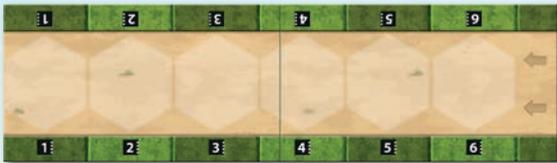# SANCTUARY
An Ark Nova Game

GLOSSARY

COMPONENT OVERVIEW

Shared components:

1 Display board

1 Conservation board

10 Conservation objectives

135 tiles

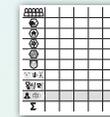| Animals (yellow)	Buildings (blue)	Projects (purple)	Open Area

GREAT HORNBILL — OUTBACK AREA — Open Area

Front side — Back side

21 Pouch markers

20 Conservation markers

1 Scorepad

5 Player aids

HOW TO PLAY A TURN

5 End-of-game markers
(1× 10 points, 4× 5 points)

For solo mode: **18 Solo markers**
(3 each of numbers 1–6)

Player components (5× each):

1 Zoo map
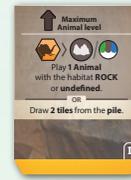(player board)

1 tile holder

4 Action cards

1 Projects Action card

Tile range
Project level
Play **1 Project**.
OR
Take any **1 tile** from the **display**.

3 Animals Action cards

Maximum Animal level	Maximum Animal level	Maximum Animal level
Play **1 Animal** with the habitat **ROCK** or **undefined**. OR Draw **2 tiles** from the **pile**.	Play **1 Animal** with the habitat **WATER** or **undefined**. OR Draw **2 tiles** from the **pile**.	Play **1 Animal** with the habitat **FOREST** or **undefined**. OR Draw **2 tiles** from the **pile**.

4 Upgrade markers (in 5 colors)

(Back side)

4 Conservation Achievement markers (in 5 colors)

(Back side)

EXPLANATION OF THE VARIOUS ICONS

Some of the rules in this section are explained using a specific icon as an example, e. g., the Predator icon. If you encounter the same icon with a bird instead (for instance), the rule still applies.

Animal Sizes

Small Animal. A Small Animal is an Animal whose level (on the center left edge of the tile) is 2 or 3.

Large Animal. A Large Animal is an Animal whose level (on the center left edge of the tile) is 4 or 5.

Habitat

The icon for the "undefined" habitat does not count as any of the defined habitats (Forest, Water, Rock). For example, if a tile in your zoo scores points for Forest icons, this icon does not count.

1

Scoring

Gain 1 point for each **different animal class and/or continent icon** on tiles that are directly **adjacent** to this tile. So, identical icons that can be found on multiple adjacent tiles only count once. Other icons such as habitats, Projects, or Buildings do not count.

Gain 2 points for each **Primate icon** on tiles that are directly **adjacent** to this tile. A Primate icon on this tile itself thus does not count.

Gain 2 points for each **Building icon** in your zoo. The tiles with this icon can be **anywhere** in your zoo. Thus, a Building icon on the tile itself also counts.

Gain 2 points for each **Europe icon** on **connected** tiles. This includes:

- the tile itself, on which you find this scoring.
- tiles with Europe icon that are directly adjacent to this tile.
- tiles with a Europe icon that are in a contiguous group with this tile by forming an uninterrupted path to this tile via other tiles with a Europe icon.

*In this example, the **Snowy Owl** and the **Alpine Area** earn you 8 points each: in both cases, 2 points each for the Snowy Owl, the Eurasian Otter, the Alpine Ibex, and the Alpine Area* (A). *The **Partner Zoo Europe** (B) provides no points for either of those, because it is neither directly nor indirectly (via other Europe tiles) **connected** to the Snowy Owl or the Alpine Area.*

Gain points for a **group** of **connected** Petting Zoo animals. The number of points depends on how many Petting Zoo animals are in the group.

1	3
2	9
3+	18

For a group of:
- 1 Petting Zoo animal (not adjacent to another tile with a Petting Zoo icon), you gain 3 points.
- 2 Petting Zoo animals, you gain 9 points. The two Petting Zoo animals have to be adjacent to each other.
- 3 or more connected Petting Zoo animals, you gain a total of 18 points. Connected means that all Petting Zoo animals in this group are adjacent to at least 1 other Petting Zoo animal in the group.

You do **not** gain these points **per Petting Zoo animal**, but only **for the whole group**!

If you have multiple separate groups of connected Petting Zoo animals, each individual group scores separately.

*PETTING ZOO ANIMALS: In this example, you gain a total of 12 points for your Petting Zoo animals. The **Donkey** and the **Sheep** form a group of 2 Petting Zoo animals (A), earning you 9 points. The **Goat** (B) is not connected to the other Petting Zoo animals, so it is its own individual group and is worth 3 points. If all 3 Petting Zoo animals were connected as a group of 3, they would be worth a total of 18 points.*

Gain 2 points per tile in your hand at the end of the game.

Effects

Executing these effects is optional.

Draw 1 tile from the pile and add it to your hand.

Discard up to 2 tiles, gain 1 [icon] for each. You may discard up to 2 tiles from your hand to gain 1 Pouch marker for each discarded tile. Each Pouch marker is worth 2 points at the end of the game.

Move 1 Action to 1. **After finishing**, you may move 1 of your Action cards (from underneath the Zoo map) from its current slot to the leftmost slot and move the Action cards in between to the right, as if you had used this Action card for an action (but you do not carry out the action on the card). This makes the other actions stronger.

After finishing means that you first finish your current action and move the Action cards accordingly before using this effect.

Place 1 Open Area from the pile in your zoo. You may place 1 Open Area in your zoo (on an empty space adjacent to either a tile or the entrance). To do so, take 1 tile from the pile and place it face down as an Open Area without looking at its front. If you cover a placement bonus with it, you immediately gain that bonus.

Take any 1 tile from the display. Take any 1 tile of your choice from the display and add it to your hand. The "within range" restriction from step 1. of your turn does not apply to this and other similar effects.

Depending on the icon, take any 1 Animal or Building from the display into your hand.

Take the indicated number of Conservation markers from the supply (in this case, 1).

Draw 3 tiles from the pile, keep 1 Animal. Reveal the top 3 tiles of the pile. Put 1 Animal tile in your hand. Discard the other tiles. If you do not reveal an Animal tile, you do not receive a tile.

Relocate 1 tile in your zoo. You may move 1 tile that is already in your zoo to another space. In short: The tile must fulfill the general placement rules in its new space and, if applicable, its special placement rules (Buildings). The tiles around its old space do not have to be considered. In detail:

- You can only relocate tiles that **require Open Areas** if the required Open Areas already exist at the new location (you may not create any new Open Areas at this moment).

- If you relocate a **"Release into the wild" Project**, you have to relocate the Project itself along with the covered Animal, as if they were 1 tile (you don't take the Project off the Animal).

- For **Buildings with a placement condition**, this condition must still be fulfilled on the new space (e.g., the Primate House must still be next to at least 1 Primate at the new location). However, for **Buildings with a playing condition**, you do not have to fulfill the condition again (e.g., you do not have to discard 4 tiles again for the Statue).

- If the new space has a **placement bonus**, you trigger it through the relocation. However, you do **not** trigger any **effects** on the relocated tile at this moment.

- What happens around the **old space** of the relocated tile does not matter, i.e., you can also move Open Areas from an Animal so that it no longer has the Open Areas it needs, or relocate a tile adjacent to a Building so that its condition is no longer met.

∞ **-1** / ∞ **-2** Whenever you play an **Animal** or **Project** tile with the depicted icon (in this case, Rock or Asia), the required **action strength** for this tile is reduced by X (in this case, by 1 or 2). The effect does **not yet** apply when you play the tile depicting this ongoing effect!

If you play a tile that triggers several of these ongoing effects (in this case, a Rock animal from Asia), the effects are cumulative (in this case, the required action power is reduced by 3). However, the required action strength is never lower than 0. If you can play 2 Animals with an upgraded Action card (here, for example, if you play 2 Asian animals together), the effect applies to each of the 2 Animals separately.

The effect has no impact on Building tiles with this icon.

∞ **:🏠** *

*Take 1 Building from the display. Whenever you play a tile with the icon depicted before the colon (in this case, Herbivore), you gain the effect depicted after the colon (in this case, take 1 Building from the display). This also applies to the tile on which this effect is depicted! If you cannot carry out the effect (here, for example, because there is currently no Building in the display), then it goes to waste.

Release 1 If you play a Project tile with which you Release an Animal into the wild, place the Project tile **on** an **Animal tile** in your zoo that has the **appropriate icon** (in this case, Africa). The Animal and the icons depicted on it are no longer considered to be in your zoo. You can no longer use the Animal's icons and you will gain no points for the Animal at the end of the game. Gain 2 or 3 Conservation markers for it immediately, depending on whether the released Animal is a Small or Large Animal (see page 1). You may **not** place the tile on a **Project** or **Building tile** that shows the depicted icon.

Placement and Playing Conditions Depicted on Buildings

You must place the following Buildings on a space on your Zoo map that, in addition to the normal placement rules, also fulfills the stated *placement condition*:

Next to 2 💧 Place this Building so that it is **directly adjacent** to at least 2 tiles with the depicted **icon** (in this case, Water). The tiles you place the Building next to do not have to be directly adjacent to each other.

Next to 4+ 🌲 area / 4+ 🌲 Place this Building so that it is **directly adjacent** to an area consisting of at least 4 **connected** tiles with the depicted icon (in this case, Forest). The Building must be directly adjacent to at least 1 tile that is part of the connected area. For the definition of connected tiles, see the *Scoring* section. You may not place the Building in such a way that, only through the Building, 2 smaller areas are combined to form the large area needed to play this Building.

Next to 4 different animal and/or continent icons / 4≠ Place this Building so that it is **directly adjacent** to any combination of at least 4 **different** animal class and/or continent icons. Other icons such as habitats, Project, or Building do not count.

By the River Place this Building so that it is **directly adjacent** to the **River** on the left or right edge of your Zoo map. This means that you may only place this Building on the 3 spaces on the left edge or the 3 spaces on the right edge of your Zoo map. You must still place the Building on an empty space adjacent to a tile already on your Zoo map. At the start of the game, for example, you cannot yet place this Building (because your entrance is too far away from the River).

You may place the following Buildings on an empty space *of your choice* that fulfills the normal placement rules, provided you also fulfill the stated *playing condition*:

Have tiles on all spaces by the River / 6 To play this Building, all 6 spaces by the River must have tiles on them. These are the 3 spaces on the left edge and the 3 spaces on the right edge of your Zoo map.

Have 5 different continent icons / 5≠ 🌐 2 / **Have 5 different animal icons / 5≠ 2** To play this Building, you must have all 5 continent icons or at least 5 **different** animal class icons (of the 6 available) on tiles in your zoo.
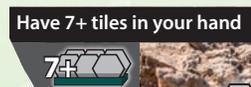
Have 7+ tiles in your hand / 7+ To play this Building, you must have **at least** 7 tiles in your hand in step **3.** of your turn. This tile itself counts toward these 7 tiles.

Discard 4 tiles / 4✗ To play this Building, you must **discard** 4 other tiles of your choice from your hand. If you have fewer than 4 other tiles in your hand, you cannot play this Building.

In the solo game, you play your turns in the same way as in the multiplayer game. In addition, you remove 1 tile from the display per turn (as if you had an opponent player). You use the Solo markers to determine which additional tile you remove from the display. You also use them to count the number of turns you have made. Your goal is to trigger the end of the game within a set number of turns and also score as many points as possible.

Setup

Shuffle the 18 Solo markers and place them face down within easy reach. Apart from that, set up the game in the same way as a multiplayer game. Place your **Projects** Action card under value 1 of your Zoo map (because you're the first player).

Changes in step 6. – *Replenish the display:* Before you replenish the display with new tiles, flip 1 Solo marker face up. If there is a tile in the display in the position with the revealed number, discard it. If there is **no tile** there, discard the tile in the **lowest filled position**. Then replenish the display as usual.

*If this is the state of the display in step 6. and you reveal a Solo marker with the number 4, you remove the **Alpaca** in position 4 from the display.*

*If you reveal a 5 instead, you remove the **Lion** in position 2 from the display (because there is no tile in position 5, so you discard the lowest).*

Changes to the end of the game and final scoring: If you have revealed the last Solo marker and do not trigger the end of the game in the same turn, you lose the game.

Otherwise, you win the game as soon as you trigger the end of the game. If you want to compare the game with other solo games you have won, carry out the normal final scoring, including 10 points for the End-of-game marker. Also add 5 points to your score for each Solo marker that is still face down (i. e., for each round you didn't need in order to finish the game).

Greater Challenge and More Variety

For a greater challenge, you can also play the game with 15 or even just 12 random Solo markers. Return the remaining markers to the box without looking at them.

For more variety and additional challenges for the solo game, visit our website:

https://capstone-games.com/board-games/sanctuary/

Did SANCTUARY inspire you?

Then put your newly acquired skills as zoo managers to the test again – in **ARK NOVA**! As an **international bestseller**, ARK NOVA has already won the hearts of many game fans and numerous awards:

- 1–4 players
- Age 14+
- 90–150 minutes
- Expert game

CREDITS

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Looking for more information or missing something?
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