



RULEBOOK



5 LEVELS

INTRODUCTION

In this cooperative game, you are a team of Rangers working together in a series of game rounds to complete Missions and check on the wildlife. If you fail to do this in time, the park will be closed!

GAMEPLAY CONCEPT

Each Round has 2 main phases:

In the first phase, each of you draws Supply Cards, which you'll need to move around in the park or to record animals. But: You don't keep the drawn cards for yourselves, you distribute them to your fellow Rangers to your left and right, and you must do this without talking! So look at the open Missions and the locations of the other Rangers to give them the cards you think they need most.

In the second phase, you use your Supply Cards to move your Rangers or to find the animals. In this phase you are allowed to talk and you should! You need to communicate about the best order to complete Missions and to get new Missions.



MATAGOT



Start this hike on LEVEL 1, which is the discovery level. There are 5 different levels and the higher the level the more pitfalls there are: nature is more capricious, and dangers lurk!

COMPONENTS

FOR RANGERS

5 Ranger Tokens



5 Support Tokens



5 Overview Cards



10 Ranger Flags



5 Ranger Mats



1 Round Token



1 First Ranger token



32 Regular Missions



1 Double-sided Gameboard



84 Supply Cards



12 Animal Tokens (basic side)



SETUP

Green is the color for player count dependencies.

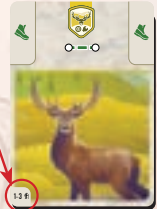
? A location on the map is a circle with or without a letter/number, or a Ranger Station.

If you are 2 players, a virtual player - Vicky - will join you, so prepare the game as for a 3-player-game. More details see on page 7, 2-player-game.

The Solo Variant for 1-player games are found in the separate Solo rulesheet. You must first read this rulebook, and the Solo rulesheet will explain the changes for the 1-player game.

1 Place the **Gameboard** in the middle of the table. Use the side of the board that matches your player count. One side is for 1-3 players, and the other side is for 4-5 players.

2 Prepare the **Supply Cards**: Put aside the 21 cards, which show the non applicable player count in the left bottom corner. Then shuffle the cards carefully and place them as a face-down deck besides the Gameboard.



3 Place each of the 9 **Animal Tokens** on the matching icon for that animal in the background of the map. *Note: They are at the similar height as their picture on the side.*

4 Each of you: Choose a player color, take your components and place them as displayed: 1 **Ranger Mat** (standard side up) / 1 **Ranger Token** / 2 **Ranger Flags** / 1 **Support Token** (active side up) / 1 **Overview card**

5 Shuffle the **Regular Missions** and deal 1 of them to each player. Place them face-up in 1 of the 2 Mission slots of your Ranger Mats. Move your Ranger Flags to the respective locations on the map that matches the Mission Cards.





- 6 Place the number of Regular Missions displayed on the spaces of the Round Track for your player count face-down next to the Round number.
- 1-3 players: 6 - 3 - 4 - 3 - 2 - 1
 4 players: 8 - 5 - 3 - 3 - 2
 5 players: 9 - 6 - 4 - 2 - 2



- 7 Place the Round Marker on Round 1 of the Round Track.
- 8 Then, each of you decides, on which of the 2 Ranger Stations with this icon (Start) written below the Ranger station icon), you place your Ranger.
- 9 Give the First Ranger Token to the youngest player.

EXPLANATION OF COMPONENTS

RANGER MATS

Each of you has a Ranger Mat, which has space for up to 2 Regular Missions. The Mat also has spaces to place your Support Token and for collected Animal Tokens. To the left and right of your Mat you need some space, so that your neighbor Rangers can place their Supply Cards for you there.

Example

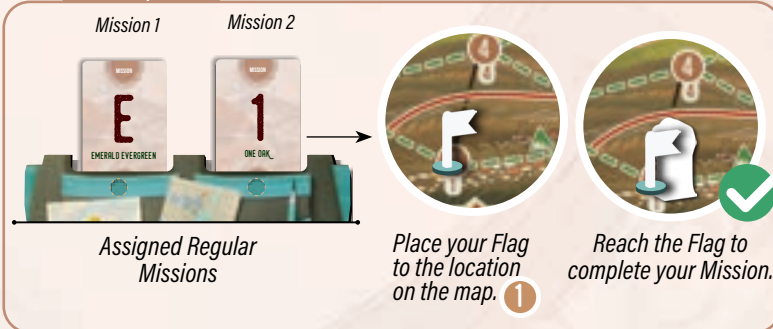


REGULAR MISSIONS

Regular Missions display the letters of the locations, which you have to reach to complete the Missions (for ease of explanation, we will refer to the numbers 1-6 as letters within this rulebook). Each of you can have up to 2 Regular Missions at a time. If you have 2 Regular Missions, you must complete 1 in order to have the capacity to gain another one.

Note: you are not allowed to check which Missions were complete.

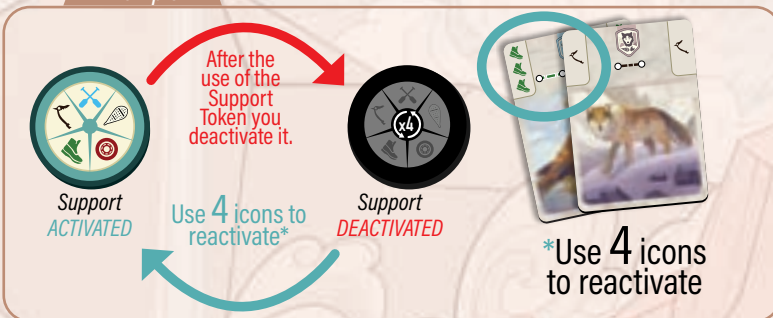
Example



SUPPORT TOKENS

Another Ranger can ask you to deactivate your Support Token to use it as an icon of their choice (but not as a helicopter). To show it is deactivated, you flip it face-down. **You can reactivate them by discarding Supply Cards with at least 4 icons of any kind** (page 7, Action: *Reactivate Support Token*).

Example



SUPPLY CARDS

Supply Cards have 3 functions:

Record an animal: your Ranger has to be in the same area as the animal displayed on the card. You discard the card to receive the Animal Token (page 6, Action: *Record an Animal*).

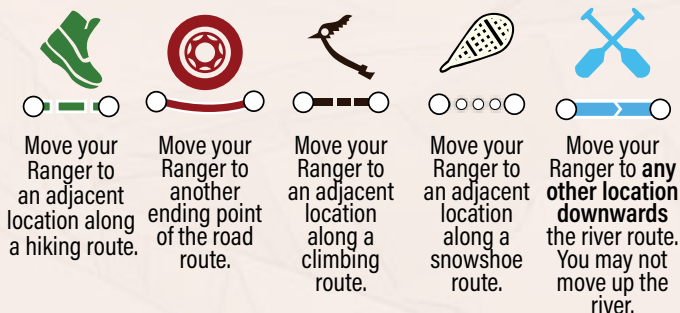
Move your Ranger: you can use the equipment represented by the icon at the top corner of the card. Each icon in 1 corner (that can be 1-3) allows you to move 1 step along the route to an adjacent location (page 6, Action: *Move a Ranger*).

Reload your Support Token, you can do this by spending cards with 4 icons in total (page 5, *Support Token*).

Examples



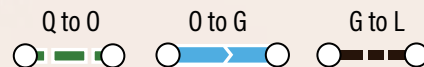
Supply Card icons



A single card does not allow to backtrack on a route



Example: movement route, and the Supply Cards needed.



PLAYING THE GAME



A general remark to your **communication**:

You should not explicitly talk about the cards in your hand. You are allowed to say which locations you may reach, or which animals you may record.

In some situations you are not allowed at all to talk about the game:

- during the Supply Drop, when you distribute Supply Cards
- when you are in a Ranger Station and distribute Regular Missions

STEPS DURING A ROUND

1 SUPPLY DROP

2 TAKING ACTIONS

1 - SUPPLY DROP

Each of you draws 4 Supply Cards from the supply deck.

If the deck is empty, reshuffle the discard pile to build a new supply deck and continue drawing.

Add these cards to the ones you may have in your hand from previous Rounds.

You are not allowed to communicate with your team members until all players have finished the distribution of the cards!

You now have to **distribute all the cards in your hand** to the players to your left and your right as evenly as possible. You do not keep any cards for yourself.

Place the cards face-down to the left/right side of your team member's Mats. Once all cards are distributed, you pick up the cards that your fellow Rangers placed next to your Mat.

You may now communicate again!



i

In the following examples you are the Blue Ranger

Example

Example: If you have 4 Supply Cards, you pass 2 to the players on either side of you.



Example: If you have 5 cards, you pass 3 to one player and 2 cards to the other.



2 - TAKING ACTIONS

The Ranger holding the First Ranger Token takes the first action, with play proceeding clockwise around the table. On your turn, you must take 1 or more actions, or pass. If you use Supply Cards to take an action, place the used cards in a discard pile afterward.

The 4 main actions are:

RECORD AN ANIMAL

MOVE YOUR RANGER

SUPPORTED ACTION Use another Ranger's Support Token

REACTIVATE YOUR SUPPORT TOKEN

ACTION: RECORD AN ANIMAL

You can record an animal by playing a Supply Card showing that animal, when you are on a location in the same region (check circle color, if unsure). Take the Animal Token and place it on to your Ranger Mat.

ACTION: MOVE YOUR RANGER

You play 1 or more Supply Cards to **move your Ranger** using the icons at the top of the card (Explanation of the icons: page 4, *Supply Cards*). You don't have to use all icons, but if you stop to do one of the following options, you cannot use any remaining icons.

ACTION: RANGER TOKENS (SUPPORTED)

Use the Support Token owned by another Ranger to move your Ranger. They flip it to the inactive side, it allows one wild step (page 4, *Supply Cards Icons*).

CHECK YOUR OPTIONS Once your move is complete, before you play any other action you may have 1 or more of the 3 following options, which you have to do in this order:

Complete a Regular Mission

If your new location matches the letter of 1 of your Missions; you completed 1 of your Regular Missions. Discard the Regular Mission to the dedicated space on the Gameboard and take your Flag back to your Ranger Mat.

Share Cards

If your new location matches that of 1 or more other Rangers are present, you may completely redistribute your Supply Cards in any combination of your choice with the respective players.

Get Regular Missions at a Ranger Station

If your new location is a Ranger Station, you may check the radio for more Missions, and distribute new Regular Missions to your team.

If you decide to do so:

🔊 — you are not allowed to communicate until the Missions are distributed.

— draw the next face-down Regular Mission (just 1!) from the current Round Space. Look at it and decide, which Ranger will receive the Mission.

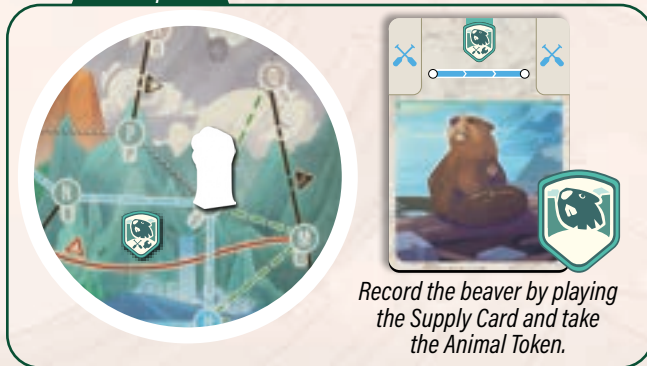
You may only give the card to a Ranger, who

- has at least 1 free slot to place the Mission.
- has not already received a Mission in this turn.

Repeat to draw Regular Missions, until each of you either received 1 new Mission or had 2 Missions. If the current Round Space is empty, you cannot reveal more Missions.

If a player receives a Regular Mission that matches their location the Mission is completed at the beginning of their turn.

Example



Example



Example



RADIO MISSION AT THE RANGER STATION



ACTION: REACTIVATE SUPPORT TOKEN

You can **reactivate your Support Token** by discarding Supply Cards with at least any 4 icons on it.

Support Token : If your Support Token is activated, another Ranger can ask you to deactivate it to use it as a Route icon of their choice (any icon except the helicopter).

PASS:

If you pass, you take no action and will have no more turns for the rest of the round. Keep any remaining Supply Cards in your hand. The round will continue until all Rangers have passed.

ROUND END / GAME END

You win if :

- there are no more Missions left on the Gameboard and at your Ranger Mats, and
- all animals are recorded, so no Animal Tokens left on the map.

Congratulations! Time to try a harder level ?

If there are less than 4 **Regular Missions** left on the current Round Space you can play another Round, otherwise **you lost this game due to issues overflow!**

Move the Round Token to the next Round Space. If this is the **Park Closed** space: **You lost due to lack of time!**

If you neither won or lost now: Pass the First Ranger Token to the left of the player holding it and add the Regular Missions from the Round to the stack of the next Round Space. You are ready for the next Round.

TWO PLAYER GAME



When playing with 2 Rangers, you will bring in **Vicky, the virtual Ranger** as a third Ranger that you control together.

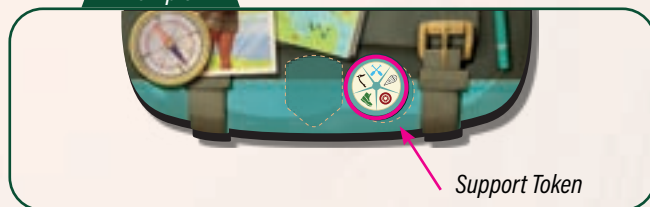
SETUP CHANGES

Setup the game as with a 3 player game.

GAMEPLAY CHANGES

- **Supply Drop**
 - Vicky does not get 4 Supply Cards to share. You draw 4 cards and share all your cards as usual.
 - You (but not Vicky!) draw 2 more cards from the deck
 - Vicky keeps her cards remaining from the previous Round.
- **Taking Actions**
 - When playing cards, you jointly make decisions for Vicky. Vicky's hand of cards is kept face-up so both players can see them. In most respects, this functions as a 3 player game.
 - Vicky is not able to get you Regular Missions at Ranger Stations.
 - If you meet Vicky at a location, you can share your Supply Cards with her without talking to the other player.

Example



Example



Example



CREDITS

Game Design: Scott Almes
Art: CROCOTAME, Samuel Bouvant
Editorial Direction: Arnaud Charpentier
Art Direction: Maxime Erceau
Graphic Design: Maxime Erceau

Production: Publishing Technology & Solutions
French translation: Valentin Le Lay
Developers: Ralph Bruhn, Arnaud Charpentier
Rulebook: Ralph Bruhn
Prepress: Arthur Jacques

Find the latest
versions of all our
rules by scanning
this QR code!



Matagot Editions
161 rue Fernand Audeguil
33000 Bordeaux

ANIMAL AND BLOCKER TOKENS



LEVEL 2 : You will now face some damages to the routes, but as you take care of the animals, you'll benefit from special grants that will help you fix those, and move faster.

SETUP CONTINUED

NEW STEP - PLACE BLOCKER

- 10** Shuffle the 10 Blocker Tokens face-down. Draw 4 Blocker Tokens and place them face-up on the matching routes. Place the rest of the Blocker Tokens face-down close to the Gameboard.

BLOCKER TOKENS

Blocker Tokens block the routes they are placed on. Routes with a Blocker Token can no longer be used, unless you clear them by using an Animal Token.

NEW ACTION: USE ANIMAL TOKENS

On your turn, you may use an Animal Token **owned by another Ranger** in 1 of 2 ways:

- Remove a Blocker Token of your choice from the map and put it back into the box (🔧 Wrench icon).
- Get the reward printed on the Animal Token of another Ranger. This can be either a route icon for immediate use (🏠 🌳 🍷 🍷 🍷 🍷) or to draw 2 Supply Cards from the deck and keep 1 (📦 📦).

After use, move the Animal Token from their Rangers Mat to the gameboard where it remains for the rest of the game.

ROUND END/ GAME END

At the end of each Round: For each Regular Mission left at the current Round Space you must place 1 Blocker Token. If there are not enough Blocker Tokens in the stock, **you lost the game due to routes breakdown!**

Move the Round Token and the left over Regular Missions to the next Round.

If you managed to win despite them congratulations! See you on the next level?

10 Blockers Tokens



Animal token (Use Backside)



Zoom on the SETUP

10

Place the 4 blockers in the corresponding locations on the map.



Example : Place the Blocker Token on the matching icon to block the adjacent route.

Example

Place the Animal Tokens here after using them.

You can use Animal Token in 1 of 2 ways:

Card for another Ranger



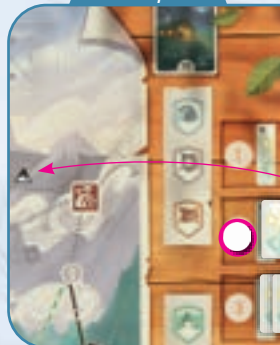
Remove any Blocker Token

i



When you collect an Animal Token, you place it on the Ranger Mat.

Example



If you finish Round 2 and you have 1 Regular Mission left, you must draw 1 Blocker Token and place it on the matching icon on the map. Then move the Round Token and the remaining Regular Mission to Round 3.



LEVEL 2 OK

RANGERS UPWARDS TO THE 3rd LEVEL

LEVEL 3

LEVEL 4

LEVEL 5



ADVANCED RULEBOOK



LEVEL 3 - 4 AND 5

Rangers! The hike continues, but the tracks become more difficult in the high mountains. You will have to carry out Special Missions with the help of carabiners that will allow you to use powers to help you save the animals in the park. The more Special Missions you carry out, the more success points you will earn. And finally, at the last level, nature being capricious at very high altitudes, the weather will change over the course of the hike.

HIGH
ALTITUDE

5 LEVELS:



RANGER TEAM,
YOUR
HIGH ALTITUDE
TRAINING
STARTS



SINGLE SPECIAL MISSION UNIQUE POWERS AND FINAL MISSION



Well done, Rangers, you've been now entrusted with a new complex Mission that requires perfect coordination. Besides of that you also get a Final Mission. To help you achieve all this, your training unlocked Special abilities, unique for each of you.

SETUP CONTINUED

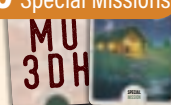
NEW STEPS – POWER TILES SINGLE SPECIAL MISSION FINAL MISSION

- 11** Each of you draws a random **Power Tile**, which shows an individual power of your Ranger (page 3: **Power Tiles**). If this is your first play, use side 1, otherwise you can choose any 1 of the 2 sides.
- 12** Shuffle the 20 **Special Missions** and place them face-down on the Gameboard. Reveal the topmost Special Mission and place it next to the deck. Take 1 Special Mission Flag per player and place them on the map at the letters printed on this Mission in the given order.
- 13** Place 1 Special Mission face-down on the space for the **Final Mission**. Place the **Final Mission Flag** on top of this Special Mission.

5 Power Tiles



20 Special Missions



1 Final Mission Flag

5 Special Mission Flags



5 Power Aid cards



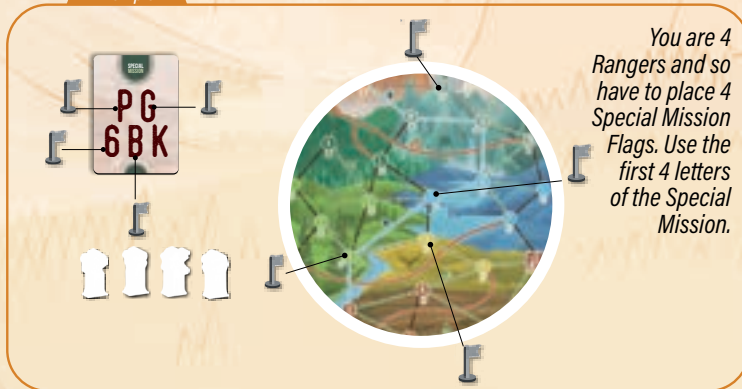
5 Player aid (back side)



SETUP



Example



You are 4 Rangers and so have to place 4 Special Mission Flags. Use the first 4 letters of the Special Mission.

RANGERS,
TOGETHER
WE WILL
ACCOMPLISH
SPECIAL
MISSIONS



TAKING ACTIONS

NEW OPTIONS AFTER ACTION MOVING YOUR RANGER

CHECK YOUR OPTIONS

4 Complete the Special Mission:

If all Special Mission Flags present on the map are covered by Rangers at the same time, you completed the Mission.

Receive the reward:

The team decides: 1 of you, who was involved in completing the Mission, reactivates their Support Token.

5 Final Mission:

Once you completed all Regular and the Special Mission, you still have to do a **Final Mission**: You have to reach the location where the helicopter is waiting for you all to take you to the next Mission!

The first Ranger who completed all their Regular Missions, while no Missions are left on the Round spaces, now has to place the Final Mission Flag.

You are not allowed to communicate now until this flag is placed!

This Ranger takes the Special Mission from the Park Closed Space.

They choose 1 of the 5 letters of the Mission and place the Final Mission Flag there. This is the place where you all have to meet at the end of the game before checking if you saved the park from closing!

ROUND END/ GAME END

Additional to Level 1 you have more victory conditions.

To win you need to have

- completed the Special Mission
- completed the Final Mission, which is all Rangers have to be at the Final Mission Flag.

If you managed to win, congratulations to your Ranger team!

See you at the next level!

2 PLAYERS

Vicky cannot choose a Final Location, so the first of the 2 human Rangers who complete their Missions will choose it. Vicky doesn't get a Power Tile.

POWER TILES

POWER TILE

Front side:

"1"

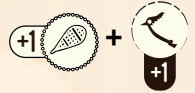


Back side:

"2"



A1: Movement action: You may add +1 step to your Snowshoe and Pickaxe moves.



A2: Movement action: You may add +1 step to your Boot moves, and you may move 1 step upriver when using a Paddle icon.



B1: Supply drop: Draw 5 Supply Cards. Distribute all your Supply Cards as usual.



NOTE: This Power cannot be used in Solo Play.

B2: Supply Drop: Draw 5 Supply Cards. Keep 1 Supply Card for yourself.



NOTE: This Power cannot be used in Solo Play.

C1: Regular Mission distribution: Draw all cards to be allocated and then distribute.



C2: Regular Mission distribution: You may draw 2 cards from the current and if necessary **next** Round Space before you distribute 1. Put the remaining card back to the next Round Space.



D1: Support Token: When you use the Support Token, the receiving player may use 2 icons of their choice, they can be different.



D2: Support Token: The receiving player can reactivate the Support Token with any 3 icons instead of 4.



E1: Animal Token: The receiving player may use both effects of the Animal Token at the same time.



E2: Regular Mission distribution: After allocating, you may swap any 2 Regular Missions.



RACE FOR SUCCESS TOKENS AND REST ACTION



20 success Tokens



Rangers it seems you just can't get enough. You now have the option to complete several Special Missions in order to collect as many Success Tokens as you can. And since this requires even more coordination you can use a new action allowing you to pause during a round.

SETUP CONTINUED

PLACE SUCCESS TOKENS

- 14** Place the Success Tokens next to the deck of Special Missions.
Place as many Success Tokens on the open Special Mission as there are players.

TAKING ACTION

ACTION: REST ACTION

If you don't want to pass, but also don't want to take another action right now, you can **rest**: Discard a Supply Card of your choice unused.

Info: You may want to do this to wait at a location until a Special Mission is completed or until another Ranger meets you to share Supply Cards.

CHECK YOUR OPTIONS

- 6** After you **completed a Special Mission**, collect the Success Tokens from the Special Missions you have successfully completed.
Decide as a team, if you want to **reveal another Special Mission**. If you decide to do so, decide as a team, **which size** the next Mission shall have. Choose a number between the player count or 1 less, which is the Size. Reveal the Special Mission, put it on the completed one and add as many Success Tokens as the size you chose on the Mission.
Read the letters in the given order: Place 1 Mission Flag per Success Token on the letters on the map. But keep in mind: You lose if you have a face-up, unfinished Special Mission at the end of the game!

ROUND END/ GAME END

Victory condition is unchanged but if you win, you can count the Success Tokens you collected.

Check how successful you were in the performance table on the page 5.

See you on the next level?

Zoom SETUP - 3 players



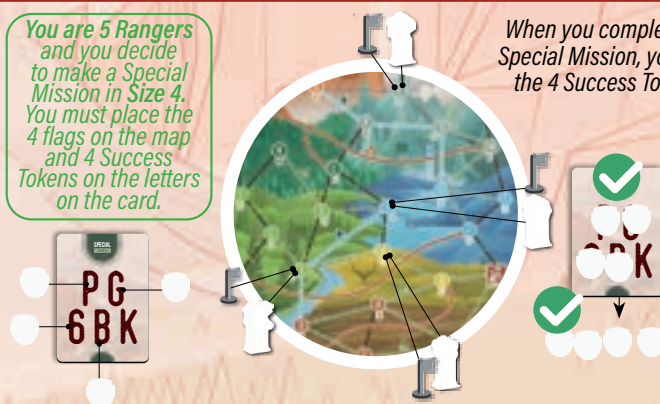
Reveal the Special Mission and place the Success Tokens on the letters

Add the Special Mission Flags on the letters that correspond

Example

You are 5 Rangers and you decide to make a Special Mission in Size 4. You must place the 4 flags on the map and 4 Success Tokens on the letters on the card.

When you complete the Special Mission, you gain the 4 Success Tokens.



JUST ONE MORE HILL GUYS



WEATHER CARDS



You thought you'd seen it all Rangers? Well get ready for mother nature's challenge. You will now need to adapt to the weather. Make the best of how it changes the game. Only your wits and skills will help you achieve this ultimate level.

SETUP CONTINUED

NEW STEP - WEATHER CARDS

- 15** Place 1 **Weather Card** face-down on top of each Round space.
- The Weather Cards change some of the rules for 1 Round. There always is a paragraph A, which has negative or neutral effects, but some also have a paragraph B, which has positive effects.

SUPPLY DROP

NEW STEP - WEATHER

At the beginning of the Round the first player reveals the Weather Card from the current Round space and place it on its space on the map (see example). It replaces the Weather Card from the previous Round (not during the first Round). The rules of this Weather Card will apply for the current Round.

THE PEAK TEAM NEVER STOP

LEVEL 5 OK

PERFORMANCE

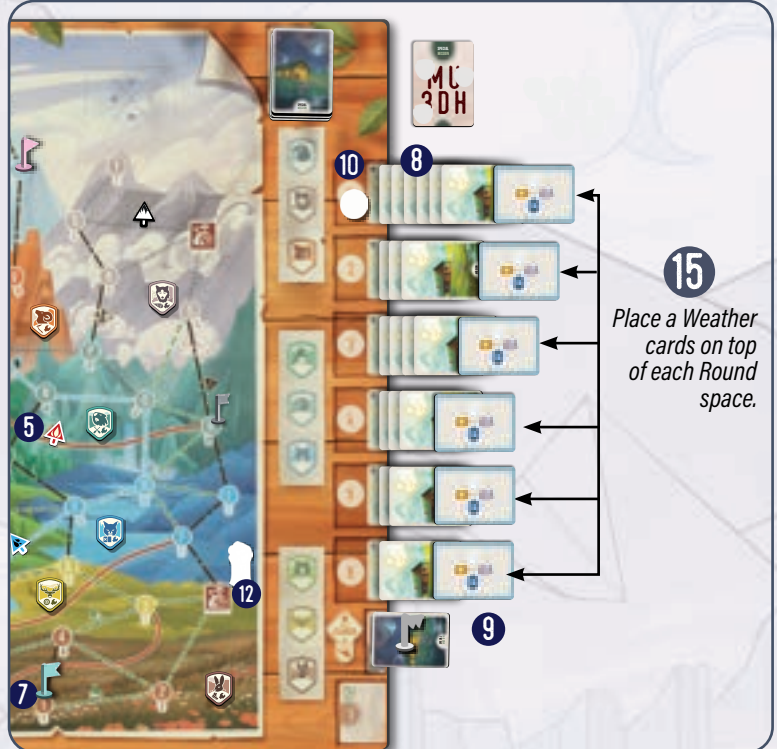
1-3 4 5 PLAYERS

	3	4	5	ROOKIE
5	6	7	8	10
7	8	10	11	13
9	10	12	13	15
	11	14	15	18
	12	16	20	ROCKSTAR

20 Weather Cards



Zoom SETUP



Example

When you reveal the Weather card, you must place the Weather Card on this space.



SOLO MODE



OVERVIEW

In the Solo game, you are a Ranger Captain overseeing and controlling 3 Rangers to save the park from closing. The Power Tile, the Support Token, and any Animal Tokens are under your control and you can use them for any Ranger of your choice.

SETUP

- Setup the game as with 3 Players, but don't give them Power Tiles and Support Tokens.
- For the initial distribution of the Supply Cards as shown see Supply Drop (the next page on the right).

Take a Captain Mat (backside of a Ranger Mat).

Place 1 Support Token on it.

Place 1 Power Tile with a side of your choice on it.

—



Reminder to set up

- 1 Place the **Gameboard**.
- 2 Choose a player color for the 3 Rangers.
- 3 Take the **Ranger Mat** and 2 Ranger Flags of 3 Rangers. Take a backside of 1 Player board (**Captain Mat**).
- 4 Place the **Animal Tokens**.
- 5 Shuffle the **Blocker Tokens** and place 4 of them.
- 6 Shuffle the **Supply Cards**.
- 7 Place the **Round Marker**.
- 8 Prepare **Regular Missions**: Distribute 1 Mission per Ranger and move the Ranger Flags to the respective locations on the map. Place the Missions at the Round spaces.
- 9 Place 1 Special Mission face down on the space for the **Final Mission**. Place the **Final Mission Flag** on top of this Special Mission.
- 10 Prepare **Special Missions** as usual: Reveal 1 Mission and place the Flags and Success Tokens.
- 11 Then you decide for each of your Rangers on which of the 2 Ranger Stations with the **START**-Label they start.
- 12 For advanced players: Place 1 **Weather Card** face-down on top of each Round space.



CAPTAIN MAT
BACK OF RANGER MAT
YOU CAN RECOGNIZE THE CAPTAIN'S
BOARD WITH THE ICON OPPOSITE



PLAYING THE GAME

For the Solo Mode you basically have the same rules as in the multiplayer-game level 4 or 5, the differences are explained below.

1 – SUPPLY DROP

Instead of drafting each Ranger a unique hand, you create a drafting area with 4 columns as shown on the right **6**

- Add 1 face-up Supply Card to each column.
- Add 1 face-down Supply Card to each column.
- Add 1 face-up Supply Card to each column.

If there are still cards from previous Rounds, they remain and you place the new cards below those cards. So in each Round you'll get 12 additional Supply Cards.

2 – TAKING ACTIONS

In this step, you as the Captain take actions for any Ranger in any order. When you use Supply Cards to Record an Animal, Move a Ranger, or Reactivate the Support Token, you are limited to the **bottom-most card** in each column (they are always face-up). After you used 1 (or more) of these cards, you discard them. Then flip all the bottom-most cards face-up, if necessary.

You can do all actions like in the base game, with following changes:

- The option **Share Cards** between Rangers at the same location is no longer available.
- If a Ranger collects an Animal Token, place it on your Captains Mat.
- You can later choose which Ranger gets the benefit of an Animal Token. It may be the same one who recorded the animal.
Rest Action: As there is no playing order here, this is a slightly different function: Discard 1 of the bottom-most Supply Cards unused (so you get access to the cards above).
- When using the Animal Token Ability "Draw 2, keep 1", you place the selected card at the bottom of a column of your choice.
- There is no need to pass, because there is no play order. You just decide when the Round ends.

ROUND END/ GAME END

You decide about the Final Location, when the Round Spaces are empty and the first of your 3 Rangers completed their last Regular Mission.

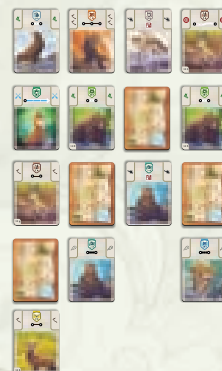
The end of the game, the winning conditions and the scoring are the same.

Supply Drop

Left from Previous Round:



After distribution:



CREDITS

Game Design: Scott Almes
Art: CROCOTAME, Samuel Bouvant
Editorial Direction: Arnaud Charpentier
Art Direction: Maxime Erceau
Graphic Design: Maxime Erceau

Production: Publishing Technology & Solutions
French translation: Valentin Le Lay
Developers: Ralph Bruhn, Arnaud Charpentier
Rulebook: Ralph Bruhn
Prepress: Arthur Jacques



Matagot Editions
161 rue Fernand Audeguil
33000 Bordeaux

Find the latest
versions of all our
rules by scanning
this QR code!

