

Kavango



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Clarifications



Rule clarifications

Clarifications on specific cards

For clarifications on specific cards please visit our website FAQs: mazazagames.com/kavango-faqs

Filling up your nature reserve

Although it happens rarely, players may fill all the spaces in their nature reserve towards the end of the game. If you do, you can use sanctuary spaces as additional nature reserve spaces and score those animals.

Hand markers

The hand marker cards are used to keep track of which hand of cards each player has taken from in a turn. They also determine the order of play of action cards if multiple players choose an action card in the same turn. i.e. 'hand 1' would go before 'hand 2'. When dealing the hands at the start of the round, place a hand marker card on each hand of cards. Keep that card with that hand of cards as you pass it between players. Whichever player chooses their sanctuary animal first, before the start of round one, starts with the '1' hand marker card in every round.

Other clarifications

'Producers'

For the purpose of the game, invertebrates and fish are referred to as 'producers'. We use this term to illustrate that they are smaller species low down the food chain and are the fundamental building blocks of your ecosystem. Invertebrates and fish are not scientifically defined as producers but are actually primary and secondary consumers. The technical definition of producers is: organisms that produce their own organic food from an external energy source (i.e. plants via photosynthesis).

Species types

How have we grouped 160 species into just 11 types in the game? Well, it was a challenge!

We want the game to be as scientifically accurate as possible and have explained a few anomalies and why we classified them as we did below.

Grasses are grouped as plants that are not trees. They are mainly grasses but there are also some ground cover plants, fruits and herbs.

Crab (as a fish). The crab has been categorised as a fish for the sake of the game because it is an aquatic organism low down the food chain. It is in fact a large aquatic invertebrate that is an important detritivore (breaks down organic waste) and also an important food source for fish-eating animals including the marsh mongoose, clawless otter and Nile monitor.

Marabou stork (as a bird of prey). The marabou stork is not scientifically defined as a bird of prey or a raptor. We have categorised it this way because it has very few predators and therefore better fits the category of birds of prey, which have no predators in the game.

Size and weights

The size in cm has been defined as body length for a large adult, ignoring the length of the tail.

The weight (mass) in kg is given for a large adult.

Landscape Boards

Each landscape board represents a different ecosystem within the Kavango region and the starting producers on each board are identified by the type of landscape you are working in.

Green = River woodland; Blue = Wetland; Purple = Salt pans; Yellow = Grassland; Orange = Bush savannah.

In the game you can ultimately shape your nature reserve as you like but the starting conditions and landscape will have an impact on your decisions and your ecosystem, just like in real life.

Animal names

You may have noticed that some animals have their exact species names whereas others have more general names that encompass a number of different species (e.g. lilac breasted roller vs agama). In most cases we have tried to use more general names to make the game more accessible and inclusive rather than using longer, more confusing names. Generally, smaller animals further down the food chain will have less specific names because there are many more species further down the food chain. E.g. invertebrates tend to have general names but predators have specific names. There are some exceptions and there are a few reasons why we have made these exceptions:

- where a particular species is important in the region or more vulnerable to threats than other similar species;
- where there is another similar species included in the game;
- where an animal has a colour in their name so that it contributes to one of the goal cards.

Strategy tips

Each game of Kavango is different and you will have to adjust your strategy to suit. As you play more and learn about the cards in the game, your strategy and adaptability will improve.

This list of strategies will help you to build a high scoring nature reserve in your first few games.

1. Play animal cards if you can

Often playing the highest scoring animal card you can is the best turn. The winning player tends to be the person who introduces the most animals into their reserve.

2. Don't play too many producers in round 1

This will depend on the research tasks in round 1, but generally you want to make sure you have played at least a few animals in round 1 and not too many producers. Never play more than the maximum number required for each producer type (refer to the quick-reference guide or page 5 of the rulebook).

3. Gain money by completing research tasks

Every turn you play an action card to gain money is a turn you could have potentially used to play an animal card to score points. Look for ways to gain money from research and generally avoid playing too many action cards.

4. Cards that achieve multiple research tasks

There will often be cards available that help achieve more than one research task. These will help you quickly gain money.

5. Don't focus too much on your sanctuary

It is a common mistake to focus too much on an animal card in your sanctuary that is hard to play. Often you will have to be patient and hold onto an sanctuary animal until round three. Focus more on the research tasks and building your reserve so you can play it later on.

Protection levels

The three protection areas in the game broadly represent the largest threats to animals in the Kavango-Zambezi Transfrontier Area.

Habitat protection

Habitat protection was included to represent the threat that wildlife faces from shrinking habitats and range areas. It is difficult to leave land solely for nature as most land will present an economic opportunity if it is developed. It is therefore important that people who live alongside nature and wild animals feel that it benefits them as there are many downsides such as predators eating livestock, elephants damaging crops and threats to life from wildlife encounters. Tourism is one of the main ways we can make wilderness areas profitable and the money and jobs created from tourism gives rural communities a stake in protecting the wildlife around them.

Poaching protection

By poaching, we mean the illegal killing of wildlife. Across the Kavango-Zambezi Transfrontier Conservation Area, wild animals are protected by law from poaching and if someone is caught poaching they will face prison sentences. The reasons for poaching are varied. Some people poach for subsistence (which increased noticeably during the Covid-19 pandemic), others poach because they feel predators pose a threat to their livestock. And there is also a serious and organised crime element where sophisticated poaching gangs target iconic species to sell their parts into the illegal wildlife trade. Poaching in all its forms is a serious threat to already vulnerable and endangered species.

Climate protection

Climate modelling for the Kavango-Zambezi Transfrontier Conservation Area shows that over the next 100 years there will be less rainfall, more heatwaves, more extreme weather events like flooding and more droughts. This will mean that the areas of habitable and cultivatable land will shrink. Humans and animals alike will face water and heat stress and hospitable land areas for wildlife will decrease. It is important that as much as we can, we push to reduce greenhouse gas emissions to reduce further global heating. And it is also entirely appropriate that we accept that global heating has already happened and that we now need to adapt to the changes it is bringing. Climate protection represents both sides of this work: mitigation and adaptation. Both are essential to supporting wildlife and wilderness areas to ensure that they survive for generations to come.



At its core, Kavango is a message of hope about the future of the natural world. We want to motivate people, through play, to be positive and creative in finding solutions to protect the nature all around them. We hope that this will inspire people to take action to protect biodiversity wherever they are. This is all we can ask for and is our biggest measure of success.

Sustainable materials

We have followed guidance from the Green Games Guide to achieve the highest attainable environmental standard for all the components in Kavango.

You can read the guide here: www.greengamesguide.com/read-the-guide

Please find more detail on the materials used for specific components below.

No plastics

There are no plastics in the Kavango game. For all our components and packaging we have carefully designed alternative solutions using paper and card that are widely recycled and biodegradable.

Wood, paper and cardstock

We use 100% Forest Stewardship Council (FSC) certified materials. FSC certification ensures that all materials used in Kavango come from responsibly and sustainably managed forests.

Cardboard

We use 100% recycled materials for our cardboard components, which accounts for the majority of the game components by weight. This is climate positive because no tree cutting is required to make these components. They are made solely from materials that had a previous life, encouraging a circular economy.

Compact boxes with no plastic trays

Our game box is designed for recyclability and durability. Our in-box design also means that we don't have to use plastic trays to hold things in place, meaning that no plastic from Kavango will end up in nature or landfill. We have used paper or cardboard solutions for shipping and wrapping, as these are easily and widely recycled.

Environmentally friendly factories

Our manufacturer is a leader in terms of sustainability for board games. Panda Game Manufacturing has worked closely with many sustainability-themed games and is constantly improving their environmental commitments. For more information see: pandagm.com/our-environmental-commitment/

Long-lasting design

At Mazaza Games, we work closely with our manufacturer to use high quality and sustainable materials. Kavango is made to last and is resistant to wear and tear so it can provide endless fun for years! Ensuring a long life span for the game along with easily recyclable components is the best combination for a sustainable design.

We'd love to hear from you

If you have any questions or feedback for us about sustainability, we'd love to hear from you, these are the best ways to contact us:

✉ kavango@mazazagames.com

🌐 mazazagames.com/kavango

📷 [kavango.game](https://www.instagram.com/kavango.game)

Goal card lists

This section gives reference lists to clarify the animals (and producers if applicable) that meet the criteria for the goal cards. The lists below are grouped by which deck they are in, then by species type and then ordered by point value.



*Asterisks are used to mark animals that are part of the climate mini-expansion.

See our website for further details.



Antelopes

Total [20+1*]

Deck B [6]

- 
- Klipspringer
 - Duiker
 - Impala
 - Springbok
 - Bushbuck
 - Steenbok

Deck C [14+1*]

- 
- Reedbuck
 - Nyala
 - Puku
 - Red lechwe
 - Oribi*
- 
- Blue wildebeest
 - Red hartebeest
 - Tsessebe
 - Eland
 - Kudu
- Oryx
 - Sable
 - Roan
 - Waterbuck
 - Sitatunga









Aquatic

Total [27+1*] *Animals pictured in or by the water, excludes producers (fish)*

Deck B [9]

- 
- Marsh mongoose
- 
- Bullfrog
 - Reed frog
 - Terrapin
 - Turtle
 - Water snake
- 
- Jacana
 - Egret
 - Darter

Deck C [18+1*]

- 
- Nile monitor
- 
- Kingfisher
 - Heron
 - Pelican
 - Flamingo
 - Saddle-billed stork*
- 
- Reedbuck
 - Red lechwe
- 
- Sitatunga
 - Waterbuck
 - Hippo
- 
- Marsh harrier
 - Fish eagle
 - Fishing owl
 - Osprey
- 
- Tigerfish
 - Spotted-necked otter
 - Clawless otter
 - Crocodile






Arboreal

Total [28+2*] *Animals pictured on a branch*

Deck B [13]

- 
- Striped mouse
 - Tree rat
 - Tree squirrel
 - Galago
 - Vervet monkey
- 
- Lovebird
 - Weaver
 - Hornbill
- 
- Grass frog
 - Reed frog
 - Terrapin
 - Water snake
- 
- Baboon

Deck C [15+2*]

- 
- Genet
- 
- Bee-eater
- 
- Chameleon
 - Nile monitor
 - Boomslang
 - Vine snake*
- 
- Owlet
 - Marabou stork
 - Tawny eagle
 - Giant eagle-owl*
 - Snake eagle
 - Fish eagle
 - Fishing owl
 - Martial eagle
- 
- Black-footed cat
 - Python
 - Leopard



Armoured

Total [8]

Deck B [3]



- Terrapin
- Tortoise
- Turtle



- Porcupine
- Pangolin



- Black rhino
- White rhino



- Crocodile



Cats

Total [7+1*]

Deck C [7+1*]



- Wildcat
- Black-footed cat
- Caracal
- Serval

- Cheetah
- Leopard
- Lion
- Desert-adapted lion*



Colours

Total [15] *Animals with a colour in their name*

Deck B [1]



- Red Toad



- Lilac-breasted roller
- Red-billed oxpecker



- Red Lechwe



- Black Mamba

Deck C [14]



- Blue wildebeest
- Red hartebeest
- Black rhino
- White rhino



- Yellow-billed kite
- Tawny eagle
- White-backed vulture



- Black-footed cat
- Black-backed jackal
- Brown hyena



Crepuscular

Total [15] *Animals pictured at sunrise/sunset*

Deck B [4]



- Striped Mouse
- Hyrax
- Elephant shrew



- Bushbuck



- Owlet



- Eland
- Kudu
- Sitatunga
- Hippo

- Black-backed jackal
- Caracal
- Serval
- Clawless otter
- Cheetah
- Lion



Flying

Total [15+1*] *Animals pictured in flight*

Deck B [3+1*]



- Fruit bat
- Long-fingered bat*



- Plover
- Swallow



- Bee-eater
- Kingfisher
- Lilac-breasted roller
- Heron
- Pelican



- Caracal

Deck C [12]



- Yellow-billed kite
- Marsh harrier
- Bateleur
- Osprey
- White-backed vulture
- Lappet-faced vulture



Migratory

Total [10+2*]

Deck B [1+1*]



- Long-fingered bat*



- Swallow



- Bee-eater
- Pelican
- Flamingo



- Yellow-billed kite
- Osprey



- Blue wildebeest
- Buffalo
- Zebra
- Elephant
- Desert-adapted elephant*

Goal card lists continued








Nocturnal

Total [27+3*] *Animals pictured at night*

Deck B [8+1*]

- 
 - Hare
 - Pygmy mouse
 - Tree rat
 - Springhare
 - Fruit bat
 - Galago
 - Long-fingered bat*
 - Marsh mongoose
- 
 - Reed frog

Deck C [19+2*]

- 
 - Genet
 - Cape fox
- 
 - Puff adder
- 
 - Reedbuck
 - Bushpig
 - Civet
 - Porcupine
 - Aardwolf
 - Aardvark
 - Pangolin
- 
 - Fishing owl
 - Giant eagle-owl*
- 
 - Polecat
 - Wildcat
 - Black-footed cat
 - Honey badger
 - Python
 - Spotted hyena
 - Brown hyena
 - Leopard
 - Desert-adapted lion*



Scavengers

Total [8]

Deck C [8]

- 
 - Black-backed jackal
 - Spotted hyena
 - Brown hyena
- 
 - Marabou stork
 - Tawny eagle
 - Bateleur
- 
 - White-backed vulture
 - Lappet-faced vulture



Social

Total [17+1*]

Deck B [6]

- 
 - Tree rat
 - Vervet monkey
- 
 - Guinea fowl
 - Lovebird
- 
 - Klipspringer
 - Baboon

Deck C [11+1*]



- 
 - Banded mongoose
 - Bat-eared fox
 - Meerkat
- 
 - Bee-eater
 - Flamingo
- 
 - Nyala
 - Puku
- 
 - Desert-adapted elephant*
- 
 - Spotted-necked otter
 - Brown hyena
 - Lion
 - Painted dog



Speedy

Total [12+1*]

Deck B [3]

- 
 - Hare
- 
 - Impala
 - Springbok

Deck C [9+1*]




- 
 - Ostrich
- 
 - Blue wildebeest
 - Tsessebe
- 
 - Martial eagle
- 
 - Caracal
 - Serval
 - Cheetah
 - Lion
 - Painted dog
 - Desert-adapted lion*



Terrestrial

Total [16] *Animals pictured on a rock or mound, excludes any near or by the water*

Deck B [8]

- 
 - Pygmy mouse
 - Ground squirrel
 - Hyrax
 - Elephant shrew
- 
 - Gecko
 - Red toad
 - Agama
- 
 - Klipspringer

Deck C [8]



- 
 - Banded mongoose
 - Bat-eared fox
 - Meerkat
- 
 - Rock monitor
 - Cobra
- 
 - Aardvark
- 
 - Polecat
 - Brown hyena





Toxic

Total [9+1*] *Includes 4 Invertebrates*

Deck A [4]

- 
 - Baboon spider
 - Scorpion
- 
 - Bee
 - Bee

Deck C [5+1*]

- 
 - Puff adder
 - Black mamba
 - Boomsnake
 - Cobra
 - Vine snake*
- 
 - Polecat

