



ARK NOVA Procedures

Before play begins, all players should confirm that game components are complete.

SETUP:

The player in Seat Two will place the nine Bonus Tiles flat on the table and mix them up. The player in Seat Three will draw one and place it in the designated empty space closest to the bonus space with a preprinted icon. The player in Seat Three will repeat this process until all four bonus spaces have been filled.

The player in Seat One should shuffle the zoo cards. After any player who desires to do so has a chance to cut the deck, the display should be dealt out **FACE DOWN** in numerical order, space one being filled first. The player in Seat One should then deal 8 Zoo Cards to each player.

The player in Seat Two should shuffle the conservation deck. After any player who desires to do so has a chance to cut the deck, the appropriate number of cards should be placed below the association board.

The Final Scoring Card “Biodiverse Zoo” will be removed from the game. The Player in Seat Three should shuffle the Final Scoring cards and allow a cut from all players. The player in Seat Three should deal 2 Final Scoring cards to each player.

Each player at a given table will play using the same map, which will be selected by WSBG tournament officials.

Setup should be completed normally. **After all players have discarded down to four zoo cards**, reveal the 6 display cards.

GAMEPLAY:

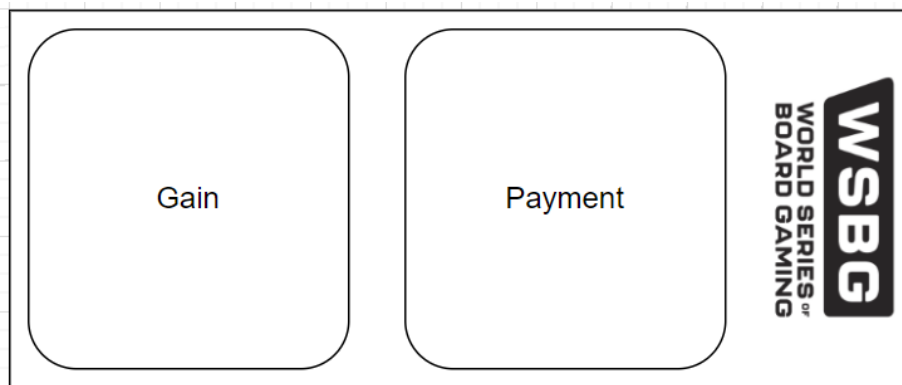
Gameplay will proceed normally and according to the rules except for the following additions and modifications:

NOTE: It is important that all players be as transparent as possible with their gameplay. Be deliberate in your actions and announce what actions you are taking, so that each other player has a chance to confirm its legality.

The player in Seat One has been randomly determined and will open play.

Instead of using the interactive abilities Venom, Hypnosis, Pilfering, and Constriction found on some animal cards, players will use the alternate effects specified in the blue box on those cards: Inventive, Determination, Sprint, or Clever.

A transaction board will be used to clearly indicate resources gained and payments made. Nothing should be placed on your map or added to your tableau without first being placed on the transaction board, so that all players may confirm the legality of the acquisition. All payments should be placed on the transaction board where all may confirm their accuracy. After a transaction is completed, the transaction board should be cleared.



Whenever a player marker is moved on the Appeal, Conservation, and/or Reputation tracks, its color, starting point, and ending point must be declared. **Example:** "Moving blue from 24 to 30 on the Appeal track."

An Active Player card will be used to show whose turn it is and should be passed to signal when a player officially ends their turn.

The player with the highest victory point total will advance. In the case of a tie, the tying player who supported the most conservation projects will advance. In case of a further tie, the tying player in the highest-numbered starting position (seat 4 in a four-player game) will advance.