



UK

8+
years 2-6
players 45+
minutes

WILD ANIMALS OF THE WORLD

BOARD GAME

CONTENTS

Game board, 300 cards (258 Animal cards, 36 Endangered Species cards, 6 Hot Air Balloon Tickets),
6 playing pieces, 6 puzzles (6 pieces in each), die

AIM OF THE GAME

Save the endangered animals: collect one animal puzzle piece from each continent by answering Endangered Species questions correctly. On your way you can collect Animal cards that help you in the game. The first player to complete his/her puzzle wins.

SETUP

Assemble the game board. Separate the Animal cards, the Endangered Species cards and the Hot Air Balloon Tickets.

- Shuffle the **Animal cards** carefully, divide them into two decks and place them picture side up next to the numbers 1 and 2 on the game board.
- Sort the **Endangered Species cards** so that each animal forms its own (shuffled) deck of 6 cards. Place the decks next to the game board picture side up.

Each player chooses a playing piece and places it on any of the Joker circles (J) on the game board.

Hand each player a Hot Air Balloon Ticket. Place the puzzle pieces in the spaces on the board reserved for them (as many puzzle pieces in each slot as there are players). Put any remaining Tickets and puzzle pieces back in the game box.

PLAYING THE GAME

The last player to have visited a zoo starts, and the turns pass clockwise. The player in turn rolls the die and moves his playing piece along any trail on the

board, in any direction (except for the yellow flight routes, which can only be used with the Hot Air Balloon Tickets – see *Flight routes and Hot Air Balloon Tickets*). All steps have to be used, unless you arrive in one of the 6 big circles, in which case you are allowed to stop.

All Animal cards acquired during the game are kept with the text side up, visible to other players.

SMALL CIRCLES

When you stop in a small circle, you can choose between answering questions and drawing an animal card.



- A. If you choose to draw a card** from the deck, your turn ends there, but the animal you got can help you later (see *Using the Animal cards to help you*).
- B. If you choose to answer a question**, the player on your left picks a card up, tells you the name of the animal and asks the question (see picture below).
 - If your answer is **correct**, your turn continues: you can roll the die and move on OR try to answer the other question from the same card.
 - If you answer the other question **correctly**, you receive the card for yourself, and can then roll the die and move on.
 - If your answer to either of the questions is **incorrect**, you don't receive any cards, and your turn ends there. The card is placed on the bottom of the deck it was taken from.



If your playing piece is on the left side of the board, the card is picked from deck 1 and the first question on the card is read.

If your playing piece is on the right side, the card is taken from deck 2 and the second question is read.

JOKER CIRCLES

When you stop in a Joker circle, the player to your left picks up an Animal card (the deck is chosen as explained above) and asks you the Joker question on it.



- If your answer is **correct**, you receive the animal card AND continue your journey by rolling the die again.
- If your answer is **incorrect**, the card is placed on the bottom of the deck it was taken from. Your turn ends.

BIG CIRCLES



When you stop in a big circle, you can try to win the puzzle piece of that continent (unless you already have it, in which case your turn ends). To win the puzzle piece you can either answer a question about the endangered species on that continent OR use your animal cards instead.

A. If you want to answer a question, roll the die. The player to your left picks up the topmost card of the Endangered Species cards of that continent and asks you a question respective to the number you rolled (the numbers are marked on the cards).

- If your answer is **correct**, you receive the puzzle piece. The question card is returned to the bottom of its deck, and your turn ends.
- If your answer is **incorrect**, the question card is returned to the bottom of its deck, and your turn ends. On your next turn you have to move away from the big circle, but you can come back and try again on the turn after that.

B. If you want to use an Animal card, this is how they help you: the circled number on the card tells you how many times you get to roll the die. **If you roll a 6, you get the puzzle piece**, after which your turn ends. After you have used the card, discard it. You can use as many of your cards as you want.

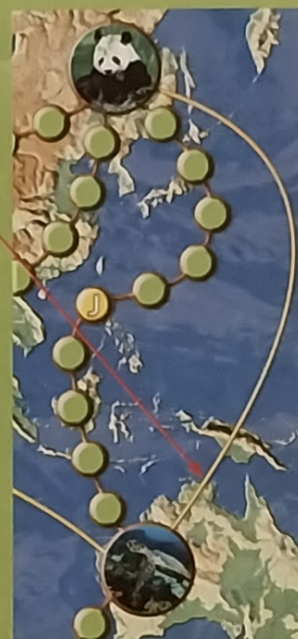
Your turn ends when you roll a 6 and win the puzzle piece OR when you run out of cards OR don't want to use more cards.

If you choose to use cards, you cannot answer a question in the same round.

If you fail to win the puzzle piece this way, you have to move away from the big circle on your next turn. You can come back and try again on the turn after that.

FLIGHT ROUTES AND HOT AIR BALLOON TICKETS

If you have a Hot Air Balloon Ticket, you can travel from one big circle to another by following the route between them. This can only be done when you start your turn in a big circle. **The ticket can only be used once**, after which it is discarded.



USING THE ANIMAL CARDS TO HELP YOU

The species are divided into four different conservation status groups depending on how endangered the animal is.

This conservation status defines the number marked in a circle in the lower right corner of the card – the number tells you how many times you can roll the die when trying to win a puzzle piece in a big circle. The rarer the animal is, the more rolls it gives you (1–3 for green, 4 for yellow, 5 for orange and 6 for red).

Some of the Animal cards have an additional symbol next to the status number. The possible symbols are:



Steal any puzzle piece you want from another player.



Steal another player's Animal card.



Steal another player's Hot Air Balloon Ticket OR take a new Ticket from the game box.

To use the animal's ability to steal, you have to either pass the other player on the trail or stop in the same circle with him/her. Instead of answering a question or drawing a card, you use the card's ability to steal – you cannot do both! After you have used the card for stealing, discard it.

WINNING THE GAME

The first player to have completed his animal puzzle wins.

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