

# 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 name faceup) 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).

## **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)