# NATURE
## FLIGHT

Complexity 4

For players who prefer to avoid conflict.

# Flight is Freedom

Ignoring a predator 'til the last possible moment, leaping from the ground in defiance of gravity and soaring high into the sky: this is the stuff of dreams.

For those creatures that have evolved this gravity-defying ability, there is freedom. The freedom to evade predators, to discover new environments that offer safety and abundance… the freedom to flourish!

***Welcome to the Flight module!***

Flight offers such an extraordinary advantage that it has independently evolved on four occasions. Insects were the first to take flight around 350 million years ago, followed by huge flying reptiles about 220 million years ago, birds around 150 million years ago, and finally bats about 50 million years ago.

**Skip the rules!**
**Scan to go**
**digital**

# NATURE GAME SYSTEM

*Flight* is one of many modules that can be added to *Nature.* Once you're familiar with the core game, try adding *Fligh*t (and perhaps even another module) to customize your experience. Each combination of modules creates a unique and exciting ecosystem to discover.
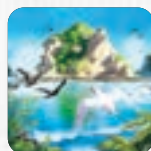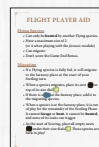
## COMPONENTS



*Flight* Cards



*Flight Solo* Cards



Faraway Place



Nests



Player Aids

## FLIGHT SETUP

Set up *Nature* as normal with these additions:

**1** Place the faraway place next to the watering hole.

**2** Shuffle the *Flight* cards to form a face-down deck next to the *Nature* deck. Each deck, *Nature* and *Flight*, will have its own separate face-up discard pile.

**3** Place the nests near the size dials.

# FLIGHT

When playing with the *Flight* module, play for 5 rounds instead of 4 and apply the following changes to the core rules of *Nature*:

## ADD FOOD

In addition to adding plant  to the watering hole, add one fed population  to the faraway place for every player in the game. For example, in a 4-player game, place 4 population  on the faraway place with a meat  on top of each. Any leftover fed population  from the previous round do not carry over to the next round.

## NEW SPECIES

In *Flight*, when players gain a new species, they can choose between a Land or Flying species. If you choose a Flying species, put a nest  underneath the size dial  to show that it is a Flying species. All players should choose their species in turn order before drawing cards.

## DRAW CARDS

During Preparation, you will draw your five cards in turn order from any of the available decks. For example, you might draw three *Nature* cards and two *Flight* cards, or perhaps all five cards from the *Flight* deck. You may not look at your new cards until you have drawn all five. If any deck runs out while drawing cards, shuffle the respective discard pile to create a new draw deck.

# FLYING SPECIES

A Flying species:

- can only be hunted by another Flying species.
- has a maximum size of 2.
- will migrate.
- does not score the Game End Bonus.

# MIGRATING

If a Flying species is fully fed, it will migrate to the faraway place at the beginning of your feeding turn before you've taken your feeding action. It will not migrate unless it is fully fed.

- When a species migrates, place its nest 🟢 ➡ ⚫ on top of the size dial 🟢. This indicates that the species has migrated.
- If there is a fed population 🐦 at the faraway place, it has successfully raised a family! Add one of the fed population 🐦 to that species. The meat 🥩 will score during Scoring.
- When a species is at the faraway place, it is out of play for the remainder of the Feeding Phase. It cannot **forage** or **hunt**, it cannot be **hunted**, and none of its traits can trigger.
- At the start of Scoring (Reference Guide, page 7), place your empty nests ⚫ under their size dials 🟢. These species are back in play just in time for Scoring!

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## OTHER MODULES

### Amazon Rainforest
- Flying species can **eat** fruit 🟡 from the canopy as if they have *Climbing*.
- Flying species can be **hunted** by a species with *Climbing*.

### Jurassic
- Flying species have a maximum size of 4.

### Arctic Tundra, Sahara Desert, and Climate
- Flying species get 2 ❄ or 2 ☀ when migrated to the faraway place.

# FLIGHT EXAMPLE

**1** *There are 3 species in play.*



Scott's Hunter          Maddie's Flying species          Dom's Flying species

**2** *On Scott's feeding turn, 1 of his population **starves*** 🐾 → 🍖 *because he doesn't have a valid **hunt** target. His species' attack value is 5; 4 from its size +1 from* Camouflaged. *The defense of the Flying species are both 6; 2 from their size and +4 from* Flocking.
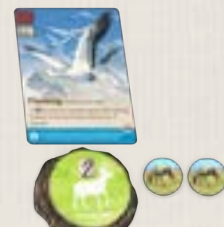


Scott's Hunter          Maddie's Flying species          Dom's Flying species

**3** *On Maddie's feeding turn, her species **forages** from the watering hole for 2 plants* 🌿.



Scott's Hunter          Maddie's Flying species          Dom's Flying species

**4** On Dom's feeding turn, his species forages from the watering hole for 2 plants 🌿 then migrates to the faraway place. Dom puts the nest on top of the size dial 🟢 to show that it is out of play for the remainder of the round.



Scott's Hunter          Maddie's Flying species          Dom's Flying species

**5** On Scott's next feeding turn, he **hunts** Maddie's species because her defense went down by 2 when Dom's Flocking species migrated out of play.



Scott's Hunter          Maddie's Flying species          Dom's Flying species

**6** At the start of Maddie's next feeding turn, her species migrates to the faraway place, which means Scott's hunter will **starve** again on its next feeding turn.



Scott's Hunter          Maddie's Flying species          Dom's Flying species

# SOLO RULES

You will always play 4 rounds when using any number of solo modules.
When playing with *Flight Solo*, apply the following adjustments to *Nature Solo*:

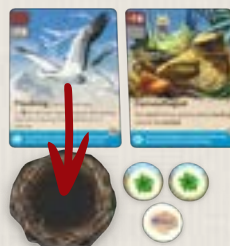## SETUP

Follow setup according to the core *Nature Solo* rules. When forming Rani's solo deck, shuffle the *Nature Solo* cards with the solo cards from all modules you are using. There are 4 *Flight Solo* cards that are added and shuffled into Rani's deck.

## PREPARATION

When Rani gets a new species during Preparation, check the solo card for additional species instructions. Some cards require species to be given one or more traits as soon as it is played. Follow the steps below.

**Adding traits to a new species "when played":**

1. Draw cards from the relevant deck until you find the required trait(s).
2. Put any cards that aren't required into the discard pile.

If the draw deck is exhausted before you find the required trait, search the relevant discard pile. If the required trait is not in the discard pile, skip giving the species this trait.

When getting a new species in the first round of the game, if there are fewer than 5 plants 🟢 in the watering hole, Rani's first species will be created as a Flying species.

When drawing cards during step 3 of Preparation, the number of modules you are playing and your chosen difficulty impact how Rani draws cards. To create Rani's hand, draw cards following the table below, then shuffle the cards together and make a face-down stack:

| Modules with a trait deck | Cards drawn from each module | Cards drawn from the *Nature* deck | | | | |
|:---:|:---:|:---:|:---:|:---:|:---:|:---:|
| | | Mouse | Rabbit | Fox | Tiger | Snow Leopard |
| 1 | 3 | | | | | |
| 2 | 2 | 2 | 3 | 4 | 5 | 6 |
| 3+ | 1 | | | | | |

## ADAPTING PHASE

Like a traditional player, *Flocking* cannot be assigned as a trait for one of Rani's non-Flying species.

## FEEDING PHASE

If Rani has more than one species that will migrate, migrate the leftmost (oldest) species first.

# KEY WORDS

**Flying Species:**      A species that can migrate to the faraway place.

**Ignores:**      A species that ignores a defensive trait while hunting will act as if that trait does not exist.

**Migrate:**      Every Flying species that is fully fed at the start of your feeding turn will migrate to the faraway place. Migrated species are out of play until the start of Scoring.

## Camouflaged

A species with *Camouflaged* adds 1 to their hunt value 🐾 when **hunting**. Note that *Camouflaged* does not turn your species into a hunter as that can only be done by a trait with this icon 🟢 ➡ 🟥 .

If a Land species with *Camouflaged* is able to **hunt**, it may **hunt** Flying Species.

A species with *Camouflaged* can only be **hunted** by a species that can ignore *Camouflaged* (for example, a species with *Good Eyesight*).

## Flocking

When being **hunted**, a species with *Flocking* adds 2 to its defense value 🛡 for every non-migrated species with *Flocking*, including itself.

For example, if there is only 1 species in play with *Flocking*, it will add 2 to its defense value 🛡, if there are 2 species in play with *Flocking*, they will add 4 to their defense value 🛡, and if there are 3 species in play with *Flocking*, they will add 6 to their defense value 🛡. Keep in mind that when a species migrates to the faraway place, they are out of play, so the defense value 🛡 of the remaining species with *Flocking* are reduced by 2.

A fully fed species with *Flocking* migrates at the end of your feeding turn, instead of migrating at the start of your next turn. The early bird gets the worm!

> Birds fly in a V formation to conserve energy during long migrations. The lead bird reduces air resistance, making it easier for those behind. By taking turns at the front, they share the workload to ensure the flock's endurance.

## Good Eyesight

A species with *Good Eyesight* adds 2 to their defense value 🛡 when being **hunted**.

A species with *Good Eyesight* ignores all copies of *Camouflaged* when **hunting**.

A species with *Good Eyesight* **eats** 1 additional food from the same source when **eating**. When **foraging** from the watering hole, it would **eat** 1 additional plant 🌿 from the watering hole. When **hunting** another species, it would **eat** 1 additional meat 🍖 from the supply.
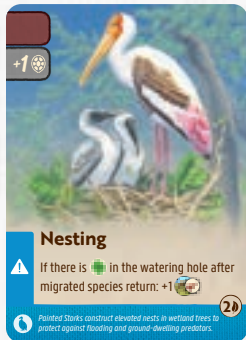
## Nesting

A species with *Nesting* adds 1 to its defense value 🛡 when being **hunted**.

*Nesting* triggers if there are one or more plants 🌿 still available in the watering hole after the migrated species have returned from the faraway place. When *Nesting* triggers, the species with *Nesting* gains a fed population 🐾. Food for the round is collected after *Nesting* occurs.

## Seed Dispersal

The first time a species with *Seed Dispersal* **forages** each round, take 3 plants 🌿 from the supply and add them to the watering hole. This happens automatically - you cannot choose to add less than 3 plants 🌿.

> Some seeds must pass through a bird's digestive system to successfully germinate. Digestive enzymes soften the seed coat, making it easier to sprout, while the nutrient-rich droppings provide natural fertilizer for its growth.

# FAQ

**Can I choose to get a Flying species during Preparation if it would be larger than size 2?**
Yes, but you would forfeit any size above 2 (or any size above 4 if you are playing with the *Jurassic* module).

**Can I choose which of my Flying species gets the fed population  if there are not enough for all of my migrating species?**
Yes, you choose the order of the migrating species.

**Does a species with Good Eyesight eat an extra fruit  in the Amazon Rainforest?**
Yes!

## GAME DESIGN

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