BIOME
Borneo

FIELD GUIDE

Version 2.2

BORNEO

Why Borneo? The world's oldest rainforest is under the greatest deforestation risk on earth. We want to give attention to the places that need it most and partner with organizations affecting on-the-ground change.

PROJECT BORNEO

In partnership with Project Borneo
Your purchase directly supports rainforest restoration.

Rebuild the world's most vulnerable rainforest.

The rainforest in Borneo has been deforested over 80%, and you must regrow the jungle to bring its animals back! Compete with other players for resources and space as you watch the board transform into a lush, vibrant rainforest biome.

2–4 Players

Ages 12+

60–75 min

Welcome to the jungle.

Get to know native Bornean species, their habitats, and the layers of the rainforest.

Malaysian Moon Moth

Habitat Requirement:
Malaysian Moon Moth's habitat requires **Ferns**

Where to find ferns:
Ferns grow in **Canopy** and **Understory** layers

A fern can be found on one side of this tile

CANOPY LAYER

Create the Malaysian Moon Moth's Habitat:
Place a Fern (*i.e. tile*) in its corresponding **rainforest layer**!

Card is earned!
Begin the process again with a new card!

GAMEBOARD LAYERS

EMERGENT LAYER Here the jungle's tallest trees break through towards the sky—housing plants accessible only by birds, insects, and the most fearless climbers.
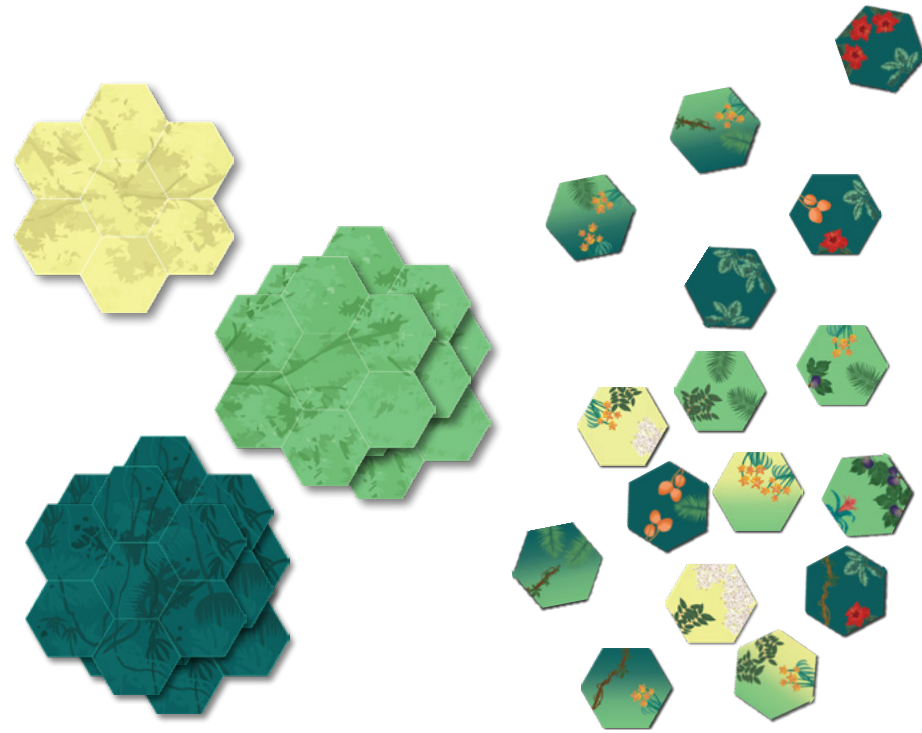
CANOPY LAYER This dense layer made up of closely-grown leaves and branches, receives most of the sunlight in the jungle. The Canopy is home to 50-90% of rainforest species.

UNDERSTORY LAYER Only 5% of the sunlight reaches this layer, and is filled with large flowers and broad leaves.

FOREST FLOOR: *Dark bottom layer with fallen leaves and decomposing material*
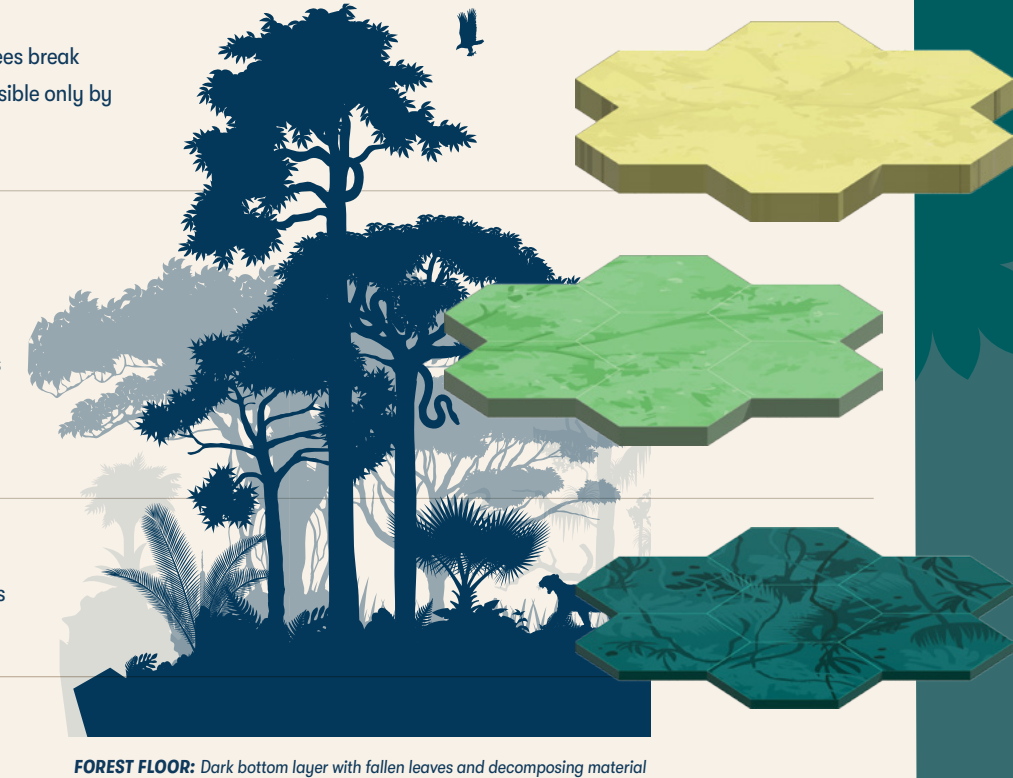
RAINFOREST ELEMENTS + REFERENCE

PLAYER ACTIONS / PLANT LEGEND

Reversible action guide with Bornean plant legend (4 total)

BONUS POINTS CARDS

Bonus cards with unique end-of-game opportunities (8 total)

7 RAINFOREST LAYERS (+ 4 LAYER MOUNTS)

Emergent (1 total), Canopy (3 total), and Understory (3 total) layers. Includes interlocking mounts to create jungle height variation.

NATIVE BORNEAN PLANT TILES

Eleven unique Bornean plants in three jungle layers (45 total)

MAIN DECK

Apex

Primary Secondary

ANIMAL + PLANT CARDS

Animal Cards: Primary Consumers, Secondary Consumers, and Apex Predators are designated by background color. Note that habitat and prey requirements grow increasingly complex with animals higher in the food chain. Primary Consumers (7 types), Secondary Consumers (15 types), and Apex Predators (5 types) [83 total]

Plant Cards: Indicated by a green background, these plant cards do not contribute to food chains, but still earn you points (*see Building Food Chains, p. 18*). (6 total)

ABILITY CARDS

Winds of Change: Gain a card you need and/or sabotage an opponent. (2 total)

Blight: Gain a tile with resources you need and/or open up a location on the board you need access to. Player may temporarily exceed the maximum tile limit until their turn is over. If no tiles are played during the turn, the player may discard down to their limit any tile they wish. (2 total)

Opportunist: Gain a resource tile from any opponent's hand. *This Ability Card may be played at any time!* (2 total)

DISASTER CARDS

When drawn, the player will read the instructions on the card and perform its action IMMEDIATELY. ***No more cards or tiles can be drawn on the affected player's turn.*** (This may result in a player receiving less than their normal tile and card quantity until they are able to replenish at the end of their next turn.)

Additionally, drawing a Disaster Card triggers a **Card Gallery reset**, by discarding all cards and replacing them with new cards from the deck. Play continues to the next player after the Disaster actions are complete. (4 total)

BEFORE YOU BEGIN

1. Arrange the gameboard, setting up the tiles facedown around the rainforest layers. Shuffle the **Main Deck** well and place within players' reach.

2. Create a **Card Gallery** by drawing and placing three cards face-up from the Main Deck.

3. Deal **5 cards** from the Main Deck to each player (keep hidden!)

4. Players take tiles from around the gameboard (**2-player** = 5, **3-player** = 4, **4-player** = 3) and place face-up in front of them.

5. Finally, shuffle and draw 2 **Global Bonus Cards**, placing in view of all players (discard the rest). These bonus points will be awarded to players at the end of the game if they are attained.

*Note: If a **Disaster** card is drawn during set up, shuffle it back into the Main Deck and replace card.*

Card Gallery

Three face-up cards should always be in play next to the deck and available for players to use on their turn. They act as an extension of the players hand. Players may also choose from these cards, and/or draw randomly from the deck at the end of their turn.

CARD TYPES

Main Deck

Includes Bornean animal and plant cards, as well as Ability and Disaster cards.

Player Actions / Plant Legend

Reversible quick-reference player action guide with Bornean plant legend.
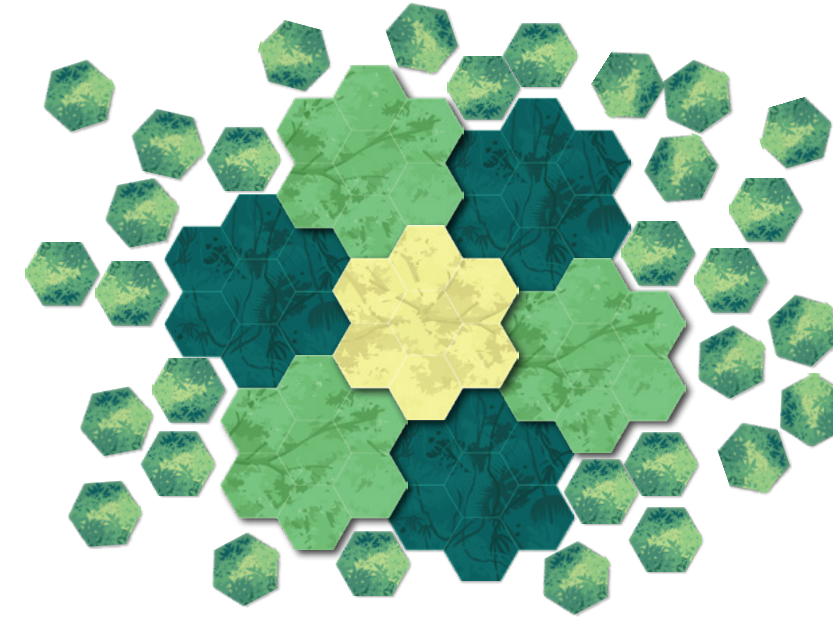
Global Bonus Cards

5-point cards with unique end-of-game opportunities. Two are randomly drawn for each game.

3-Player Setup

Main Deck (shuffled)

Card Gallery

PLAYER 1

PLAYER 3

Global Bonus Cards

PLAYER 2

GAME OBJECTIVES

1. On your turn, lay tiles to **create habitats** to bring life to the rainforest for points

2. Access higher-order animals by **building food chains** (earning more points!)

3. Player with the **most points** wins!

"Most adventurous" player starts (you decide what this means!), then proceed clockwise. Game is played over multiple rounds, each round composed of two optional phases:

1. **Exchanging cards or tiles**
2. **Creating habitats**

PHASE 1 - EXCHANGING

Players have the option of exchanging either cards OR tiles at the beginning of their turn, however not both.

- **Exchanging Cards:** Discard any number of cards you wish into the discard pile, and draw the same number of cards from the Main Deck. If you draw a Disaster Card, perform the action IMMEDIATELY (see Disaster Cards, p. 7).

- **Exchanging Tiles:** Players lay unwanted tiles face-down around the gameboard and draw new tiles from anywhere around the board. Discarded tiles are now available for future play.

PHASE 2 - CREATING HABITATS

Players may earn cards either from their hand, or from the Card Gallery during their turn.

1. To meet animal and plant card requirements, place tiles into the jungle (don't place tiles unless you're playing a card!)

2. You can earn as many cards on your turn as you wish, but cards are earned one at a time, and each card requires you lay at least one new tile (see Tile Overview, p. 12). Players may use cards either in their hand or from the Card Gallery during their turn.

3. If multiple tiles are necessary to create a habitat, they must all connect (see Creating Habitats, p. 12).

Two conditions must be met to earn any animal:

1. You must meet ALL of their specific **habitat requirements**

2. You must meet <u>any one</u> of their **prey requirements** (NOTE: primary animals do not have any prey requirements)

Primary, Secondary, and Apex Animals

Not all cards have prey requirements—Primary Consumers are at the bottom of the food chain and have no prey (only predators!) Secondary Consumers are animals that are both predators AND prey to another species (in a food chain, multiple Secondary Consumers may exist). Finally, at the top of the food chain are Apex Animals—the most challenging to earn, but worth the most points (see Earning Secondary and Apex Animals, p. 16).

ENDING YOUR TURN

Replenish your cards and tiles to their original count at the end of your turn. Cards are refilled from the Main Deck or Card Gallery. Refill new tiles from around the gameboard. Then finish by replenishing the Card Gallery as needed.

IMPORTANT NOTES

- **Ability Cards** may be played with any above actions. Read directions carefully—some may be played at any time.

- If a **Disaster Card** is drawn play IMMEDIATELY, then reset the Card Gallery (see Disaster Cards, p. 7).

Strategies to Begin:

Aim to create habitats for Primary Consumers first (yellow cards), which will serve as the starting block for building food chains. By earning multiple primary animals, players give themselves more opportunities to build onto these prey and access higher order animals (see Building Food Chains, p. 18).

Primary Consumers

SCORING

The end of the game is triggered when a player **picks up the last tile** from the perimeter of the board. When this happens, the game continues one final round, ending with the player who pulled the last tile for one final turn. Now it's time to score.

At this time, players who completed a **Global Bonus** card may claim its extra points (in the event of a tie, no bonus is awarded). Players then add up all points. **The player with the highest final score wins!** (If there is a tie, the player with the most Apexes wins. If still tied, the player with the fewest tiles left wins. If still tied, share the victory.)

CORRECT TILE PLACEMENT

Tiles contain native Bornean plants (flora) that correlate with the rainforest layer they exists in. **Each tile's background color corresponds to the layer it may be placed.** Hybrid tiles contain more than one background color and may be placed on multiple rainforest layers.

Single-color tile: May only be placed in the Understory (note dark green background color). Tile contains 2 broad leaves + 1 mango cluster.

Hybrid tile: May be placed on either the Canopy OR Emergent layer (note dual yellow/green background color). Tile contains 2 meranti leaves + 1 orchid.
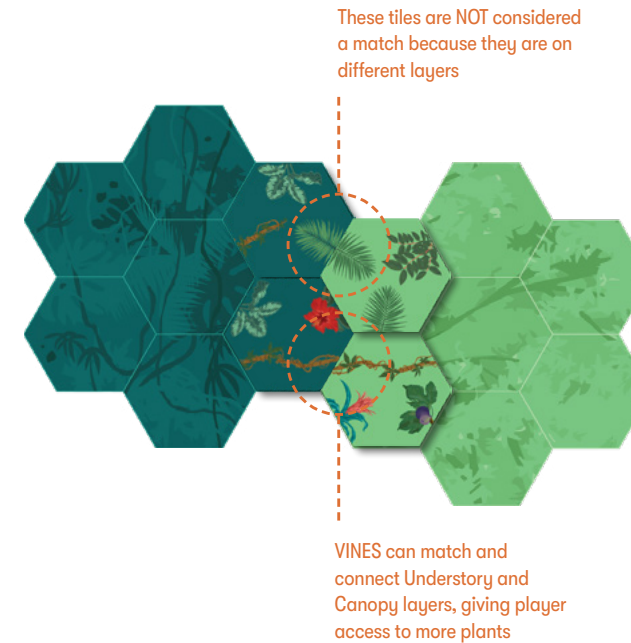
EMERGENT

CANOPY

UNDERSTORY
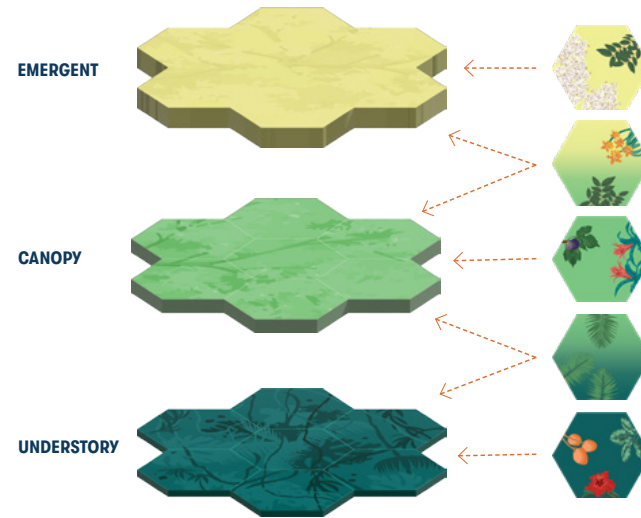
CREATING HABITATS

1. Tiles can be placed anywhere on your turn as long as:
   - It's on the **correct rainforest layer** (match background color)
   - **Plants don't conflict** when tiles are placed side-by-side (*see Connecting Tiles, pp. 14-15*)

2. Everyone "contributes" to the rainforest by creating habitats on their turn. You can use the growing rainforest to your advantage by matching plants (*see Connecting Tiles, p. 15*) you lay down.

3. To create a habitat for an animal using more than one of your tiles, the tiles you lay **must be adjacent to each other**.

INTERACTIONS OF TILES BETWEEN LAYERS

Plant interactions matter only when they're in the same rainforest layer. For example, tiles from the Understory layer do NOT conflict or match with tiles from other layers. **The exception to this is VINES**. Vines can uniquely cross between Understory and Canopy layers when they are matched.

These tiles are NOT considered a match because they are on different layers

VINES can match and connect Understory and Canopy layers, giving player access to more plants

VINE MECHANICS

Vines are unique in two ways: **1. Crossing layers** and **2. Extended resources.** Vines can cross Understory and Canopy layers. Also, when connecting to a vine using a vine tile, players gain access to all the plants in the vine's network.
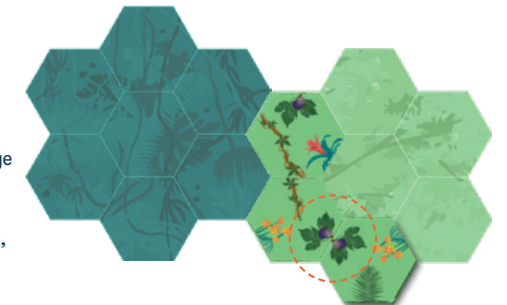
Matching vines
When you match into vines, you get access to ALL the plants in the vine's network. *[Accessible plants: Hibiscus (1), Broadleaf (1), Vines (3), Figs (2), Bromeliad (1), Orchid (1)]*
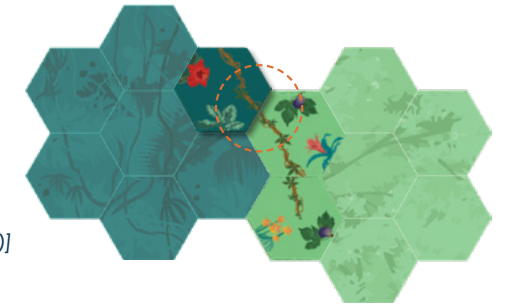
Matching other plants into a tile with a vine present
Because the vine is not the ACTIVE match, this does not take advantage of the vine's network. *[Accessible plants: Figs (2), Orchids (2), Vine (1), Fern (1)]*

CONNECTION BASICS

Once a tile is placed onto the board, its resources are available to access for all subsequent players *(they don't exclusively belong to the player who placed the tile)*. Players may place tiles adjacent to any tile on the board as long as there is not a conflict.

CONFLICT! – INVALID MOVE
Tiles with non-matching plants may not be placed adjacent to each other.

NO CONFLICT
Here a plant (fig) is positioned against an open side **without conflict**, but you **do not access the plants** on previously established tile.
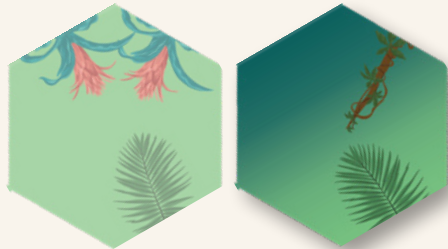
Player ONLY has access to flora on tile laid. *Accessible plants: Fig (1), Fern (1), Orchid (1)*

Previously established tile   *New tile*

NEXT: Draco Lizard, Trogon, Orangutan, Proboscis Monkey

1 Giant Forest Ant
Dinomyrmex gigas

Earned

NO CONFLICT
Here an open side is positioned against another open side **without conflict**, but you **do not access the plants** on the previously established tile.

Player ONLY has access to flora on tile laid: *Vine (1), Fern (1)*

Previously established tile   *New tile*

NEXT: Palm Civet, Western Tarsier, Viper, Hornbill

3 Wallace's Flying Frog
*Rhacophorus nigropalmatus*

Not Earned

TILE MATCHING

Strategic tile placement can access a greater array of plants through matching. When tiles are connected via matching plants, the player reaps the benefit of **accessing the entire tile of the matched plant**, as if it was his own.

MATCH
Here a **Hibiscus** has been matched, gaining access to the plants from **BOTH** tiles. As a result, **BOTH** tiles may be considered to meet habitat requirements.
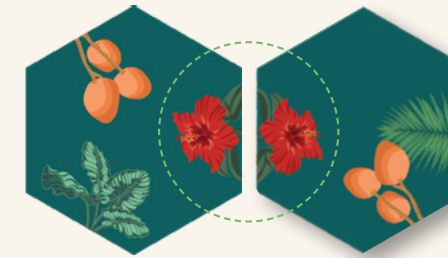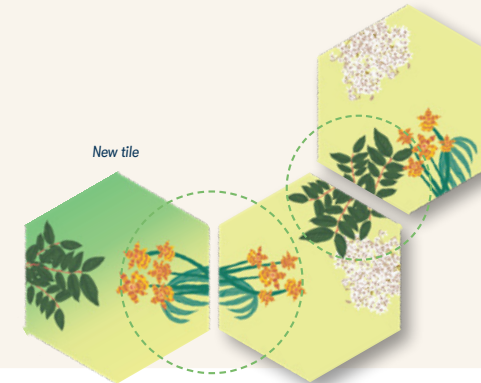
Match enables access to plants on BOTH tiles. *Accessible plants: Mango (2), Broadleaf (1), Hibiscus (2), Fern (1)*

Previously established tile   *New tile*

NEXT: Python, Bay Cat

**0** Sun Bear
Helarctos malayanus

Earned

SUPER MATCH
Here **Orchids** AND **Meranti leaves** have been matched, gaining access to **ALL** connected tile's plants. As a result, **ALL** tiles may be considered to meet habitat requirements.

Matching enables access to plants on ALL tiles. *Accessible plants: Orchids (3), Meranti Leaves (3), Meranti Flowers (2)*

New tile

Previously established tile

NEXT: Clouded Leopard, Python

0 Proboscis Monkey
Nasalis larvatus
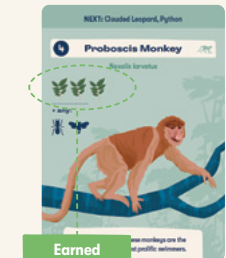
Earned

ICONOGRAPHY

Every animal and plant card contain icon requirements that must be met in order to be earned. These include habitat and prey requirements *(Secondary and Apex animals only)*. For quick reference, each card also lists predators that consume the animal *(top bar)*, and point value *(upper left)*. To view full icon library, visit the Appendix at the back of this guide.

Prey Requirements

Only **Secondary and Apex** animal cards have prey requirements. These silhouette icons located below the habitat requirements indicate various animals that must be earned prior to being able to access this card *(see Building Food Chains, p. 18)*.
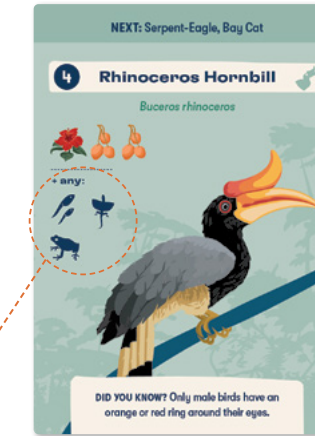
Predators that consume this animal

Card icon indicator *(see Appendix, pp. 22-23)*

NEXT: Palm Civet, Western Tarsier, Viper, Hornbill

3 Wallace's Flying Frog

Rhacophorus nigropalmatus

Point Value used for Scoring

Habitat Requirements

Prey Requirements *(only one is needed)*

+ any:

DID YOU KNOW? The webbing between the toes of these frogs creates a parachute.

Animal Fact

CONSUMER TYPE REQUIREMENTS

PRIMARY

NEXT: Forest Dragon, Frog, Gecko, Hornbill

2 Tadpoles in Bromeliad

Rhacophorus nigropalmatus

DID YOU KNOW? A tadpole is the larval stage in the life cycle of an amphibian.

No Prey Requirement
Primary animals are at the bottom of the food chain and only require habitat (plants)

SECONDARY

NEXT: Serpent-Eagle, Bay Cat

4 Rhinoceros Hornbill

Buceros rhinoceros

+ any:

DID YOU KNOW? Only male birds have an orange or red ring around their eyes.

Prey Requirement:
Requires player to have already earned ONE of the following prey: *Tadpoles, Draco Lizard, Wallace's Flying Frog*

APEX

APEX ANIMAL

5 Crested Serpent-Eagle

Spilornis cheela

+ any:

DID YOU KNOW? They make a distinctive call in the late mornings from their perches.

Prey Requirement:
Requires player to have already earned ONE of the following prey: *Banded Linsang, Rhinoceros Hornbill, Western Tarsier, or Keeled Pit Viper*

BUILDING FOOD CHAINS

Animal cards can be built into food chains as they are earned. Primary Consumers do not require prey and are the foundation of a chain. Secondary Consumers and Apex Predators must be stacked on top of already-earned prey cards. The **"+ any"** written above the prey icons *(left side of card)* means **only one of the prey options is required.** Once Secondary or Apex cards are placed on top of their prey, the prey is considered consumed and cannot support another card requiring it.

Players may build as many food chains as they wish. Chains vary in complexity from **3 animals** (Primary, Secondary, Apex) **up to 5 animals** (multiple Secondary Consumers). *Keep this in mind when strategizing stacking cards.*

NEXT: Spider, Forest Dragon, Gecko, Sun Bear

2 **Honey Bees**
Apis cerana

NEXT: Banded Linsang, Viper, Palm Civet, Tarsier

3 **Flying Gecko**
Gekko kuhli

NEXT: Serpent-Eagle, Eagle Owl

4 **Western Tarsier**
Cephalopachus bancanus

+ any:

DID YOU KNOW? Its round head can be rotated 180 degrees.

NEXT: Spider, Gecko, Frog, Tarsier

1 **Malaysian Moon Moth**
Actias maenas

NEXT: Palm Civet, Western Tarsier, Viper, Hornbill

3 **Wallace's Flying Frog**
Rhacophorus nigropalmatus

NEXT: Serpent-Eagle, Eagle-Owl

4 **Keeled Pit Viper**
Tropidolaemus subannulatus

APEX ANIMAL

5 **Crested Serpent-Eagle**
Spilornis cheela

+ any:

DID YOU KNOW? They make a distinctive call in the late mornings from their perches.

I want to trade tiles/cards, so can I trade one-at-a-time until I get what I want? No. You must decide on the full number you wish to trade first, discard those, then draw the new ones.

I have two tiles that do NOT match, but contain the plants I need. Can I place both? As long as your tiles are TOUCHING (not on separate jungle layers), they may be placed together to create a successful habitat for your plant or animal. Tiles do not have to match to be placed together, they just cannot conflict *(see Connecting Tiles, p. 14).*

Can I use multiple tiles on *different levels* of the jungle to create a habitat? No, unless you are connecting the Understory to the Canopy using vines *(see Layers and Vines, p. 13).*

I have two cards that need the same tile. Can I put the tile down and earn *both cards* at once? No. Every card needs at least one new tile to be placed to earn it.

Can I use my Malaysian Moon Moth to earn two other Secondary animal? After you've earned your Malaysian Moon Moth, it can only become prey for ONE Secondary animal (once you've created a food chain with it, consider it consumed). In order to achieve another Secondary animal, you must have a separate, new prey earned *(see Building Food Chains, opposite).*

My card's habitat requirements are already in the jungle so can I just put my card down? No. Every card needs at least one new tile to be placed to earn it.

What if I don't have any of resources I need on my tiles? The resources you need may be in the jungle already. Look around the board and if they exist, see if there is a way to access them by creating a plant match using the tiles you hold. Alternatively, if you are still in Phase 1 of your turn, consider trading your tiles or cards.

If a card requires a vine for the habitat, which tile should I use? You can use any variation of tile with a vine on it. But if you need multiple vines, you must have multiple tiles connected to meet the requirement. A Y-Shaped vine doesn't count as multiple vines.

I can't earn anything this turn, so should I just put a tile down? No. Tiles may not be placed unless it's part of creating a habitat for a card. If you have nothing to earn, simply end your turn.

Someone has already created a vine that connects the Understory to the Canopy, so can I just connect to it with my vine tile to earn a New Heights Vine card? Yes.

FIRST ROUND EXAMPLE

PLAYER 1 – MAYA

- On her turn, Maya chooses to exchange 2 cards with the main deck on the first phase of her turn.
- Next, she creates the habitat for her **Honey Bee (2 pts.)** card by placing a Hibiscus-containing tile onto the Canopy layer and places the card face-up in front of her.
- Next, she creates the habitat for her **Lantern Bug (1 pt.)** placing a fern into the Understory layer.

(Turn ends—Maya refills her hand from the Main Deck and draws 2 more tiles.)

PLAYER 2 – DAVID

- David exchange 3 tiles.
- Next, he creates a habitat for a **Cicada (1 pt.)** by placing his tile with meranti leaves onto the Emergent Layer.
- Next he plays a Blight ability card, removes a tile from the Understory, and uses it to create the habitat for his **Golden Orb-Weaver Spider (3 pts.)** by placing it in a new location.

(Turn ends—David takes one card from the Main Deck and Card Gallery. He then draws 2 more tiles, and refills the Card Gallery.)

PLAYER 3 – ALISHA

- Alisha does not wish to exchange anything and goes right into habitat creation.
- She earns the **Tadpoles (2 pts.)** card by placing a Bromeliad tile onto the Canopy, and places the card face-up in front of her.
- Finally, she earns the **Hornbill (4 pts.)** from the Card Gallery by placing two tiles in the Understory.

(Turn ends—Alisha refills her hand from the Main Deck and draws 3 more tiles. She then refills the Card Gallery.)

PLAYER 4 – TERRY

- Terry exchange all of his cards.
- Next, he creates a habitat for the **Termites (2 pts.)** by placing his tile containing a vine into the Canopy.
- Next he creates the habitat for the **Sunbear (4 pts.)** by connecting to the vine in the Understory, gaining all of the resources on the tiles the vine is linked to.
- Finally, he earns the **Malaysian Moon Moth (1 pt.)** card by placing a fern tile onto the Canopy.

(Turn ends—Terry refills his hand from the Card Gallery and draws 3 more tiles. He then refills the Card Gallery.)

ANIMALS

Primary Consumers

- Arboreal Termites
- Cicada
- Giant Forest Ant
- Honey Bees
- Lantern Bug
- Malaysian Moon Moth
- Tadpoles

Secondary Consumers

- Agile Gibbon
- Banded Linsang
- Banded Palm Civet
- Draco Lizard
- Flying Gecko
- Forest Dragon Lizard
- Golden Orb-Weaver Spider
- Keeled Pit Viper
- Orangutan
- Proboscis Monkey
- Rhinoceros Hornbill
- Sun Bear
- Wallace's Flying Frog
- Western Tarsier
- Whitehead's Trogon

Apex Predators

- Barred Eagle-Owl
- Borneo Bay Cat
- Clouded Leopard
- Crested Serpent-Eagle
- Reticulated Python

PLANTS

- **Orchids** / All Levels
- **Meranti Flowers** / Emergent Only
- **Meranti Leaves** / Emergent & Canopy
- **Bromeliads** / Canopy Only
- **Figs** / Canopy Only
- **Ferns** / Canopy & Understory
- **Vines** / Canopy & Understory
- **Mangos** / Understory Only
- **Hibiscus Flowers** / Understory Only
- **Broad Leaves** / Understory Only

ALTERNATE BIOME SETUPS

Platforms may be rearranged to form a completely new jungle and unique playing experience. You may use the "classic" formation, or any other connected formation of the Understory, Canopy, and Emergent layers.

Classic

Example 1

Example 2

Example 3
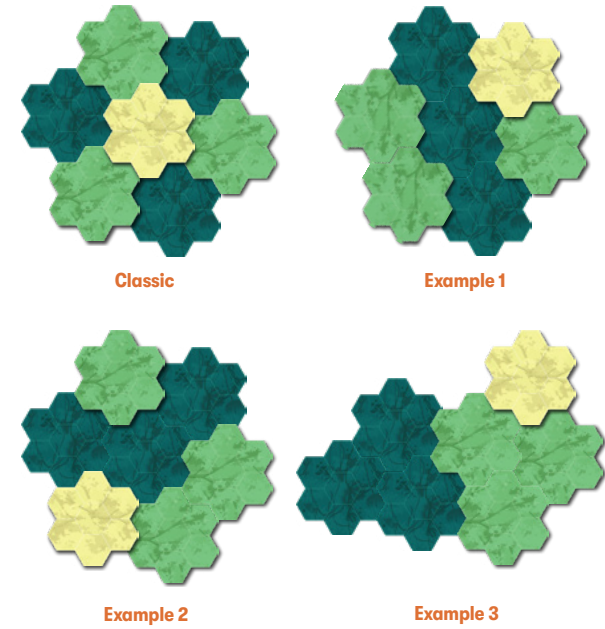
GOAT ROCK

GAMES

Game Design by:

Justin Hylarides

David Pulido

Ciara Hylarides