fruit. Different trees can hold different tokens, but only one token per tree. You cannot place tokens on these spaces without placing a tree first.
	Only available on cards #01, #09, #13, and #35: This space provides room for one fruit; it does not provide room for a tree.
	A **blank space** *(i.e., a space without an icon)* provides room for a token of any type except family, provided a token of that type is **already present** on another space on that same card *(see "Blank Spaces").*

Start Player Marker

When **acquiring a location** *(not terrain)* card, you also get the **start player marker**. It can change hands multiple times during a round. Only the last player to hold it at the end of the work phase becomes start player, beginning with the maintenance phase of that round. The start player marker changing hands has no impact on the current work phase—you continue taking turns clockwise, without interrupting the current sequence.

Note: Normally, the start player marker does not change hands during the first two rounds. This fact is accounted for by the additional tokens the players who are not start player get during setup.

Important! Taking the start player marker requires you acquire a location. You cannot use the location action spaces just to become start player, without acquiring a location first.

Collecting Tokens

When you collect **gold**, take it from the general supply and place it beside your tableau. Gold is available in denominations of 1 and 5; you can always make change if you need to.

When you collect a **fruit bat**, take it from the general supply and place it on a card in your tableau:

on an unoccupied space with a fruit bat icon,

on an unoccupied trained family *(see "Families and Training")*,

on an unoccupied tree that can hold a fruit bat *(on cards #03 and #35),*

or an unoccupied blank space *(if allowed, see "Blank Spaces").*

When you collect a **wild animal**, take the **leftmost** wild animal token from your supply board and place it on a card in your tableau:

on an unoccupied space with a wild animal icon,

on an unoccupied tree that can hold a wild animal *(on card #01),*

or an unoccupied blank space *(if allowed, see "Blank Spaces").*

When you collect a **tree**, take the **leftmost** tree token from your supply board and place it on a card in your tableau:

on an unoccupied space with a tree icon,

or an unoccupied blank space *(if allowed, see "Blank Spaces").*

When you collect **fruit**, take the **leftmost** fruit token from your supply board and place it on a card in your tableau:

on an unoccupied tree,

on an unoccupied space with a fruit icon *(on cards #01, #09, #13, and #35),*

or an unoccupied blank space *(if allowed, see "Blank Spaces").*

Note: You collect fruit in step 2 of the maintenance phase. As pointed out before, if you collect a "tree with fruit", you must place the fruit on the newly gained tree; you cannot place it anywhere else.

When you collect a **family**, take the **leftmost** family token from your supply board and place it, with the **untrained side up**, on a **house without family** in your tableau.

Special case: You can place a family in a house occupied by a fruit bat *(see "Fruit Bats in Empty Houses").* If you do, you must return the fruit bat to the general supply **unless** you train that family immediately *(see "Families and Training" for details).*

When you collect a **goat**, take the **leftmost** goat token from your supply board and place it on a card in your tableau:

on an unoccupied space with a goat icon,

or an unoccupied blank space *(if allowed, see "Blank Spaces").*

GENERAL RULES

- The wild animal, tree, fruit, family, and goat tokens you got during setup remain with you for the entirety of the game: either on your supply board or on the cards in your tableau. Conversely, this means you are limited to those exact tokens—you can never have more than 8 wild animals, 13 trees, 8 fruit, 13 families, or 7 goats.
- Gold and fruit bats are supposed to be in unlimited supply. If you ever run out, please improvise.
- As pointed out before, except for gold, all tokens collected in this game must be placed on cards. If you cannot place a token, you do not get it.
- There is no limit to the amount of gold you can have beside your tableau.
- You may not rearrange tokens on your cards, and you may not simply discard any tokens. *(Exception: see "Fruit Bat Action".)*

Blank Spaces

Some terrain and location cards, including your starting Village, feature blank spaces without an icon specifying what can be placed there. These spaces provide room for a token **of any type except family** if a token of that type is **already present** on that card. *(Families cannot be placed on blank spaces, but only in houses.)*

Special cases:

- Trees on blank spaces can have fruit, even if no other tree on the same card has fruit. In other words, you can place a "tree with fruit" from a action on a blank space if there is a tree on that card already.
- If there is fruit on the card, you can place fruit gained during step 2 of the maintenance phase on blank spaces *(with or without tree)* of that card.
- If there is a trained family with fruit bat on the card *(see "Families and Training")*, you can place fruit bats on blank spaces of that card.

Example: Currently, you can place a goat or a tree with or without fruit on any of the blank spaces of that card. You cannot place fruit bats there until you train the family and place a fruit bat on the family first (see "Families and Training").

Spending Tokens

Whenever you spend **gold** or **fruit bats**, return them to the general supply. When spending gold, take change, if need be.

Whenever you spend **wild animals, trees, fruit**, or **goats**, return the tokens to your supply board, placing them on the **rightmost empty spaces** in the appropriate row, one token per space, leaving no gaps.

You can spend **trees** even if there is fruit on them, returning the fruit to the rightmost space of the fruit row without compensation.

Note: You cannot spend tokens that are on your supply board. Your supply board is sort of a personalized "general supply" and the tokens on it do not "belong" to you. Only gold beside your tableau and tokens on your cards can be spent.

Families and Training

Newly gained families normally start out "untrained", i.e., with the trained side *(showing a fruit bat icon)* facing down. To "train" them, you need to take a training action, which allows you to turn a family token to the trained side.

Special case: In rounds I and VI, the current round space features both a family and a training action, allowing you to place a family with the trained side up. *(In other words, these actions can be combined into one, which can make a difference for fruit bats occupying houses, see "Fruit Bats in Empty Houses" below.)*

The following table illustrates which effect training has on the game:

A house with an untrained family provides room only for that family.	Each trained family provides room for one fruit bat. A trained family with fruit bat enables you to place fruit bats on blank spaces on the same card.
During income *(step 1 of the maintenance phase)*, untrained families go mining for gold.	Trained families collect a flat 1 gold of income.
During feeding *(step 4 of the maintenance phase)*, each untrained family allows you to spend one fruit bat for food.	Trained families do not eat fruit bats. *(You could say this is a disadvantage of training.)*
During scoring, untrained families do not provide bonus points.	During scoring, each trained family provides 1 bonus point.

The training action represents sharing your knowledge with that family on the conservation of the environment and the importance of fruit bats in it.

Fruit Bats in Empty Houses

The action on the depicted action space tile allows you to place 1 fruit bat from the general supply in each **unoccupied** house in your tableau, **including** uninhabitable houses *(on cards #16 and #28)* if they are unoccupied. This action is **the only way** to place fruit bats in houses without trained families.

Fruit bats can occupy the houses **indefinitely**; however, if they leave *(see "Fruit Bat Action")*, they **cannot** return there later. Also, if a family moves into a house occupied by a fruit bat, the fruit bat must return to the general supply **unless** you train that family immediately *(which is only possible in rounds I and VI, on their respective round space).*

 normal house

 uninhabitable house

2.FRUIT BAT ACTION (OPTIONAL)

At the end of **each** turn *(i.e., up to three times per round)*, after you complete carrying out the actions of the chosen action space, you can take **one** fruit bat action if

- you have at least 3 fruit bats and
- at least 1 fruit in your tableau and
- at least 1 tree left on your supply board and
- room for at least 1 tree.

To take the action, select **3 fruit bats** in your tableau and move them onto your **night card**. Then spend **1 fruit** and take **1 tree**, according to the rules for spending and taking tokens.

Details:

- You can use fruit bats that you have just collected during the preceding worker action.
- The fruit bats and fruit can come from the same or different cards in your tableau.
- The fruit bats on your night card will return in step 3 of the maintenance phase. *(Even though their actual return happens later in the round, you do collect the tree right away.)*

Example:

1. *On your turn, you place a worker on the depicted combined action space, choosing fruit bats for the bottom action, thus collecting a total of 3 fruit bats and 1 gold.*

2. *You place the fruit bats on your terrain card and the gold beside your tableau.*

3. *Now that the actions are complete, you decide to take a fruit bat action, moving 3 fruit bats from your tableau to your night card.*

4. *Then you spend your only fruit, returning it to your supply board.*

5. *Finally, you collect one tree, placing it on the only space possible: the blank space on your Village card.*

Tip: First-time players tend to forget about the fruit bat action. Keep reminding each other of it and let players take the action retroactively if they notice before taking their next turn.

The fruit bat action represents the fruit bats' daily search for food, and how new trees grow from their excreting the seeds on their way home.

THE MAINTENANCE PHASE

The maintenance phase comprises **seven steps** that must be carried out **in the given order**. During most if not all steps, you can play simultaneously. If need be, carry out each step clockwise around the table, beginning with the player currently holding the start player marker, each taking one turn to complete a step.

Step 1: Income

For each **trained family** in your tableau, collect **1 gold** from the general supply.

Tip: You can identify trained families in your tableau fairly easily: they either have a fruit bat token on them or, if they do not, you can tell by the fruit bat icon.

For each **untrained family** in your tableau, draw **1 pollution marker** from the bag *(without looking)*, collecting **1 gold** from the general supply for each depicted gold nugget *(on the "unpolluted" side)*, if any. Then turn those pollution markers to the "polluted" side and place them on **unpolluted** spaces in your tableau *(see box)*, regardless of the amount of gold found.

Note: At the start, half of the pollution markers show gold, including two markers showing two gold nuggets each.

polluted side	no gold found	1 gold found	2 gold found

PLACING POLLUTION

Consider the cards in your tableau **row by row, from left to right**, starting with the top row. Place one pollution marker on the **top middle space of each card** unless it is already polluted. If or once all top middle spaces are polluted, repeat this process with the **top right space of each card**. Proceed in this fashion with the spaces in the middle row *(one by one, from left to right)* and, if necessary, with the spaces in the bottom row *(again, one by one, from left to right)*.

Pollution destroys everything: If a space that is being polluted contains any tokens, you must return the tokens to their respective supply *(fruit bats to the general supply, everything else to your supply board)*. Pollution remains in your tableau for the rest of the game, blocking the spaces it occupies permanently. There is **no way** to get rid of it.

Example: You have one trained and three untrained families and two spaces blocked by pollution from previous rounds; you got card #19 this round, which is why there is no pollution on it yet. Ignore the greyed-out card #13 on the right for a moment (as though it were not there yet)—it will illustrate a different point at the end of this example.

During income, you get 1 gold for the trained family; for your untrained families, you draw the depicted three pollution markers from the bag, collecting an additional 2 gold. Now you must place the pollution markers on your cards:

1. You place the first marker on ①, which is the top middle space of the "first" card in your tableau, i.e., the leftmost card in the top row.

2. Because the top middle spaces of all cards are now polluted, you proceed with placing the second marker on ②, which is the top right space of the "first" card.

3. Finally, you place the third marker on ③, the top right space of the "second" card in your tableau, losing the fruit bat on that space.

If nothing changes about the number of cards and the status of your families, during the next income step, you will be placing another three pollution markers on ④, ⑤, and ⑥, in this order. If you get another card in the meantime (e.g., the depicted card #13), you will be placing pollution on ⓐ (the top middle space of the new card), ④ (the top right space of the "third" card), and ⓑ (the top right space of the new card), in this order. The next spaces to be polluted after that would be ⑤, ⑥, ⑦, etc.

The pollution mechanic represents the destructive impact gold mining has on the environment due to the highly toxic chemicals used in the process.

Step 2: Wild Animals, Trees, and Fruit

Collect new trees, fruit, and fruit bats based on the number of wild animals, trees, and fruit you have in your tableau, respectively.

1. Look at the top row of your supply board, i. e., the **wild animal row**: The number in the rightmost empty space tells you how many **new trees** you collect. Place the new trees in your tableau, taking them from the second row of your supply board **immediately**.

   Example: You collect 1 tree from wild animals.

2. Similarly, after collecting new trees from wild animals, look at the second row, i.e., the **tree row**, and **immediately** collect **new fruit**, according to the number in the rightmost space.

   Example: You collect 2 fruit from trees. Notice how the newly gained tree from the first example has had a direct impact on how much fruit you gain right after.

3. Finally, after collecting fruit from trees, look at the third row, i.e., the **fruit row** and collect **new fruit bats** from the general supply accordingly.

   Example: You collect 1 fruit bat from fruit. Notice how the newly gained fruit from the second example has had a direct impact on whether you gain a fruit bat or not.

Details:

- If you cannot collect the full amount due to a lack of room on your cards, collect only as much as you can.
- You can collect fewer tokens than you are supposed to *(e.g., if you want to leave room for something else later)*.

This step represents the natural course of things: Wild animals eat fruit and excrete the seeds, causing new trees to grow. Trees grow fruit, which attracts new fruit bats.

Step 3: Fruit Bats

Return the fruit bats from your night card, if any, to your tableau, placing them on appropriate spaces *(see "Collecting Tokens")*. You must return as many fruit bats as you can, returning any fruit bats for which you have no room on your cards to the general supply.

Step 4: Feeding

Look at the **rightmost empty spaces** in the bottom two rows of your supply board and **subtract** the number in the **goat row** from the number in the **family row** to determine your **food demand**.

$$\text{food demand} = \boxed{\text{max}} - \boxed{\text{max}}$$

If your food demand is **greater than zero**, you must spend tokens to satisfy it as follows:

- Each **goat** you spend provides **3 food**.
- Each **wild animal** you spend provides **2 food**.
- **Fruit** and **gold** provide **1 food** each.
- You can spend **fruit bats** for **1 food** each, up to the number of **untrained families** you have. If all your families are trained, you may not spend fruit bats for food.

Note: You can also find the above information on the "Feeding/Breeding" overview card.

If your food demand is negative or if you overspend, you do not get any food back. Return the tokens you spend to their appropriate supplies.

Details:

- When spending goats, **do not** recalculate the food demand! In a sense, each goat is effectively worth 4 food: one that you subtract when calculating the food demand, and an additional three if you then decide to spend the goat to satisfy the calculated demand.

Goats provide a constant influx of food every round from milking—this is the number you subtract to determine your food demand. After you milk them, you can exchange them for even more food, but then you will have less food in the future.

- You may not overspend on purpose in the sense that you cannot discard more tokens than needed. You may, however, spend tokens inefficiently, e.g., satisfy a food demand of two with a goat even though you have other tokens you could spend.

Example: Your food demand is 5-1=4 food. With the tokens you have, your options are as follows: spend the goat and 1 wild animal; or spend the goat and 1 gold; or spend both wild animals; or spend 1 wild animal and 2 gold; or spend 4 gold. You cannot spend any fruit bats because you have no untrained families.

FOOD SHORTAGE
If you do not have enough tokens to satisfy the demand, you **lose 2 points for each missing food**. Use the **scoring pad** to tally these negative points. You **must** spend tokens for food if you can; you cannot voluntarily suffer the point penalty to save tokens.

Tip: Considering how your supply board is scored at the end of the game *(see "Game End and Scoring")*, in the final round *(if not earlier)*, spending wild animals over fruit over goats over gold is the most point-efficient way to feed oneself. In this regard, spending fruit bats makes sense only if you have at most ten.

Step 5: Breeding

The current round space lists *(up to)* three conditions under which you can collect new families or animals. If you have **at least** the indicated number of the depicted token in your tableau **and** room for another, collect **exactly one token** of that type. You can apply **any or all** of these conditions to your tableau **in any order**, but each only once, even if you have multiples of the depicted token.

Example: At the end of the first round, you can breed families, fruit bats, and wild animals. If you have at least 2 families, you get another. If you have at least 1 fruit bat or wild animal, you get another fruit bat or wild animal, respectively. Even if you have more than 1 fruit bat or wild animal, you get at most one from breeding.

Note: For your convenience, the "Feeding/Breeding" overview card contains the breeding information of all rounds.

Step 6: Workers

Return your workers from the action board *(and its extension)* and place them beside your tableau for the next round. In the final round, i.e., round VII, you can skip this and the next step.

Step 7: Preparation

Place any face-up terrain cards **remaining** beside the action board *(and its extension)* in a **discard pile**. Then draw new terrain cards from the deck and place them **face up** to the right of the deck, one above each [🟨] action space. If the draw deck ever runs out, shuffle the discard pile to form a new draw deck.

Then shift the action space tile on the **upcoming** round space one space **to the left**, thus covering the current round space and revealing the next one. Notice that this will change the composition of actions on these two action spaces.

Note: The colored markings on the round spaces are for the solo game only *(see there)*.

GAME END AND SCORING

The game ends after step 5 of the maintenance phase of round VII. Then you score points in *(up to)* six different categories:

Gold: Each gold is worth **1 point**.

Cards: Total the **point values** of all cards in your tableau, as printed in the top left corner of each card. *(Note that some terrain cards score negative points.)*

Supply board: Total the numbers on the **rightmost empty space** of each row. If a row is full of tokens, you score no points for that row. *(You can get at most 2 points from wild animals, 6 points from trees, 3 points from fruit, 25 points from families, and 7 points from goats.)*

Trained families: Each trained family provides **1 bonus point.** *(Trained families either have a fruit bat token on them or, if they do not, they show a fruit bat icon.)*

Fruit bats: Except for the first 10 fruit bats, each fruit bat is worth **1 point**. In other words, if you have more than 10 fruit bats in your tableau, subtract 10 from the total to determine your score in this category. Otherwise, you score no points for fruit bats. *(You cannot score negative in this category.)*

Missing food: Total the negative points from missing food *(see "Food Shortage")*, which you have tallied over the course of the game. Normally, this category should be empty.

Total these values to determine your final score. **The player with the most points wins.** In case of a tie, the player who has **fewer pollution markers** breaks the tie. If still tied, enjoy your shared victory.

SOLO GAME

As mentioned in the setup instructions, the solo game is played with the reverse side of the action board extension and with the **red, yellow, and blue workers**. Play the game as you would the multiplayer game, **taking one turn after the other**. There is no artificial opponent; instead, workers placed in one round will block the action spaces they occupy for the next two rounds. The colored markings on the round spaces indicate which workers you should use each round:

Round I: Use the 3 **red** workers to take actions. Do not return any workers in step 6 of the maintenance phase.

Round II: Use the 3 **yellow** workers to take actions. Still do not return any workers in the maintenance phase.

Round III: Use the 3 **blue** workers to take actions. In step 6 of the maintenance phase return **only** the **red** workers.

Rounds IV, V, and VI: Use the **red**, **yellow**, and **blue** workers, respectively. In step 6 of the maintenance phase, return the workers placed in rounds 2, 3, and 4, respectively.

Round VII: Use the **red** workers. The game ends after step 5 of the maintenance phase. Score your tableau as normal.

Unlike the multiplayer game, in step 7 of each maintenance phase, **do not discard** any remaining terrain cards; but do replenish the empty terrain card positions as normal. If a worker occupies the action space on the tile that is being shifted, **do not move** the worker with the tile **but leave it** on the round space; conversely, if the tile shifts to a space occupied by a worker, the worker will now occupy the tile.

Your goal is to score at least **120 points**.

SOLO CHALLENGES

For variety, try to complete the following challenges. Unless stated otherwise, the above-mentioned solo game rules apply. The challenges are listed in no significant order.

Colony
Provide shelter to as many fruit bats as possible.
Goal: Finish the game with at least **40 fruit bats** and at least **100 points**.

Commonwealth
Build three towns and fill them with life.
Goal: Finish the game **with 3 towns**, all **13 families**, and at least **100 points**.

Investor
Build one of every location, while amassing as much gold as possible.
Goal: Finish the game with at least **1 Farmstead, 1 Settlement, 2 Villages,** and **1 Town**, more than **20 gold left**, and at least **100 points**.

Metropolis
Focus on urban development only.
Change: Remove all terrain cards from play.
Goal: Finish the game with at least **90 points**.

Migration
People are looking for new opportunities elsewhere.
Change: In step 7 of each maintenance phase, remove the leftmost 2 family tokens from your supply board. As a result, your food demand will increase drastically, but you will also score free points from families during scoring.
Goal: Finish the game with at least **90 points**.

No Pollution
Take good care of the environment.
Goal: Finish the game **without** a single **pollution** marker and at least **100 points**.

Prosperity
Big money, big money, big money.
Goal: Finish the game with at least **30 gold** and at least **120 points**.

Untrained
Sometimes, word does not travel fast enough.
Change: The training action has no effect.
Goal: Finish the game with all **13 families** and at least **80 points**.

Come up with your own solo challenges and tell us about them on our social media outlets using hashtag #atiwa4one!