

Carlos Soto

# S.O.S. GALAPAGOS

The Galapagos Islands, known worldwide as “The Enchanted Islands”, a paradise of wildlife inhabited by species unique in the world... the same paradise that inspired Charles Darwin in his formulation of Theory of Evolution... But any environmental change may disturb the delicate balance of the ecosystem that shelters these wonderful animals, putting their lives at risk... The future of the Galapagos Islands is in our hands: to the work rescuers!

## GAME IDEA

S.O.S. Galapagos is a board game in which players take on the role of ecological activists whose mission is to rescue animals whose lives are threatened by irresponsible human activity. In order to rescue animals at risk players must make the best possible use of their resources, which are represented by Action Dice (or just dice) and Helper Tokens (or simply Helpers). The game lasts exactly 12 Rounds. At the end of the game the player who has collected the highest number of Rescue Points (or just points) will be declared Chief Rescuer and will, therefore, be the winner.

**Attention!** S.O.S. Galápagos is not a game of chance but of strategy: unlike other board games that use dice, when playing S.O.S. Galapagos you will notice that a (5) is not necessarily better than a (2) and that a (1) can often be better than a (6). The player who best employs her/his dice and Helper Tokens will be the winner.

## COMPONENTS

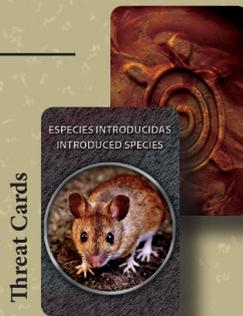
- 1 Game board
- 1 Start Player card
- 84 Animal Cards (they make the Animal Deck)
- 12 Threat Cards (they make the Threat Deck)
- 12 Award Cards
- 9 Action Dice
- 16 Helper Tokens
- This rulebook
- (3 spare cards)



Helper Tokens



Action Dice



Threat Cards



Start Player Card

Number of cards in deck



Animal Cards

Requirements for completing a Series

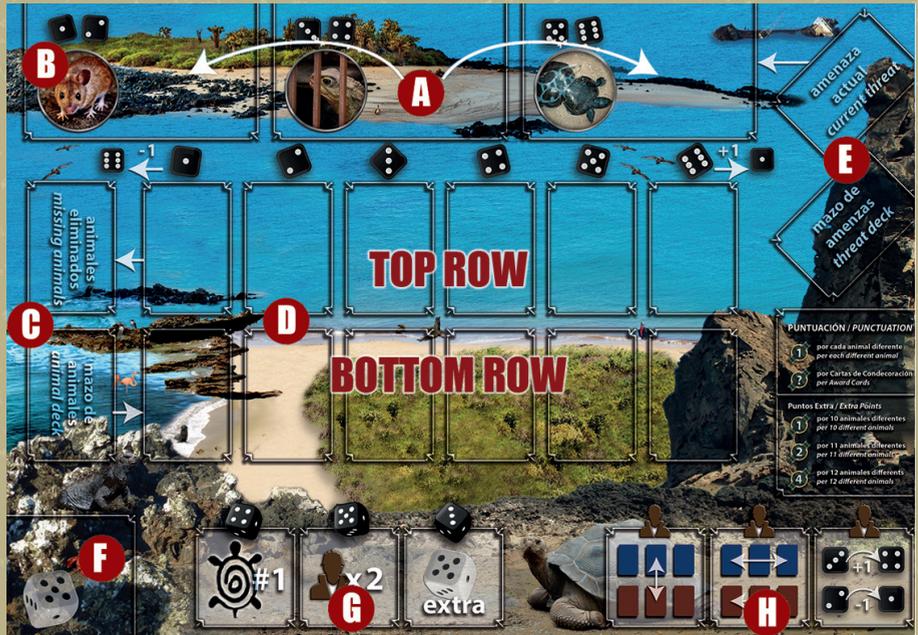


Award Cards

Rewards for completing a Series

## Board game parts

- A. Threat Boxes
- B. Dice values to Fight Threat & threat image
- C. Animals Deck & Missing Animals spaces
- D. Rows for the threatened animals (top & bottom)
- E. Threat Deck & Current Threat spaces
- F. Space to hold the white die when unused
- G. Action spaces (for Action Dice)
- H. Action spaces (for Helpers)



## SET UP



Award Cards symbols



Rescue Points symbol

- Place the game board in the center of a table or suitable surface.
- Separate the Award Cards in 3 groups according to their symbol and place them *face up*, outside the board, but within reach of the players.
- Place the Helper Tokens in a stack within reach of the players. This will be the “Reserve” of Helpers.
- Place the Start Player card momentarily next to the board.
- Shuffle or mix the Animal Cards well to form the Animal Deck, and place it *face down* in the “Animal Deck” space on the board.
- In the center of the game board are two rows for the threatened animals. Fill the *top row* with cards from the Animal Deck, placing them *face up*, **one by one and from left to right**. Then, do the same with the *bottom row*.
- Shuffle the Threat Cards to form the Threat Deck, and place it *face down* in the “Threat Deck” space on the board.
- Give each player a pair of dice of the same color: these will be the Action Dice of each player during the game. Place the white die in the lower left corner of the board, in the space that shows a white die. This die does not belong to anybody, but during the game it can be obtained temporarily using the action space “Extra Die”.
- Finally, each player will throw their 2 dice. The one who gets the *lowest score* will take the Start Player card and 1 Helper Token; the player sitting to the left of the starting player will take 2 Helper Tokens and will be the second player; the next to the left will take 3 Helper Tokens and will be the third player; and the next one will take 4 Helper Tokens and will be the fourth player (if there were only 2 or 3 players, the indications for the third and/or fourth positions are simply ignored).

Now everything is ready to start playing!

# PLAYING

A game of S.O.S. GALÁPAGOS consists of 12 Rounds of game, each of which consists of 5 phases that must be realized in the following order:

Phase A) Threat

Phase B) Throwing the dice

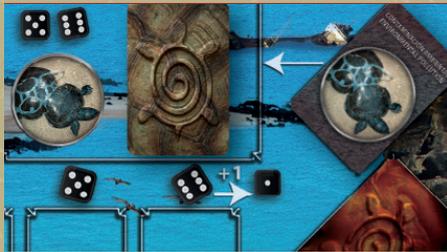
Phase C) Players actions

Phase D) Resolving Actions

Phase E) Preparing the next Round

## PHASE A) Threat

At the beginning of each Round (starting with the first), the Starting Player reveals the first Threat Card from the Threat Deck and places it on the “Current Threat” space on the board. Then, take the first card from the Animal Deck and place it, *face down and unrevealed*, in the Threat Box that matches the image of the previously revealed Threat Card (Introduced Species, Wildlife Trade or Environmental Pollution).



**Example:** In the first Round of the game **Gaby** is the Initial Player. She reveals the first card of the Threat Deck and turns out to be Environmental Pollution. Next, she takes the first card of the Animal Deck, without turning over, and place it *face down* in the Threat Box that shows the Environmental Pollution icon.

## PHASE B) Throwing the dice

All players roll their Action Dice at the same time (simultaneously) and place them in front of them.

**Important:** The results obtained must be clearly visible to all players, at all times.

## PHASE C) Players actions

A turn of a player consists of performing all the actions that her/his Action Dice and Helper Tokens allow. Each Round of play, the Starting Player will be able to use all her/his dice and as many Helpers as she/he wants to spend, to perform different actions on the game board. Once the Starting Player has finished her/his turn, it will be the turn of the player to her/his left and so on.

### Actions using dice:



These actions are performed by placing dice on the Threat Boxes; Animal Cards; or Action Spaces marked with the black die icon on the board. These actions *are not resolved immediately* but during **Phase D) Resolving Actions**.

The rules below apply for 3 and 4 player games. For 2 player games, the rules that appear on page 16 of this rulebook must be applied.

Animal cards must be placed on the right side of the Threat Box to avoid covering the icons on the left side.

If a player gets the same result on the 3 dice (see “Extra Dice” below) she/he *may* throw all of them again.

As soon as a card or square is occupied by a player's dice, nobody else may place their dice there.

The dice value used for the “Fight Threat” and “Rescue Animals” actions can be modified using Helper Tokens, as explained below, in the “Adaptation” section.

A player’s *playing area* is the table space in front of her/him.

Players DO NOT receive Free Helper Tokens at the start of each round, only at the start of the game.

The extra die is not kept from one round to the next, unless the player who has it re-uses this action in consecutive rounds.

## Fight Threat

To combat a threat, a die with a value equal to that of the die faces printed in the upper left corner of the box must be placed on a Threat Box. During **Phase D**, any player who has put a die in a Threat Box will be able to look at all the Animal Cards that are there and take, as a reward, exactly 1 (neither more nor less), leaving the rest *face down* in the same box.



**Example:** Mario places his die (2) on the “Introduced Species” box.



**Ana** places her die (4) on the Giant Tortoise card. During **Phase D) Resolving Actions** the turtle will be rescued!

## Rescue Animals

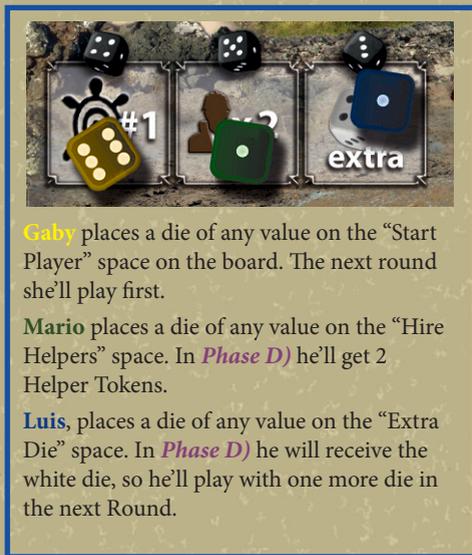
To rescue an animal a player must place on an Animal Card a die with the same number as the column where the card is. A player can only rescue animals from the *top row* of the threatened animals area of the game board.

## Start Player

Whoever occupies the “Start Player” space with a die (of any value), will be the starting player in the next Round, whoever is sitting on her/his left will play second and so on. The “Start Player” card does not change owner until **Phase D**.

## Hire Helpers

To obtain new Helpers, a player must place 1 dice (of any value) on the “Hire Helpers” space of the game board. Whoever has occupied this Action Space will obtain, during **Phase D**, 2 Helper Tokens that may be used in later rounds.



**Gaby** places a die of any value on the “Start Player” space on the board. The next round she’ll play first.

**Mario** places a die of any value on the “Hire Helpers” space. In **Phase D** he’ll get 2 Helper Tokens.

**Luis**, places a die of any value on the “Extra Die” space. In **Phase D** he will receive the white die, so he’ll play with one more die in the next Round.

## Extra Die

To have an extra die during the next round, a player must place 1 die (of any value) on the “Extra Die” space of the game board. Whoever has occupied this box of action will play with 1 additional die in the next round.

## Pass

For each die a player decides not to use, she/he *may immediately* take 1 Helper Token from the Reserve.

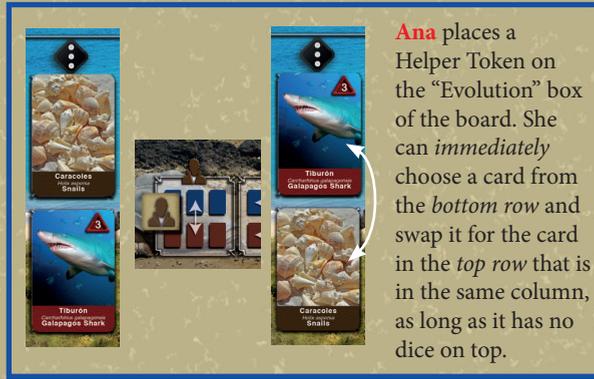
## Actions with Helpers

These actions are performed by placing Helper Tokens on the Action Spaces of the board marked with the icon. These actions are resolved *immediately*, as soon as one or more Helper Sheets are placed in the corresponding box.



## Evolution

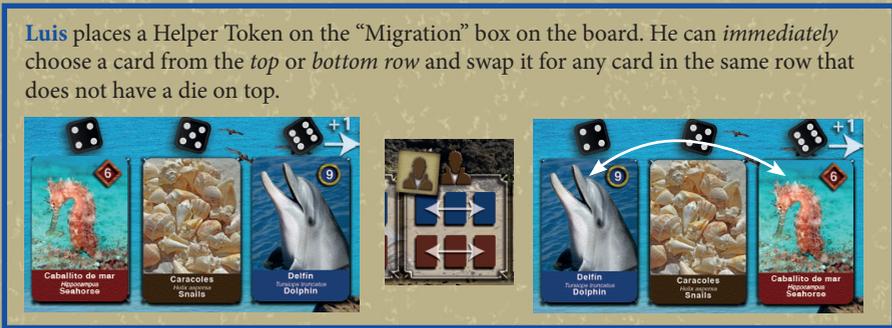
By placing 1 Helper Token on this Action Space a player can *immediately* exchange the positions of 2 Animal Cards between the *top row* and the *bottom row* of cards. Both cards must be in the same column. This is the only way to rescue animals from the *bottom row*.



**Ana** places a Helper Token on the “Evolution” box of the board. She can *immediately* choose a card from the *bottom row* and swap it for the card in the *top row* that is in the same column, as long as it has no dice on top.

## Migration

By placing 1 Helper Token on this Action Space a player can *immediately* swap the positions of any 2 Animal Cards horizontally (either from the *top row*, or from the *bottom row*).



**Luis** places a Helper Token on the “Migration” box on the board. He can *immediately* choose a card from the *top* or *bottom row* and swap it for any card in the same row that does not have a die on top.

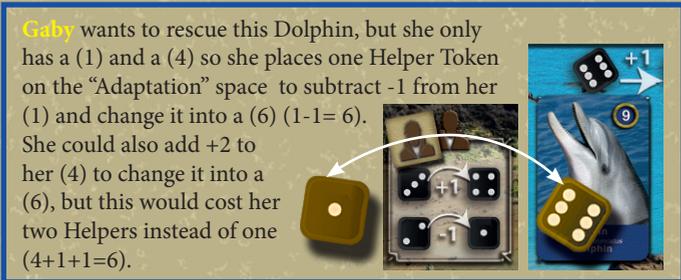
## Adaptation

For each Helper Token placed on this Action Space a player can *immediately* increase or decrease by 1 the value of one of her/his dice.

The faces of the dice must be “updated” to show their new

value, before using them to perform the actions “Fight Threat” or “Rescue Animals”.

For purposes of the game, it is considered that (1) and (6) are continuous numbers. In other words: a player may place a Helper Token on this space to “add” +1 to a (6) and turn it into a (1), or may “subtract” -1 to a (1) and turn it to (6).



**Gaby** wants to rescue this Dolphin, but she only has a (1) and a (4) so she places one Helper Token on the “Adaptation” space to subtract -1 from her (1) and change it into a (6) ( $1-1=6$ ). She could also add +2 to her (4) to change it into a (6), but this would cost her two Helpers instead of one ( $4+1+1=6$ ).

These actions can be performed as many times as the number of Helper Tokens you have and want to spend, even though other players have previously placed Helpers in the same Action Spaces.

When “Evolution” or “Migration” actions are used, no animal cards with dice placed above can be moved: such spaces are considered “locked” for the current round.

**Example:** A player who would like to change a (5) to a (2) could do it by spending 3 Helper Tokens, either to subtract 3 from his (5) ( $5-1=4-1=3-1=2$ ) or to add 3 to her/his (5) ( $5+1=6+1=1+1=2$ ).

It is perfectly legal to modify the extra die white using “Adaptation”.

## Series & Award Cards:

When placing Animal Cards into play (*face up*), either by placing the animals gained thru the “Rescue Animals” action, or by revealing *hidden cards* earned by the “Fight Threat” action, the Start Player to complete a Series of the same type of animal, will *immediately* take the corresponding Award Card.



## PHASE D) Resolving actions

Now all players remove their dice from the game board resolving the actions in the following order:

The limit of *hidden cards* that a player can have is 2. Any time a player takes a third *hidden card*, she/he must put one into play *immediately*, to return to the limit of 2.

In later rounds, players may put any of her/his *hidden cards* into play (*face up*), but only before **Phase C**).

Remember that *hidden cards* can only be revealed and, thus, put into play, *immediately* when resolving the Fight Threat action, in **Phase D**), or, in later rounds but before **Phase C**).

### Fight Threat

Beginning with the Starting Player and following to her/his left, any player who during **Phase C**) placed a die on a Threat Box on the board, now removes it and looks at all the Animal Cards in that box. Then, as a reward may rescue (take) from the Threat Box 1 Animal Card (free choice).

Players resolving this action must *immediately* decide whether to:

- Put the reward card into play (*face up*), or
- Keep it in secret to the other players (facedown, as a *hidden card*)

In any case, the card must be placed on the table in the *playing area*.

Finally, players resolving this action return the remaining Animal Cards (if any) *face down* on the same Threat Box where they came from.

**Example:** During **Phase C**), Mario placed a (5) on the Threat Box “Introduced Species”



Then he removes his (2) and looks at the 3 Animal Cards lying there *face down*; rescues (takes) 1 and decide to bring it into play *immediately*. (He could have kept it secretly, but he already has 2 *hidden cards* and don't want to reveal any of those cards to the other players).

### Rescue Animals

Beginning with the Starting Player and following to her/his left, players remove their dice from the board and retrieve the corresponding Animal Cards (do not forget that the animals in the lower row cannot be rescued). Then, the rescued animals are placed *face up* in front of them, in their respective *playing areas*.



**Ana** rescues a Zayapa and places it in her play area. In doing so, she verifies that has completed a **Series** (4 Zayapas) so she *immediately* takes the corresponding Award Card. (Although **Luis** would complete a **Series** of Zayapas in the same round, he wouldn't get the award card since he plays after **Ana** in the current round.)

### Initial Player

If during **Phase C**) a player placed a die on this space, now removes it, takes the “Start Player” card, and places it in her/his *playing area*. If it is the same player who already had it, she/he just keeps it.

### Hire Helpers

If during **Phase C**) a player placed a die on this space, now removes it and takes 2 Helper Tokens from the Reserve, placing them in her/his *playing area*.



## Extra Die

If during Phase C) a player placed a die on this space, now removes it, takes the white die and places it in her/ his *playing area*. If it is the same player who already had it, she/he just keeps it.

## PHASE E) Preparing the next round

Now players must prepare the game for the next round. Note: The most experienced player should be in charge of verifying that these steps are carried out properly.

**E1)** All Helper Tokens on action spaces are removed from the board and returned to the Reserve.

**E2)** If in the *upper row* there are still Animals that have not been rescued, they are placed, *face up*, into the “Missing animals” space of the board.

**E3)** All Animal Cards in the *bottom row* are now passed to the *top row*, respecting their order in columns.

**E4)** Finally, the *bottom row* is filled with cards from the Animal Deck, placing them **face up, one by one and from left to right** (as described on step 6 of “Set Up” section).

Players are ready to start the **Phase A) Threat**, of the next round!

## END OF THE GAME

At the end of round 11, the step **E4)** of **Phase E)**, (fill the *bottom row* with Animal Cards) shall not be doable, since there will be just 1 Animal Card left in the Animal Deck. So, follow just steps **E1)** to **E3)**. The next will be the Final Round!

Before starting the Final Round, all players must return 1 dice to the game box.

In the Final Round, **Phase A) Threat** will be played normally (the last card left in the Animal Deck will be placed *face down*, as always, into the Threat Box matching the last Threat Card), and then, phases B, C and D will also be played normally.

It will then be the time to calculate the final score of each player in order to be able to appoint the Chief Rescuer!

## PUNCTUATION

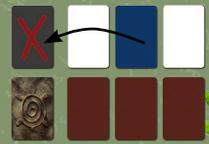
At the end of the game players count and add their Rescue Points (or just points) as follows:

1 point for each different rescued animal **plus** the points for Award Cards.

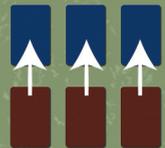
Additionally, any player who has rescued 10 different animals will earn 1 extra point; 2 points if rescued 11 different ones, **or 4 points** if rescued all 12 types (see score chart printed on the game board).



E2)



E3)



E4)



In case of a tie, the one between the tied players with more “Snails” cards in play, is the winner. If the tie persists, the one of the tied players who have more Helper Tokens left is the winner. If the tie still persists, all tied players share the victory!

<p><b>Example: Gaby's</b> punctuation at the end of the game:</p> <table border="0" style="width: 100%;"> <tr> <td>11 animal types</td> <td style="text-align: right;">11 pts.</td> </tr> <tr> <td>Blue Whale Award Card</td> <td style="text-align: right;">3 pts.</td> </tr> <tr> <td>Zayapa Award Card</td> <td style="text-align: right;">2 pts.</td> </tr> <tr> <td>Bonus per 11 types of rescued animals</td> <td style="text-align: right;">2 pts.</td> </tr> <tr> <td><b>TOTAL</b></td> <td style="text-align: right;"><b>18 pts.</b></td> </tr> </table>										11 animal types	11 pts.	Blue Whale Award Card	3 pts.	Zayapa Award Card	2 pts.	Bonus per 11 types of rescued animals	2 pts.	<b>TOTAL</b>	<b>18 pts.</b>
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<b>TOTAL</b>	<b>18 pts.</b>																		

## OTHER RULES AND CLARIFICATIONS

### Final Round Notes:

If a player used the “Extra Die” space in the penultimate round, he will use 2 dice in the final round.

During the Final Round, the “Evolution” action space cannot be used since there will be no Animal Cards left in the *bottom row*.

It should also be remembered that a player who still has *hidden cards* can only put them in play before **Phase C**), as usual.

**Award Cards:** The first Player to complete an Animal Card **Series** will *immediately* win the corresponding Award Card. The benefits of the Award Card appear at the bottom of each card: Rescue Points for the end of the game, and Helper Tokens that the awarded player will take *immediately* from the Reserve and may be used in later rounds.

**Fight Threat:** When players perform this action, they are not allowed, by no means, to show other players the Animal Cards that are in the Threat Box. However, any player is allowed to say anything and the other players are free to believe or not in what they hear.

**Snails!** The “Snails” cards do not award points and are only to obstruct the players. However, as noted in the Scoring section, if there is a tie between two or more players, they will serve as the first tie-breaker condition.

**Open Information:** In S.O.S. Galápagos the information is public (not secret), that is to say, that at any time players are allowed to look at the Helper Tokens, Animal Cards (*face up*) and results of the Action Dice of the other players; and also may count (*face down*) the number of cards remaining on the Threat Boxes and on the Threat Deck, and check out the cards lying *face up* on the “Eliminated Animals” space of the board. The number of *hidden cards* of all players (but not its type) is also public information.

**Hidden Information:** The only information that can and should be kept hidden is: the type of Animal Cards in the Threat Boxes of the board, and the type of Animal Cards that players keep as *hidden cards* in their respective *playing areas*.

## SPECIAL RULES FOR 2 PLAYERS

If there are only 2 players, a “ghost player” will be added to the game. Before starting to play, choose a pair of dice of a color that nobody has chosen. Each round, at the beginning of **Phase B) Throw the dice**, the Starting Player will take the role of the *ghost player*, throwing its dice and placing them over the Animal Cards from the *top row* matching the numbers obtained. This turns the 2 player game into a more remarkable and competitive experience.

At the end of each round, during step E2 de la **Phase E) Preparation of the next round**, the *ghost player*’s dice are simply removed from the board and all the cards in the upper row are moved to the “Eliminated Animals” space.

### Clarifications:

If both *ghost players*’ dice show the same result, only one shall be used and the other shall be discarded.

The *ghost players*’ dice cannot be modified by the players using Helper Tokens.

At the beginning of the Final Round the *ghost player* also loses a die (only one is thrown).

In all other respects, the game works exactly the same as for 3 or 4 player games.

The Starting Player rolls the *ghost player*’s dice and gets (2) and (3). Then, place the dice as shown in the diagram. If, for example, “it” would have obtained (2) and (2) “it” would only have to put one die and ignore the other.



## CREDITS

Original idea and game design: Carlos Soto Power

Graphic design: Diego Albuja Ortiz

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