WSBG

WORLD SERIES OF BOARD GAMING

Cascadia Procedures

Before play begins, all players should confirm that only base game components are included, and that they are complete. Promotional wildlife scoring cards should **NOT** be used.

Any habitat tiles that are removed from the game to adjust for player count should be done so **FACE DOWN,** so that no player has knowledge of what they are.

The remaining habitat tiles should be well randomized by the player in Seat Two and then laid out in a single row. Any time a tile is made available for selection, it should come from the top of this row.

The player in Seat Two should shuffle and randomly distribute one Keystone tile to each player.

The player in Seat One should randomly select one scoring card of each animal type to be used in the game.

The player in Seat One should now place the top four habitat tiles face up in a display, and a single pool of nature tokens should be placed beside the rightmost of these four, face up tiles.

Wildlife tokens should **ALWAYS** be placed in linear order, beginning with the open slot furthest away from the pool of nature tokens.

Play should begin with the player in Seat One, which was previously determined at random.

All players should confirm that all required wildlife tokens are in the drawbag before replacement wildlife tokens are drawn.

All wildlife tokens shall be drawn one at a time. If more than one is ever drawn at once, then all of those tokens will be placed back in the drawbag, with another player having the opportunity to shake the bag before a single replacement tile is drawn.

When a player gains or spends a nature token, that action should be clearly shown and announced. A player's new total of nature tokens should be announced each time it changes. *Example: "Gaining a nature token, I now have a total of three".*

In the case of a tie, the tying player with the most nature tokens will advance. In the case of a further tie, the player in the highest-numbered starting position (seat 4 in a four-player game) will advance.

An Active Player Card will be used to indicate whose turn it is and will be passed to signal the end of a player's turn.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.