CASCADIA
LANDMARKS

RULEBOOK

AEG · FLATOUT GAMES

CASCADIA™
LANDMARKS

An expansion for Cascadia — more puzzly tile-laying and token-drafting featuring the habitats & wildlife of the Pacific Northwest. Designed by Randy Flynn, Molly Johnson, Robert Melvin, and Shawn Stankewich, for 1-6 players, ages 10+.

Landmarks

The majestic region of Cascadia is like nowhere else on earth. Each of the habitats have unique geographical features. From a roaring waterfall in a rushing river to a towering coast redwood reaching up to the top of the forest canopy, Cascadia's many landmarks provide its identity. In the Landmarks expansion to Cascadia, players create sprawling habitats and place beautiful natural landmarks within them. Landmarks give each environment its own look and feel, and provide dynamic end game scoring bonuses!

New Habitat Tiles and Starter Habitat Tiles

The new Habitat Tiles and Starter Habitat Tiles function exactly the same as the tiles in the Cascadia base game but feature new configurations of habitats. There are also new Keystone Tiles that still feature a single Wildlife type but have multiple different Habitat types. **These new Habitat Tiles can be mixed with the Habitat tiles from the Cascadia base game to provide a greater variety of tiles each time you play! If you continue to play Cascadia, either with or without other elements of this expansion, there is no need to remove any tiles once they have been shuffled together.** These new Habitat tiles may be used in solo games, and it is desirable to use them when playing the scenarios in this expansion. The 35 new Wildlife Tokens can be added to the Canvas Bag with the base Cascadia Wildlife Tokens. There is no need to remove any of them once they have been shuffled together.

With the addition of 45 new Habitat Tiles, 5 new Starter Habitat Tiles, and 35 new Wildlife Tokens, Cascadia can now be played by up to 6 players! See page 4 for optional alternative rules for faster play.

Use the chart below to determine how many Habitat Tiles you need, depending on player count.

Player Count	Tiles to use	If playing with Landmarks Expansion (see page 6)
1P	**43** *(or remove 87)*	**44** *(or remove 86) - includes 1 extra initial Keystone tile*
2P	**43** *(or remove 87)*	**45** *(or remove 85) - includes 2 extra initial Keystone tiles*
3P	**63** *(or remove 67)*	**66** *(or remove 64) - includes 3 extra initial Keystone tiles*
4P	**83** *(or remove 47)*	**87** *(or remove 43) - includes 4 extra initial Keystone tiles*
5P	**103** *(or remove 27)*	**108** *(or remove 22) - includes 5 extra initial Keystone tiles*
6P	**123** *(or remove 7)*	**129** *(or remove 1) - includes 6 extra initial Keystone tiles*

COMPONENTS

Your game of Cascadia: Landmarks should include the following. If it doesn't, please visit: alderac.com/customer-service

45 Habitat Tiles including **15 Keystone Tiles**
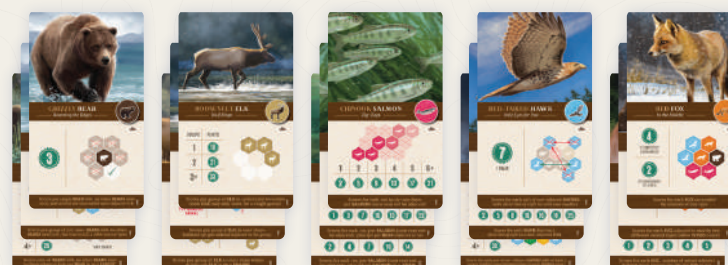*(Featuring Forests, Wetlands, Prairies, Mountains, and Rivers)*

5 Starter Habitat Tiles
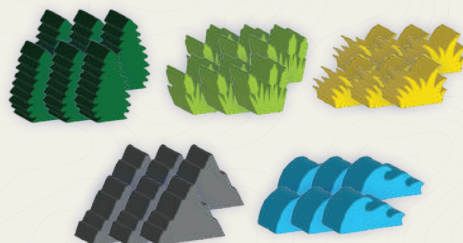

35 Wildlife Tokens
(7 Bear, 7 Elk, 7 Salmon, 7 Hawk, 7 Fox)

15 Nature Tokens
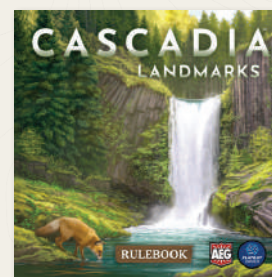*(Cones from the mighty Douglas Fir)*

15 Wildlife Scoring Cards
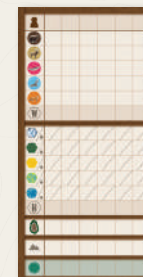*(3 Bear, 3 Elk, 3 Salmon, 3 Hawk, 3 Fox)*

30 Landmark Tokens
(6 Forests, 6 Wetlands, 6 Prairies, 6 Mountains, 6 Rivers)

60 Landmark Scoring Cards
(12 Forests, 12 Wetlands, 12 Prairies, 12 Mountains, 12 Rivers)


1 Rulebook

1 Scorepad

ALTERNATIVE RULES FOR FASTER PLAY

Cascadia can be played with the standard rules at any player count, however, when playing with 5-6 players, or if you wish to play a faster game of Cascadia, you may use these alternative faster play rules.

Setup

1. Remove a number of each of the 5 Wildlife Token types equal to the number of players from the Cloth Bag.

2. From the subset of Habitat Tiles that you have selected based on player count (see page 2), deal 5 random Habitat Tiles to each player - place them faceup to the side of each player's play area.

3. In order, place one of each of the 5 Wildlife Token types beside each of the player's Habitat Tiles creating 5 pairs (Bear, Elk, Salmon, Hawk, Fox). This forms a personal supply of Habitat and Wildlife pairs for each player.
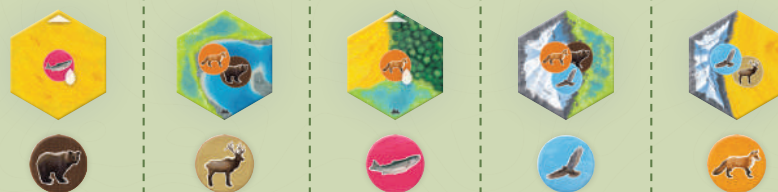

Deal 5 random Habitat Tiles to each player along with 1 of each Wildlife token to form a personal suppy.

Gameplay

Proceed as usual, with the following exception:

- After you have played your turn (drafting and placing a Habitat Tile and Wildlife Token), and once play has passed to the next player, you may choose to take an additional action between your turns: choosing one of the pairs from your personal supply (the pairs of a Habitat Tile and Wildlife Token that you have to the side of your play area) and playing it into your environment.

You may only do this once between each of your turns, and you may only do it 5 times throughout the course of the game. (Note: If you do not do it 5 times before your last turn, you will not be able to play these extra tiles/tokens.) These pairs of Habitat Tiles and Wildlife Tokens from your personal supply do not get replaced. However, **if you wish, you may spend a Nature Token to swap any two Wildlife Tokens in your personal supply in order to rearrange your pairs before taking the additional between-turn action.**
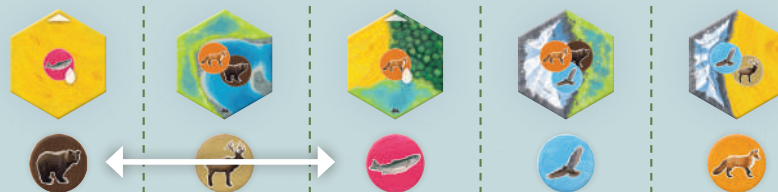
Pay 1 Nature Token to swap any two Wildlife Tokens in your personal supply.

In this "faster play" setup, **each player will only play a total of 15 main turns, rather than 20**, and they will play a total of 5 additional between-turn actions between their turns. This means that by the end of the game, players will have added 20 Habitat Tiles and 20 Wildlife Tokens to their environment (the same number as the standard rules). The added action between turns will reduce the overall playtime and works especially well when playing with 5 or 6 players.

WILDLIFE SCORING CARDS

BEAR Card Clarifications: (E) Scores 3 points for each bear with no other bears next to it and one or more unoccupied spaces adjacent to it. An unoccupied space is a space that has no habitat tile. **(F)** Scores 12 points for each bear group. Bear groups may be adjacent to any number of other animals or unoccupied spaces, as long as they are adjacent to at least one of each of the other 4 wildlife types. Bear groups may be 3 or more bears in size. **(G)** Score an increasing number of points, based on the total number of pairs of bears on forests. A tile is considered to be a forest tile if any portion of the tile is forest. Only one of the tiles per group must have forest on it.

ELK Card Clarifications: (E) Scores each group of 3 elk in exact semicircular formation. Exact shape may be rotated. Single Elk, groups of 2 or groups of 4+ do not score. **(F)** Scores for each group of 3 elk in exact triad formation. Exact shape may be rotated. One point is subtracted for each animal adjacent to the scoring group, regardless of how many of the elk they are adjacent to. Other elk not in the group being scored also count as adjacent animals and subtract one point each. **(G)** Exact shape may be rotated. A tile is considered to be a prairie tile if any portion of the tile is prairie. Only one of the tiles per group must have prairie on it. The prairie tile does not need to be in the position shown on the diagram on the card, it may be in any position in the formation.

SALMON Card Clarifications: (E) Zig-zag shape must be in exact configuration as shown on diagram on card, or mirrored. Scores for each run, based on size, up to a maximum of 6. **(F)** Scores for each run, based on size, up to a maximum of 7. Each Bear only scores onces, regardless of how many different Salmon it is adjacent to. A Bear may, however, score for multiple separate Salmon runs. **(G)** Scores for each run, based on size, up to a maximum of 5, with an additional point added for each river tile within the run. A tile is considered to be a river tile if any portion of the tile is river.

HAWK Card Clarifications: (E) Score 7 points per pair of hawks. Each hawk may only be counted in a single pair. Hawks that have line of sight to more than a single other hawk cannot be part of a pair that scores. **(F)** Score an increasing number of points, based on the total number of hawks that have a line of sight to at least one fox. Line of sight is not established between two adjacent tiles, there must be a space of at least one tile, or an unoccupied space. An adjacent fox breaks line of sight to a fox beyond it. **(G)** Scores an increasing number of points, based on the total number of pairs of non-adjacent hawks that have at least 3 unique habitat types between them. Each hawk may only be counted in a single pair. A habitat type is considered between two hawks if any portion of the tile within the line of sight is that type. The tiles the hawks are on do not count as within the line of sight.

FOX Card Clarifications: (E) Score points for each fox based on how many animals are adjacent to it. If all 6 spaces surrounding it are occupied by animals, score 4 points. If only 4-5 spaces, score 2 points. If 3 or fewer spaces, the fox does not score. **(F)** Score 3 points for each fox that is adjacent to exactly two different wildlife types, including foxes. If the fox is adjacent to any number of wildlife types other than two, the fox does not score. The fox may be adjacent to any number of total animals, as long as they are exactly two different types. **(G)** Score points for each fox based on the number of unique adjacent habitat types touching the edges of the fox's tile. Habitat types on adjacent Habitat tiles that are not touching the edges of the fox's tile do not count. The habitat types the fox is placed on are irrelevant.

LANDMARKS

The Landmarks module can be added to any game of Cascadia. If adding Landmarks, use the number of tiles noted in the chart on page 2, and follow the Cascadia base game setup, gameplay, and scoring, with the following exceptions:

Setup

1 After distributing the Starter Habitat Tiles as in the standard setup, provide each player with one extra Keystone Tile to add to their environment before the game starts. To do this, select a first player at random. Flip over tiles from the subset of tiles being used for the game (see page 2) until a number of Keystone Tiles equal to the number of players is revealed. Lay these tiles out on the table so that all players can see them. Starting with the last player, or player to the right of the first player, and proceeding counter-clockwise in reverse player order, each player selects one of the extra Keystone Tiles and adds it to their environment. It may be placed anywhere they wish as long as it is a legal placement (note: for solo play, simply take the first Keystone Tile that you flip over). Reshuffle the other revealed tiles back into the supply of tiles so that the game setup can proceed as usual.

2 Shuffle each of the 5 Landmark Scoring Card decks (Forests, Prairies, Mountains, Rivers, Wetlands) and flip over a number of cards from each deck equal to the number of players (for solo play, flip over 2 cards from each deck). Place these cards in a tableau near the Wildlife Scoring Cards selected for the game and within easy view of all players.

3 Place Landmark Tokens for each type equal to the number of players near each of their respective Landmark Scoring Cards.

1

Create a supply of Keystone Tiles equal to the number of players. Each player selects 1 Keystone Tile in reverse turn order, and adds it to their environment.

3

2

6

Gameplay

Proceed as usual with the following exceptions:

- Any time you place a tile into your environment that adds a 5th, or greater, tile to any habitat corridor (contiguous area, see page 8 of Cascadia Rulebook), you may choose to place a Landmark Token of that habitat type **onto the tile you just placed**. The Landmark Token must:

  - Be placed onto the tile you just placed (it cannot be placed onto another tile within that habitat corridor). *Note: you may still place the Wildlife Token that you selected this turn, but it may not be placed on the tile you just played that now has a Landmark Token. Also note that you may always choose not to play a Wildlife Token and instead return it to the Canvas Bag.*

  - Not be a Landmark for a Habitat type you already have. You may only place one of each type of Landmark.

- Once you have placed the Landmark Token, select one of the Landmark Scoring Cards and place it next to your environment. This card may score points at the end of the game based on its identified goal, or provide other bonuses like adding to a habitat corridor. As you may place only one Landmark Token of each of the five Habitat types, you will end the game with a maximum of 5 Landmark Tokens.

Note: when you place a Landmark Token on a tile, you may no longer place a Wildlife Token on that tile. This means that each Landmark Token that you add to your environment will reduce your options for placing Wildlife Tokens on future turns.

If you place a Landmark Token on a Keystone Tile, you do not gain a Nature Token.

A "Habitat Corridor" is a contiguous group of habitat types (Forest, Mountain, Prairie, River, Wetlands) of any size. Even a single Habitat Tile is considered a corridor.

By placing a 5th, or greater, Prairie Habitat Tile in a contiguous area you may place a Prairie Landmark Token on the tile you just placed, and select a Landmark Scoring Card. You may place your Wildlife Token on any other open Habitat Tile, but you may no longer place a Wildlife Token on a Habitat Tile with a Landmark Token on it.

End Game and Scoring

Score as usual, but add your total score for Landmarks as a sum of the total points earned by each Landmark according to the Landmark Scoring Card that you selected. Each card has an explanation of how points are scored. Add your total score to the Landmarks area of the scorepad.

Note: some Landmarks do not score points themselves, but provide bonuses for other areas of scoring like habitat corridor scoring. Remember to consider these Landmarks when completing other areas of scoring.

Landmark Scoring Card Clarifications:

A-E Cards - an animal is considered 'on' a habitat type if at least some part of the tile it is on is that habitat type.

F Cards - a keystone tile is considered to be a certain habitat type if at least some part of the tile is that habitat type.

G-H Cards - score for each corridor of a particular habitat type. For card G a corridor of a single tile counts. For card H, a corridor must have at least two tiles to count.

I-J Cards - do not score themselves, but add to habitat corridor scoring. These additions count toward majorities for that habitat type, but do not count as points toward any Landmark-specific scoring goals in the scenarios (see page 10).

K Cards - score a maximum of 5 points (each environment will have at least one corridor of that type). It is not possible to get negative points from this card, if there 6 or more corridors of the habitat type, score 0 points.

L Cards - do not have any conditions. Simply score 3 points.

Two Corridors — Combines a Forest Corridor of size 6 + size 2 for a total size of 8. *(Scored in the Forest Corridor Scoring Section)*

Corridors — Scores **5 points** for 5 total Mountain Corridors.

Salmon on Prairie — Scores **4 points** for 4 Salmon on Prairie Habitat Tiles.

Populated Keystones — Scores **3 points** for 1 pair of occupied Wetland Keystones.

Total Score for Landmarks:
0+5+4+3 = 12 points

	R	F	S	S
🐻	19	11		
🦌	9	7		
🐟	8	14		
🦅	18	11		
🦊	10	16		
	64	59		
	6	2		
	7	8	2	
	10	8		
	8	7		
	6	4		
(H)	39	37		
	1	3		
▲	9	12		
	113	111		

LANDMARKS SCENARIOS & ACHIEVEMENTS

Study the Cascadian habitats and wildlife to gain Achievements as you hike your way through the landscape to become a Cascadian Discoverer! Cascadia Achievements can be earned and tracked as you play multi-player & solo games. Below is the Achievements hiking chart where up to 5 players can keep track of their overall progress. You may begin gaining Achievements at any time. To do so, write your name beside any of the colored hiking tracks. Each time you play, choose one of the two Achievement modes: Scenarios (page 10), or Normal Game + Landmarks (page 11) and follow the instructions. From now on, whenever you gain an Achievement (⬤◯▶◆▪) from any of the Achievement modes, fill in your shape under the appropriate mode and then come back to this page and fill in the next shape on your hike from left to right. Can you become a Cascadian Discoverer and find all of the landmarks of Cascadia?

10 WANDERER	20 TRAVELER	30 EXPLORER	40 DISCOVERER

name

name

name

name

name

SCENARIOS

The scenarios on the next page can be played in multi-player or solo mode. Each of the scenarios will show you which Wildlife Scoring Cards (and in Scenarios 11-20 which Landmarks Scoring Cards) to use, a minimum score to achieve, and up to 3 goals that must all be completed to pass the scenario. When playing solo, we suggest starting with scenario 1 and working your way up to 20, as they get progressively more difficult. Scenarios 1-10 are intended to be played *without* the Landmarks module, and Scenarios 11-20 require it. You may only fill in your Achievement shape when you pass the scenario. When playing multi-player, choose any scenario. All players who successfully pass the scenario may fill in their Achievement shape. When playing Scenarios 11-20 in multi-player mode, allow players to select a Landmark Scoring Card even if another player has already selected it — both players may score the same card. Whenever you fill in a shape, fill in the next shape on your trail on the Achievement hiking map above.

#	🐻	🦌	🐟	🦅	🦊	⛰️	🌲	🌾	🌿	🔵	Score	Goal 1	Goal 2	Goal 3	Completed
1	G	D	D	A	E						85				●●▶◆■
2	C	G	F	D	B						85				●●▶◆■
3	E	C	G	F	A						85				●●▶◆■
4	A	F	C	G	F						90	Play at least 3 of each wildlife type			●●▶◆■
5	D	A	E	E	G						90	Fully score a Salmon run			●●▶◆■
6	F	E	G	B	E						90	Foxes cannot be adjacent to Elk			●●▶◆■
7	G	E	E	G	D						95	Score 10+ pts for Wetlands	Score 20+ pts each from 2 diff. wildlife types		●●▶◆■
8	F	G	A	E	G						95	Fully score 3 Foxes	Score 7+ pts each from 2 diff. habitat types		●●▶◆■
9	E	F	G	G	G						95	Hawks must be adjacent to Foxes	Rivers cannot touch Mountains	Play at least 4 Bears	●●▶◆■
10	G	G	F	F	F						100	Score 60+ pts from wildlife	Score 10+ pts from Prairies	Foxes cannot be placed on Forests	●●▶◆■
11	C	B	A	E	G	A/F	B/G	C/H	D/I	E/J	85	Score 5+ pts from Landmarks			●●▶◆■
12	B	C	F	G	A	C/I	D/H	D/F	L/J	F/G	85	Score 4+ pts from Forest Landmark			●●▶◆■
13	E	G	B	B	D	H/G	C/L	B/E	C/K	B/I	90	Place 3 Landmarks	Score 12+ points from Rivers		●●▶◆■
14	A	F	G	D	B	E/L	F/I	A/K	F/G	D/H	95	Score 8+ pts from Landmarks	Score 10+ points from each wildlife type		●●▶◆■
15	G	D	E	C	F	D/J	A/K	G/L	A/E	A/L	95	Score 7+ pts from River & Wetland Landmarks	Fully Score 1 Elk		●●▶◆■
16	E	G	C	A	E	B/K	E/J	I/J	B/H	C/K	100	Place 4 Landmarks	Score 35+ points from Habitats		●●▶◆■
17	F	A	G	F	C	I/G	H/E	D/K	F/G	B/J	100	Score 4+ pts each from 2 Landmarks	Prairies cannot touch Wetlands		●●▶◆■
18	F	E	D	G	F	C/E	L/D	F/G	C/H	D/K	105	Score 5+ pts each from 2 Landmarks	End with 5+ Nature Tokens	Hawks cannot be adjacent to Salmon	●●▶◆■
19	D	F	E	F	G	A/L	F/G	B/J	D/I	E/F	110	Place all 5 Landmarks	Score 10+ points from each wildlife type	Score 10+ pts from any one habitat type	●●▶◆■
20	G	E	F	E	E	D/F	B/A	C/L	E/K	H/G	115	Score 15+ pts from Landmarks	Score 15+ pts each from 3 diff. wildlife types	Rivers cannot touch Forests	●●▶◆■

ACHIEVEMENTS (Normal Game +Landmarks)

#	Goal	Completed				
1	Score 115+	●	◯	▶	◆	▢
2	Score 120+	●	◯	▶	◆	▢
3	Score 125+	●	◯	▶	◆	▢
4	Score 10+ from Landmarks	●	◯	▶	◆	▢
5	Score 15+ from Landmarks	●	◯	▶	◆	▢
6	Score 20+ from Landmarks	●	◯	▶	◆	▢
7	Score 25+ from Landmarks	●	◯	▶	◆	▢
8	Score 7+ from a single Landmark	●	◯	▶	◆	▢
9	Score 10+ from a single Landmark	●	◯	▶	◆	▢
10	Place all 5 Landmarks	●	◯	▶	◆	▢
11	Have 3 Landmarks adjacent to one another	●	◯	▶	◆	▢
12	Score 60+ from Wildlife	●	◯	▶	◆	▢
13	Score 65+ from Wildlife	●	◯	▶	◆	▢
14	Score 70+ from Wildlife	●	◯	▶	◆	▢
15	Score 35+ from Habitats	●	◯	▶	◆	▢
16	Score 40+ from Habitats	●	◯	▶	◆	▢
17	Have only 3 Wildlife types	●	◯	▶	◆	▢
18	Score 7+ from each Habitat	●	◯	▶	◆	▢
19	Fill Every Habitat Tile	●	◯	▶	◆	▢
20	End Game with 7+ Nature Tokens	●	◯	▶	◆	▢

Set up and play a multi-player or solo game of Cascadia **with the Landmarks module.** Any players that play the game may fill in a maximum of one Achievement shape in their column if an Achievement was earned. Whenever you fill in a shape, fill in the next shape on your trail on the Achievement hiking map (page 9).

FLATOUT GAMES COLAB

CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Cascadia is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

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