

The Donkeys (3 discs) - light brown



Cards: 4x "2", 3x "3", 2x "4", 1x "5"

Move one Donkey:

- The Donkey moves through resorts, forests, hills, and plains.



The Unicorn (1 disc) - pink



Cards: 2x "3", 2x "4", 2x "5", 2x "6", 2x "7"

Move the Unicorn:

- The Unicorn moves through resorts, hills, plains, and mountains.

- The Unicorn moves across the bridges to cross the river!



- You can only play a single card per turn to move the Unicorn.



The Crocodiles (2 discs) - green



Cards: 4x "2", 3x "3", 2x "4", 1x "5"

Move one Crocodile:



- Add 1 movement point to your total amount of points.

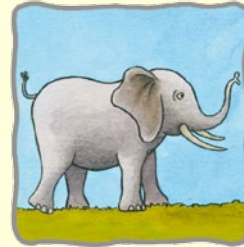


- The Crocodile moves through the river and directly adjacent riverbanks (resorts, forests, and plains).

- The Crocodile cannot cross borders of hinterlands spaces.



The Elephants (2 discs) - gray



Cards: 4x "2", 3x "3", 2x "4", 1x "5"

Move one Elephant:



- Subtract 1 movement point from your total amount of points.

- The Elephant moves through plains and the river.



- At the end of its movement, the Elephant throws you up to 3 spaces with its trunk (except across mountains).



The Eagle (1 disc) - light blue



Cards: 3x "2", 4x "3", 3x "4"

Move the Eagle:

- The Eagle lands and stays on resorts, forests, hills, plains, mountains, and bridges.



- Play at least 6 movement points to move the Eagle to your space, or a space next to you.

- Then, the Eagle flies up to 6 spaces across any landscape types while carrying you, before it lands again.



The Ants (10 discs) - dark red



Cards: 4x "2", 3x "3", 2x "4", 1x "5"



First, move the Ants:

- The Ants move through resorts, forests, hills, and plains.

- The Ants move across the bridges to cross the river!



Second, the Ants carry you:

- For 1 movement point, each chain of ants carries you once.



The Human (1 disc) - rose



Cards: 4x "2", 3x "3", 2x "4", 1x "5"

Move the Human:

- The Human only moves from resort to resort along the paths.



- For every 3 movement points, the Human moves along the paths directly to the next resort without stopping in between.

- The Human picks you up on or adjacent to the resort and along the paths, but only drops you on or adjacent to the next resort.



The Rabbits (3 discs) - purple



Cards: 4x "2", 4x "3", 2x "4"

Move one Rabbit:



- Add 2 movement points to your total amount of points.

- The Rabbit moves through plains.



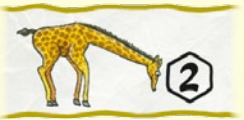
The Giraffes (2 discs) - yellow



Cards: 4x "2", 3x "3", 2x "4", 1x "5"

Move one Giraffe:

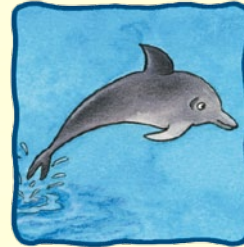
- The Giraffe moves through plains and the river.



- With its long neck, the Giraffe picks you up and drops you off again up to 2 spaces away (except across mountains).



The Dolphin (1 disc) - blue



Cards: 2x "3", 2x "4", 2x "5", 2x "6", 2x "7"

Move the Dolphin:

- The Dolphin moves through the river.



The Orangutans (6 discs) - brown



Cards: 4x "2", 3x "3", 2x "4", 1x "5"



First, move the Orangutans:

- The Orangutans move through forests and hills.



Second, the Orangutans throw you:

- For 2 movement points each, an Orangutan throws you up to 3 spaces (except across mountains).



The Mountain Goats (2 discs) - ivory



Cards: 4x "2", 3x "3", 2x "4", 1x "5"

Move one Mountain Goat:

- The Mountain Goat moves through resorts, forests, hills, plains, and mountains.

- The Mountain Goat moves across the bridges to cross the river!



- The Mountain Goat enters or moves through mountains for 0 movement points. After spending its last movement point, it cannot enter an adjacent mountain anymore.

