

 8+
 2-4
 30'



PURA VIDA



Flora and fauna in Costa Rica's national parks! A tricky tile placement game by Ralf zur Linde & Carsten Rohlf

Pura Vida – pure life – is not only the motto for Costa Rica's way of life, but also represents the country's enormous biodiversity and its stated goal of living in harmony with nature and the animal world. As a ranger, you strive to create a balanced biodiversity in the national parks, where you even have to factor in the individual directions the animals are moving in.

You can discover all kinds of different habitats here such as dense rainforests and mangrove swamps, as well as rocky volcanoes, dry savannahs, and sandy coastal regions. The wildlife is just as varied: toucans, sloths, snakes, butterflies and, last but not least, the country's iconic red-eyed tree frogs.

As a ranger, you're responsible for maintaining a balanced animal population in the numerous nature parks. Your main challenge is to manage the directions in which the animals move. Despite the many tough decisions, you'll also learn about the happy, relaxed way of life in Costa Rica – Pura Vida!

CONTENTS:



75 tiles,

with each tile showing one of 5 different habitats
and one of 5 different animals.



4 rangers,

in different colours



4 score tokens,

in different colours



1 game board



1 rulebook

GOAL OF THE GAME

The goal is to be the first to reach 20 points by tactically selecting tiles and using them to expand your national parks. Players who increase biodiversity will come out on top.

Piatnik game no. 673597

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SETUP

Carefully press out the tiles from the tile sheet at the start of the game.

1. Place the **game board** in the middle of the table.
2. Each player takes **1 ranger** and **1 score token** of the same colour. Place your **score token** on the first space of the score track (0) at the bottom of the game board.
3. Shuffle all the **tiles** and form several face-down piles, placing them next to the game board. Deal **1 tile** each to all players, who place them face up in front of them to mark the start of their **national park**. Now reveal 1 tile after the other from any pile and in a clockwise pattern place each tile face up on the game board's **12 spaces**. This creates the **path**.
Note: Do not place a tile in the starting area.
4. Choose the starting player. They place their **ranger** on the circle marked '1' in the starting area. Everyone else places their rangers on the remaining circles in the starting area.
5. Return any surplus rangers and score tokens to the box.



Setup – 3 Players

HOW TO PLAY:

A game consists of several rounds. Play proceeds in clockwise order. On your turn, you perform **one** of the following two **actions**:

A. RELEASE ANIMALS INTO THE WILD or **B. REST**

It is now the next player's turn in clockwise order, unless their ranger is already 'resting'.



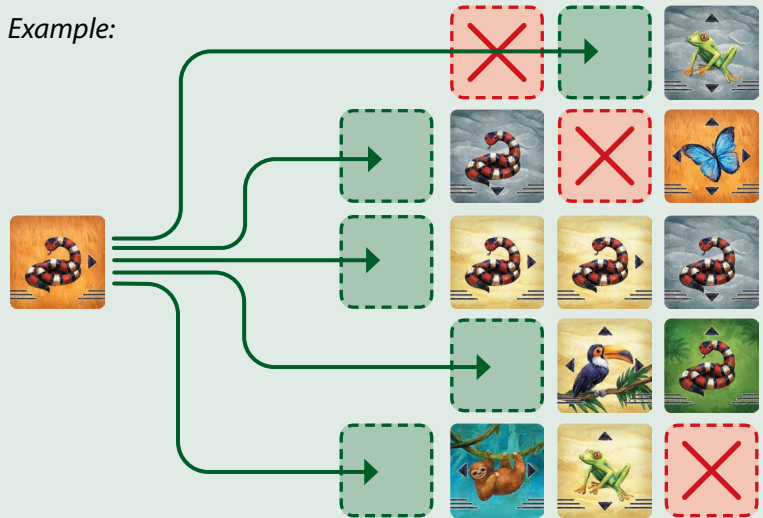
A. RELEASE ANIMALS INTO THE WILD

Move your ranger clockwise onto **any space** on the *path with a tile on it*. Take that tile and place your ranger on the now empty space. Place the tile you received face up next to a tile in your *national park*.

Note:

- You must always place new tiles **horizontally** or **vertically** next to tiles already in your *national park*.
- The arrows on the tiles show the direction from which (left, right, up, down) you must place your tile in your *national park*. You must always place the tile in your *national park* so that it is coming **from the outside**. If there are multiple arrows on the tile, you may choose any of these directions.
- Important:* You are not allowed to rotate the tile! Place it in your *national park* so that the ground markings are always at the bottom.

Example:



This snake has a right-pointing arrow. Therefore you must insert it **from the left**. You cannot place the tile on the red spaces, because these are only accessible from other sides of your park, not from the left side, as dictated by the arrow.

- Caution:** There is no limit to the number of tiles you can place in your national park, but there **must never be more than 5 tiles directly adjacent to each other horizontally or vertically!**

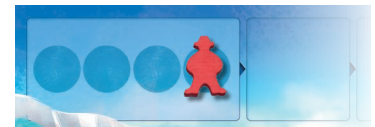
Example:



You cannot place a tile on the red spaces because there would then be more than 5 tiles directly next to each other. You can place tiles on the green spaces.

B. REST

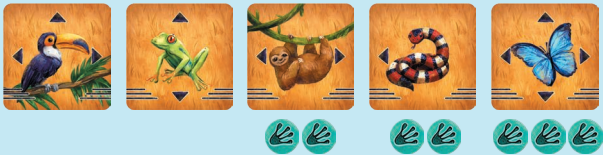
Place your ranger in the starting area and **lay** them on an empty circle instead of standing them upright. This shows you are 'resting' and will not take any **further action** until the end of the round.



Important: The first player to reach the starting area places their ranger on the circle marked '1'. When other players later rest and therefore reach the starting area they place their rangers on the remaining circles, filling them from right to left so that play can proceed smoothly clockwise in the next round.

BIODIVERSITY:

Each time you place a tile in your *national park*, check whether **the tile you just played** fulfils **biodiversity criteria**. You will score points if it does:



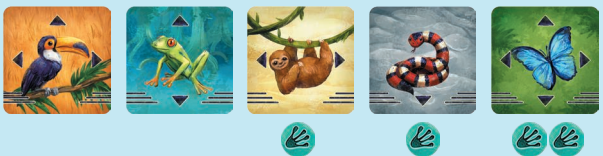
Criteria A:

You receive **2/2/3** points for **3/4/5** horizontally or vertically adjacent tiles with **different animals** but the **same habitat**.



Criteria B:

You receive **2/2/3** points for **3/4/5** horizontally or vertically adjacent tiles with **same animal** but **different habitats**.



Criteria C:

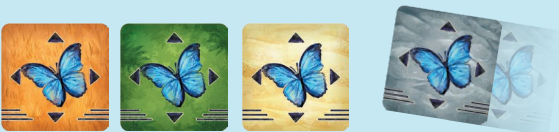
You receive **1/1/2** points for **3/4/5** horizontally or vertically adjacent tiles with **different animals** and **different habitats**.

Note: You can also fulfil two criteria simultaneously (horizontally and vertically) with your tile placement and get the points for both criteria! Move your score token forward on the score track based on the points you receive.


Example:



You place a butterfly with a savannah habitat horizontally in your national park, where there are already two butterflies with different habitats. You receive 2 points for this.



In a later game turn, you add another butterfly horizontally, this time with a mangrove habitat. You receive 2 extra points for this.



Important: You must always factor in all the tiles directly next to each other when scoring!

Example:



You receive **zero points** for adding the butterfly here because the 5 tiles do not meet any biodiversity criteria.

END OF A ROUND:

Once all players have reached the starting area with their rangers (and laid them down), the round ends.

1. Clear all remaining tiles from the *path* and put them back in the box.
2. Reveal 12 new tiles from the piles one after the other and place them face up in a clockwise pattern on the 12 spaces of the *path*.
3. Stand the rangers back up. The player whose ranger ended the last round on space '1' of the starting area starts the new round.



END OF THE GAME:

The game can end in one of two ways:

- A. A player gets to or passes **space 20** with their score token on the score track. In this case, **all the other players** may still perform exactly 1 action.
- B. At the end of the round, you can no longer completely refill the *path* with 12 new tiles. In this case, the game ends immediately.

The winner is the player whose score token is the furthest ahead on the score track.

In case of a tie, the person who has fewer tiles in their *national park* wins.

If there is still a tie, the tied players share the victory.

If you have any questions or suggestions about 'Pura Vida', please contact: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, or at info@piatnik.com



Warning! Not suitable for children under age 3. Contains small parts that may be a choking hazard. Risk of suffocation. Please keep this address.

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