

BRINK

for more detailed rules, example play and FAQs visit:

<https://brinkgame.weebly.com>

The game of exploitation and conservation

THE AIM OF THE GAME The winner is the player with the most points. Points are equal to species multiplied by the Tier of their Conserved land (*i.e.* 1 species in Tier 2 = 2 points, 2 species in Tier 3 = 6 points). If tied (between the tied players), the player with the least extinctions wins, then least waste, then least exploited lands. If still tied, all still tied players win!

SET UP

- 37 x land tiles (9 Forest, Mountain, Ocean; 10 Plains); placed randomly in a circle of 4 rings
- 6 x 10 resource tokens; placed in respective columns (by colour) of 1 resource bank mat
- Money cards - 12 x \$1, \$2, \$5, \$10, \$20 (in millions)
- 6 x 6 resource cards: shuffled and placed in a deck
- 1 End of Round, 6 player info, 4 blank (spare) hexes
- 1 cost of land, 1 species extinct, 1 species saved chit
- 1 upgrade exploited land and acts of conservation mat
- 7 x 6 upgrade tokens; placed randomly on Upgrade Exploited Lands and Acts of Conservation squares
- 6 x 13 Player pieces
- 9 x City/Power Plant/Recycling Plant tiles
- 30 x Waste tiles, 20 x bridges
- 20 x species markers (below); place species on the hex with their corresponding number. For species with 2 land requirements (+) move the nearest required land to make a viable habitat (linked by a red border on species tiles).

SPECIES

- | | | |
|-------------------------------------|----------------------------|-----------------------------------|
| 1. Baiji (O, P) | 8. Sumatran Orangutan (F) | 15. Proboscis Monkey (F, O) |
| 2. Hawksbill Turtle (O + non-ocean) | 9. South China Tiger (F) | 16. Blue-throated Macaw (P) |
| 3. Blue Whale (O + O) | 10. Amur Leopard (M, F) | 17. Egyptian Vulture (P, M) |
| 4. Mountain Gorilla (F, M) | 11. Saola (M) | 18. Dhole (M, P) |
| 5. Chinese Pangolin (P, F) | 12. Abbott's Booby (M, O) | 19. Southern Bluefin Tuna (O) |
| 6. Black Rhino (P + P) | 13. Eastern Quoll (F, P) | 20. Greater Long-nosed Bat (M, P) |
| 7. Sumatran Elephant (P + F) | 14. Andean Catfish (O + M) | |

START OF GAME Draw cards equal to the number of players, with 1 black. Each player takes a card, the black card goes first. Shuffle the cards back into the deck. Claim a land, placing your player token on the Tier 1 space - if exploited receive 1 resource of that type. Play moves clockwise until all players have chosen a land. Set the cost of land to total exploited lands (place cost of land marker on this value). Flip 3 Resource Cards face up in 3 piles. If you play last, take the End of Round marker. Next, begin the first round (in the same order)!

THE TURN (complete Phase 1, then complete Phase 2)

Phase 1 (performed in any order)

- **BUY** land (once per turn) adjacent to own land, or accessible via a habitat bridge. Starts at Tier 1 (flip land to exploit (*gain 1 WASTE and 1 resource of that type. You can build city/power plant/recycling plant on any land when exploited*), or keep nature side up to conserve - *can't flip from exploited to nature, can flip nature to exploit any time*).
- **BUY** resource from another player (one per player per turn, at bank value +1). Can't be declined.
- **BUY** resources from the bank - always \$10, generate 1 WASTE
- Flip Resource Cards to **APPROVE**. Approving gives 1 resource of that type. The owner of the exploited lands used receives resources equal to total owned Tiers of its type (*Tier 2 = 2, Tier 1 + Tier 3 = 4*). If you approve a resource that isn't exploited, generate 1 WASTE. If you choose to approve at an exploited land that doesn't use the player with the most total Tiers of its type generate waste equal to the difference between tiers (*using 1 when 3 is available = 2 WASTE*). If insufficient resources for a card, it can't be approved. Each card approved over 1 generates WASTE (*2 cards = 1 WASTE, 3 cards = 3 total WASTE*).
- **UPGRADE** land (upgrading exploited lands gives a resource of that type). (*See overleaf for details*)
 - Exploited Lands - when used; Tier 1: gives 1 Resource, Tier 2: gives 2 Resources, Tier 3: gives 3 Resources
 - Conserved Lands - Tier 1: capacity for 1 species, Tier 2: capacity for 2 species, Tier 3: capacity for 3 species
- **ACTS** of Conservation: Build a habitat bridge; Relocate a species; Recycle waste. (*See overleaf for details*)
- **SELL** resource to the bank. Resources sell value equals how many remain in the bank (and lowest shown value).
- **SELL** land at cost of land (must sell any/all conserved land first, remove tiers, don't flip).

Phase 2 (performed in order)

1. **DUMP WASTE** (1 per Recycling Plant per turn, give the owner 1 resource to remove 1 waste, free if using your own).
2. **MANDATORY: PAY WASTE DUES.** Waste costs \$1 every turn that you possess it, per number of waste. First waste costs \$1, second waste costs \$2 (*for a total of \$3*), third waste costs \$3 (*for a total of \$6*), etc.
3. **MANDATORY:** Refresh resource cards so that there are 3 cards face up on the 3 piles. If the draw deck is empty, shuffle the face-down cards in the piles into a new deck to use as the new draw deck.
4. **End of turn**, play moves clockwise to the next player.






At the **End of Round** (*if you have the End of Round token and end your turn*), adjust the cost of land (*equal to the total number of exploited lands*) for the next round. Move the End of Round token anti-clockwise one place, then start the next round (*i.e if you ended the previous round you become the first player of the next round: a double turn*).

END OF GAME Once you reach the required number of Species Conserved, or the Species Extinct limit, the game ends at the End of Round : Species Conserved limit - 15 Species Extinct limit - 6

EXTINCTIONS: Caused by exploiting land containing a species. Extinctions are also caused by exploiting adjacent or linked (by habitat bridges) required lands. Note - adjacent or linked lands do not need to be empty, but must not be exploited

- Blue Whale: requires adjacent or linked Ocean
- Black Rhino: requires adjacent or linked Plains
- Hawksbill Turtle: requires adjacent or linked land (Plains, Forest or Mountain) - must be in Ocean
- Sumatran Elephant: requires adjacent or linked Plains (if in Forest) or Forest (if in Plains)
- Andean Catfish: requires adjacent or linked Mountain (if in Ocean) or Ocean (if in Mountain)

RESOURCES

[Resource]	[Location]	[Resource]	[Building]	[Location]
Oil 	Ocean [O]	Electricity 	Power plant 	Anywhere
Metal 	Mountain [M]	People 	City 	Anywhere
Timber 	Forest [F]	Waste 	Recycling plant 	Anywhere
Food 	Plains [P]			

Upgrading Exploited Lands

Randomised according to land upgrade chart - Tier 2 = costs 2 resource tokens, Tier 3 = costs 4 resource tokens. Upgrading gives a resource of that type. Note that Recycling plants cannot be upgraded.

Upgrading Conserved Lands

- Tier 2 : Pay 2 x Cost of land - capacity for 2 species (each Species worth 2 points)
- Tier 3 : Pay 3 x Cost of land - capacity for 3 species (each Species worth 3 points)

Acts of Conservation

- **Relocate a species** : 2 fixed resources (move 1 species 1 land or corridor) + 1 of any resource for each additional land or corridor moved (move to viable land adjacent or across a corridor - can't move species from others owned lands - can move through multiple viable lands, each stage must be through a viable land or corridor - can pass through viable lands occupied by another species, but must end with capacity available in its destination habitat)
- **Build a habitat bridge** : 2 fixed resources (build 1 bridge) + 1 of any resource for each 1 additional linked bridge (corridors pass between two other tiles [indicated by grey outlines], can be built anywhere, and are communal)
- **Recycle waste** : 2 fixed resources (remove 1 waste) + 1 of any resource (remove 1 waste for each additional resource)