



WONDROUS
CREATURES

WINTERFALL
EXPANSION



I. INTRODUCTION

Several years ago, a mysterious island called Starbeak was discovered. After explorers began visiting in earnest, the island enjoyed years of calm and sunny weather. Aside from its perpetually snow-covered highlands, most regions of Starbeak basked in clear skies and warm sunshine, leading many to believe that the island had its own unique and gentle climate. However, five years after the first expedition landed on Starbeak, a sudden blizzard swept across the island. At first, it was dismissed as a brief anomaly, but as the cold lingered for months, people began to uncover the truth: Starbeak follows a unique climate cycle, alternating between mild years and years of harsh winter.

With the arrival of this prolonged winter, strange and wondrous phenomena began to emerge across the island. A new species of creatures known as Spirits appeared, visible only during the winter. The constantly shifting weather dramatically altered the island's terrain and ecosystem, turning exploration into an increasingly unpredictable and challenging endeavor.

GAME DESIGNER

Jaewoo Bang
C.W Yeom
Gunho Kim

ARTIST

Sophia Kang

GAME DEVELOPERS

Minho Park

ART DIRECTOR

Hani Chang

EDITOR

Lucya Lee
Mark Kim



BAD COMET



<https://badcomet.co>



support@badcomet.co



USING THIS EXPANSION

To play this expansion, you will need a copy of Wondrous Creatures. In this expansion, the Map changes continuously through Winterfall Events and Aurora Events. A new Spirit species is introduced, creating even more interaction with the Map, and new Projects grant players extra points at the end of the game. You'll also find new Creature Cards, Captain Boards, and Achievement Cards to expand your play experience.

NOTE Winterfall adds complexity to Wondrous Creatures. You may combine it with other expansions, though it is not recommended for your first play.

CARDS



53 Creature Cards



11 Achievement Cards
7 Main, 2 Single-Species, 2
Multi-Species Achievement Cards



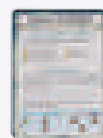
6 Winterfall
Prelude Cards



12 Winterfall Cards



12 Winterfall
Tincture Cards
(Solo mode)



1 Solo Mode
Player Aid

BOARDS AND OTHERS



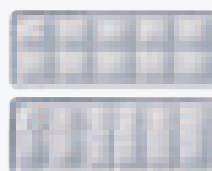
1 Winterfall Board



1 Project Board



6 Captain Boards



2 Component Trays



1 Card Tray
(Storage Only)

TOKENS



4 Winterfall Time Tracks
(1-2 Players) 2 pcs
(3-4 Players) 2 pcs



2 Habitat Tiles



6 Wild Habitat Tiles



8 Mountain Tiles
6 Unmarked Mountain Tiles,
2 Marked Mountain Tiles



18 Aurora Tiles



11 Cardboard
Spirit Eggs

WOODEN COMPONENTS



18 Blizzards



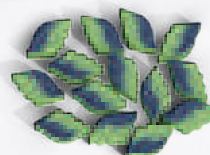
25 Snowflakes



6 Big Snowflakes



8 Species Tokens



14 Aurora Tokens



11 Wooden Spirit Eggs



Aquilo



Freya



Kaashif



Olwen



Robin



Zuri

6 Captains All magnetic meeples



The Creature Cards, Achievement Cards, and Captain Boards included in this Expansion are marked with this icon.

II. GAME SETUP

BEFORE SETUP

- 1 Use the two included Component Trays as follows:

8 Species Tokens	6 Unmarked Mountain Tiles	18 Blizzards	6 Big Snowflakes	11 Crustacean Eggs	11 Mammal Eggs	11 Bird Eggs	11 Reptile Eggs	20 Energies
6 Wild Habitat Tiles	2 Marked Mountain Tiles	14 Aurora Tokens	25 Snowflakes	11 Fish Eggs	12 Insect Eggs	11 Dragon Eggs	11 Spirit Eggs	12 Butterfly Nets

NOTE This expansion includes 11 Cardboard Spirit Eggs and 11 Wooden Spirit Eggs. Choose either the 11 Cardboard or 11 Wooden Spirit Eggs to match your Base Game components. Return the unused set to the game box.

NOTE The included Card Tray is designed specifically for storing your cards inside the game box. It is not used during gameplay.

- 2 Return the following Base Game components **NOT USED in the Winterfall Expansion** to the game box.

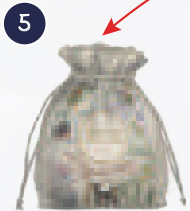
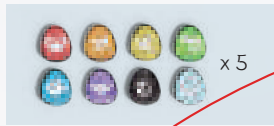
- 1 Base Game Supply Board
- 2 Base Game Time Tracks (4P)
- 16 Base Game Main Achievement Cards (excluding 01, 02, and 03)
- 12 Base Game Tingt Cards

1 Supply Board	2 Time Tracks (4P)	16 Achievement Cards (Excluding 01, 02, and 03)	12 Tingt Cards (Solo mode)

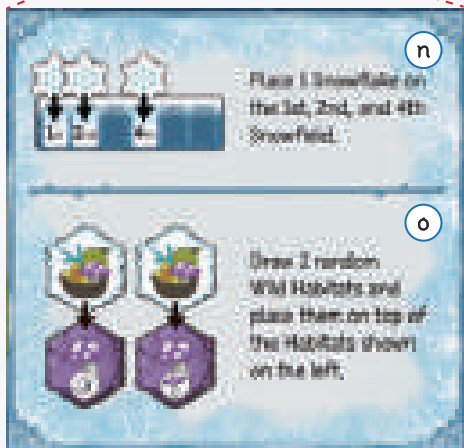
STORAGE TIP

Due to the large volume of components in the Winterfall expansion, they may not all fit inside the base game box. To ensure all components are stored safely, we recommend keeping the base game and expansion components in their respective boxes.

3-Player Setup Example



Snowfield



To set up a game with the Winterfall expansion, follow the steps below. When you see **Refer to Base Game**, briefly switch to the Base Game rulebook for those specific steps, then return here.

GENERAL SETUP

- 1 Place the **Main Board** with the side that corresponds to the number of players, face-up, in the center of the table.
- 2 Place the **Project Board**, with the side that corresponds to the number of players, face-up, below the Main Board.
- 3 Place the **Winterfall Board** above the Main Board and set it up as follows:
 - a **Creature Card Deck**: Shuffle all Creature Cards from this expansion with those from the Base Game and place them face-down.
 - b **Wilderness**: Draw 6 cards from the Creature Card deck and place them face-up.
 - c **Winterfall Deck**: Shuffle all Winterfall Cards and place them face-down.
 - d **Aurora Tile Stack**: Shuffle all Aurora Tiles and place them face-down.
- 4 Place the **2 Component Trays** (see page 5) above the Winterfall Board to use as the **Supply**.
- 5 Place a total of 40 Eggs, 5 of each 8 species, into the **Egg Pouch** and mix well.

NOTE After putting the Eggs from the Supply into the pouch, the Supply will have 6 Eggs of each type remaining (7 for Insect).
- 6 Place the **2 Winterfall Time Track pieces** that correspond to the number of players, covering the existing Time Track on the Main Board.

NOTE There are a total of 4 Winterfall Time Track pieces from this expansion. Two are for 1-2 players, and the remaining two have a front side for 3 players and a back side for 4 players. Return the 2 unused Winterfall Time Track pieces to the game box.
- 7 Set up the **Habitat Tiles** on the Main Board.
 - e **Habitat Tile Stack**: Shuffle the 2 Habitat Tiles from this expansion with those from the Base Game and place them face-down.
 - f **Habitat Tile Pool**: Draw 3 Tiles from the Habitat Tile Stack and place them face-up.
- 8 Skip this step for 1-3 players. For 4 players, set up the additional components as follows:
 - g Draw 1 Habitat Tile from the Habitat Tile Stack and place it face-up on the  icon on the Map.
 - h Randomly draw 2 Eggs from the Egg Pouch and place 1 on each of the 2  icons on the Map.

- 9 **Refer to the Base Game** Follow steps 8 through 11 on page 5 of the Base Game rulebook.
- 10 Place 7 **Achievement Cards** with the side that corresponds to the number of players, face-up, on the Main Board as follows:
 - i **Main Achievements** (brown-bordered): Shuffle all Main Achievement Cards from this expansion and 3 Main Achievement Cards (01, 02, 03) from the Base Game and randomly place one in each of the 3 brown spaces.
 - j **Single-Species Achievements** (turquoise-bordered): Place the 2 Single-Species Achievement Cards from this expansion in the turquoise spaces.

NOTE Unlike in the Base Game, the Single/Multi Species Achievement Cards in this expansion have blank species icons, but they function in the same way as in the Base Game.
 - k **Multi-Species Achievements** (yellow-bordered): Place the 2 Multi-Species Achievement Cards from this expansion in the yellow spaces. Aside from the 7 Achievement Cards placed on the board through steps i to k, all remaining Achievement Cards will not be used and are to be returned to the game box.
- 11 Shuffle the 8 **Species Tokens**, and randomly place them face-up as follows:
 - Place 1 Species Token on each of the 2 Single-Species Achievement Cards j.
 - Place 2 Species Tokens on each of the 2 Multi-Species Achievement Cards k.
 - Place 1 Species Token on the first Project l and 1 token on the second Project m on the Project Board.
- 12 Shuffle all **Winterfall Prelude Cards** and draw one at random. Return the remaining cards to the game box, as they will not be used this game. Set up according to the instructions on the drawn Prelude Card:
 - n **Snowfield**: Place 1 Snowflake on each Snowfield indicated by the Prelude Card (see page 12 for details on Snowfield).
 - o **Wild Habitat Tiles**: Shuffle all Wild Habitat Tiles and randomly draw 2 of them. Place these face-up on the Habitats on the Map as indicated by the Prelude Card. Return the remaining Wild Habitat Tiles to the Supply.
 - p **Winterfall Discard Pile**: After applying the Prelude Card, discard it face-up.

NOTE Applying a Winterfall Prelude Card adds a total of 3 Snowflakes to the Snowfield and places 2 Wild Habitat Tiles on the Map.

PLAYER SETUP

- 13 **Refer to the Base Game** Follow steps 13 through 19 on page 6 of the Base Game rulebook, with the following exception:
 - During step 14 of the Base Game setup, shuffle all Captain Boards from this expansion with those from the Base Game.

Now, we are ready to begin!

III. GAMEPLAY

WILD HABITATS

During game setup, 2 Wild Habitats are placed on the Map through the Winterfall Prelude Card (see page 7).



- A Wild Habitat is a type of Habitat.
- When you place a Crew member adjacent to a Wild Habitat, gain any 1 resource (Fruit, Coral, Flower, or Mushroom) OR take any 1 Creature Card from the Wilderness.
- Wild Habitats also have Special Effect Icons and function in the same way as other Special Effect Icons.

WINTERFALL TIME TRACK AND EVENTS

The Winterfall Time Track introduces Winterfall Events and Aurora Events, all of which can alter the Map either temporarily or permanently.



Winterfall Event

Aurora Event

Winterfall Event

- 1 Winterfall Event:** When the Time Tracker reaches this space, apply one Winterfall Card to alter the Map (see page 9).
- 2 Aurora Event:** When the Time Tracker reaches this space, an Aurora occurs, altering the Map (see page 10).

! Recharge Action Steps

When performing a Recharge Action, follow these steps:

- 1 Retrieve Crew:** Take all 3 Crew members from the Map.
- 2 Advance the Time Tracker** one space to the right on the Time Track.
 - If there is a Time Token on the advanced space, check the token and place Eggs on the Map.
 - Immediately perform the effect of the icon(s) on the advanced space.



Gain 1 Net



Full Sweep

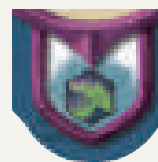


Remove 1 Trophy from the Main Board.

- If there is an event icon at the bottom of the advanced space, it is immediately activated.



Winterfall Event



Aurora Event

TIP Apply icons on the Time Track from top to bottom in the order they appear.



- 3 Discard Creature Cards** that exceed the hand limit of 5 cards.
- 4 Activate all Recharge Cards** in your reserve in your preferred order.

NOTE During a Winterfall or Aurora Event, the game remains in the turn of the player currently performing the Recharge Action. Only that player may use their Energy as a Free Action restricted to "your turn." Other players cannot use their Energy during these Events.

WINTERFALL EVENT

When a Winterfall Event occurs on the Winterfall Time Track, follow the steps below to activate a Winterfall Card:

- 1 Draw a Winterfall Card:** Draw one card from the Winterfall deck.
- 2 Check the Symbol:** Compare the symbol in the top-left corner of the drawn card with the symbol on the top card of the Winterfall Discard Pile. If the symbols are the same, discard the drawn card and continue revealing cards from the Winterfall Card Deck until a card with a different symbol is revealed.
- 3 Apply Effects:** Apply the card's effects in order from top to bottom. Effects are divided into two types:

Instructional Effect

- Shown with a white background.
- Perform the effect indicated only once.

Sequential Effect

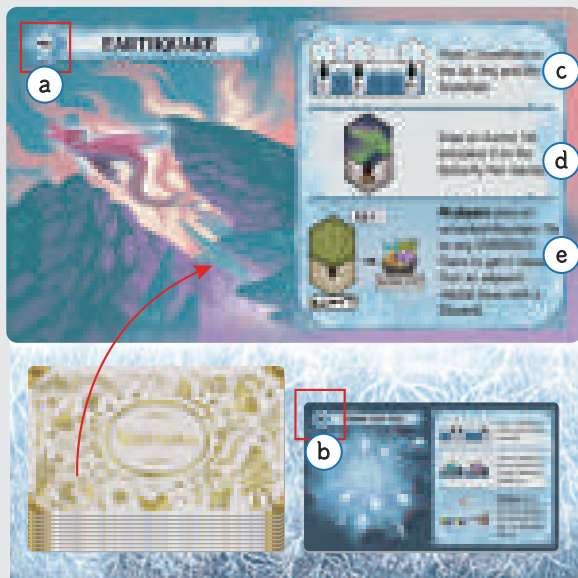


- Shown with a blue background and the icon above.
- Starting with the player currently performing the Recharge Action, all players, in clockwise order, carry out the effect.

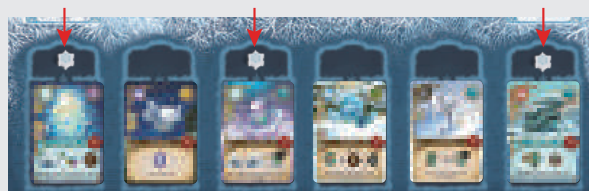
NOTE For more on each effect, see pages 20–21.

- 4 Discard the Card:** Place the used Winterfall Card face up on the Winterfall Discard Pile.

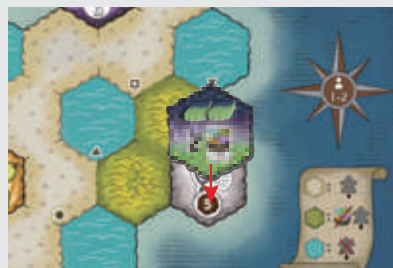
E.g., You perform a Recharge Action and advance the Time Tracker one space, triggering a Winterfall Event. You draw a card from the Winterfall Deck. Since its symbol **a** does not match the symbol **b** on the top card of the Winterfall Discard Pile, you apply the effects of the drawn card in order from top to bottom:



Following the Instructional Effect **c**, place one Snowflake on the 1st, 3rd, and 6th Snowfields. (For Snowflake and Snowfield, see page 12.)



Following the Instructional Effect **d**, draw one Aurora Tile from the Aurora Tile Stack, place it on the Butterfly Net Habitat on the Map, and fill the Aurora Token slots on the tile. (For Aurora Tile placement, see page 10.)



Apply the Sequential Effect **e**. Starting with you, the player performing the Recharge Action, place an unmarked Mountain Tile on any unmarked Plains on the Map and collect a resource from an adjacent Habitat. You place a Mountain Tile on **f** and receive a Fruit from one of the two adjacent Habitats.



After you place the Mountain Tile, clockwise, the next player places an unmarked Mountain Tile on any remaining unmarked Plains and collects a resource in the same way. Once all players have placed Mountain Tiles and collected resources, the Winterfall Event ends. Place the used Winterfall Card face up on the Winterfall Discard Pile.

Due to this Winterfall Card, 3 Snowflakes appear in the Snowfield, the Butterfly Net Habitat becomes an Aurora, and Plains are transformed into Mountains. Winterfall Cards actively alter both the Map and the Wilderness in this way.

STORY The fierce winter weather makes the island impossible to foresee.

AURORA EVENT

When an Aurora Event occurs, **each player** places one Aurora Tile on the Map in clockwise order, beginning with the player performing the Recharge Action, following these steps:

- 1 Draw two Aurora Tiles from the Aurora Tile stack.



NOTE In the rare case that the Aurora Tile stack is empty, shuffle the Aurora Discard Pile to form a new stack.

- 2 Choose one Aurora Tile to place on the Map, and discard the other tile face-up on the Aurora Discard Pile.
- 3 Place the chosen tile face up on the Map following these rules:

! Aurora Tile Placement Rules

- Aurora Tiles can be placed on any Habitat except for the Butterfly Net Habitat. They may also be placed on the Habitat Tiles placed via Discovery.



NOTE As an exception, a Winterfall Card may allow you to place an Aurora Tile on a Butterfly Net Habitat.

- Only 1 Aurora Tile can be placed on a Habitat. You cannot place an Aurora on a Habitat that already has an Aurora Tile.

NOTE As an exception, if a Winterfall Card instructs you to place an Aurora on a Wild Habitat or Butterfly Net Habitat that already has an Aurora, remove the existing tile and token(s), then place the new Aurora Tile.

- If there is already a Blizzard on the chosen Habitat, remove it before placing the Aurora Tile (see page 13 for Blizzard).

- 4 After placing the Aurora Tile on the Map, gain a resource from the covered Habitat.

NOTE You cannot gain a card from the covered Habitat.

NOTE If you cover a Wild Habitat, gain 1 resource of your choice. You cannot take a card.

- 5 Fill the available token slots on the Aurora Tile with Aurora Tokens.

Aurora Token slots
Depending on the Aurora Tile, it may have 1 or 2 token slots.



E.g., You perform a Recharge Action, triggering an Aurora Event. Starting with you, the player performing the Recharge Action, draw two Aurora Tiles, choose (a) to place, and discard the other (b).



You choose to place tile (a) on Habitat (c) and gain 1 Mushroom.



Following the designated token slots on the tile, you place two Aurora Tokens.

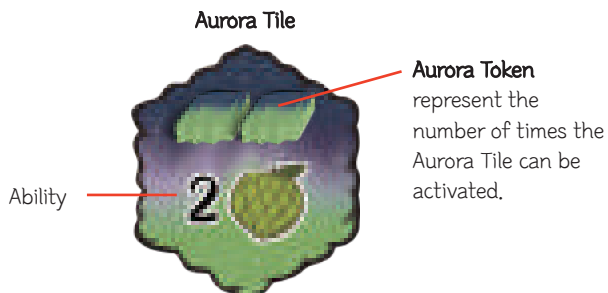


After you place your Aurora Tile, the next player clockwise places their chosen tile on the Map. Once all players have placed their Aurora Tiles, collected resources, and added Aurora Tokens, the Aurora Event ends.



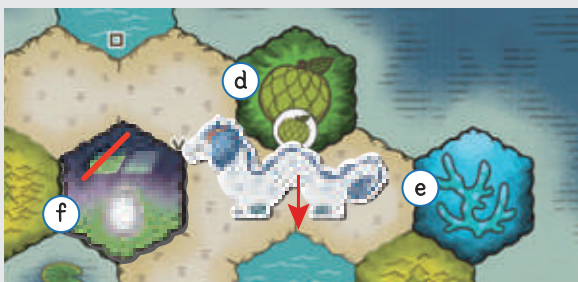
AURORA

Aurora tiles grant powerful abilities when you place a Crew member adjacent to them. Each tile can only be activated a limited number of times; once all tokens are spent, the tile is removed from the Map.



- 1 When you place a Crew member adjacent to an Aurora Tile, you activate its ability by removing 1 Aurora Token. Return the removed token to the Supply.
- 2 If the last Aurora Token is removed from an Aurora Tile, discard the tile face-up on the Aurora Discard Pile.
 - The Crew member placed to activate the Aurora Tile, causing it to be discarded, cannot gain a resource or card from the revealed Habitat. However, you may still use a Butterfly Net to activate the Special Effect Icon of the revealed Habitat.

E.g., you place your Crew adjacent to two Habitats and one Aurora Tile. First, you choose to gain 1 Creature Card from the Fruit Habitat (d) and gain 1 Coral from the Coral Habitat (e). Then, you activate the Aurora Tile (f) by removing 1 Aurora Token to gain 1 Egg of your choice from the Supply.



Since you remove the last token, discard Aurora Tile (f) to the Discard Pile. You cannot gain a resource or card from the revealed Habitat (g) during this action. However, you may use a Butterfly Net to activate its Special Effect Icon.



! Aurora Activation Rules

- 1 When you place a Crew member, you may choose the order in which you activate each adjacent Habitat and Aurora Tile.
- 2 When you place a Crew member, an adjacent Aurora Tile must be activated, subject to the following exceptions:
 - A single Crew Placement can activate only one Aurora Tile. If you are adjacent to two or more Aurora Tiles, choose one tile to activate.



E.g., you place your Crew adjacent to two Aurora Tiles and one Habitat. You may activate only one Aurora Tile, either (h) or (j). If you choose to activate Aurora (j), remove 1 Aurora Token to gain 2 Mushrooms. Then, from Habitat (i), gain 1 Coral or 1 Creature Card with Coral Habitat icon. No activation occurs for Aurora Tile (h) and the token is not removed.

- If you cannot gain any benefits (VPs, resources, or cards, etc) from an adjacent Aurora Tile, you do not activate it, and no Aurora Token is removed.



E.g., placing a Crew member as shown triggers Aurora (l), which provides 2 Flowers.

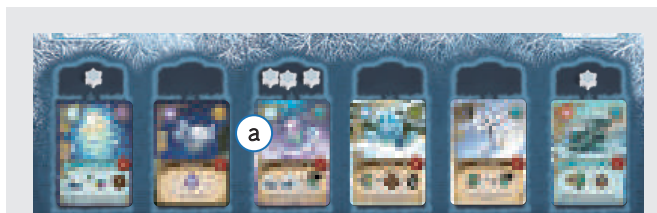
- If you gain NO benefit: If you already have the maximum of 6 Flowers, you gain no benefit. Therefore, the Aurora Tile is NOT activated, and the token is NOT removed. You only gain from Habitats (k) and (m).
 - If you gain even PARTIAL benefit: If you have 5 Flowers, you gain 1 Flower reaching the maximum and the excess is lost. Since you gained a partial benefit, the Aurora Token is removed.
- 3 Aurora Tiles are not Habitats. The effect of the Aurora Tile cannot be activated using a Butterfly Net.
 - 4 You do not gain benefits when an Aurora Tile is placed adjacent to a Crew Member ALREADY on the Map. To activate an Aurora Tile, you must perform a "Place a Crew Member" Action adjacent to an existing Aurora Tile.

SNOWFIELD

Snowfields are the slots located above the Creature Cards in the Wilderness. Each Snowfield corresponds 1:1 to a card slot. As the game progresses, Snowflakes accumulate on these Snowfields.



- When a player takes a Creature Card from the Wilderness, they also take all Snowflakes on the Snowfield directly above that card and place them onto their Player Board.



E.g., if you gain card **a**, you also take all 3 Snowflakes from that card's Snowfield.

NOTE This applies whenever you take a card from the Wilderness, regardless of the method (e.g., Basic Action, Card Ability, or Special Effect Icons).

- Snowflakes remain on their Snowfields even if the Creature Cards are replaced through a **Sweep or Full Sweep**. They continue to accumulate until a player takes the Creature Card in that slot.



SNOWFLAKE

At the end of the game, players earn VPs from Projects based on how their total Snowflakes rank among the players. (See page 14 for Projects.)

TIP Even a single Snowflake can change your Project ranking. Keep an eye on how many Snowflakes other players have.



Big Snowflake

- A Big Snowflake is worth 5 Snowflakes.
- If the Supply runs low on Snowflakes during the game, you may exchange 5 Snowflakes for 1 Big Snowflake from the Supply.

STORY In the relentless winter climate, snow continuously falls upon the Wilderness where creatures reside. This magical snow, filled with mysterious energy, is important for your ongoing projects.

! Snowflake Placement Rules

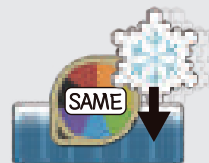
- There is no limit to the number of Snowflakes that can be placed on a single Snowfield.
- The placement location is determined by an effect's instructions, often targeting Snowfields based on the icons of the corresponding Creature Cards.



NOTE Snowflakes can be placed on Snowfields through the effects of Winterfall Cards, Winterfall Prelude Cards, Captain abilities or Creature Card abilities.

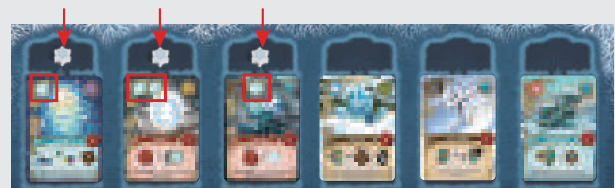


E.g., for the effect on the left, place 1 Snowflake on each Snowfield that corresponds to a Creature Card in the Wilderness with a Coral Habitat Icon.

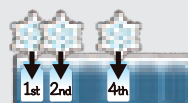


E.g., for the effect on the left, choose 1 species and place 1 Snowflake on each Snowfield that corresponds to a Creature Card with that species icon(s) in the Wilderness. If you choose the Spirit species, place 1

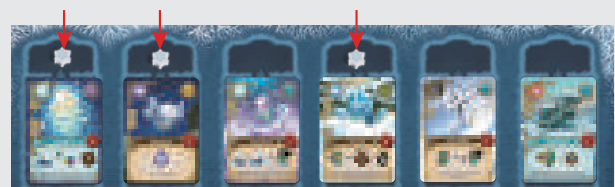
Snowflake on each Snowfield that has a Creature Card with the Spirit icon(s) in the Wilderness.



NOTE A card with multiple species icons counts as the chosen species as long as it contains the matching icon. Even if a card has multiple matching icons, place only 1 Snowflake on it.



E.g., for the effect on the left, place 1 Snowflake on the 1st, 2nd, and 4th Snowfield.

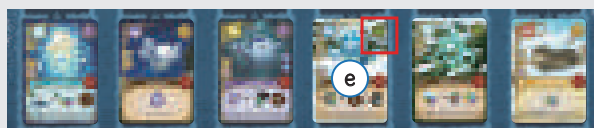


BLIZZARD

A Blizzard temporarily restricts a Habitat. While a Blizzard is present, you **cannot** gain a resource from that Habitat; you may **only** gain a Creature Card.



- **When you place a Crew member** adjacent to one or more Habitats with a Blizzard, you must remove those Blizzards and return them to the Supply. For each Blizzard removed, take a Creature Card matching that Habitat Icon from the Wilderness. You cannot choose to gain a resource instead.
- If you remove a Blizzard from a Wild Habitat, you may take any Creature Card from the Wilderness.
- If no matching Creature Card is available in the Wilderness, the Blizzard is still removed, but you gain nothing (neither a card nor a resource).
- A Habitat's Special Effect Icon can still be used while a Blizzard is present; however, using the icon does not remove the Blizzard.



E.g., you place a Crew member as shown. Habitats (b) and (d) each have a Blizzard, so you cannot gain resources and may only take Creature Cards from them. First, you remove the Blizzard from Habitat (b) and gain Creature Card (e) with the corresponding Fruit Habitat icon. Next, you remove the Blizzard from Habitat (d), but since there are no Creature Cards with the Coral Habitat icon available in the Wilderness, you gain nothing from Habitat (d). Finally, from Habitat (c), you choose to gain a Coral.

! Blizzard Placement Rules

- Blizzards can be placed on any Habitat except for the Butterfly Net Habitat. They may also be placed on the Habitat Tiles placed via Discovery.
- Each Habitat can hold a maximum of one Blizzard.



NOTE Blizzards cannot be placed on Aurora Tiles.

MOUNTAIN TILE

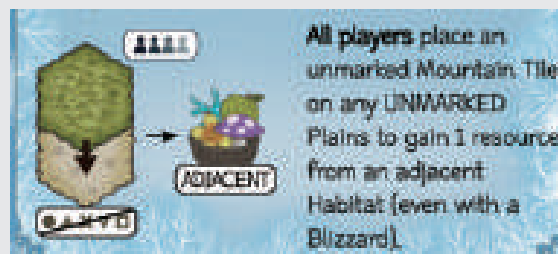
Mountain Tiles may be placed on the Map through the effects of Winterfall Cards. They function as standard Mountains: placing a Crew member on a Mountain(s) requires you to pay any 1 resource. (See page 10 of the Base Game Rulebook).



! Mountain Tile Placement Rules

- Mountain Tiles can only be placed on Plains. They cannot be placed on Mountains, Lakes, Aurora Tiles, or Habitats.
- Mountain Tiles can be placed on Plains that already have a Crew or Egg. Simply place the Mountain Tile underneath the Crew or Egg. That Crew does not need to spend a resource, and no player gains the Egg by placing the Mountain Tile.

NOTE Pay close attention to tile markings. Winterfall Cards always instruct you to match the markings on a Mountain Tile to the Plains: place Unmarked Mountain Tiles on Unmarked Plains and Marked Mountain Tiles on the corresponding Marked Plains.



E.g., following the Winterfall card's effect, you choose to place an Unmarked Mountain Tile on hex (f). Even though a Crew is already on (f), you simply place the tile underneath it. Then, gain 1 Coral from one of the two adjacent Habitats.



NOTE When directed by a Winterfall Card to place a Mountain Tile, you may gain a resource from an adjacent Habitat even if it contains a Blizzard. Note that this action does not remove the Blizzard from the Habitat.

NOTE As stated in the Base Game Rulebook (page 10), when the only available space(s) for your Crew are Mountain hex(es), and you do not possess any 1 resource to cover the cost, you may place your Crew on the Mountain(s) without paying the cost.

NEW SPECIES, SPIRITS

The Winterfall Expansion adds the Spirit species, bringing the total number of species from 7 to 8.

STORY As the long-lasting winter begins on Starbeak Island, Spirits appear. They are a mysterious species that primarily manipulate Snowflakes and Blizzards.



Crustacean Mammal Bird Reptile Fish Insect Dragon Spirit

DISCOVER



"Discover" is a new keyword that allows you to filter the deck for specific cards.

- When you Discover, you search for a card that matches a specific condition (such as a specific Icon or Card Type). Reveal cards from the top of the Creature Card Deck one by one until you find a card that matches the condition. Add that card to your hand, and place all other revealed cards face-up into the Discard Pile.

NOTE Cards revealed and moved to the hand or the discard pile as a result of Discover are not considered drawn or discarded. Therefore, they do not trigger abilities of cards such as #076 Fishorse or #106 Draksid.

- You must take the first card that meets the condition.
- If the deck is depleted before a matching card is found, shuffle the Discard Pile to form a new deck and continue revealing cards. In the rare case that neither the deck nor the Discard Pile contains a matching card, the Discover action has no effect.

NOTE You can Discover through Captain abilities, Creature Card abilities, or Special Effect Icons.



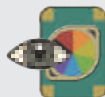
Discover an End Card from the Creature Card Deck.



Discover an Energy Card from the Creature Card Deck.



Declare a Habitat Icon of your choice and Discover a Creature Card with that Habitat Icon from the Creature Card Deck.



Declare a species icon of your choice and Discover a Creature Card with the species icon from the Creature Card Deck.

NOTE A card with multiple species icons counts as the chosen species as long as it contains the matching icon.

PROJECTS

At the end of the game, carry out the 3 Projects sequentially from left to right. Players are ranked according to the number of matching icons they possess for each Project. Higher ranks award more points.



- For Projects that require specific species icons ((a) and (b)), you must **include Hatched Eggs** in your total count.

NOTE Hatched Eggs are counted for Projects, but they do NOT count towards any Achievement Cards.

The grayscale icon behind the Species Token indicates that Hatched Eggs of that species are counted.



Project



Achievement

E.g., for Project (a), each player counts the number of Bird Icons they have. This includes all Bird Icons on cards, Hatched Bird Eggs and Unhatched Bird Eggs. Player A has 8 Bird Icons, Player B has 5, Player C has 4, and Player D has 1. The player with the most Bird Icons, A, scores 8 VPs, B scores 5 VPs, C scores 3 VPs, and D scores 0 VPs.

- In the case of a tie, **all tied players** receive the points for the next lower rank. Each tie group causes all players ranked below that group to shift down one rank.
- Players who have none of the required icons for a Project score no points, regardless of rank.

E.g., for Project (c), which counts Snowflakes, Player A and Player B each have 6 Snowflakes, Player C has 5, and Player D has 4. The tied first-place players, A and B, each receive 5 VPs (the 2nd-place reward). Player C earns 3 VPs (the 3rd-place reward), and Player D scores 0 VPs (the 4th-place reward).

WINTERFALL SCORE CALCULATIONS

Score Calculation is identical to the Base Game, except that players carry out the 3 Projects first. Once the game is over, scores are calculated in the following order:

- 3 Project Scores
- End Card Scores in your reserve.
- Ending Scores of all Creature Cards in your reserve.
- Ending Scores of all your completed Achievement Slots.
- 3 VPs per Trophy.
- 1 VP for every 4 resources and/or Butterfly Nets.

IV. SOLO MODE



Winter has descended upon Starbeak Island. Yet, the cold stops for no one—especially not Tingtent. Remaining deployed by the Society of the Western Kingdoms, it has adapted to the harsh freeze with renewed determination. Survive the biting cold and its relentless pursuit to face the ultimate test: the most formidable Tingtent yet, now at nightmare difficulty!

GAME SETUP CHANGES

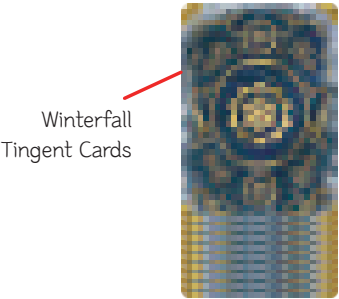
Set up a 2-player game following the Winterfall Setup on pages 5–7, with the following exceptions:

- 1 Place **8 Trophies** on the Main Board, instead of 10.
- 2 Select your **Captain Board** from all available boards in both the Base Game and this expansion.
- 3 Select the Tingtent level you would like to challenge from the 5 available difficulty levels. Take the corresponding **Tingtent Board** and place it nearby.

LEVEL	Lazy Tingtent	Easygoing Tingtent	Wild Tingtent	Terrifying Tingtent	Nightmare Tingtent
DIFFICULTY	☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆☆

NOTE Nightmare Tingtent, a new higher difficulty level, has been added. As with the Base Game, there are two identical Tingtent Boards on the back of the Captain Boards. Therefore, regardless of which Captain Board you choose, you will be able to play Tingtent Boards of all levels.

- 4 Shuffle all **Winterfall Tingtent Cards** and place them face-down next to the chosen Tingtent Board.



- 5 **Refer to the Base Game** Follow steps 5 through 7 on page 22 of the Base Game rulebook.
- 6 Place the **Solo Mode Player Aid** nearby for easy reference.

You become the First Player and start the game!

GAMEPLAY

All solo rules (see pages 23–25 of the Base Game rulebook) apply, along with all new expansion rules for 2-player games.

NEW TINGTENT CARD ICONS

Take 1 card from the Wilderness (Face-up)

Tingtent takes a card with the same species icon as the Achievement with a Target Token in the corresponding color. If the chosen card has Snowflakes in its Snowfield, Tingtent takes them as well. Place the card FACE-UP and place the Snowflakes in the Tingtent Area.



- If multiple cards in the Wilderness meet the condition:
 - Step 1: Among those options, take the card with **more Snowflakes** in the Snowfield.
 - Step 2: If still tied, among those options, take the card with the **higher Ending Score**.
 - Step 3: If still tied, among those options, take the **leftmost** card.
- If no cards meet the conditions, Tingtent draws 1 card from the Creature Card Deck and places it FACE-DOWN.

Obtain a Snowflake

Tingtent takes 1 Snowflake from the Supply and places it in the Tingtent area.

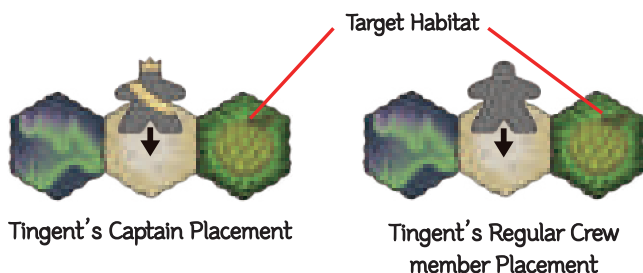


NOTE Tingtent does not acquire resources, Nets or Energies. However, Tingtent does acquire Snowflakes and competes with the player to gain points through Projects.



Crew (Captain and Regular Crew member) Placement

Tingent's placement follows the same rules as the Base Game, with a new priority: if there are Aurora Tiles on the Map, Tingent will prioritize placement adjacent to the most Aurora Tiles. In addition to scoring from adjacent Target Habitats, Tingent now scores points from adjacent Blizzards and Auroras. Follow the steps below in order:



- 1 Place Tingent's Crew on the Map where it can be adjacent to the **most Aurora Tiles**.

NOTE Even if no Target Habitats are adjacent, Tingent will prioritize the location adjacent to the most Aurora Tiles.

! Tie-breakers or If No Aurora Tiles are on the Map

- Step 1: If there are multiple locations tied for the most adjacent Aurora Tiles, among those options, choose the location that is also adjacent to **more Target Habitats**. If there are no Aurora Tiles on the Map, choose the location adjacent to the most Target Habitats across the entire Map.
 - A Target Habitat remains valid even if it is occupied by a **Blizzard**.
 - **Wild Habitats** represent all habitat types, so they always count as valid Target Habitats.
- Step 2: If still tied, among those options, choose the location adjacent to **more total Habitats**.
- Step 3: If still tied, among those options, choose the location adjacent to **more Special Effect Icons**.
- Step 4: If still tied, among those options, choose the location adjacent to **more Eggs**.

NOTE Placing a Crew on a hex with an Egg counts as being "adjacent" to an Egg.
- Step 5: If still tied, among those options, choose whichever location you prefer.

- 2 If this placement is adjacent to any **Target Habitats**, Tingent gains 1 VP per adjacent Target Habitat.
- 3 If this placement is adjacent to any Habitats with a **Blizzard**, remove all adjacent Blizzards. Tingent gains VPs for each removed Blizzard based on its level:

LEVEL	Lazy Tingent	Easygoing Tingent	Wild Tingent	Terrifying Tingent	Nightmare Tingent
	1 VP			2 VPs	

NOTE Tingent only scores VPs for removing Blizzards when it is placed adjacent to them. It does not gain VPs for removing Blizzards while placing an Aurora Tile on the Map.

- 4 If this placement is adjacent to any **Aurora Tiles**, Tingent removes 1 Aurora Token from the tile. The tile is not activated; instead, Tingent gains VPs based on its level:

LEVEL	Lazy Tingent	Easygoing Tingent	Wild Tingent	Terrifying Tingent	Nightmare Tingent
	3 VPs		5 VPs		6 VPs

- When Tingent is adjacent to **multiple Aurora Tiles**, it removes only 1 Aurora Token from a single tile, just like a player. Use the following priority to determine which tile:
 - Step 1: Remove the Aurora Token from the tile with **more token slots**.

NOTE Compare the number of Aurora token slots, not the number of tokens on the tile.
 - Step 2: If tied, among those options, remove the Aurora Token from the **leftmost** tile.
 - Step 3: If still tied, among those options, remove the Aurora Token from the **topmost** tile.
- If the last Aurora Token is removed from an Aurora Tile, remove the tile from the Map and place it in the Aurora Discard Pile.

NOTE Even if removing an Aurora Tile reveals a Target Habitat, Tingent does not gain 1 VP for that Target Habitat.



E.g., on the Map, there are multiple locations tied for the most adjacent Aurora Tiles.

First, among the locations with the most adjacent Aurora Tiles, options (a), (b), and (c) are also adjacent to the most Target Habitats (each next to 2 Target Habitats). Then, among these, (a) and (b) are tied for the greatest total number of adjacent Habitats.

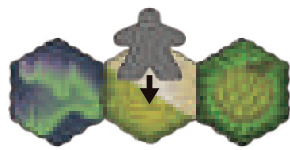
Finally, between them, (b) is adjacent to more Special Effect Icons, so Tingent moves to (b).

Since (b) is adjacent to 2 Target Habitats, Tingent scores 2 VPs. Tingent removes 1 Aurora Token from the adjacent Aurora Tile and scores 3 VPs based on its level (Easygoing). Because the last Aurora Token was removed, the Aurora Tile is discarded to the Aurora Discard Pile.

Advanced Crew (Captain and Regular Crew member) Placement



Advanced Tingt's Captain
Placement



Advanced Tingt's Regular
Crew member Placement

Once the Tingt card is flipped to its **brown side**, Tingt may now enter **Mountain hexes**. Follow the Crew Placement rules (see the previous page), with the following addition:

- If the placement priority determines that a Mountain hex(es) is the optimal location, place Tingt's Crew on Mountain hex(es).
- Tingt does not pay any resources to place its Crew on a Mountain Hex(es).

NOTE Following the Tingt Crew Placement Rules (see page 24 of the Base Game rulebook), Tingt's Crew cannot be placed on the Mountains until the Tingt Cards are flipped to the Brown side.



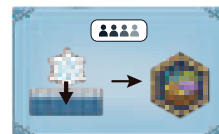
E.g., on the Map, there are multiple locations tied for the most adjacent Aurora Tiles. Among them, Tingt chooses **(d)** because it is adjacent to the most Target Habitats. Although location **(d)** is Mountain hexes, Tingt may be placed there without paying any resources because the Tingt Tracker is on a Brown Gear Space. Since it is adjacent to 1 Target Habitat, Tingt scores 1 VP. Also, the two adjacent Blizzards are removed. Based on its level (Wild), Tingt scores 2 VPs per Blizzard, gaining 4 VPs (2 VPs x 2). Finally, Tingt removes 1 Aurora Token from the adjacent Aurora Tile and scores 5 VPs based on its level (Wild). In total, Tingt gains 10 VPs from this single placement.

WINTERFALL EVENT

When resolving the Sequential Effect of a Winterfall Card, Tingt applies the effect as follows:

Place a Snowflake

Tingt places a Snowflake on a Snowfield with a Target Species Icon. It does not gain any resources from this effect. The Target Species Icon is determined by the following priority:

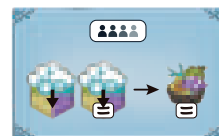


- Step 1: The species icon indicated on the Single-Species Achievement with the Turquoise Target Token.
- Step 2: If no cards in the Wilderness have that species icon, the two species icons on the Multi-Species Achievement with the Yellow Target Token become the Target Species Icons.
- **Tie-breakers or if none exist:**
 - Step 1: If there are multiple Snowfields with Target Species Icons, among those options, choose the Snowfield with the **most Snowflakes**. If no Snowfields have Target Species Icons, choose the Snowfield with the most Snowflakes across all Snowfields.
 - Step 2: If still tied, among those options, choose the Snowfield corresponding to the card with the **highest Ending Score**.
 - Step 3: If still tied, among those options, choose the **leftmost** Snowfield.



Place Blizzards

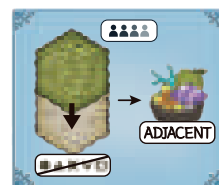
Instead of placing Blizzards on 2 Habitats of the same type, Tingt places a total of 2 Blizzards on the Map following the priority below. It does not gain any resources from this effect.



- Step 1: Place 2 Blizzards on Empty **Wild Habitats**.
- Step 2: If there are fewer than 2 empty Wild Habitats, place any remaining Blizzard(s) on empty **Habitat(s) with a Special Effect Icon**.
- Step 3: If tied, among those options, place the Blizzard(s) on the empty **leftmost** Habitat(s).
- Step 4: If still tied, among those options, place the Blizzard(s) on the empty **topmost** Habitat(s).

Place a Mountain Tile

Tingt places a Mountain Tile on the Map following the priority below. It does not gain any resources from this effect.



- Step 1: Place a Mountain Tile on an Unmarked Plain Hex **adjacent to a Wild Habitat**.
- Step 2: If multiple Hexes satisfy Step 1, among those options, place it on the Hex that is adjacent to **the most Habitats**. If no Hex satisfies Step 1, place it on the Unmarked Plain Hex that is adjacent to the most Habitats across the entire Map.
- Step 3: If still tied, among those options, choose the **leftmost** Hex.
- Step 4: If still tied, among those options, choose the **topmost** Hex.

AURORA EVENT

When Tingtent places an Aurora Tile during an Aurora Event, unlike players, Tingtent draws a Aurora Tile from the Aurora Tile Stack and places it on the Map following the priority below. It does not gain a resource from this event.

- Step 1: If there is a **Wild Habitat** on the Map, place the Aurora Tile on it. If there are two Wild Habitats, place the Aurora Tile on the **leftmost** Wild Habitat.
- Step 2: If there are no Wild Habitats on the Map, place the Aurora Tile on the **leftmost** Habitat with a Special Effect Icon.
- Step 3: If tied, among those options, place the Aurora Tile on the **topmost** one.

NOTE If a Blizzard is present on the Habitat where Tingtent is placing the Aurora, remove it before placing the Aurora Tile (see page 10). In this case, Tingtent does not score any points from removing a Blizzard. It only scores when removing a Blizzard by placing its Crew on the Map (see page 16).

PROJECTS

At the end of the game, carry out the Projects just as in a 2-player game. Count the icons in the Tingtent Area as follows:

1 Counting **species icons** for Tingtent

- Count all species icons from the **face-up cards** and **Eggs** collected by Tingtent. Do not count icons on face-down cards.
- Add additional icons** to the Tingtent's total based on its difficulty level:

LEVEL	Lazy Tingtent	Easygoing Tingtent	Wild Tingtent	Terrifying Tingtent	Nightmare Tingtent
	1 icon	2 icons	3 icons		4 icons



E.g., At the end of the game, Tingtent has 5 Bird Icons collected (3 from face-up cards and 2 from Eggs). Based on its level (Wild), it gains 3 additional icons. Therefore, Tingtent's final tally for the Project is 8 Bird icons.

2 Counting **Snowflakes** for Tingtent

- Count all Snowflakes in the Tingtent Area.
- Unlike species icons, do not add any additional bonus numbers based on Tingtent's level when counting Snowflakes.

SCORE CALCULATION CHANGES

Once the game concludes, you calculate your score the same way as a multiplayer game. Tingtent's score is calculated in the following order:

- 3 Project Scores**
- Tingtent does not activate the End Cards to gain VPs.
Instead, score **5 VPs per face-up End Card** ().
- Ending Scores of all face-up cards** in the Tingtent Area.
- Ending Scores of Tingtent's completed Achievement slots.**
- 3 VPs per Trophy.**
- 1 VP per Egg** collected.
- According to the level, gain VPs for each **face-down card** collected:

LEVEL	Lazy Tingtent	Easygoing Tingtent	Wild Tingtent	Terrifying Tingtent	Nightmare Tingtent
	1 VP	2 VPs	3 VP		



[OPTIONAL] SCENARIO MODULES

If you wish, you can apply a scenario module to the basic solo mode for a more stimulating challenge.

#1. Unfair Game

Something unbelievable is afoot! As you explore the island and achieve remarkable feats, Tingtent grows envious of your accomplishments. Driven by ambition, it starts to pursue its own goals, trying to claim all the glory for itself. Its actions become faster, greedier, and increasingly devious, using cunning and underhanded methods that feel completely unfair from your perspective.

RULE CHANGES

Medium + ★★☆☆☆

Tingtent begins the game using the brown side of its Tingtent Card. Even if the marker on the Tingtent Board moves into the brown area, the card deck remains as is.

Hard + ★★☆☆☆

Rule changes specified for the "Medium" difficulty apply. Unlike in standard solo mode, Tingtent earns Trophies when it reaches the 30 VP and 50 VP marks on the Score Track. It does not earn any Trophies beyond 50 VPs.

#2. Double Trouble

Thick gray clouds and a sudden mass migration signal nature's warning. To survive the island's trials and achieve legendary feats, your expedition must prepare wisely and make critical choices.

RULE CHANGES

Hard + ★★☆☆☆

During the Winterfall Event, Draw 2 Winterfall Cards instead of 1 and apply the effects of both cards. Also, do not compare symbols; apply the effects even if the symbols match the top card of the discard pile.

#3. Eggpocalypse

Driven by relentless greed, Tingtent scours the island, leaving no Egg safe from its grasp. If left unchecked, the creatures face extinction. You must stop Tingtent's schemes and protect the island before it's too late!

SETUP/RULE CHANGES

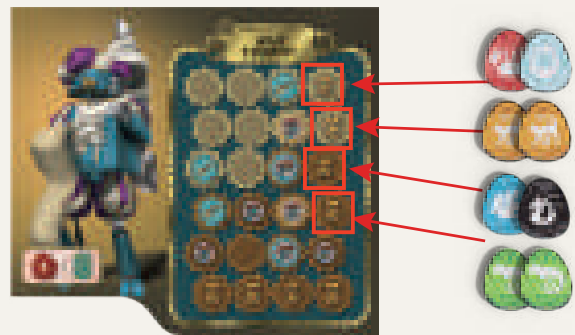
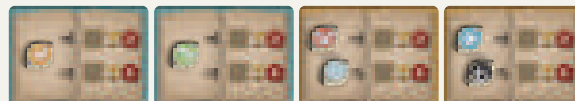
Hard + ★★☆☆☆

Take a total of 8 Eggs from the Supply and place them on the Tingtent Board as follows:

- Place 1 Egg of each species from the first Multi-Species Achievement (2 Eggs total) on the First ⌚ icon.
- Place 2 Eggs of the species from the first Single-Species Achievement on the Second ⌚ icon.
- Place 1 Egg of each species from the second Multi-Species Achievement (2 Eggs total) on the third ⌚ icon.
- Place 2 Eggs of the species from the second Single-Species Achievement on the Fourth ⌚ icon.

If there are Eggs on the space where Tingtent's Tracker moves, Tingtent collects those 2 Eggs from Tingtent Board. These Eggs function identically to those gained from the Map: they contribute toward Achievements, Projects and final scoring. Any Eggs that remain on the Tingtent Board are not considered collected by Tingtent.

E.g., If the Achievement Cards are as shown below, place 8 Eggs on the Tingtent Board as follows:



V. APPENDIX

There is no need to read all the additional information in the appendix before starting the game. Refer to the appendix when you come across unfamiliar content during gameplay. If conflicts arise between the rulebook and the information on Creature Cards/Captain Boards/Winterfall Cards, always prioritize the information on the Creature Cards/Captain Boards/Winterfall Cards.



CAPTAIN BOARDS

All descriptions of abilities below assume that you have completed at least one Achievement, unlocking the Captain ability. If the Captain ability has yet to be unlocked, you cannot use the Captain abilities.

14. Aquilo, Ice Digger

- When placing Aquilo on the Map, gain benefits based on the number of Eggs in your Egg Storage. This includes both FACE-UP and FACE-DOWN Eggs in the Egg Storage.
 - 0-4 Eggs: Draw 1 card from the Creature Card Deck.
 - 5-9 Eggs: Draw 1 card from the Creature Card Deck and gain 1 Habitat Resource of the drawn card.
 - 10-12 Eggs: Draw 1 card from the Creature Card Deck and gain 1 Habitat Resource of the drawn card. Then, immediately gain the same VP as the Ending Score of the drawn card. If the drawn card is an End Card, you gain 0 VPs, which is its Ending Score. (You do not gain the score provided by the End Card's abilities.)

15. Freya, Egg Nurturer

- When placing Freya on the Map, gain benefits based on the number of your Eggs in the Egg Storage. This includes both FACE-UP and FACE-DOWN Eggs in the Egg Storage.
 - 0-3 Eggs: Gain 1 VP immediately.
 - 4-5 Eggs: Gain 2 VPs immediately.
 - 6-8 Eggs: Gain 3 VPs immediately.
 - 9-11 Eggs: Gain 4 VPs immediately.
 - 12 Eggs: Gain 5 VPs immediately.

16. Kaashif, The Ice-Spider

- When placing Kaashif on the Map, choose a species in the Wilderness. Place 1 Snowflake on each Snowfield with the chosen species icon. Then, gain 1 VP for each Snowflake placed this way.
- You do not gain VPs from Snowflakes that were already on the Snowfields.

17. Olwen, The Merry Wayfarer

- When placing Olwen on the Map, gain benefits based on the number of Trophies in your reserve.
 - 0-2 Trophies: Choose 1 card from the Wilderness and add it to your hand.
 - 3-4 Trophies: Choose 1 card from the Wilderness and add it to your hand. Gain 1 Habitat Resource of the acquired card.
 - 5 or more Trophies: Choose 1 card from the Wilderness and add it to your hand. Gain 1 Habitat Resource of the acquired card. Additionally, gain 3 VPs immediately.

18. Robin, Snowbound Pathfinder

- When placing Robin on the Map, gain benefits based on the number of Trophies in your reserve.
 - 0-2 Trophies: Gain 1 resource matching the Habitat Icon with the highest count in your reserve. If you have two or more Habitat Icons tied for the highest count, of those, select 1 Habitat Icon.
 - 3-4 Trophies: Gain 2 resources matching the Habitat Icon with the highest count in your reserve. If you have two or more Habitat Icons tied for the highest count, of those, select 1 Habitat Icon and gain 2 resources matching the chosen Icon.
 - 5 or more Trophies: Gain 2 resources following the rules for the '3-4 Trophies' tier, then immediately gain 3 VPs.

19. Zuri, The Far-Watcher

- When Zuri's ability is unlocked, immediately take 1 Energy from the Supply and place it on the Captain Board.
- When placing Zuri on the Map, place 1 Energy on its Captain Board. There is no limit to the number of Energies that can be placed this way.
- You CANNOT restore Energies on the Captain Board.
- During the game, you may discard Energy(ies) on this Captain Board as a Free Action to activate one of the abilities below. This ability may be used once per turn.
 - Discard 1 Energy from the Captain Board to choose 1 of the 8 species and reveal cards from the Creature Card Deck until you find a card with the chosen species icon. Add that card to your hand, and place all other revealed cards in the discard pile.
 - Discard 3 Energies from the Captain Board to choose 1 of the 8 species and reveal cards from the Creature Card Deck until you find a card with the chosen species icon. Add that card to your hand, and place all other revealed cards in the discard pile. Then, play the acquired card immediately into your reserve without paying its cost. Playing a card is the result of using the Energy, so it does not consume an Action.
- A card with multiple species icons counts as the chosen species as long as it contains the matching icon.

WINTERFALL CARDS

01. Aurora Storm

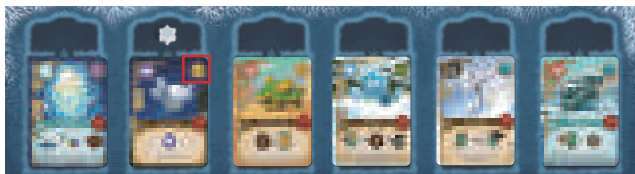
- 2nd Effect [Instructional Effect]: Place 1 Snowflake on each Snowfield whose corresponding Creature Card has a Fruit or Flower Habitat Icon.
 - E.g., In the image on the next page, the cards in the 2nd and 3rd slots have Flower icons, and the card in the 4th slot has a Fruit icon. Therefore, place Snowflakes on the 2nd, 3rd, and 4th Snowfields.



- 3rd Effect [Instructional Effect]: Reveal tiles from the Aurora Tile Stack until you find two 2-Slot tiles. Place the first tile on the left Wild Habitat, and the second tile on the right Wild Habitat. Place any revealed 1-Slot tiles in the Aurora Discard Pile. Then, fill both slots of each newly placed Aurora Tile with Aurora Tokens (2 tokens per tile).
 - In the rare case that a Wild Habitat already has an Aurora Tile, replace it with the newly drawn Aurora.

02. Cold Wave

- 2nd Effect [Instructional Effect]: Draw 1 Aurora Tile from the Aurora Tile Stack and place it face-up on a Butterfly Net Habitat. Then, fill the slot(s) of the newly placed Aurora Tile with Aurora Tokens.
 - In the rare case that a Butterfly Net Habitat already has an Aurora Tile, replace it with the newly drawn Aurora.
- 3rd Effect [Sequential Effect]: Starting with the player currently performing the Recharge Action, each player in clockwise order places 1 Snowflake on a Snowfield of their choice and gains 1 Habitat Resource from the corresponding Creature Card.
 - Players may place a Snowflake on a Snowfield that already has one, and multiple players can place Snowflakes on the same Snowfield if they wish.
 - E.g., if you place a Snowflake on the second Snowfield as shown below, you gain 1 Flower.



03. Dawn Aurora

- 2nd Effect [Instructional Effect]: Place 1 Mountain Tile on the Plains on the Map. There is only one Plains hex on the Map.
 - If a Crew or Egg is on the Plains: Place the Mountain Tile underneath the Crew or Egg. That Crew does not pay the cost to be on the Mountain for this placement and no player gains the Egg by placing the Mountain Tile.
- 3rd Effect [Instructional Effect]: Refer to #01-3rd Effect.

04. Earthquake

- 2nd Effect [Instructional Effect]: Refer to #02-2nd Effect.
- 3rd Effect [Sequential Effect]: Starting with the player performing the Recharge Action, each player in clockwise order performs the following steps:
 - Place 1 unmarked Mountain Tile on any unmarked Plains.
 - If a Crew is on the Plains: Place the Mountain Tile underneath the Crew. That Crew does not pay the cost to be on the Mountain for this placement.
 - Gain 1 resource from one of the Habitat(s) adjacent to the new Mountain Tile.
 - If an adjacent Wild Habitat is chosen, gain any 1 resource.
 - You may gain a resource from an adjacent Habitat even if it has a Blizzard. However, unlike Crew placement, the Blizzard is not removed.

05. Freezing Point

- 2nd Effect [Instructional Effect]: Draw a random Egg from the Egg Pouch and place one Egg on each empty Lake on the Map. Do not place additional Eggs on Lakes that already have an Egg.
 - In the rare case that the Egg Pouch runs out of Eggs, stop placing them immediately.
- 3rd Effect [Sequential Effect]: Refer to #02-3rd Effect.

06. Landslide

- 2nd Effect [Instructional Effect]: Refer to #01-2nd Effect.
- 3rd Effect [Sequential Effect]: Refer to #04-3rd Effect.

07. Red Aurora

- 2nd Effect [Instructional Effect]: Refer to #03-2nd Effect.
- 3rd Effect [Sequential Effect]: Refer to #01-3rd Effect.

08. Severe Snowstorm

- 2nd Effect [Instructional Effect]: Refer to #05-2nd Effect.
- 3rd Effect [Sequential Effect]: Starting with the player currently performing the Recharge Action, each player in clockwise order places 1 Blizzard on each of 2 empty Habitats of the same type and gain 1 matching resource.
 - E.g., place 1 Blizzard on each of 2 empty Fruit Habitats to gain 1 Fruit.
 - When using this effect, players must choose a Habitat type that has at least 2 empty Habitats available. If a Habitat type has only 1 empty Habitat left on the Map, it cannot be chosen unless the exception below applies.
 - [Exception] In very rare cases, the Map may be so full of Blizzards that no Habitat Type has 2 empty Habitats available: 1) If at least one empty Habitat remains on the Map: place 1 Blizzard on it and gain 1 resource of that type. 2) If there are no empty Habitats left on the Map: Place no Blizzards, but gain 1 resource of your choice.

09. Sleet

- 2nd Effect [Instructional Effect]: Refer to #02-2nd Effect.
- 3rd Effect [Sequential Effect]: Refer to #08-3rd Effect.

10. Sudden Blizzard

- 2nd Effect [Instructional Effect]: Refer to #01-2nd Effect.
- 3rd Effect [Sequential Effect]: Refer to #08-3rd Effect.

11. Tectonic Shift

- 2nd Effect [Sequential Effect]: Starting with the player performing the Recharge Action, each player in clockwise order performs the following steps:
 - Place 1 unmarked Mountain Tile on any unmarked Plains.
 - If a Crew is on the Plains: Place the Mountain Tile underneath the Crew. That Crew does not pay the cost to be on the Mountain for this placement. Skip step ii (do NOT place an Egg).
 - Draw 1 random Egg from the Egg Pouch and place it on the new Mountain Tile.
 - Gain 1 resource from 1 of the Habitat(s) adjacent to the new Mountain Tile.
 - If an adjacent Wild Habitat is chosen, gain any 1 resource.
 - You may gain a resource from an adjacent Habitat even if it has a Blizzard. However, unlike Crew placement, the Blizzard is not removed.

12. Terrifying Hail

- 2nd Effect [Instructional Effect]: Refer to #01-2nd Effect.
- 3rd Effect [Sequential Effect]: Refer to #08-3rd Effect.

CREATURE CARDS

141. Avalanchef: Gain 1 VP each time you play a non-Instant Card (Continuous, End, Energy, or Recharge) into your reserve. Since this card itself is a Continuous Card, playing it immediately triggers its own ability, gaining 1 VP.

142. Bansheer: Gain 1 VP each time you place a Snowflake or Blizzard via a Creature Card ability. Placements made by Winterfall Cards or Captain Abilities do not count. E.g., If you activate Jelluffle (#152), which places 3 Snowflakes, you gain 3 VPs through Bansheer's ability.

143. Blancoberon: When you perform a Recharge Action, place 1 Blizzard on any empty Habitat on the Map, except the Butterfly Net Habitat. Then, gain 1 corresponding resource from that Habitat. If the Blizzard is placed on a Wild Habitat, you gain any 1 resource.

144. Clouderiel: Place 1 Blizzard on any empty Habitat on the Map, except the Butterfly Net Habitat, and gain 1 corresponding resource from that Habitat. Alternatively, remove 1 Blizzard from any Habitat and gain 1 resource from that Habitat. If the Blizzard is placed on or removed from a Wild Habitat, you gain any 1 resource.

145. Cloudyne: Refer to #144.

146. Dwarffreeze: Choose one Habitat Icon in the Wilderness. Then, place 1 Snowflake on each Snowfield with the chosen Habitat Icon. If you placed 1 or 2 Snowflakes using this card, gain 1 resource matching the chosen Habitat Icon. If you placed 3 or more Snowflakes, gain 2 resources matching the chosen Habitat Icon. E.g., if you choose the Coral Habitat Icon, you place 1 Snowflake each on the 3rd, 5th, and 6th Snowfields with Coral Habitat icon. Since you placed 3 Snowflakes, you gain 2 Corals.



147. Dwarf frost: Refer to #146.

148. Frostroll: When playing this card, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to place 1 Blizzard on any empty Habitat on the Map, excluding the Butterfly Net Habitat. Then, activate the Special Effect Icon of that Habitat. If the Habitat has no Special Effect Icon, placing the Blizzard grants no additional benefit.

149. Gruagail: When playing this card, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to copy the ability of 1 Recharge Card in another player's reserve. The owner of the copied card gains 1 Snowflake from the Supply. When copying, apply the ability based on your own reserve (resources, Trophies, cards, etc.), not the copied player's. E.g., if you copy #024 Hamstore (When recharging, gain 1 Fruit, and for every 3 Trophies, gain 1 additional Fruit), calculate the bonus based on YOUR Trophies, not the other player's.

- [Solo Mode] You may copy the ability of 1 face-up Recharge Card in Tingt's area and Tingt would gain 1 Snowflake from the Supply.
- [Gargantuan Beasts Expansion] Beast Cards are not Creature Cards, so you cannot copy the abilities of other players' Beast Cards.

150. Icoblin: Gain 1 VP immediately for each Snowflake in your reserve, up to a maximum of 10 VPs. A Big Snowflake counts as 5 Snowflakes.

151. Icobold: Refer to #150.

152. Jelluffle: Choose either the leftmost 3 Snowfields or the rightmost 3 Snowfields. Place 1 Snowflake on each Snowfield in the chosen area. Then take all cards in the Wilderness slots of the unchosen area. E.g., if you placed Snowflakes on the leftmost 3 Snowfields, take all cards from the rightmost 3 slots. If you placed Snowflakes on the rightmost 3 Snowfields, take all cards from the leftmost 3 slots.

153. Ozerro: When performing a Recharge Action, place 1 Snowflake on any Snowfield. Then, gain 1 Habitat Resource of the Creature Card corresponding to that Snowfield. E.g., if you place a Snowflake on the 2nd Snowfield as shown below, gain 1 Flower.



154. Pucalanche: Place 1 Blizzard on an empty Habitat on the Map, excluding the Butterfly Net Habitat. Then, gain 1 resource from that Habitat and activate that Habitat's Special Effect Icon. If the Habitat has no Special Effect Icon, you still gain the resource, but no Special Effect is activated. If you place the Blizzard on a Wild Habitat, you gain any 1 resource and activate its Special Effect Icon.

155. Pucartica: Refer to #154.

156. Puckaet: At the end of the game, gain 1 VP for each Spirit icon in your reserve. Count all Spirit icons on cards in your reserve, including both Unhatched and Hatched Spirit Eggs in your Egg Storage.

157. Removimp: Remove up to 2 Blizzards from the Map. For each Blizzard removed, gain 1 resource from that Habitat. If you remove the Blizzard from a Wild Habitat, you gain any 1 resource.

158. Stovesel: Choose one species icon in the Wilderness. Then, place 1 Snowflake on each Snowfield with the chosen species icon. If you placed 1 or 2 Snowflakes using this card, gain 1 Egg of the chosen species. If you placed 3 or more Snowflakes, gain 2 Eggs of the chosen species. A card with multiple species icons counts as the chosen species as long as it contains the matching icon.

159. Stovvar: Refer to #158.

160. Titanorak: When playing this card, immediately take 1 Energy from the Supply and place it on this card. Discard 1 Energy from this card to copy the ability of 1 Energy Card in another player's reserve. However, you cannot copy Spirit Energy Cards (#148, #149). The owner of the copied card gains 1 Snowflake from the Supply. You can copy an Energy Card regardless of whether the copied card currently has any Energy on it. When copying, apply the ability based on your own reserve (resources, Trophies, cards, etc.), not the copied player's.

E.g., if you copy #029 Pheoxi (Discard 1 Energy above to activate 1 Recharge Card in your reserve), you activate 1 Recharge Card in YOUR reserve, not in the other player's reserve.

- [#063 Plataurora/#064 Platazul] If you copy this ability (add ANOTHER species to this card by placing the chosen species Egg on this card.), place the chosen Egg on Titanorak (not on the opponent's card). You must choose a species different from Titanorak's species (Spirit).
- [Solo Mode] You may copy the ability of 1 face-up Energy Card in Tingt's area and Tingt would gain 1 Snowflake from the Supply.
- [Gargantuan Beasts Expansion] Beast Cards are not Creature Cards, so you cannot copy the abilities of other players' Beast Cards.

161. Chitnutan: Choose 1 of the 4 Habitat Icons. Reveal cards from the Creature Card Deck until you find a card with the chosen Habitat Icon. Add that card to your hand, and place all other revealed cards in the discard pile. Then, gain 1 VP for each matching Habitat Icon in your reserve.

162. Chitnzee: Refer to #161.

163. Fronterrier: When you perform a Recharge Action, choose 1 of the 3 Habitat Tiles in the Habitat Tile Pool and activate its Special Effect Icon.

164. Richermit: Whenever you play a card with an initial combined cost of 4 or more resources (Fruits, Corals, Flowers, and Mushrooms), gain its Habitat Resource. Even if you play the card at a discounted cost through another ability, as long as its original cost is 4 or more, you still gain the Habitat Resource.

165. Cargorne: Activate the ability of 1 Recharge Card in your reserve, then immediately gain the same VP as the Ending Score of the Recharge Card.

166. Cargoxen: Refer to #165.

167. Decorider: Select 2 different Recharge Cards from your reserve and activate each one once. You cannot activate the same Recharge Card twice. If you only have one Recharge Card in your reserve, activate it once.

168. Trincat: When you perform a Recharge Action, gain 1 VP immediately for each Trophy in your reserve, up to a maximum of 5 VPs.

169. Lulook: Reveal cards from the Creature Card Deck until you find an End Card. Add that End Card to your hand, and place all other revealed cards into the discard pile. Then, gain 2 Eggs matching the species of the added card (1 per species). E.g., if the End Card you revealed is #193 Melacial, gain 1 Dragon Egg and 1 Spirit Egg. If the End Card has 2 identical species icons, gain 2 Eggs of that species.

170. Piccogriff: When playing this card, immediately take 2 Energies from the Supply and place them on this card. Discard 1 Energy from this card to choose a card from the Wilderness and add it to your hand. Then, immediately gain the score corresponding to that card's Ending Score. If the added card is an End Card, you gain 0 VPs, which is the card's Ending Score. (You do not gain the score provided by the End Card's abilities.)

171. Surffins: Sweep the Wilderness and take 1 Creature Card. Then, sweep the Wilderness again and take another Creature Card.

172. Sweefins: Refer to #171.

173. Jakmitan: Reveal cards from the Creature Card Deck until you find an Energy Card. Add the revealed Energy Card to your hand. Place all other revealed cards in the discard pile. Then, gain 1 Egg of the same species as the added card.

174. Snowworm: Each time you Discover a card, gain its Habitat Resource.

175. Toadefine: Choose 1 of the 8 species. Reveal cards from the Creature Card Deck until you find a card with the chosen species icon. Add that card to your hand, and place all other revealed cards in the discard pile. Then, immediately gain the score corresponding to the added card's Ending Score. If the added card is an End Card, you gain 0 VPs, which is the card's Ending Score. (You do not gain the score provided by the End Card's abilities.) A card with multiple species icons counts as the chosen species as long as it contains the matching icon.

176. Toadetect: Refer to #175.

177. Tortoing: When you perform a Recharge Action, gain 2 VPs for each Continuous Card in your reserve, up to a maximum of 6 VPs.

178. Coldodon: Draw cards from the Creature Card Deck until you have 5 cards in your hand. E.g., if you have 1 card in hand when activating this card, draw 4 cards so that your hand contains 5 cards in total.

179. Duvezon: Choose 1 of the 8 species. Reveal cards from the Creature Card Deck until you find a card with the chosen species icon. Add that card to your hand, and place all other revealed cards in the discard pile. Then, gain 2 VPs for each card IN YOUR HAND with the chosen species icon, up to a maximum of 10 VPs. Include the newly discovered card in this count. A card with multiple species icons counts as the chosen species as long as it contains the matching icon.

180. Explopus: Choose 1 of the 8 species. Reveal cards from the Creature Card Deck until you find a card with the chosen species icon. Add that card to your hand, and place all other revealed cards in the discard pile. A card with multiple species icons counts as the chosen species as long as it contains the matching icon. Then, gain 1 Butterfly Net from the Supply.

181. Sturglaci: When you perform a Recharge Action, draw 1 card from the Creature Card Deck. Then, immediately gain the score corresponding to the added card's Ending Score. If the added card is an End Card, you gain 0 VPs, which is the card's Ending Score. (You do not gain the score provided by the End Card's abilities.)

182. Chilamp: When you perform a Recharge Action, gain 1 VP for each Egg of the species you have the most of in your Egg Storage, up to a maximum of 5 VPs. Count both Hatched and Unhatched Eggs. When

determining which species you have the most of, only consider your Egg Storage, not the species icons in your Creature Cards.

183. Grublanco: Hatch 1 Egg from your Egg Storage. Gain 1 VP for each corresponding species icons in your reserve, up to a maximum of 10 VPs. Count all species icons on the cards in your reserve, and both Hatched and Unhatched Eggs in your Egg Storage.

184. Monarctic: Return any 2 Eggs from your Egg Storage to the Supply. These can be any combination of Hatched or Unhatched Eggs. Then, take 2 Eggs of any combination of species from the Supply and place them Unhatched in the same slots previously occupied by the returned Eggs. You do not gain any Egg Storage rewards for Eggs placed through this effect. You must choose Eggs currently available in the Supply. You cannot draw from the Egg Pouch.

- [#098 Stellaling] Since this action is considered an exchange rather than "gaining" new Eggs, the ability of #098 Stellaling is not triggered.

185. Mothail: Refer to #184.

186. Polaphopis: Discard 1 card from your hand to gain 1 Egg from the Supply that matches the species icon of the discarded card. Then, reveal cards from the Creature Card Deck until you find a card sharing a species icon with the discarded card. Add that card to your hand and place all other revealed cards in the discard pile.

- If the discarded card has 2 species icons, choose one of them to determine which Egg to gain. However, for the Discover, add the first card revealed from the deck that matches either of the two species.

187. Polazhdar: Refer to #186.

188. Winterrior: When playing this card, immediately take 1 Energy from the Supply and place it on this card. Discard 1 Energy from this card to discard any number of cards from your hand. Then, gain VPs immediately equal to the combined Ending Scores of the discarded cards, up to a maximum of 10 VPs. E.g., if you discard 4 cards with Ending Scores of 2, 3, 2, and 1, you gain 8 VPs. End Cards have an Ending Score of 0, so discarding them does not grant any points. You do not gain the score provided by the End Card's abilities.

189. Armorot: At the end of the game, including this card, gain 2 VPs for each End Card in your reserve, up to a maximum of 10 VPs.

190. Auroraxol: At the end of the game, gain 1 VP for each different species icon on Creature Cards in your reserve, including this card. If one Creature Card has multiple species, count only one of those species. At this time, only the species icons on Creature Cards are counted, and Eggs are not counted.

- [Gargantuan Beasts Expansion] Auroraxol counts only the species icons on Creature Cards, so the species icons on Beast Cards are not counted.

191. Pardalorso: At the end of the game, gain 2 VPs for each of your Achievement markers on the Achievement Cards.

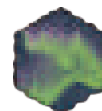
192. Frozairy: At the end of the game, gain 2 VPs for each different Card Type among the Creature Cards in your reserve, including this card. Card Types include End, Continuous, Energy, Recharge and Instant. E.g., if your reserve contains 3 End Cards, 1 Continuous Card, 2 Energy Cards, and 10 Instant Cards, you have 4 different Card Types, so you gain 8 VPs.

193. Melacial: At the end of the game, gain 1 VP for each Snowflake in your reserve, up to a maximum of 10 VPs. Each Big Snowflake counts as 5 Snowflakes.

WINTERFALL TIME TRACK ICONS



Winterfall Event
(See page 9)



Aurora Event
(See page 10)

MAIN ACHIEVEMENT CARDS



#20. You can complete this Achievement if you have 9 or more of the same species icon in your reserve. For Eggs, only Unhatched Eggs count. If you use Eggs to complete this Achievement, hatch the used Egg(s).



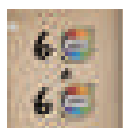
#21. You can complete this Achievement if the total number of Continuous (∞), Energy (⚡), End (☠), and Recharge (⌚) Cards you have in your reserve is 8 or more.



#22. You can complete this Achievement if you have 2 or more full sets of each of the 4 different Habitat Icons in your reserve. That is at least: 2 Fruit, 2 Coral, 2 Flower, and 2 Mushroom Habitat Icons.



#23. You can complete this Achievement if you have 3 or more UNHATCHED Eggs of 2 DIFFERENT species in your reserve. After accomplishing this Achievement, hatch all 6 of the used Eggs. E.g., 3 Unhatched Fish Eggs and 3 Unhatched Bird Eggs.



#24. You can complete this Achievement if you have 6 or more species icons of 2 DIFFERENT species in your reserve. For Eggs, only Unhatched Eggs count. If you use Eggs to complete this Achievement, hatch the used Egg(s). E.g., 6 Dragons, 6 Fishes.



#25. You can complete this Achievement if you have 2 or more species icons of 6 DIFFERENT species in your reserve. For Eggs, only Unhatched Eggs count. If you use Eggs to complete this Achievement, hatch the used Egg(s). E.g., 2 Dragons, 2 Fishes, 2 Spirits, 2 Insects, 2 Reptiles, 2 Birds.



#26. You can complete this Achievement if you have 8 different species icons on CREATURE CARDS in your reserve. If a card has 2 or more species icons, only one counts toward this Achievement. Therefore, you must have 8 Creature Cards to complete it.

- [Gargantuan Beasts Expansion] Beast Cards are not Creature Cards, so you cannot count the icons on the Beast Cards toward this Achievement.

SPECIAL EFFECT ICONS



Discard 1 card from your hand to the discard pile. Gain 1 Egg from the Supply that matches the species icon of the discarded card. If the discarded card has two different species icons, choose one species.



Declare a species icon of your choice and Discover a Creature Card with the species icon from the Creature Card Deck. (Discover: See page 14.)

NOTE A card with multiple species icons counts as the chosen species as long as it contains the matching icon.



Immediately gain 2 VPs.



Sweep and take 1 card from the Wilderness.



Draw 1 card from the Creature Card Deck.



Gain 1 any resource.



Select 1 Egg from your reserve and flip it.

AURORA TILES



Obtain 2 Fruits.



Obtain 2 Corals.



Obtain 2 Flowers.



Obtain 2 Mushrooms.



Immediately gain 4 VPs.



Gain 1 Net from the Supply.



Gain 1 Egg of your choice from the Supply.



Take 2 cards from the Wilderness.



Immediately activate 1 End Card in your reserve.



Activate all Recharge Cards in your reserve in your preferred order.



Immediately activate your LAST played Instant Card.

- [#052 Berrong/ #053 Blizzard] If your last played Instant Card is #052 or #053, you cannot activate this Aurora Tile, because activating it would have no effect.



Gain 2 resources that you have the LEAST of. If you have more than one type of resource that you possess the least of, of those, choose the resource you'd like to gain.



Choose 1 species icon in your reserve and gain 1 VP for each matching icon in your reserve. Count Hatched Eggs, Unhatched Eggs and species icons from the cards.



Discard 1 card from your hand into the discard pile. Gain 3 Habitat Resources of the discarded card.



Immediately play 1 Recharge Card FROM YOUR HAND to your reserve for 2 resources less. The player may freely choose which resources are discounted. E.g., 2 Flowers OR 1 Flower and 1 Coral.



Immediately play 1 End Card FROM YOUR HAND to your reserve for 2 resources less. The player may freely choose which resources are discounted. E.g., 2 Flowers OR 1 Flower and 1 Coral.



Select 1 Energy Card from your reserve and restore its Energy to its full Energy Limit. You cannot restore Energies on the Captain Board.

- [Gargantuan Beasts Expansion] Beast Cards are not Energy Cards, so you cannot restore its Energies.



Flip up to 5 Eggs in your Egg Storage. When flipping multiple Eggs, each must be a DIFFERENT Egg; you cannot flip the same Egg multiple times. You may choose any combination of flips. E.g., You could flip 2 Eggs to their Hatched side and 3 Eggs to their Unhatched side.