

Settlers of Yellowstone

Welcome, Park Rangers, to Yellowstone National Park! You are part of the privileged few chosen to oversee the re-colonization of the park. You and your team have the task of selecting what you believe to be the appropriate number of each species to form a balanced ecosystem.

- You and your team are given the opportunity to place 30 organisms of your choice within the park. It is up to your team to decide what how many individuals of the chosen eight species will be best to maintain a stable ecosystem over several generations.
- You must select at least one breeding pair (two animals or two trees) of each species at the start of the game.
- Once placed in the park, you cannot move your animals or trees around.
- You have settled in the park in the winter. A chance card is drawn every turn and represents the passing of six months.
- Fecundity and mortality occur every year (after two chance cards have been drawn).
- When individuals from a species die you can choose to remove it from anywhere in the park unless the chance card specifies otherwise.
- When species reproduce during the summer, you can choose where to place the 'offspring' in the park.
- When cards indicate percentage of species, always round down if there is an uneven number.
- If you run out of tokens representing a species, your ecosystem becomes over-populated and your team has been unsuccessful.
- To achieve success, when the game concludes you must have at least one breeding pair of every species.

