



The Mystic Grove is a magical place full of fantastic creatures. However, due to an environmental catastrophe, that world is vanishing, along with the portal between it and your own world.

As a contractor under the employment of Defenders of Magical Animals (or DOMA), it's your job to rescue as many creatures as possible before the portal collapses. And, as everyone knows, the best way to collect creatures is by using other creatures!

Unfortunately, DOMA has as much red-tape and bureaucracy as any other large non-profit organization seeking to rescue a world. The creatures require special handling and, thus, you're only allowed to bring over creatures that DOMA is prepared to take in.

You'll have to fulfill specific contracts in order to be successful—the bigger the better. But, the more you fill, the more people on the other side are willing to turn a blind eye, giving you some leeway for future contracts. And, hey, it sure wouldn't hurt if you outperformed all your colleagues and set yourself up as a prime candidate for the next creature rescue operation!

SUMMARY

During the game, you'll play your creature cards from your hand face-up in front of you to your Collection. Your Collection represents all the creatures you've prepped for delivery.

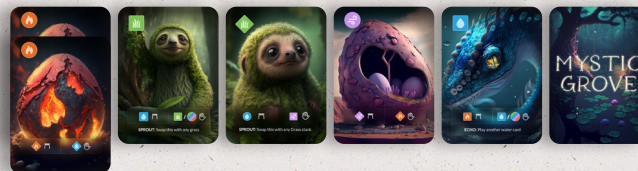
The creatures you play can gain you more creatures (to your collection or hand) and you'll use creatures in your collection to complete contracts.

You'll win by gaining the most points from contracts. The harder a contract is, the more points it's worth. Most contracts also give you bonuses, which you can use to fulfill future contracts.

SETUP

1. Sort contracts into stacks based on their point values, with the lowest stack on the left and the highest (the single 10 point card) on the right.
2. Shuffle each contract stack face-up so that only the top card of each stack is visible.
3. Shuffle the creature cards face-down to form the creature deck. Draw and place 5 cards in a row next to the deck to form The Grove. If duplicate cards are drawn, place them staggered on top of matching cards (so you can see how many are in a stack) and keep drawing until you have 5 unique cards or stacks of cards available.
4. Deal 5 creature cards face-down to each player from the creature deck.
5. Shuffle the goal cards based on player count and deal one face-down to each player. Remove the remaining goal cards from the game.
2-4 players: 4 goal cards (one of each element)
5-6 players: All 8 goal cards.
6. Randomly choose one player to start the game (such as the one with the most pets).

CONTRACTS



THE GROVE

YOUR TURN

Choose and play one card from your hand face-up to your Collection.

After playing your card, choose one of the two possible actions on your card:

1. Take another card or stack from the table and add it to your Collection (your creature is hatching into or catching another creature).

2. Take another card or stack from the table and add it to your hand (your creature is baiting another creature or your adult creature is mating or gathering eggs).

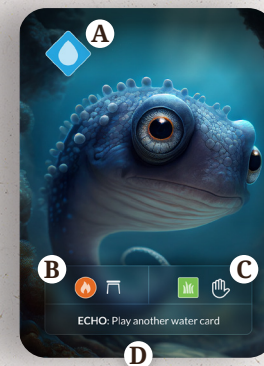
After taking one of the two actions (none if you are unable or choose not to), you may then use the Power on the card you played (if it has one), along with powers from cards added to your collection.

Once you've finished any Actions and/or Powers, if you've met the requirements for one of the contracts from the top of a stack, you may take the contract card (one per turn) and set it face-up beside your collection, then discard all creatures from your Collection that you used to complete the contract. Place discards in a face-up pile besides the creature deck.

If you took creatures from The Grove, draw from the creature deck until there are 5 unique creatures, stacking any duplicates on top of one another. If the creature deck is empty, reshuffle the discard pile into the creature deck.

Your turn is finished, play continues to the left.

CARD BREAKDOWN



A. The upper left icon indicates your creature's element and stage.

This is what you'll look at to determine if another creature can take it and whether it can be used to fill a contract.

There are three stages:



There are four elements:



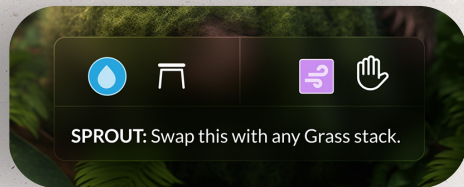
B. The lower left action indicates what kind of creature you can add to your Collection.

C. The lower right action indicates what kind of creature(s) you can add to your hand.

D. Beneath the two actions your creature's Power is listed (eggs don't have Powers).

ACTIONS

When playing a card, you may only choose one of your two possible actions to perform (the left or the right). If you are unable to use either action, or choose not to, you do not gain any new cards through actions. You may still perform your creature's Power, if it has one.



Any time you gain a card or card stack through an action, you may always choose whether to take it from The Grove or from another player's collection. Whenever you take cards from another player, **you may only choose either of your two neighbors (seated on your left and right).**

Also any time you gain a card through an action, you may take the entire stack (all instances) of that same card, so long as it's taken from the same location (you can't take a stack of the same card from two different people as one action, or from The Grove and from a person).

POWERS

Child and adult creatures have special Powers. There are four different Powers total, one for each element.

After you play a card and take an action (if any) you may use its Power.

You may also use a card's power after adding it to your collection (from an action or another Power).

Each player may only use one Power per element per turn. So, at most, you could use four Powers on a turn. You never have to use a power if you don't wish to.

As with actions, when using powers to target another player's Collection, you may only choose from your two neighbors.

SPROUT: Swap this card's position with another grass card or stack on the table.

ECHO: Play another water card from your hand.

SWOOP: Swap another card in your collection with another single wind card.

BURN: Discard any number of cards from your hand to gain the same number of fire cards from a stack on the table.

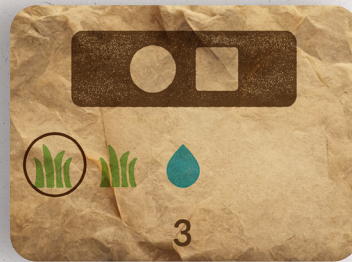
EMPTY HAND?

If you have no cards in your hand at the start of your turn, instead draw two cards from the top of the creature deck. You may not play any cards that turn, but you may still fill a contract if able.

CONTRACTS & BONUSES

You may complete one contract per turn, after completing any actions or Powers.

The top icons on a contract indicate which stage of creatures may be used to complete it. You may use any combination, so long as all the creatures used match at least one of the stages shown.



Example: If the contract requires 3 total eggs or adults, you may use 2 eggs and 1 adult or 3 adults to complete it.

The bottom icons indicate which elements and how many of each type are required to complete it.

You will gain bonuses from most contracts (everything other than the lowest and highest value contracts). The contract's bonus is indicated by a circle around one of its element icons.

Once you've collected a contract with a bonus, you may use that element to complete any contract with the same icon on it, as if you had a creature of that element at any stage.

Example: If a contract requires 2 grass and 1 fire creature of either children or adults and you have 1 grass child and one fire adult, you may use a grass bonus to complete the contract.

GAME END

The end of the game is triggered either when a player gains their fifth contract or a player takes the ten point contract (the highest value contract in the game).

In either case, all other players get one final turn (in order) and then everyone scores their contracts and goal cards.

Contracts are worth the point value listed on the contract.

Players gain an additional point for every elemental icon on their collected contracts that matches their goal card.

Example: if you have the wind goal and one of your contracts has one wind icon and another has two, you gain three additional points.

The player with the most points wins.

Determine ties in this order:

- The player with the highest valued contract(s).
- The player with the most contracts.
- Turn order, starting with the player who went last in order.