

# WETLANDS

A 2-4 player card game for the entire flock.



## CONTENTS



145 Playing Cards:



40 Dabbling Ducks



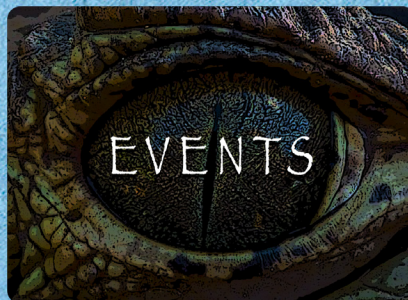
30 Diver Ducks



20 Geese, Swan & Other



22 Wetland Territories



12 Event Cards



21 Basic Land Territories



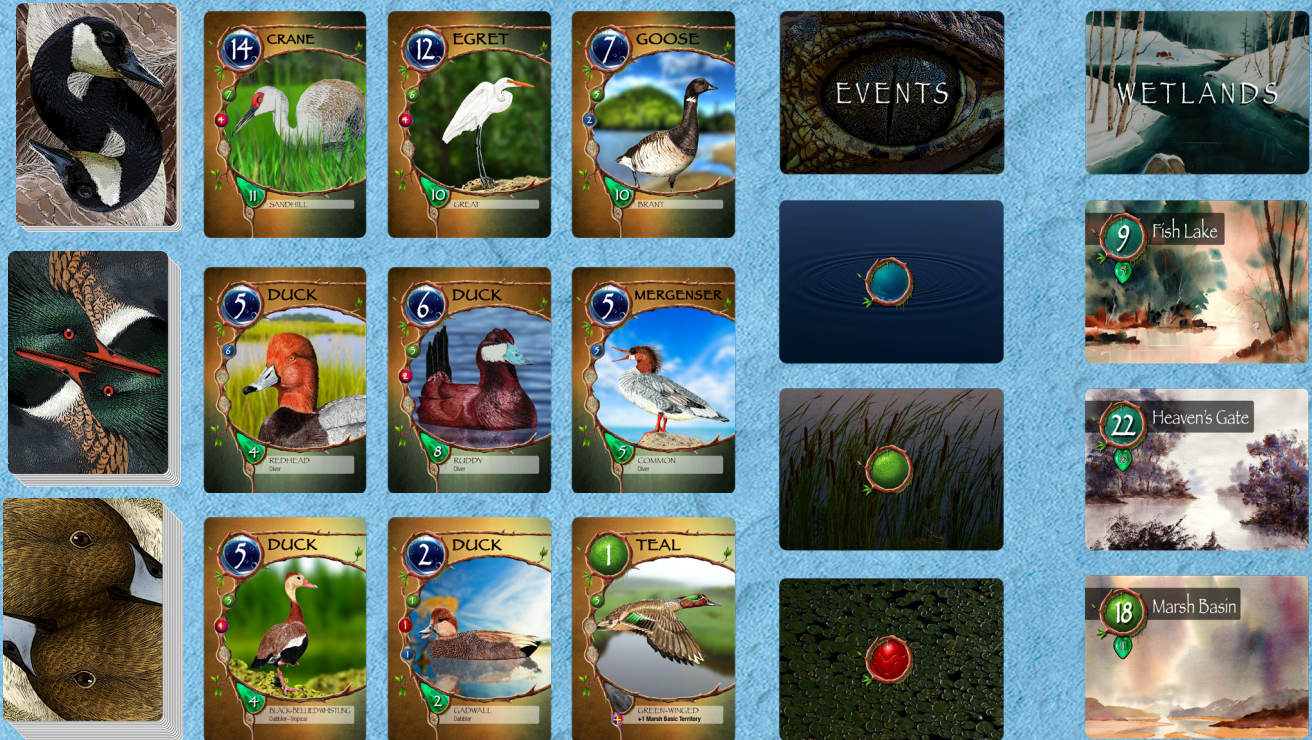
## OBJECT of the GAME



Capture as many wetland territory cards as possible using carefully assembled flocks of waterfowl birds. Territory and waterfowl cards award victory points and the most victory points at the end of the game wins.

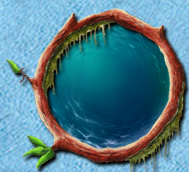
# SETUP

There are eight different sets of cards that will need to be shuffled to set up the game. Before shuffling these cards, some may need to be removed depending on the number of players. In a 4-player game, no cards need to be removed. In a 3-player game, remove two basic bogs, 2 basic marshes, 2 basic swamps and 3 wetland territories. In a 2-player game, remove 3 basic bogs, 3 basic marshes, 3 basic swamps and 6 wetland territories. **IMPORTANT:** Never remove the Cypress Swamp, Mountain Lake or Tidal Salt Marsh. Shuffle the dabbler, diver, and geese/swan cards and deal 3 face up in respective rows. Shuffle the event cards and place face down. Shuffle the wetland territory cards and deal 3 face up. Shuffle the basic bogs & lakes, marshes and swamps and place face down. All cards should be within reach of all players. The setup should resemble the layout below.

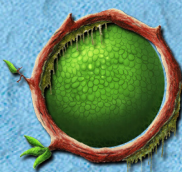


# HOW THE CARDS WORK

Learning to play Wetlands depends mostly on your understanding of how each of the different card types work. The game play is relatively simple once you understand the mechanics and the relationships of the cards. Every card in Wetlands is associated with at least one of the three major types of wetlands:



Bogs & Lakes



Marshes



Swamps

## BASIC TERRITORIES

There are three types of basic territories or sometimes referred to as basic lands. Bogs are represented by a blue symbol, marshes by green and swamps are red. Be sure to follow the rules on page 2 concerning what to remove based on how many are playing. There are seven of each basic type including 6 Bogs + 1 Mountain Lake, 6 Swamps + 1 Cypress Swamp, and 6 Marshes + 1 Tidal Salt Marsh. The three unique cards in each type, like the Cypress Swamp shown below, must always be included when playing Wetlands and are desired as they give extra influence to attract waterfowl to your play area.



Card Name

Amount and Type of Influence



Rules:

- You may take up to two basic lands on your turn and put them in your hand. The choices **MUST** be different.
- When using these to attract waterfowl, reveal them from your hand then return them to their respective piles, face down, making sure to slide them underneath (unless the pile is empty).

Card FAQ:

Q: What happens if there's only one basic land available, or none?

A: *You can take just one for your turn, however, if they're gone, you'll have to wait for some to be returned.*

Q: Can a player hoard these cards to make it frustrating for the rest of us?

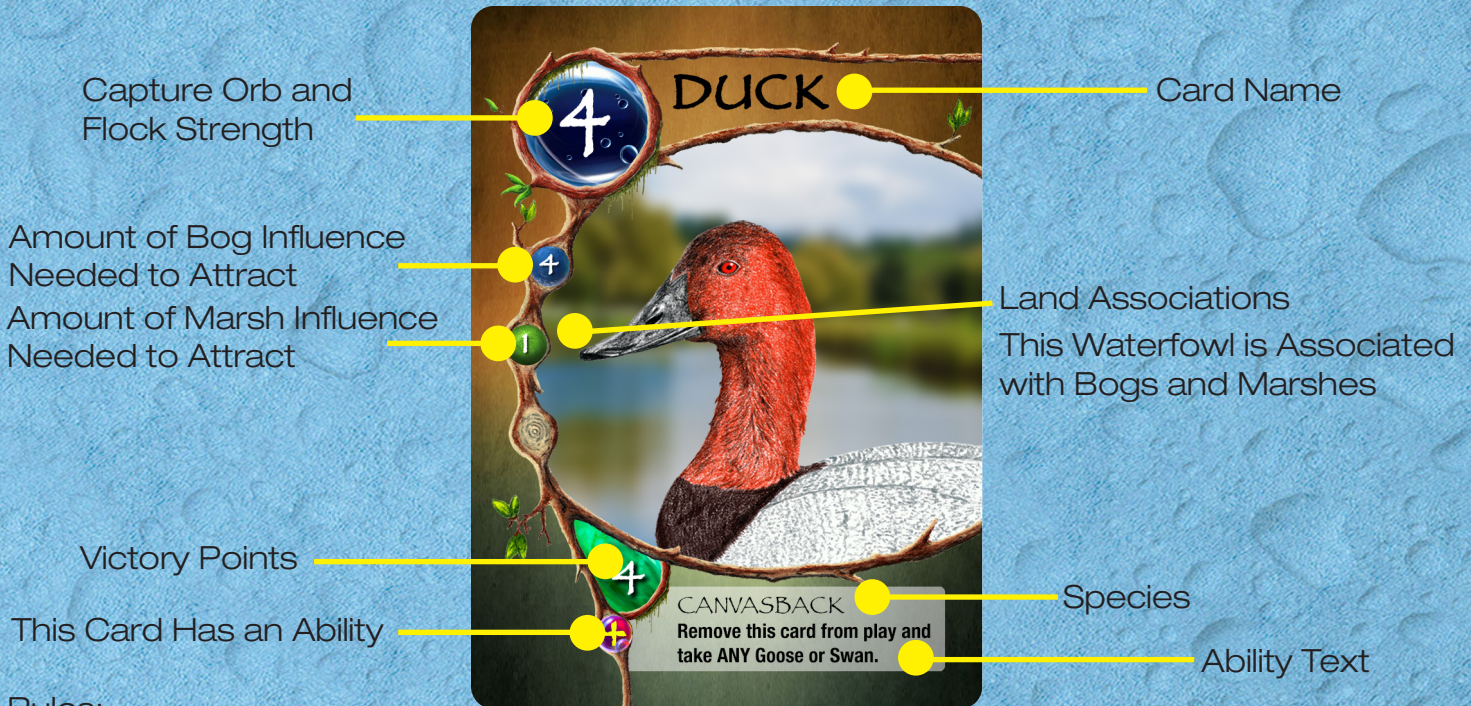
A: *This is difficult to do as each player may only have 7 cards in their hand at a time, plus, players will want to see the game progress.*

Q: Why is it so important to return cards to the bottom of their pile?

A: *Because each basic land type has one unique card, it is important to keep them circulating in a somewhat shuffled manner.*

# WATERFOWL

There are three types of waterfowl, including dabblers, divers, and geese/swan & other. You'll start collecting dabblers first as they are easier to attract. The waterfowl in the game serve two primary functions: to capture wetland territories and to attract other waterfowl as if it were a basic land type. Waterfowl used to capture wetlands have a distinctive dark blue orb in the upper left corner with a number indicating the strength of the flock. Waterfowl used to aid in attracting other waterfowl will have one of the three land types in the upper left corner, also with a number indicating the influence strength. Let's take a look at a capturing waterfowl.



## Rules:

- You must have equal to or more influence to attract waterfowl to your play area. To attract the Canvasback, you'll need 4 Bog influence and 1 Marsh in your hand and or play area.
- When collecting the waterfowl, return basic lands (if any were used), take the bird and place it in your play area and replace the empty spot with a new waterfowl from the respective pile.

## Card FAQ:

Q: Some of the waterfowl need 8 or more influence from a specific land type, how can you possibly attract it?

A: You will need to make sure you attract waterfowl early in the game that can aid the basic land cards.

Q: Some of the waterfowl do not have victory points. Why?

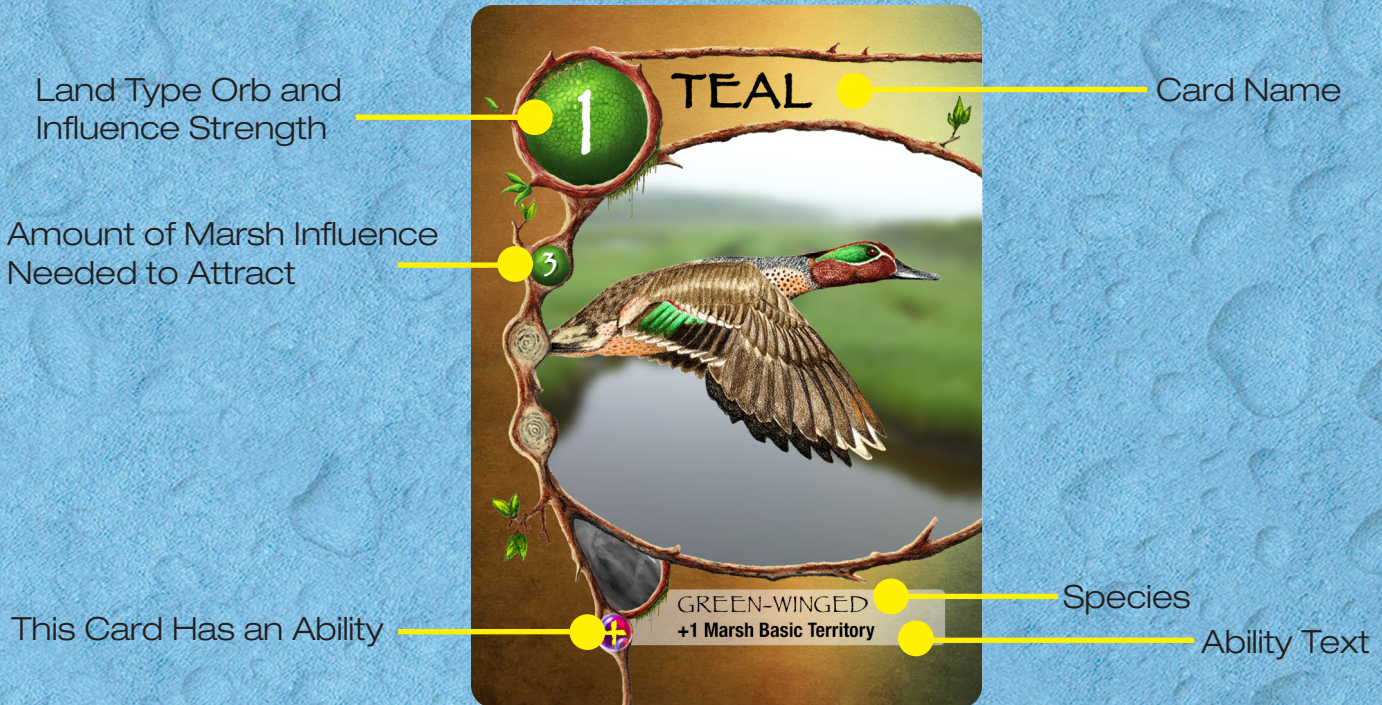
A: Waterfowl that aid in attracting other birds can never be used to capture wetlands, which means they can never be paired with a wetland, therefore they can never score points for you.

Q: How do we use the abilities?

A: Some abilities are passive and need no action. Others, like the Canvasback, will need the player to use their one action on their turn to enact the ability.

# WATERFOWL

Let's take a look at a waterfowl that is used to help attract other waterfowl. Refer to the rules on the previous page when attracting these as they are collected in the same way, but serve a different purpose.



Rules:

- Waterfowl that aid the basic land types can only be used for that purpose and can never contribute to capturing wetlands, nor can they be paired with a captured wetland.
- You must ALWAYS use the basic land cards FIRST before tapping into the benefit of these cards.
- These cards will stay in your play area and do not need to be returned when used to attract other waterfowl cards.

Card FAQ:

Q: When you collect this type of waterfowl, does it go into your hand?

A: No. They will be placed in your play area and permanently assist in attracting bigger, better waterfowl.

Q: Some of the waterfowl do not have victory points. Why?

A: Waterfowl that aid in attracting other birds can never be used to capture wetlands, which means they can never be paired with a wetland, therefore they can never score points for you.

# WETLANDS

In Wetlands, you need to score points to win the game and the **ONLY** way to score is by capturing wetland territories. Wetland territories are categorized within the three main wetland types. This becomes important when pairing a waterfowl with the territory. Capturing a wetland consists of two mechanics: having enough flock strength in your play area to capture the territory and pairing one waterfowl from your play area to the wetland. Any waterfowl can contribute to capturing a wetland, however, the waterfowl that you pair with it must have a matching land association. If a waterfowl is not associated with a marsh, it cannot be paired with it, however, it can contribute to the capturing by using its flock strength.



## Rules:

- Any waterfowl in your play area with a dark blue capture orb can contribute its strength to capture ANY territory.
- You must **ALWAYS** place a valid waterfowl with the territory when capturing. It must have a matching land type in its land association area (the small orbs along the left side). **IMPORTANT:** Placing the waterfowl with the territory removes it from your play area and can no longer use its ability (if any) and can no longer contribute in capturing territories. The victory points from the waterfowl will now be counted along with the territory victory points at the end of the game.
- You may only capture one territory per turn.

## Card FAQ:

Q: Do you need the exact amount of strength?

A: *No. You can go over and typically will always go over.*

Q: Do I need to discard the other birds that helped capture?

A: *No, they will stay in your play area, only one valid waterfowl will leave your play area with the territory.*

Q: I have plenty of strength in my play area to capture any territory, however, I have no waterfowl associated with swamps. Is there any way to still capture a swamp territory?

A: *No. Regardless of how much strength you have, you must also have a waterfowl that can be paired with it.*

Q: Can I place more than one bird on the territory?

A: *Yes, but it must be done on a later turn. Refer to page 8 for details.*

## EVENTS

Event cards are awarded when you capture a territory. You do not have to take an event card, however, they can significantly alter a wetland territory for better or worse. Events can be placed on a wetland territory as one of your actions.



### Rules:

- You may collect an event card after capturing a wetland territory. Place it in your hand.
- You may never have more than two in your hand at any time. Collecting a third event card is possible, but you must immediately return one event back to the bottom of the event supply deck.
- These cards are held in your hand until you play them, therefore they count against your 7 card total that you cannot exceed during a game.
- Event cards can only be placed on captured wetland territories and only one event card can occupy a wetland territory at a time.
- **IMPORTANT:** The land type orb must match the type of the wetland. The alligator can not be placed on a marsh or bog territory.

### Card FAQ:

Q: Can an event card be played on my opponents territories?

A: Yes. It can be placed on any captured territory as long as the types match and the territory does not already have an event present.

Q: Is there a way to remove an event from a territory?

A: There is a waterfowl bird that has an ability to remove the event. Removing the event places it back at the bottom of the events pile.

Q: Do events reduce the victory points on a territory?

A: Possibly. There are events that increase or decrease its value, some do other things that help or hinder the territory.

Q: Can I discard an event from my hand if I don't want it?

A: Yes, but **ONLY** if you have three, then you must discard one of your choice. You may not simply discard it if you don't want it.



Now that you understand the mechanics and rules of the cards, gameplay will be easier to comprehend.

- Players will start with no cards in their hand. Which player starts? Choose any method you desire.
- Unless otherwise instructed, play will always proceed clockwise.
- Your play area, which has been referenced often, is simply the area in front of you. Organize your birds however you see fit. This is where your waterfowl can do their thing. Wetlands can also be organized however you like, but they are not considered in your waterfowl “play area”. Once a waterfowl is placed with a wetland, it is no longer in play.
- On your turn you have six actions to choose from. Perform only one.
  1. Take two, different, basic territories.
  2. Use basic territories and influencing waterfowl to attract waterfowl to your game area.
  3. Capture a wetland territory with valid waterfowl from your play area, making sure to pair a waterfowl, with proper association, with the territory.
  4. Enact an ability from a waterfowl in your play area.
  5. Place a second waterfowl on a captured territory.
  6. Place an event on a captured territory.
  7. What if you can’t do the above 6 actions (it can happen)? Shuffle one, two or all of the game supply piles. Shuffling the waterfowl means you will distribute three new cards. Shuffling the wetlands means you will deal three new cards. You can also shuffle the events and the basic territories as well. Any and or all.
- The game will end after the last wetland territory is revealed from its supply pile then all players play one more round.
- Add up the victory points for your wetlands and the waterfowl on the wetlands. Remember to make any adjustments from event cards. Waterfowl in your game area will not score.

FAQ: