

TERRARIUM

A MEEPLE PLACEMENT GAME

EARTH NEEDS A REBUILD.

THE EARTH IS ALL BUT SPENT UP. YOU AND A TEAM OF SCIENTISTS HAVE TO RESTOCK NEWLY BUILT TERRARIUMS IN SPACE WITH ALL OF THE LIFE WE KNOW AND LOVE HERE ON EARTH. THE TASK IS EASY ENOUGH: GET A BUNCH OF CRITTERS TO BUILD A STABLE ECOSYSTEM, ANY SCIENTIST SHOULD BE CAPABLE. BUT ONLY THE BEST TERRARIUM WILL BE CHOSEN FOR LIFE AFTER EARTH, WILL IT BE YOURS OR ONE OF YOUR SCHEMING TEAM MEMBERS?

ABOUT THE GAME

TERRARIUM IS MEEPLE PLACEMENT GAME, MEANING IT IS SIMILAR TO TILE PLACEMENT, BUT WITH MEEPLES! SCIENTISTS WILL PLAY IN RONDEL FASHION TAKING 0, 1, OR 2 MEEPLES AND/OR MOVING 0, 1, 2 MEEPLES ON THEIR TERRARIUM BOARDS FOR A TOTAL OF TWO ACTIONS. THE GAME ENDS WHEN ONE TYPE OF MEEPLE STOCK EMPTIES. THE PLAYER WITH THE BEST TERRARIUM WINS

OBJECTIVE

PLAYERS WILL RACE TO COMPLETE THEIR TERRARIUMS. WHEN ON ESTOCK OF MEEPLES IS DEPLETED, EACH PLAYER TAKES ONE MORE TURN, INCLUDING THE PLAYER THAT DEPLETED THE STOCK. THE PLAYER WITH THE HIGHEST VALUE OF TERRARIUM POINTS ON THEIR BOARDS AND ALPHA CARDS IS THE WINNER.

COMPONENTS

1 X MAIN BOARD	6 X TERRARIUM BOARDS	6 X ALPHA 1 CARDS	
		6 X ALPHA 2 CARDS	
		6 X ALPHA 3 CARDS	
5 X ARCHAEA MEEPLE	6 X MOSQUITO MEEPLE	6 X GRASS MEEPLE	6 X TADPOLE MEEPLE
5 X FUNGUS MEEPLE	6 X LADYBUG MEEPLE	6 X FLOWER MEEPLE	6 X NEWT MEEPLE
5 X PROTIST MEEPLE	6 X BUTTERFLY MEEPLE	6 X VINE MEEPLE	6 X SALAMANDER MEEPLE
5 X BACTERIA MEEPLE	5 X BUMBLEBEE MEEPLE	5 X BUSH MEEPLE	5 X TOAD MEEPLE
5 X VIRUS MEEPLE	5 X WASP MEEPLE	5 X TREE MEEPLE	5 X FROG MEEPLE
6 X HUMMINGBIRD MEEPLE	6 X MINNOW MEEPLE	6 X SKINK MEEPLE	6 X SHREW MEEPLE
6 X DOVE MEEPLE	6 X SEAHORSE MEEPLE	6 X TURTLE MEEPLE	6 X SQUIRREL MEEPLE
6 X DUCK MEEPLE	6 X MACKEREL MEEPLE	6 X LIZARD MEEPLE	6 X CAT MEEPLE
5 X VULTURE MEEPLE	5 X OCTOPUS MEEPLE	5 X SNAKE MEEPLE	5 X SHEEP MEEPLE
5 X EAGLE MEEPLE	5 X SHARK MEEPLE	5 X CROCODILE MEEPLE	5 X BEAR MEEPLE

KEY ASPECTS

ACTIONS:

ACTIONS IN TERRARIUM ARE EASY:
PERFORM ANY COMBO OF TWO
ACTIONS, EITHER TAKE A MEEPLE
FROM THE LAB OR MOVE A MEEPLE
DOWN YOUR TRANSPORT PATH(S)
TO/INTO YOUR TERRARIUM.

MEEPLE ABILITIES:

EACH MEEPLE YOU FULLY PLACE
IN YOUR TERRARIUM HELPS
STABILIZE YOUR ECOSYSTEM,
AS SUCH, EACH MEEPLE WILL
GRANT YOU AN IMMEDIATE
BONUS OR ONGOING ABILITY.

TRANSPORT PATHS:

THE TOUGH PART ABOUT MAKING A TERRARIUM IS GETTING ALL OF
LIVING THINGS FROM THE LAB ACROSS SPACE. ALL AQUATIC
CREATURES MUST TAKE ONE TRANSPORT PATH, ALL FLYING MUST
TAKE ANOTHER AND ALL LAND-DWELLING YET ANOTHER. MOVING ONE
CREATURE MIGHT ALLOW MOVING ANOTHER KIND ON ANOTHER TRACK.
THE BEST SCIENTISTS KNOW HOW TO SEQUENCE THEIR ACTIONS SO
THAT THEY CAN MOVE THEIR CREATURES EFFICIENTLY WITH
COMBOS.

SET UP

1. PLACE MAIN BOARD. FILL ALL SPACES WITH PROPER MEEPLES.
2. PLAYERS EACH TAKE A TERRARIUM BOARD.
3. PLACE MEEPLES ONTO LAB SPACES:
FIRST THREE TYPES OF EACH CATEGORY: X MEEPLES
LAST TWO TYPES OF EACH CATEGORY: X-1 MEEPLES
ALL PATHOGENS: X-1 MEEPLES
WHERE X = PLAYER COUNT
4. RANDOMLY SELECT TWO MEEPLES FROM EACH GROUP AND PLACE
THEM ON THE ACTION SPACES.
5. RANDOMLY SELECT ONE GROUP AND PLACE THE BLACK HEX IN
FRONT OF IT (THIS GROUP WILL NOT BE AVAILABLE FOR THE
FIRST PLAYER.)

FLOW OF PLAY

EACH PLAYER WILL TAKE TWO ACTIONS ON THEIR TURN, EITHER TAKING MEEPLES OR MOVING MEEPLES IN ANY COMBO OR ORDER. IN DOING SO, THEY MAY TRIGGER EXTRA MOVEMENT OR GAIN AN EXTRA TURN OR MORE (WHEN PLACING SEAHORSE IN TERRARIUM, ALPHA 2, 3 CARDS.)

AFTER A PLAYER HAS TAKEN THEIR TURN, THEY MUST RUN THE LAB BY FIRST CLOSING ONE WING OF THE LAB BY PLACING THE BLACK HEX IN FRONT OF ONE MEEPLE TYPE (THESE WILL NOT BE AVAILABLE FOR THE NEXT PLAYER) AND THEN REFILL ANOTHER WING OF THE LAB BY PLACING ONE OR TWO MEEPLES ON ANY AND ALL EMPTY SPACES OF THAT TYPE.

MEEPLE ABILITIES

PROTIST: STEAL 1 MEEPLE IN THE TOP TRANSPORT SPACE OF AN OPPONENT'S BOARD

FUNGUS: EACH TRANSPORT SPACE NOW HAS UNLIMITED MEEPLE CAPACITY

BACTERIA: PLACE BACTERIA MEEPLE NEXT TO ONE TYPE TO SHOW ON GOING WILD MOVEMENT

ARCHAEA: ALL TOP TRANSPORT SPACES COUNT FOR POSITIVE POINTS INSTEAD OF NEGATIVE

VIRUS: ALL OTHER PLAYERS LOSE ONE MEEPLE OF THEIR CHOICE FROM TRANSPORT PATHS

MOSQUITO: WHEN MOVING INSECT MEEPLES MOVE 1 EXTRA SPACE

LADYBUG: PLAYER MAY TAKE MEEPLES FROM CLOSED WING OF LAB.

BUTTERFLY: WHEN TAKING INSECT MEEPLES, PLACE ON SECOND SPACE OF FLYING TRANSPORT PATH

BUMBLEBEE: WHEN TAKING INSECT MEEPLE TAKE 1 EXTRA INSECT OF CHOICE FROM STOCK

WASP: TAKE 1 ALPHA 1 CARD

HUMMINGBIRD: WHEN MOVING BIRD MEEPLES MOVE 1 EXTRA SPACE

DOVE: EXCHANGE ANY 2 NON-ALPHA MEEPLES ON YOUR PATHS OR IN YOUR TERRARIUM WITH THE LAB

DUCK: WHEN TAKING BIRD MEEPLES, PLACE ON SECOND SPACE OF FLYING TRANSPORT PATH

VULTURE: WHEN TAKING BIRD MEEPLE TAKE 1 EXTRA BIRD OF CHOICE FROM STOCK

EAGLE: TAKE 1 ALPHA 1 CARD

SKINK: WHEN MOVING REPTILE MEEPLES MOVE 1 EXTRA SPACE

TURTLE: MOVE THREE MEEPLES OF ANY TYPE, MAY BE SAME OR DIFFERENT

LIZARD: WHEN TAKING REPTILE MEEPLES, PLACE ON SECOND SPACE OF LAND TRANSPORT PATH

SNAKE: WHEN TAKING REPTILE MEEPLE TAKE 1 EXTRA REPTILE OF CHOICE FROM STOCK

CROCODILE: TAKE 1 ALPHA 3 CARD

GRASS: WHEN MOVING PLANT MEEPLES MOVE 1 EXTRA SPACE

FLOWER: TAKE 1 MEEPLE FROM LAB AND IMMEDIATELY PLACE IT IN TERRARIUM

VINE: WHEN TAKING PLANT MEEPLES, PLACE ON SECOND SPACE OF LAND TRANSPORT PATH

BUSH: WHEN TAKING PLANT MEEPLE TAKE 1 EXTRA PLANT OF CHOICE FROM STOCK

TREE: TAKE 1 ALPHA CARD OF CHOICE

MINNOW: WHEN MOVING FISH MEEPLES MOVE 1 EXTRA SPACE

SEAHORSE: TAKE AN EXTRA TURN

MACKEREL: WHEN TAKING FISH MEEPLES, PLACE ON SECOND SPACE OF AQUATIC TRANSPORT PATH

OCTOPUS: WHEN TAKING FISH MEEPLE TAKE 1 EXTRA FISH OF CHOICE FROM STOCK

SHARK: TAKE 1 ALPHA 2 CARD

TADPOLE: WHEN MOVING AMPHIBIAN MEEPLES MOVE 1 EXTRA SPACE

NEWT: TAKE 3 MEEPLES OF ANY TYPE FROM LAB

SALAMANDER: WHEN TAKING AMPHIBIAN MEEPLES, PLACE ON SECOND SPACE OF EITHER TRANSPORT PATH

TOAD: WHEN TAKING AMPHIBIAN MEEPLE TAKE 1 EXTRA AMPHIBIAN OF CHOICE FROM STOCK

FROG: TAKE 1 ALPHA 2 CARD

SHREW: WHEN MOVING MAMMAL MEEPLES MOVE 1 EXTRA SPACE

SQUIRREL: UNLOCK ALPHA TRANSPORT TRACK

CAT: WHEN TAKING MAMMAL MEEPLES, PLACE ON SECOND SPACE OF LAND TRANSPORT PATH

SHEEP: WHEN TAKING MAMMAL MEEPLE TAKE 1 EXTRA MAMMAL OF CHOICE FROM STOCK

BEAR: TAKE 1 ALPHA 3 CARD

ALPHA CARDS & SCORING

ALPHA 1

ALPHA 1 CARDS GRANT
2 - 6 VICTORY POINTS

ALPHA 2

ALPHA 2 CARDS GRANT
2 - 4 EXTRA ACTIONS

ALPHA 3

ALPHA 3 CARDS GRANT
2 - 4 EXTRA ACTIONS

SCORING

PLAYERS WILL RACE TO COMPLETE THEIR TERRARIUMS:
THE GAME ENDS WHEN 1 MEEPLE GROUP HAS BEEN EMPTIED. EACH
PLAYER WILL TAKE ONE FINAL TURN. PLAYERS THEN ADD ALL
VICTORY POINTS FROM TERRARIUM BOARDS AND ALPHA CARDS.
THE PLAYER WITH HIGHEST AMOUNT IS THE WINNER.

SCORE = TERRARIUM BOARD + ALPHA CARDS

HIGHLIGHTED RULES

MEEPLE LIMIT: EACH TRANSPORT PATH SPACE IS LIMITED TO 2
MEEPLES, EXCEPT THE ALPHA WHERE IT IS 1.

ALPHAS INTO TERRARIUM: ALPHAS MAY NOT BE THE FIRST MEEPLE OF THEIR TYPE
TO GO INTO YOUR TERRARIUM. YOU MAY TAKE THEM
FROM THE LAB AND MOVE THEM DOWN THE PATHS, BUT
THEY WILL BE STUCK IN THE LAST PATH SPACE UNTIL
AT LEAST ONE MEEPLE OF ITS TYPE HAS BEEN FULLY
PLACED IN YOUR TERRARIUM.

ALPHA PATH: THE ALPHA PATH IS LOCKED UNTIL A PLAYER HAS A
SQUIRREL. ONCE IT IS UNLOCKED, THE ALPHA PATH
IS AVAILABLE TO ALL ALPHA MEEPLES AND PATHOGEN
MEEPLES.

ABILITIES STACK: IN SEVERAL CASES ABILITIES MAY STACK. FOR
INSTANCE WHEN PLACING SNAKE IN TERRARIUM, A
PLAYER GAINS 3 MOVEMENTS, BUT IF A PLAYER
OWNS BUTTERFLY ALREADY, USING THOSE 3
MOVEMENTS COULD ESSENTIALLY BE 6 INSECT
MOVEMENTS. LOOK TO STACK OR COMBO THESE
ABILITIES.