

Rulebook

Kavango

**Become a Conservation Expert and
build a thriving Nature Reserve**

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About Kavango

Overview

Step into the role of a conservation expert working in Kavango. You will transform your unique landscape into a thriving nature reserve. Over three fast-paced rounds of card drafting, you will build a flourishing ecosystem. As you grow your nature reserve, you must complete research tasks to earn money to invest in protection and provide a haven for vulnerable and endangered animals. As the game progresses, your choices become harder and your strategy more complex as you aim to build the highest scoring nature reserve.

About the region

The Kavango-Zambezi transfrontier conservation area is the world's largest cross-border conservation area. It connects five countries and supports a range of ecosystems, which are represented in our landscape player boards. There is huge biodiversity in Kavango and the region is home to crucial populations of iconic animals, including the largest number of elephants in Africa. Across the landscape, you can witness a range of natural wonders from the largest terrestrial migration of zebra to the thundering Victoria Falls.



Components

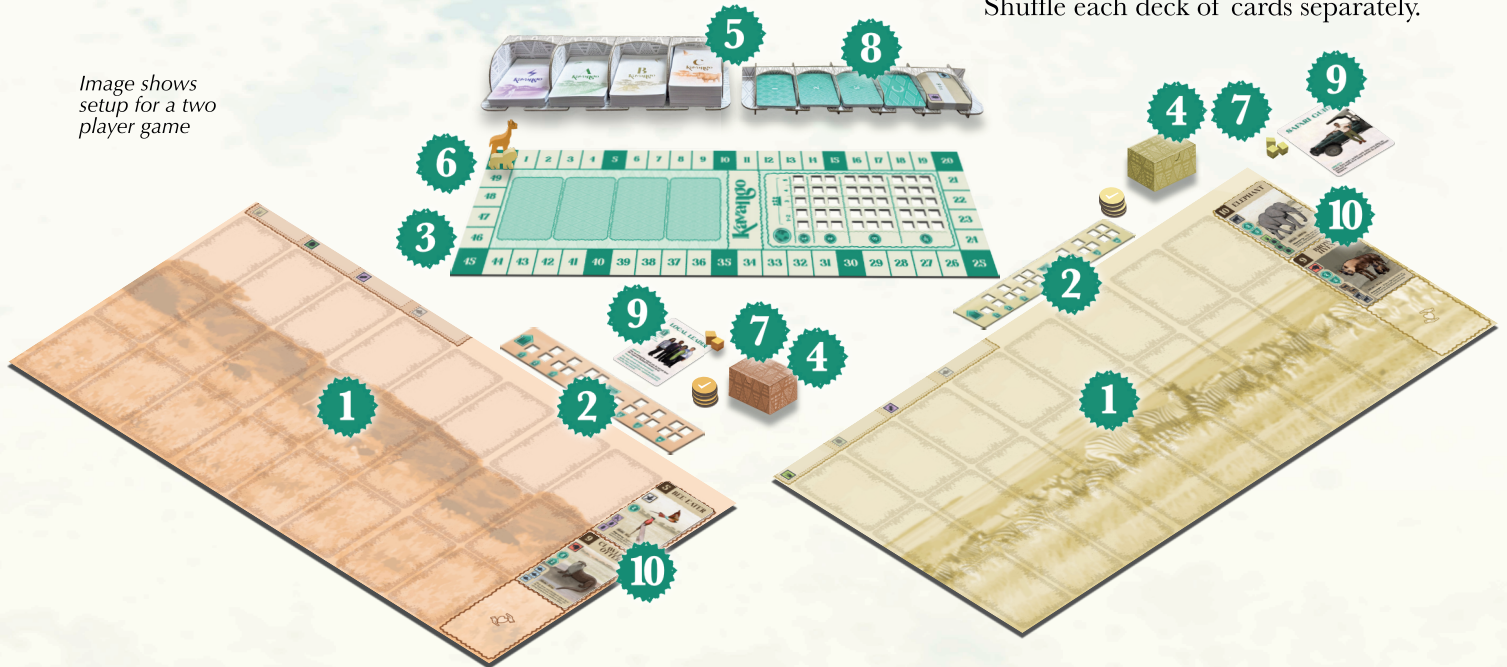
See punchboard assembly on page 14.



Setup

- Assign a landscape player board to each player.
- Give each player the protection board that matches the colour of their board, place it above your landscape board on the right-hand side.
- Place the central board in the middle of the players so that everyone can reach it.
- Take the bank box matching the colour of your board and keep it beside your board.
- Place the card trays beside the central board or to the side of the table. The large card tray will hold the action cards, deck A, deck B and deck C. The small card tray will hold the research cards for each round, the goal cards and the rewinding cards. Shuffle each deck of cards separately.

Image shows setup for a two player game



- Take the completion tokens and animeeple that match the colour of your board. Place your animeeple on '0' on the score track on the central board. Completion tokens are kept beside your board.
- Put your money cubes (those matching the colour of your board) in your bank box. Determine how much money each player starts with based on their ability level. This money should be withdrawn from the bank and kept with the completion tokens beside the player board:
 - Beginner - three money cubes (\$3m)
 - Intermediate - two money cubes (\$2m)
 - Expert - one money cube (\$1m)
 - Super expert - zero money cubes
- If you are playing with goal cards then shuffle them and give two to each player. Store the remainder face down in the card-tray.
- Deal two conservation expert cards to each player at random, each player keeps only one (see pages 9-10 for more detail on which to choose depending on your experience level). Tell each other what abilities your conservation expert has then keep it beside your landscape board.
- Players start the game with two animals from deck C in their sanctuary. Reveal two animal cards per player from deck C, i.e. for two players reveal four cards, then take it in turns to choose an animal card to store in your sanctuary, reversing the direction after all players have chosen one card.

Dealing the hands

Using the chart below, deal each player a hand of cards at the start of every round. Shuffle each deck of cards separately before dealing the cards.

Use the hand marker cards to keep track of the hands.

Hand one is given to the player who chose their sanctuary animal first. Keep the hand marker with the hand as it is passed from player to player.

Number of players	Round		
	①	②	③
1-2 15 cards per hand	3 6 6 ⚡ A B	3 3 3 6 ⚡ A B C	3 12 ⚡ C
3-5 12 cards per hand	2 5 5 ⚡ A B	2 3 3 4 ⚡ A B C	2 10 ⚡ C

Discard pile

Allow space for a discard pile in the middle of the table. After players are dealt their hands for round two, all remaining cards from deck A and deck B are transferred to the discard pile. Once players are dealt their hands for round three, all remaining cards in deck C and undealt action cards are transferred to the discard pile.

Note: This is important because the 'relocation' action card can be used to allow players to search the discard pile.

Gameplay

These two pages explain the gameplay fundamentals. Further details are given on the pages 5-8.

Objective

Each player is aiming to score the most points.

Game structure

Kavango is played over three rounds, each comprising ten turns.

At the start of each round

1. Deal four research tasks onto the central board.
2. Deal hands to each player using the guide, on page 2 and the quick-reference guide.
See "discard pile" on page 2 for which cards to discard after dealing the hands for rounds two and three.

Simultaneous turns

Throughout the game you will be picking cards from hands which are passed between players. You will strategically choose and play cards from the hands to build your nature reserve. Gameplay is simultaneous and on each turn players complete four turn stages at the same time, in this order:

1. **Choose a card from your current hand**
2. **Play that card**
3. **Complete research and invest money**
4. **Pass your hand of cards to the player on your left**

This continues for ten turns until the round is over.

1. Choosing a card

Players choose a card from their hand and place it face down in front of them. Once all players have chosen, everyone plays their card.

2. Play a card

Play an action card, producer or animal. Cards must be played immediately, either as actions, into your nature reserve or into your sanctuary if you have a free space. You can choose to discard a card from the hand instead of playing a card, this earns you one money cube (\$1m). Types of cards and how to play them are explained below.

Action cards

If any action cards are played in a turn, they are played before producer and animal cards and the effects happen immediately. Then they are put on the discard pile.

If multiple players have chosen an action card, the first to take effect is decided by the hand marker card. There are 30 cards in the action card deck; five different types action cards, with six of each.



Producers (Deck A)

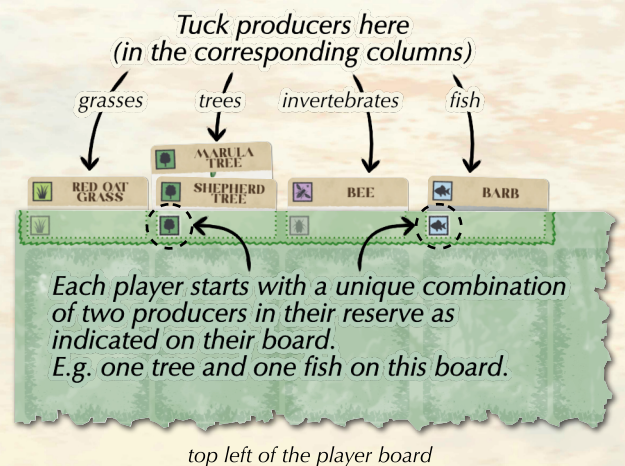


When you play a producer, tuck it under the top left of your board. Producers have no requirements to play and no point value at the end of the game but are an integral building block of your ecosystem. There are four types of producers: grass, trees, invertebrates and fish. For more detail on producers, see page 5.

Animals (Decks B and C)

Playing animal cards is the main way you score points in the game. Animal cards are played directly onto any space in your reserve if you fulfil both their food and protection requirements. If you don't fulfil the requirements to play the animal into your reserve it can be played into a free sanctuary space (one of the three spaces right-hand side of your board, see page 6).

Food requirements are met if you have the species types (producers and/or animals) that an animal needs already in your nature reserve. The species in your reserve represent sustainable populations and can feed multiple animals. Protection requirements are met if you have invested enough money to reach the required protection level in the three types of protection.



Creator's note: Each landscape board represents a different ecosystem within the Kavango region and consequently starts with a unique combination of producers.



Deck B is animals worth four points or less and with simple requirements.

Deck C is animals worth four points or more with more complex requirements.

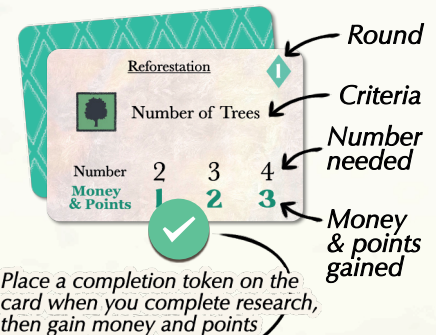
e.g. to play the Impala into your reserve you require:

(a) food: at least one grass and two trees. (b) protection: at least level one poaching protection

3. Complete research and invest money

Just like real life, you need to earn money to fund your conservation efforts and increase protection levels. To do this you must complete research tasks. To complete research tasks you must fulfil criteria, in return gaining money and points. There will be four research tasks on the central board and these change every round. Each player can complete all four research tasks (to any level) and as many as they are able to in a turn. However, once you've taken payment for a research task, you may not claim it again. When you complete a research task, place a completion token on the card and then withdraw the allocated money cubes from the bank and claim your points by moving your animeeple forward on the board. For more detail on research tasks, see page 6.

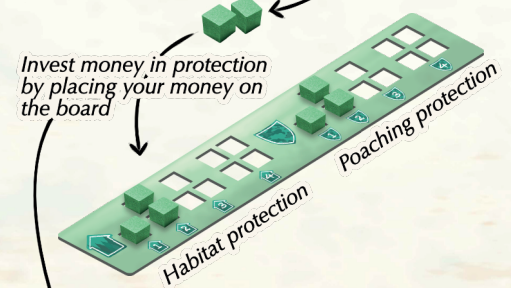
Research task from round one



Place a completion token on the card when you complete research, then gain money and points



Once you've earned enough money, you can start spending it! You can spend as much as you want in a turn on as many things as you can afford. Invest money to increase habitat and poaching protection levels for your own reserve. Climate protection is a shared protection level and to invest your money to increase the protection level, place your money cubes onto the central board. For more detail on protection levels, see page 7. You can also buy a rewilding card for four money cubes (\$4m), which allows you to play any producer (see page 7).



Climate Protection is a shared protection level and is on the central board

4. Pass the hand of cards

Pass the remaining cards in the hand (and the hand marker) clockwise to the next player. The round continues like this until everyone has played ten turns. Remember to complete all stages of the final turn to end the round.

At the end of each round (after playing a card on the 10th turn of the round)

- 1) Discard the cards left in the hand
- 2) Complete research tasks
- 3) Discard the research tasks
- 4) Then invest money

Scoring

After the tenth turn of the third round, the game is complete! To add up scores, follow these steps:

Research

During the game, each time you complete research you will move your animeeple along the score track. Check that you've added your points for round three.

Conservation awards

Award players ten points for each conservation award they've completed. Players can win all three awards as long as they fulfil the objectives. Add up the points you've won from conservation awards and move your animeeple accordingly on the score track. See page 8.

Animals

Take it in turns to add up the scores from the animals in your reserve. Remember that animals in your sanctuary don't count towards your final score.

Goal cards

Finally, if you're playing with goal cards, add any extra points you've earned from completing your goal and move your animeeple on the score track. See page 8.

Winning the game

The player with the most points wins! In the case of a tie, share the victory, nature is the winner!

Gameplay details

Producers

This table shows how many of each type of producer there are. The 'most required' column is an important guide for choosing producer cards. Since producers don't score victory points, you should not play more producers into your reserve than are required to feed animals higher up the food chain.

Termites and bees

Termites and bees are subsets of invertebrates. This means they count as invertebrates. However, other invertebrates do not count where an animal specifically requires a termite or a bee. In the example shown here, a nature reserve has one bee, one termite and one normal invertebrate. This fulfils the food requirements for the Agama and the Bee-eater but not the Aardvark, because it specifically requires two termites.

TYPE	SYMBOL	TOTAL	DECKS	MOST REQUIRED
Grasses		11		4
Trees		11		4
Invertebrates		11		3
Termites		4		2
Bees		2		1
Fish		7		3

Tip: Generally, termites and bees are more useful than other invertebrates. Usually, the best combination to have in your reserve is two termites and one bee.



3 invertebrates including 1 termite and 1 bee



Requires any 3 invertebrates



Requires 2 termites



Requires 1 bee and 2 other invertebrates



Animals

This table shows how many of each type of animal there are.

There are seven types of animals: small mammals; reptiles/amphibians; birds; medium mammals; large mammals; birds of prey and predators. Birds of prey and predators will not act as food requirements for other animals, but the other five types can also act as food requirements for other animals.

The size and weight of the animals is important for some research tasks. Some animals also have special characteristics that contribute towards goal cards.

These characteristics are represented by icons beside the description text. For example, of the animals shown below, the Ground squirrel has the 'terrestrial' tag and the Roan has the 'antelope' tag.

TYPE	SYMBOL	TOTAL	DECKS	MOST REQUIRED
Small Mammals		18	13	3
Birds		18	9	3
Reptiles/Amphibians		17	10	3
Medium Mammals		18	8	4
Large Mammals		17	17	4
Birds of Prey		14	14	-
Predators		18	18	-



An example of each of the seven types of animals.

Sanctuary

You can keep up to three animals in your sanctuary at any one time. Animals move out of your sanctuary into your nature reserve as soon as their food and protection levels are met and this does not count as a turn. As the game progresses, you might start chain-reactions in your sanctuary where multiple animals come out of your sanctuary one after the other. Animals in your sanctuary do not count towards research tasks or goal cards and won't score you any points at the end of the game. You can discard animals from your sanctuary at any time, each discarded card earns you one money cube (\$1m).

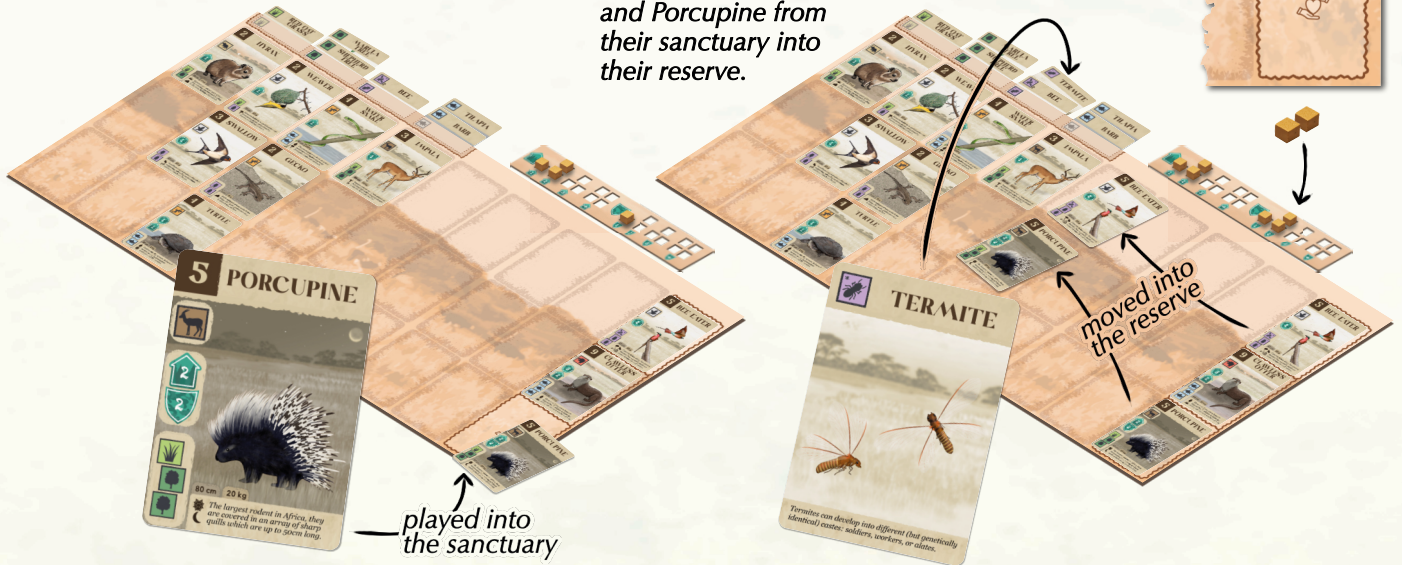
Example 1

The player chooses the Porcupine but does not fulfil the poaching protection requirement, so plays it into the sanctuary

on the next turn...

The player plays a third invertebrate and invests more money in poaching protection. This allows them to move the Bee-eater and Porcupine from their sanctuary into their reserve.

The three sanctuary spaces on the right-hand side of the player board



Tip: if you can't play an animal right away but you consider it an asset to your nature reserve, or it will help you achieve your goal, then it is a good idea to keep it in your sanctuary until you have the right food and protection level to introduce it into your reserve.

Research tasks

Complete as many research tasks as you like in a turn, remembering to take the money and points. Most research tasks give you a choice to complete them to different levels whereby if you meet more of the required criteria, you earn more money and points. Research tasks always refer to species played into your reserve. The numbers at the bottom of the card tell you how much money and points you receive depending on how fully you complete the research task.



The research tasks build in complexity each round. Round 1 research tasks are simple but by round 3 they are difficult.

Four new research tasks are put in the centre board at the start of each round



Completion tokens are placed on the research tasks (on the board) to keep track of those you have completed



E.g. If you had three small mammals (with the icon as shown) in your reserve you can complete the research task to earn three money cubes (\$3m) and three points - take three money cubes from the bank and move your animeeple three spaces on the board.

Creator's note: Conservation work is expensive and a lot of organisations rely on funding from donors to survive. Donors have their own requirements for how their money is spent and conservation organisations often have to adapt their activities to qualify for funding. We have captured this tricky reality via the research tasks which change every round and every time you play the game. To successfully earn money, you need to be strategic and adaptive to donor requirements.

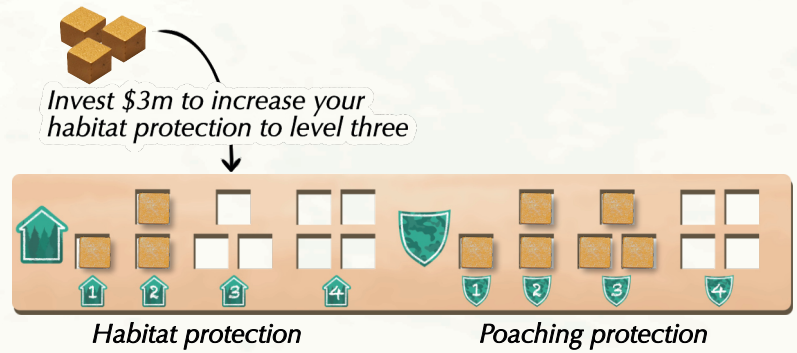
Gameplay details (continued)

Protection levels

To safely introduce animals into your nature reserve you need to invest money to increase habitat and poaching protection in your reserve and work together to improve climate protection.

Habitat and poaching protection

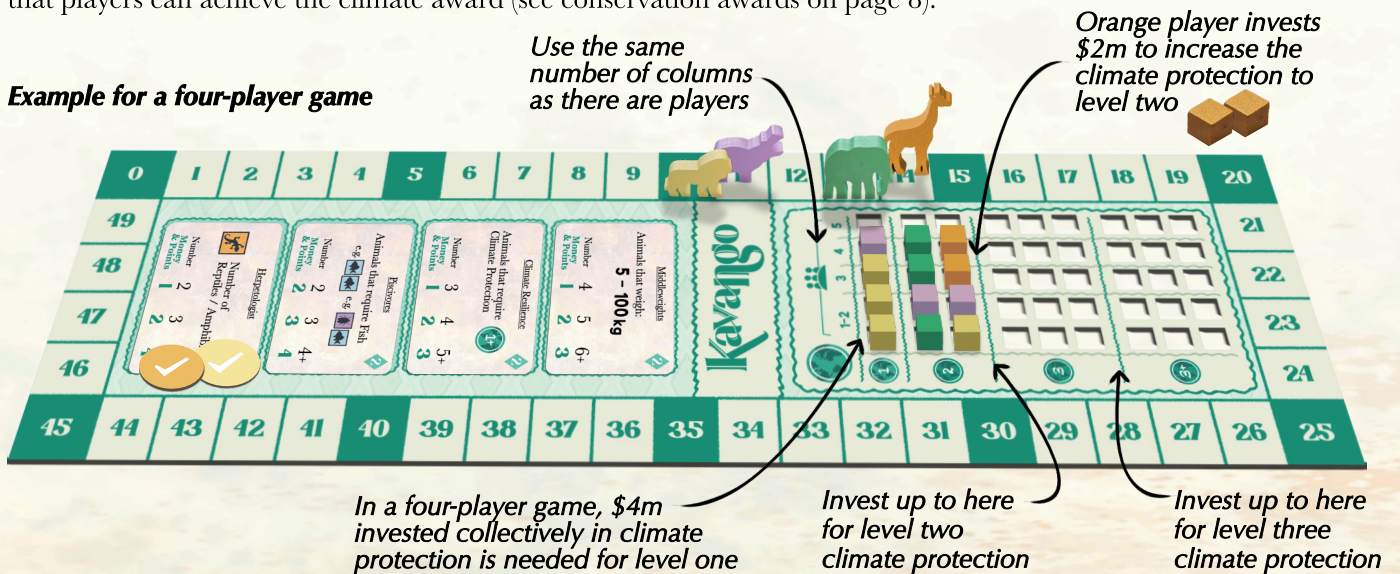
Habitat protection and poaching protection are your own responsibility within your reserve. The highest level of protection for habitat and poaching is level four. You may choose to prioritise investing in one over the other. For both, you need to build up the levels one by one. It costs one money cube (\$1m) to reach level one, an additional \$2m to reach level two etc. You cannot partially invest to increase habitat or poaching protection. When you invest you must increase the protection level entirely. To reach level four protection you need to have invested a total of \$10m.



Climate protection

Climate protection is collaborative. All players can contribute to climate protection and you don't need to have invested the same as other players. You can invest as much or as little as you like in climate protection in a turn and you don't need to invest to increase a level all at once like you do for habitat and poaching protection. When a climate protection level is reached, it applies to everyone regardless of how much or little they have invested. The highest level of climate protection required is level three. The '3+' area on the climate protection board allows players to keep investing in climate even after the maximum protection level of three has been reached. This is so that players can achieve the climate award (see conservation awards on page 8).

Example for a four-player game



Note: You do not need to place your money cubes invested in climate protection in a particular column. And you do not need to have invested the same amount as other players.

Creator's note: the protection requirements are inspired by real life. Habitat protection and poaching protection are your own responsibility because in reality you would need to protect your land from habitat encroachment or combat poaching by, for example, hiring rangers and investing in their equipment and training. Without these protections already in place, your animals are unlikely to survive long-term in your reserve and that is why you cannot introduce an animal in the game until you meet its protection requirements. Climate protection is collaborative because everyone needs to work together to both reduce the causes of climate change and adapt to the effects we are already seeing across the world.

Rewilding cards

Rewilding cards allow you to add any producer to your nature reserve (except the special invertebrates termites and bees). You can buy rewilding cards for four money cubes (\$4m) during the investing stage of a turn (i.e. it does not count as another turn) To play them, simply turn it over to the producer you want and tuck it in the corresponding column. You can also gain a rewilding card by playing the 'restoration' action card.




Conservation awards

There are three conservation awards, each worth ten points. These are game-end bonuses which all players can win. You can win all three as long as you fulfil the objectives.

Biodiversity Award

Have each of the 11 species types in your reserve.




10 points

The producers that your landscape board starts with count towards this award.

Climate Award

Contribute \$8m to climate protection

\$8m → 

10 points

Money contributed from the climate fund action cards count towards this.

Protection Award

Achieve level four habitat and poaching protection



10 points

This will require a total investment of \$20m.

These are each listed on the quick-reference guide so you can remind yourself of the criteria while playing.

Goal cards

Goal cards add an extra element of long-term strategy and complexity to the gameplay. We recommend playing with them as the expert rules. If you want a simpler game, play without the goal cards.

At the start of the game, each player takes two random goal cards. Keep them secret from the other players. Hold onto both goal cards and at the end of the game choose only one of them to score (you do not score the other). Goals will require you to introduce animals into your nature reserve with specific characteristics, represented by icons. The more animals you have matching the required characteristics, the more points you will score. Remember that animals in your sanctuary do not count towards your goals, animals must be in your nature reserve.

Examples are shown here. There is a clarification list in the appendix for each goal card.



Examples of arboreal animals

Note: this goal criteria includes invertebrates as well as animals. All other goals only include animals.

Example of a "toxic" invertebrate

Example of a "toxic" animal

Rule variants

Easy variant - to simplify the rules, play without research tasks, goal cards and conservation awards. Also remove the "researcher" action cards. Instead of the research tasks, all players will take seven money cubes (\$7m) at the start of the game and at the end of each round (including at the end of round three). Refer to pages 9 and 10 for which conservation experts to use. Note that the "Researcher" and "Campaigner" cannot be used if playing without the research tasks.

Goal cards - each player takes three goal cards at the start of the game. Score two of them at the end of the game.

Passing the hands of cards - instead of always passing the hands of cards to your left, you can rotate the direction of passing after each round.

Research tasks - remove the 'campaigner' conservation expert card from the game. At the start of round 1 and round 2, deal four research cards for that round and reveal the four research cards for the next round. Keep both sets of research cards on the table, but you can only complete research tasks for the round you are currently playing.

Gameplay details (continued)

Rule variants (continued)

Two-player variant - During game setup, separate the Relocation action cards from the other action cards.

In Round 1: do not deal any Relocation cards into the game.

In Round 2: put 1 Relocation card in each hand.

In Round 3: put 2 Relocation cards in each hand.

Relocation cards allow you to take cards from the discard pile for \$1m, giving you access to more cards (remember that after dealing the hands for rounds two and three cards are put into the discard pile, see p2 of the rules).

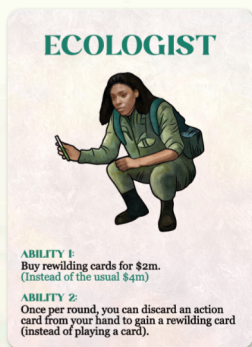
Conservation Experts

Some conservation experts are harder to use than others but offer more strategic depth, this is summarised with 'complexity' ratings from one to five. We recommend when playing Kavango for the first time, to select from the experts with a complexity of one and two. The explanations below include some strategies for using the experts and how they can be used most effectively.

Creator's note: For conservation interventions to succeed, a range of people from all areas of society need to come together. The conservation experts are designed to showcase the diverse skills required for conservation efforts ranging from the local leader working directly with rural communities to the investor who funds international climate finance.

Ecologist

Complexity ●●●●● 1/5



- This expert helps you gain producers to build your reserve, this is particularly useful for gaining producers you can't otherwise access from the cards in the hands.
- It is useful for gaining additional producers in round three, which is otherwise difficult to do.
- Buying rewilding cards effectively buys an extra turn compared with choosing a producer card from

the hand. So, this can be effective if you are earning sufficient money from the research tasks.

- Tip: focus on playing animal cards until the moment you need to gain another producer.

Investor

Complexity ●●●●● 1/5

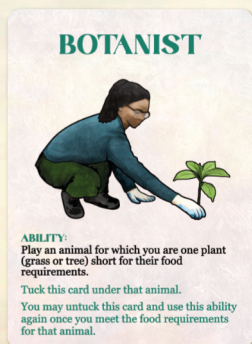


- This expert helps you earn money to invest in protection by playing specific action cards. This is particularly useful for beginners, who might be struggling to earn as much money through research tasks.
- The 'wildlife fund' action card is especially useful with this expert. By giving you \$4m, it can be used as another way to play a producer by giving you the money to buy a rewilding card straight away.

- At the end of the game it is often beneficial to utilise a "climate fund" or "wildlife fund" action card or the discarding a card ability to help secure end-of-game conservation awards.

Botanist

Complexity ●●●●● 2/5



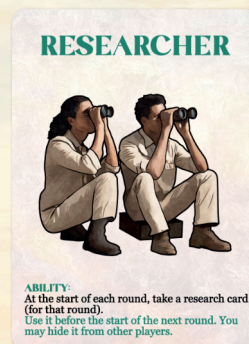
- This expert makes it easier to play animals that require plants for food. In doing this, it will increase the options available to you and help build your reserve quickly.
- This helps you play animals sooner which helps complete research tasks and earn money faster.
- It is most effective when used to play a ten point animal in which you would otherwise be

unable to play (especially in games where plant producers are difficult to access).

- Tip: players should familiarise themselves with the animals that require four plants of the same type. It can be effective to use the 'relocation' action card to pay \$1m to search the discard pile for these animals in round three if they are not in the hands.

Researcher

Complexity ●●●●● 2/5

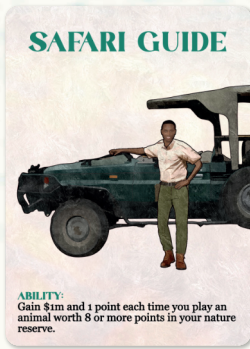


- The ability is easy to understand and simply gives the player better access to gaining money and points by completing extra research tasks.
- The strength of this expert can vary depending on luck of the draw with your research tasks.
- Tip: keep your extra research tasks secret from other players.

- Tip: if you find that you are gaining lots of money from research and you think you might have spare money at the end of the game, you could use your money sooner to buy rewilding card(s) to get more producers.

Safari guide

Complexity ●●●●● 3/5



- Experienced players who can build their reserve well, even in more challenging games, will find this a powerful character.
- Particularly useful in round three, where money from research tasks can often be difficult to achieve.
- It can be effective to use the 'relocation' action card to pay \$1m to search the discard pile for 8+ point animals.

Campaigner

Complexity ●●●●● 4/5



- Get an advantage over your opponents by planning your strategy based on the research tasks you know will be coming in rounds two and three.
- The challenge with this expert is in finding the balance between choosing animals to help you build early-on versus those that fit the long term strategy based on the research you know will come in rounds two and three.

- Don't forget to take the research tasks from beside you and deal them onto the board for round two and round three.

Local leader and Ranger

Complexity ●●●●● 3/5



- These experts are effective in the early game by making it easier to play animals which have complex protection requirements. You may be able to play animals out of your sanctuary early on and have more options.
- It helps you play animals sooner, which helps complete research tasks and earn money faster.
- Most effective when used to play a ten-point animal which you would otherwise be unable to play (especially in games where money is scarce).
- Decision-making on investing in protection is much easier with these experts:
Local leader should focus more on investing in poaching protection than habitat protection. Only invest in habitat protection when absolutely necessary.
Similarly, the ranger should focus more on investing in habitat protection than poaching protection. Only invest in poaching protection when absolutely necessary.

At the start of the game, place 1 money cube (from the bank, not your supply) on habitat protection.

At the start of the game, place 1 money cube (from the bank, not your supply) on poaching protection.

- These two experts have similar abilities that can be used together for a near-symmetrical two-player game.
- Tip: players using the local leader should familiarise themselves with the animals that require level four habitat protection before the game starts. Similarly, players using the ranger should familiarise themselves with the animals that require level four poaching protection before the game starts.
- Tip: it can be very effective to use the 'relocation' action card to pay \$1m to search the discard pile for these animals in round three if they are not in the rotating hands.

Diplomat

Complexity ●●●●● 4/5

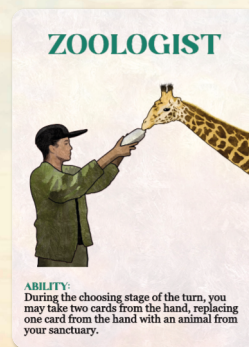


- The best expert for forcing more interaction between players. Has two abilities which both effect your opponents, but are otherwise quite different.
- Ability 1: can be used most effectively if you take two cards that you and other players want from a hand. Easiest to use in a two or three player game. It can also really help with difficult research tasks.

- Ability 2: can be used to force other players to invest in climate protection. This is a useful strategy when you choose animals that require climate protection and can use the ability to force others to help you increase the level. You can also use it to reduce the funds that other players have available, to hinder them from investing in other ways.
- Tip: pay close attention to what cards other players will want to choose and how much money they have in their supply at the end of each turn.

Zoologist

Complexity ●●●●● 5/5



- Very effective at swapping unwanted animal cards from the sanctuary.
- Don't be afraid to swap out your starting sanctuary animals for other cards in round one to significantly help build your reserve early-on.
- Putting high-scoring animals in your sanctuary is low risk with this expert. This allows you to be bold with your strategy in

rounds two and three. If you ultimately do not meet the requirements for these animals, you can swap them for easier to play animals towards the end of the game.

- Tip: try to make sure you always have an animal in your sanctuary, even if it is one you do not really need.

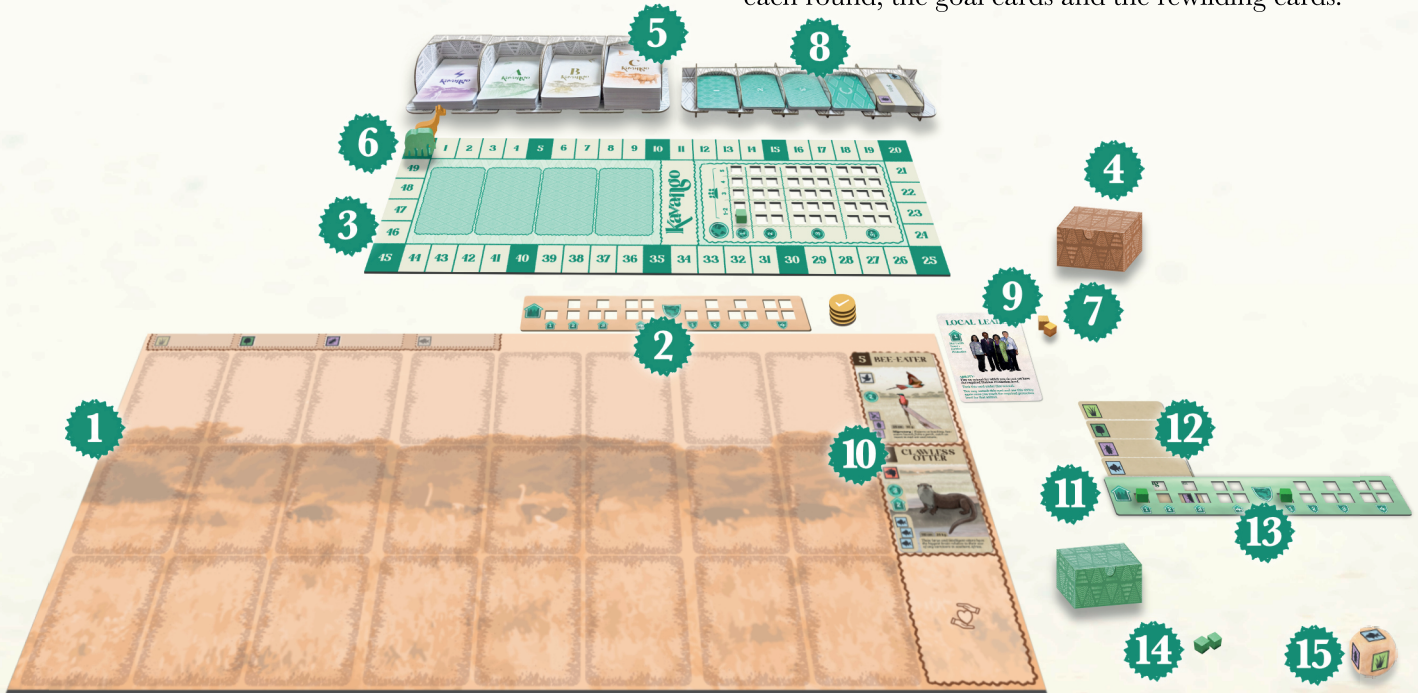
Solo Rules

Overview

In the solo game you are playing against an opponent called “Oppo”. The solo game plays in a similar way to the two player game. Oppo plays without a landscape board and you draft cards and invest in protection for them by following a simple set of rules.

Setup

- 1 Choose a landscape player board.
- 2 Take the protection board that matches the colour of your board, place it above your landscape board on the right-hand side.
- 3 Place the central board above your landscape board.
- 4 Take the bank box matching the colour of your board and keep it beside your board.
- 5 Place the card trays beside the central board or to the side of the table. The large card tray will hold the action cards, deck A, deck B and deck C. The small card tray will hold the research cards for each round, the goal cards and the rewilding cards.



Oppo's setup

- 6 Take the completion tokens and animeeple that match the colour of your board. Place your animeeple on '0' on the score track on the central board. Completion tokens should be kept out beside your board.
- 7 Put your money cubes (those matching the colour of your board) in your bank box. Determine how much money you start with based on your ability level. This money should be withdrawn from the bank and kept with the completion tokens beside your player board:
 - Beginner - three money cubes (\$3m)
 - Intermediate - two money cubes (\$2m)
 - Expert - one money cube (\$1m)
 - Super expert - zero money cubes
- 8 If you are playing with goal cards, shuffle them and take two. Store the remainder face down in the card-tray.
- 9 Take two conservation expert cards and choose one to keep (see pages 9-10 for more detail on which to choose depending on your experience level). Exclude the diplomat card.
- 10 Take two random animals from deck C and place them in your sanctuary.
- 11 Oppo does not have a landscape board. Instead take another protection board and place it to the right of your board. This will be Oppo's board. Take the money cubes and animeeple that match the colour of Oppo's board and place the animeeple on '0' on the score track.
- 12 Oppo starts with one of each producer type. Use four rewilding cards tucked under the protection board to show this. Oppo starts with a general invertebrate not a termite or bee.
- 13 Oppo starts with level one habitat and poaching protection. Place one money cube (\$1m) in habitat and poaching protection on Oppo's protection board. Oppo starts with one money cube (\$1m) invested in climate protection.
- 14 Determine how much money Oppo starts with based on your ability level. This money should be withdrawn from the bank and kept beside Oppo's protection board:
 - Beginner - zero money cubes (\$0m)
 - Intermediate - one money cube (\$1m)
 - Expert - two money cube (\$2m)
- 15 Keep the producer die near you, you will use it to help decide which cards Oppo chooses.

Solo gameplay

Start by reading the gameplay explanation on pages 5 to 10.

The solo quick-reference guide on page 13 explains how Oppo chooses cards, earns money and points, and invests their money. Keep the solo quick-reference page open and nearby as you play the solo game.

At the start of a round:

- Deal four research tasks onto the central board. You will complete these as normal but Oppo ignores them.
- Deal two hands of cards, following the guide on page 13.
- Give Oppo money and points, as per the table on the quick-reference guide on page 13.
- Invest money for Oppo in protection, as per the table on the quick-reference guide on page 13.

At the end of a round:

- You complete research tasks and invest money.
- Discard the research tasks.
- Discard any unused cards in the hands.

At the end of the third round:

Count the scores, starting with Oppo. Remember you will have already gained points throughout the game for completing research tasks and Oppo automatically gains points at the end of each round. Start by adding points gained from conservation awards, then add points from animals and then from goal cards (if you're playing with them). Move the animeeples around the board to keep score.

Winning the game

Win the game by scoring more points than Oppo! In the case of a tie, share the victory with Oppo, nature is the winner!

Gameplay details

Dealing hands

Hands are dealt in the same way as for a two-player game, see the table on the solo quick-reference guide on page 13. Use the hand marker cards to keep track of the hands.

Choosing cards

You and Oppo choose cards from the same hand as each other on every turn, with Oppo always choosing first. Oppo chooses according to set of rules listed on the solo quick-reference guide on page 13. Starting with 'Hand 1', Oppo takes and plays a card and then the solo player takes and plays a card. After this, the solo player can continue the turn as normal, completing research and investing if they want. This counts as one turn. For the next turn, Oppo and the solo player choose cards from 'Hand 2' and the cycle continues until ten turns have been played.

How Oppo plays cards

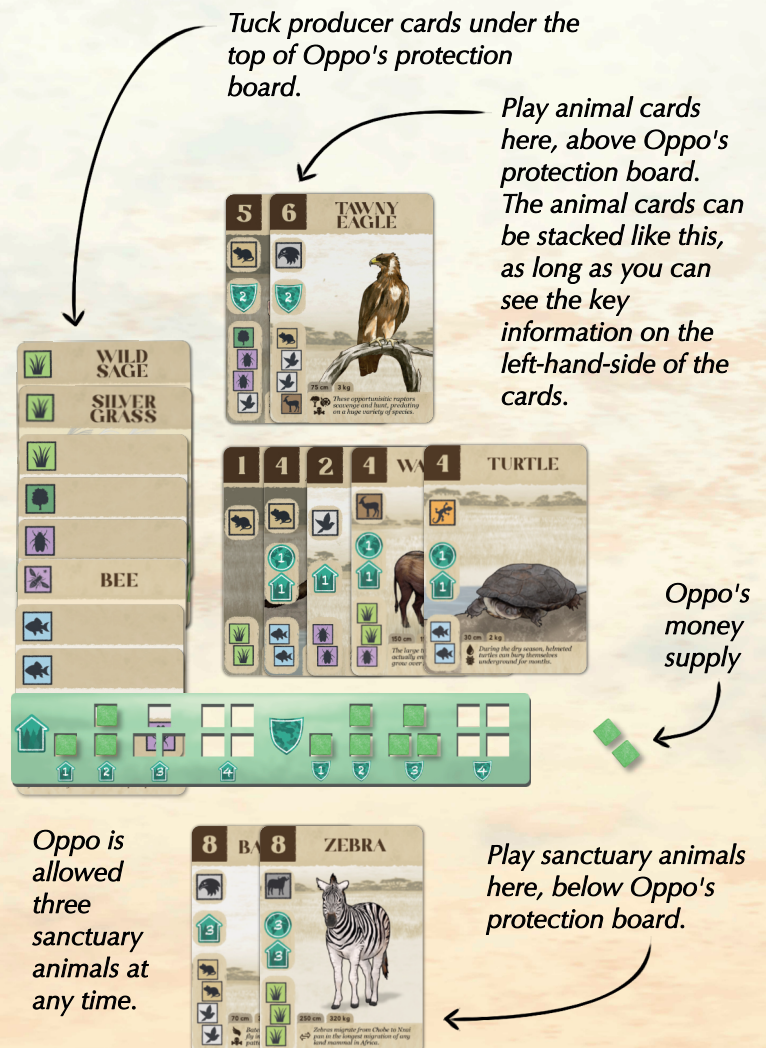
Oppo does not use a landscape board, instead you lay out their cards to the right-hand-side of your board in a space-efficient way. You only need to be able to see the key attributes (on the left-side of the cards) played by Oppo.

Conservation experts

Oppo either plays (a) without a conservation expert; or (b) selects from the botanist, ranger, local leader, climatologist and veterinarian. These experts all improve Oppo's ability to play high-scoring animals and gives them more flexibility when choosing cards from the hand, making Oppo harder to beat.

Goal cards for Oppo

If you are playing with goal cards, at the end of round 3 take three goal cards from the deck. Oppo gains the points for all three goals if they meet the criteria.



Solo quick-reference guide

Dealing hands

Using the chart on the right, deal two hands of cards at the start of every round. Use the hand marker cards to keep track of the hands.



How Oppo chooses cards

Oppo chooses cards according to these rules, in priority order:

1. Highest-scoring animal for which they meet the food requirements

- If they meet the protection requirements as well, they play the card immediately.
- If they do not have the protection requirements as yet, they play the animal into their sanctuary, unless their sanctuary is already full with three animals, in which case they do not choose that animal.
- In the case of a tie, they prioritise animals they can play into their reserve rather than their sanctuary. They then prioritise the animal for which they have fewer of that type. For example, if they are choosing between the pelican (bird) and the bat-eared fox (small mammal), which are both worth 6 points, and they have five birds but only two small mammals, they'd choose the bat-eared fox. Otherwise, you decide which they choose and you can do this to your advantage.

2. A producer/restoration action card

- If Oppo does not fulfil the food requirements for any animals in the hand, they play a producer. This is done by rolling the die. Roll until you get a match with the options in the hand, as explained below.
- Roll the die until you get a 'valid choice' for Oppo: Oppo will only play producers for which they do not already have the 'maximum required', as set out in the table on page 5 (and on the quick-reference guide). Oppo can play more than two termites and more than one bee but not more than three invertebrates in total.
- If there are producers (grass, trees, invertebrates, fish) in the hand and you roll a match then you play that card for Oppo. If there is a 'restoration' action card in the hand, then you can use that to play any of the four types of producer (to match what was rolled on the die), but not the specialist invertebrates (bees or termites).

3. An 'action card' or discarding a card.

- If Oppo cannot choose a valid animal or producer, then they play an action card or discard a card.
- If there are action card(s) in the hand, decide which they take. They ignore the normal effect of that action card, instead Oppo gains \$2m for their money supply and gains \$2m to invest immediately in climate protection (even if they have already invested \$8m in climate protection).
- If there are no action cards, choose a card for Oppo to discard. The effect is otherwise the same as above.

How Oppo gains money, points and invests in protection

Oppo does not complete research tasks. Instead, Oppo gains money and points at the start of each round depending on the difficulty level you choose (see below). Round 1 is explained on the setup page. Oppo will invest money in habitat, poaching and climate protection during play and at the start of each round if they haven't already reached a minimum level during the previous round*.

Start of round 2:	Gain money for supply	Beginner - \$6m	Intermediate - \$7m	Expert - \$9m
	Gain points	Beginner - 6 points	Intermediate - 7 points	Expert - 9 points
	Habitat protection	Invest up to level two (if Oppo hasn't done so already in the previous round)*		
	Poaching protection	Invest up to level two (if Oppo hasn't done so already in the previous round)*		
	Climate protection	Invest up to \$3m in total (Oppo's cumulative total)**		
Start of round 3:	Gain money for supply	Beginner - \$9m	Intermediate - \$9m	Expert - \$10m
	Gain points	Beginner - 9 points	Intermediate - 9 points	Expert - 10 points
	Habitat protection	Invest up to level three (if Oppo hasn't done so already in the previous round)*		
	Poaching protection	Invest up to level three (if Oppo hasn't done so already in the previous round)*		
	Climate protection	Invest up to \$6m in total (Oppo's cumulative total)**		
End of round 3:	Gain points	Beginner - 3 points	Intermediate - 4 points	Expert - 5 points
	At the end of the game, Oppo invests their money in whatever way gains them the most points. Take into account what animals they have in their sanctuary and what conservation awards they could win. They can invest more than \$8m (cumulative total) in climate protection at this stage if this helps earn points.			

During the rounds:

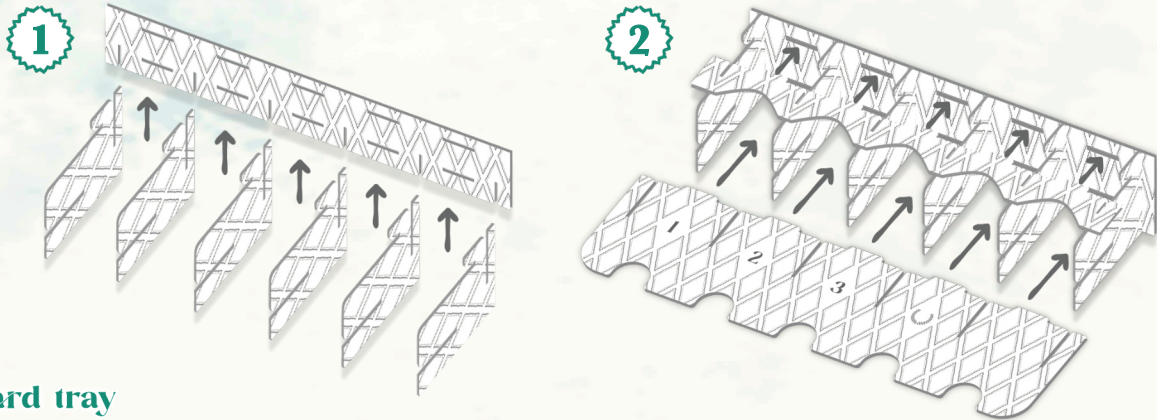
*Oppo can increase the habitat or poaching protection level by one level only if it is required by an animal in their sanctuary (and increasing the level allows the animal to be played) and they have enough money in their supply to pay for it.

**If during the rounds of play, you cumulatively invest more money in climate protection than Oppo, Oppo will match your investment if they have money available in their supply (up to a total of \$8m invested). For example, if you had already invested \$7m (cumulative total) in climate protection by the end of round 2, then Oppo would invest up to \$7m (cumulative total) as soon as they had the money available. Oppo does not make additional investments in climate protection to play an animal(s) from their sanctuary unless it is the last turn of the game.

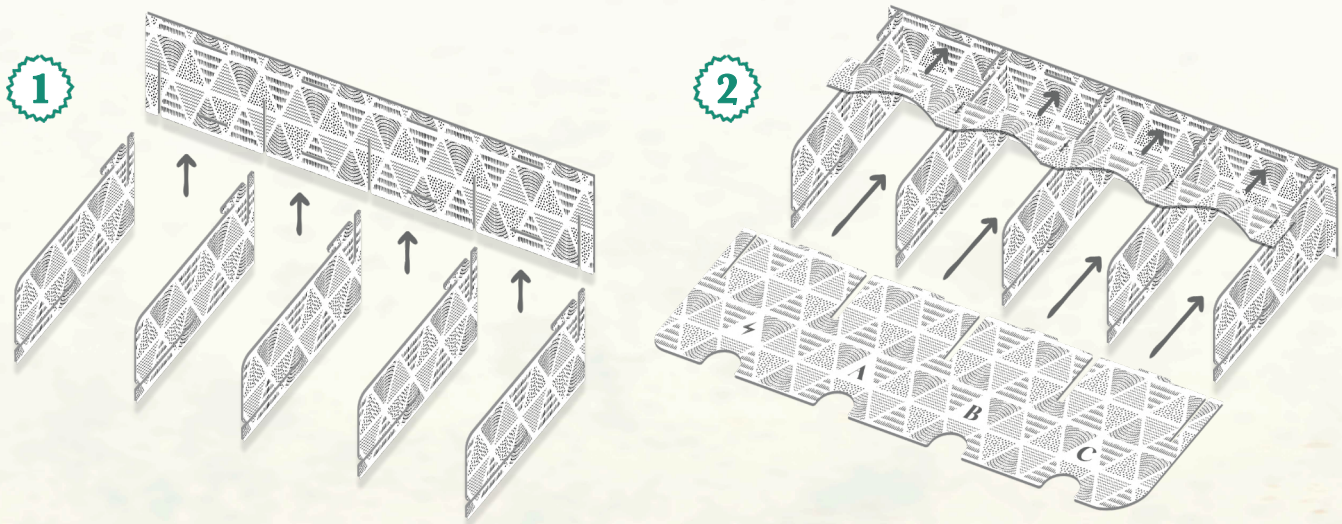
Punchboard assembly

Use these diagrams to assemble the punchboard card trays.

Small card tray



Large card tray



About us

Message from the creators

We're Matt and Zara, co-creators of Kavango. Matt is the designer and illustrator and Zara is our very own conservation expert! Kavango is a modern and realistic view of conservation in southern Africa, based on our lived experience and love for the region and everyone we've met along the way. Our time in Botswana has shown us first-hand the commitment and innovation to conservation across southern Africa, and Kavango is inspired by incredible real life success stories.

We believe that an optimistic narrative can inspire and motivate people into creating a better world. We hope playing the game will bring you joy, promote conservation education and inspire you to protect wildlife and biodiversity wherever you are.

Committed to conservation

As part of our commitment to conservation, Mazaza Games is proud to donate to conservation organisations in Botswana and the Kavango region.

We would love for you all to get involved with our support for conservation projects, please have your say and find out more by visiting our website.



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