



We take the role of mayors of small African villages, trying to prosper and teach our community to preserve the environment.

- Worker placement game.
- 7 rounds – take turns placing out workers to main board, then maintenance phase before we move into the next round. (*Show summary cards*)
- After 7 rounds most points wins. (*Show points & scorepad*). 3 main ways to get points: Gold tokens (1 per), cards in tableau and emptying your supply board. Few extra points for bats in excess of 10, and for training your families. Minus points for not feeding families.

How to Play

- How to win: try and optimise to fit as many “things” into your tableau as possible (*show points on supply board*)
- Start with village, position 3, one family in bottom right house. (*everyone set this up now*)
- Space for 4 cards per row. Can start a new row without finishing the top row.
- Each card has 9 spaces, each space holds a single thing (except for fruit on a tree). Icon on space shows what it can hold.
- No space = no thing.
- Empty space can hold anything already existing on that card. Except families which always need a house.
- When you get a thing it comes off your board, if you have to lose something it goes back on here. Except bats.

Action Spaces

- Terrain card plus bonus. White background. (*Show points*). Wiped each turn.
- Location cards. Green background. (*Show points*). Worth more, but have to spend gold. Gain first player token - can be taken multiple times per round. 2nd space costs more.
- Where you place a card only matters for pollution (later).
- Variable actions across middle. Changes round to round. (*Demonstrate each action*).
- Training – trained families can house a bat in the roof (then bats can go on empty spaces on that card). Trained families gain gold income without causing pollution (later). 1 point per trained family. 1 point per gold.
- Bats – 1 point per bat in excess of 10. Place on trained family home, or empty space if exists on card.
- Fruit – can be placed on a tree, or a fruit icon, or empty space if exists on card.
- Show nature icon multiplier on terrain card.
- Show conditional bonus action for having 4 terrain cards.

Fruit Bat Action

Each night, bats fly out to find food, causing new trees to grow when they spread seeds in their guano.

- Migrate 3 bats plus spend one fruit to gain a tree. Bats return at the end of the round – make sure they still have spaces to return to. Easy to forget to do this, so backsies are allowed.

Maintenance Phase.

1. Trained families earn 1 gold. Untrained families mine for gold which damages the environment. Tokens are 50/50 zero or 1 gold, with a couple of 2s.
 - o Pollution, fills top row first. Middle space of each card, then the right space of each card. Once top row is filled moves to next row, but backfill onto new cards. (*Note: Pollution has relatively minor*

impact – just try and keep top row spaces clear if you have untrained families).

2. Wild animals eat fruit and spread seeds, trees grow, fruit grows, bats are attracted by fruit. (*Demonstrate the cascade*). Remember: No space = no thing.
3. Bats fly home, if they have space. Doesn't have to be same space as before.
4. Feeding. Except for first family it's 2 food per. Goat milk drank first. (*Show conversion chart*). Goats can supply milk and then be eaten for 4 food. Lose -2 points per missing food. Each untrained families can eat one bat.
5. Breeding – have X many of that thing to get 1 more.
6. Workers come home, terrain cards cleared, begin new action round.

To begin, randomise start player, give bonus items.