ORGANIZER: Cascadia

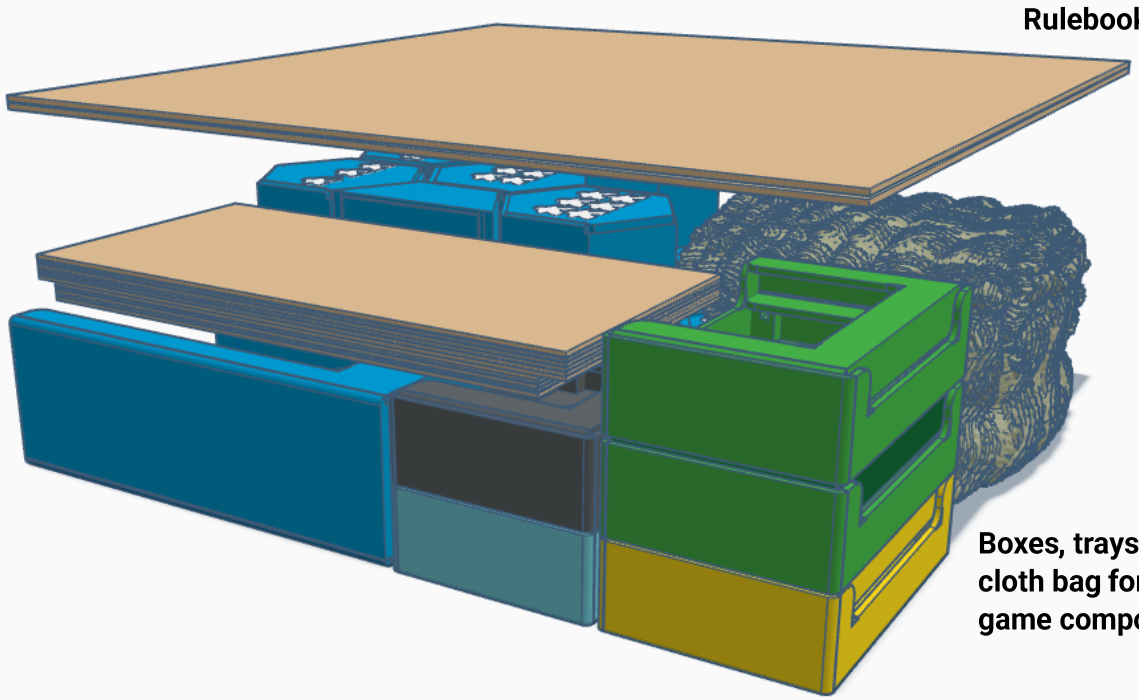
Compatible with Cascadia (2021) and Cascadia Landmarks expansion (2023)



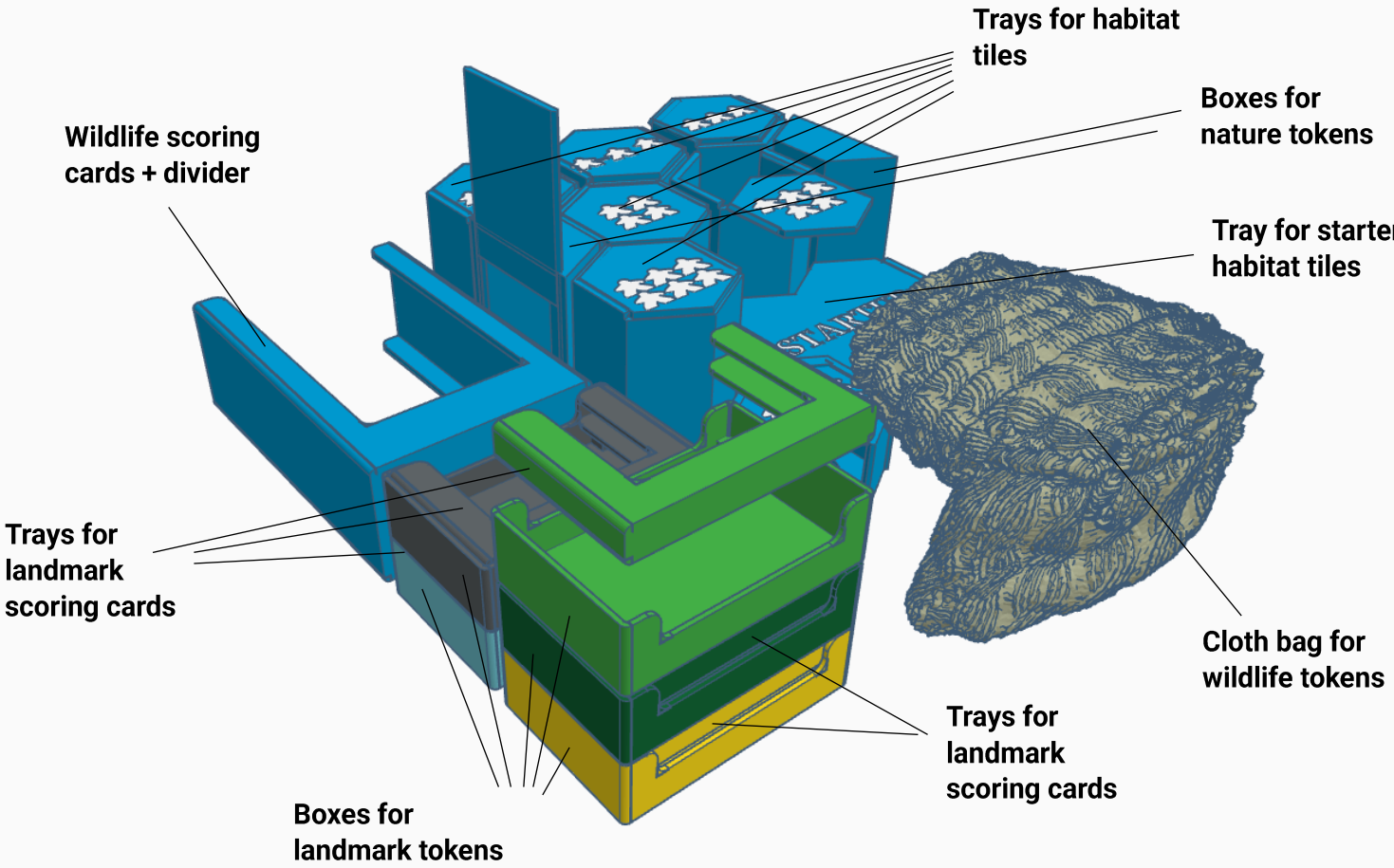
Contents:

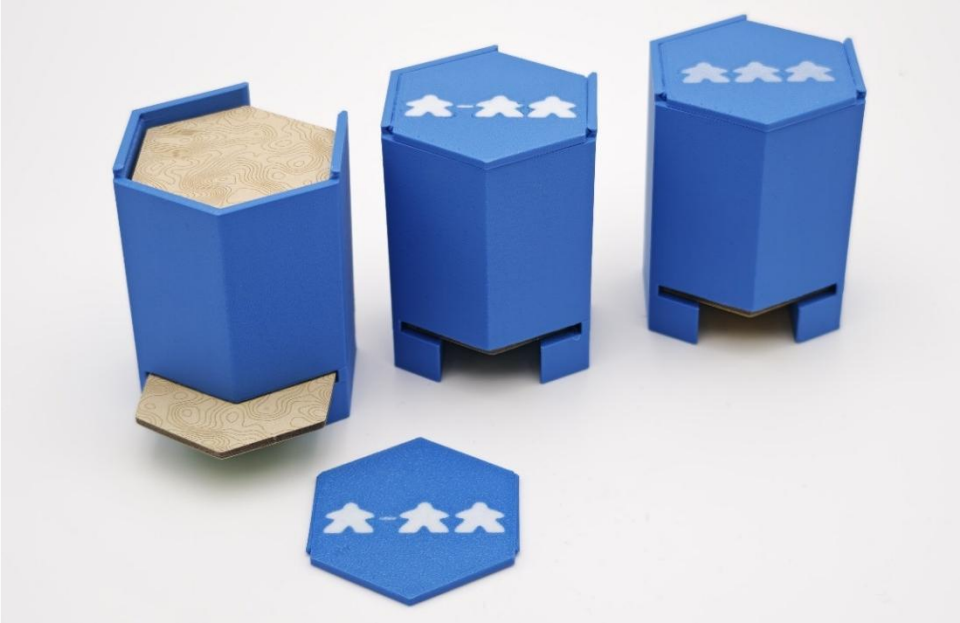
1. 6 trays for habitat tiles
2. 1 tray for starter habitat tiles
3. 1 tray for wildlife scoring cards + divider
4. 5 boxes for landmark tokens
5. 5 trays for landmark scoring cards
6. 2 boxes for nature tokens

LAYOUT OF COMPONENTS IN THE GAME BOX



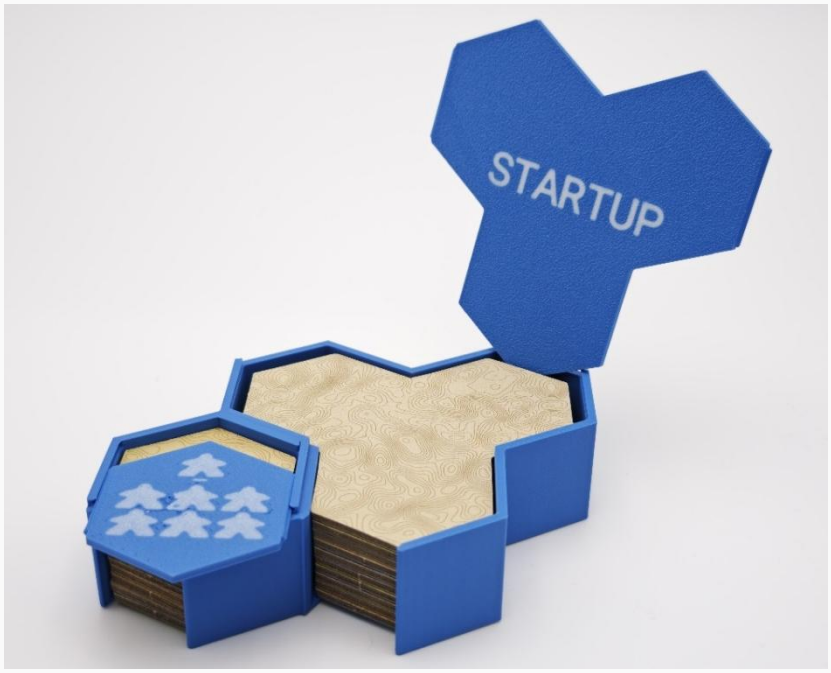
LAYOUT AND CONTENTS OF THE BOXES AND TRAYS





Habitat tiles trays

- tiles in trays are divided according to a number of players. At the beginning of a game, you can take trays marked by a number of players plus three tiles from startup pile of 10 pieces, provided the tiles are thoroughly mixed between the trays. E.g. if you plan to play a three-player game, you need to take a tray marked with 3 meeples + 2 trays marked with 1-2 meeples + 3 tiles from startup tray. That way you will get a required number of tiles for a three-player game (63 tiles). If you are playing with Landmark module select a respective number of additional tiles from startup box.
- habitat tiles can be drawn either from the top or bottom of the habitat tiles trays during the game



Startup tray

- solds 10 triple starter tiles (5 from base game, 5 from expansion)
- smaller compartment holds habitat tiles to complement habitat tiles tray for a respective number of players (described in section above)



Card tray with a divider

- tray for wildlife scoring cards with a divider for cards from expansion if necessary





Box for Landmark tokens and trays for Landmark scoring cards

- bottom part stores Landmark tokens
- can be used as a stand for wildlife scoring cards
- top tray stores Landmark scoring cards

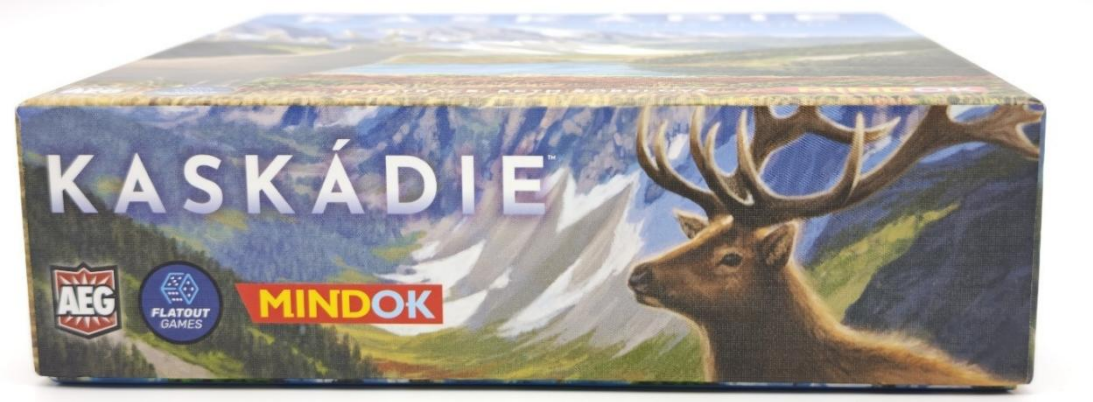


Boxes for nature tokens

- two boxes for nature tokens for storing and each end of a game table



Boxes and trays inside the game box (rulebooks and scoring sheet not shown)



Components of the game and expansion fit inside a game box. Game can be stored vertically when tightly closed.