

TRICKY WILDLIFE

Number of players: 2-4 Ages: 8-100

Playtime: 40 minutes

Wildlife managers try to maintain a wide range of animals in their parks. They preserve the food chain of predators and preys while helping endangered species. A challenge of balance!

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Content: 32 Minimals (8 of each animal), 16 long sticks, 12 short sticks, 1 shell, 12 blocks and 12 discs

PREPARATION

• Give each manager 2 prestige points. 

• Place a row of 8 times a disc+block.        

• Place the remaining prestige points as stock at a side.

• In this rulebook the letters A, B, C and D stand for the 4 animal types. The top of the letter is the head side of the animal and shows it looks to the East, North, West or South.

Determine which type of animal is the top predator (A), which is the second predator and highest prey (B), which is the third (C) and which is the lowest prey in the food chain (D).

The game can contain for example a killer whale (A), a penguin (B), a fish (C) and a shrimp (D).

• Take 4 of each Minimal, so 16 in total. Mix these and place them randomly in a row.

This is the 'Animal Row'. Or use one of the random rows hereunder:

end                 front

or AAAD BDDC BCCB BADC or BADC BBAC ADDB DADC or DDAD BACA ABCB BDCC or DACD CBAA BCDB DABC

or ABAA DBDC BCCD CBDA or CCBC DBAA DABB CADD or BDDC DDBA BACA CBCA or DDAB DBCC BCCA ABAD

• Place the 12 short sticks in the centre, in 3 parallel lines of 4 sticks.

This builds the 4x4 supply spaces. 4 spots for the A-animals

at the left side, then 4 for B, 4 for C and 4 for D respectively.

• Take the first Minimal from the front of the Animal Row and place it in the upper space of its column. Minimals in the upper spaces represent a group of 4 animals of its type.

Continue placing Minimals from the front of the Animal Row into the supply spaces until there are placed 8 Minimals (in case of 4 managers), 6 (with 3 managers) or 4 (for 2 managers). If a space is already occupied by the same type of animal, you place the Minimal one space lower. This group consists of 1 animal less.

• * Place one 'disc+block' above the space where you placed the first Minimal (C in the example). (Having the most of this animal type brings prestige points in the first year.) With 2 managers check the green text box.

• ** Place one 'disc+block' under the column for A. (Having the most of this animal type brings prestige points in the second year.) With 2 managers

• Give each manager 4 long sticks, which they place in front of themselves.

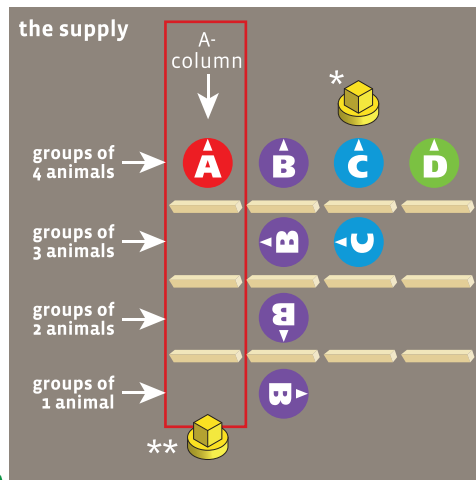
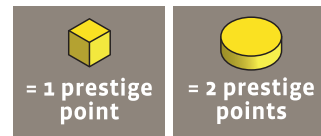
This builds a track showing the animals ages, from left to right. (see illustration)

• Give each manager 4 Minimals, one of each kind.

• Who visited a wildlife park most recently? He gets the shell and becomes the start manager.

START NATURE

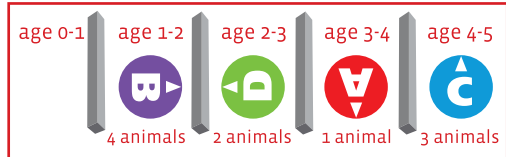
Each manager places his 4 Minimals in his time track. 1 on age space 1-2, 1 at age 2-3, 1 at age 3-4 and 1 at age 4-5. Determine for each Minimal if it is a 1, 2, 3 or 4 animals group of that specie. In case of a group of 4 animals, the Minimal looks to the right side. If it's a group of 3 animals, you turn it 1 quarter counterclockwise, in case of 2 animals 1 quarter further and in case of 1 animal you turn it 3 quarter (so it is looking towards you). In total the start manager must start with 10 animals, the second manager 11, the third 12 and the fourth with 13 animals. Managers keep their 'starting setup' hidden behind their hand until all managers have made their choice.



2 With only 2 wildlife managers:

* The first disc goes to the same supply column as with 3 or 4 managers, but the block you place at the first-next different Minimal (D in the Animal Row above).

** Place the disc under the A-column, as with 3 or 4 managers, but place the block under B.



The start manager divided his 10 animals in 4 B (head to the right side), 2 D (so 2 quarters turned counterclockwise), 1 A (turned 3 quarters) and 3 C (only 1 quarter turned).

8 YEARS OF ANIMAL PRESERVE

Each year consists of 4 phases:

1) Getting new animals 2) Eating / Starving / Aging 3) Prestige points 4) Turn of the year

1) Getting new animals

Each year you can take 1 or 2 groups of animals from the Supply to place in 'age 0-1', the spot for your 'first-year animals'. First the manager with the shell chooses 1 Minimal from a supply row/column and places it on 'age 0-1', then the next manager, clockwise, and so on. If you choose a group of 4 animals, you place the Minimal looking to the right, a 3 animals group you place 1 quarter turned, and so on (the same as you did for your start groups).

Choosing continues until 1 Minimal remains in the supply. Add this Minimal to the Animal Row end. (A manager can pass. Then you add the remaining 2 Minimals to the Animal Row end (the lowest prey animal type first), in case of 2 times a pass the remaining 3, and so on.)

2) Eating / Starving / Aging

2a) First the manager with the shell looks which of his animals eat other animals, or starve if they have no prey.

Animal type A eats animal type B, then B eats C, and finally C eats D.

Per 4 animals, 1 of the lower type gets eaten. Rounded up. So if you have 1, 2, 3 or 4 A animals, you lose 1 B animal. In case of 5, 6, 7 or 8 A, they eat 2 B. With 9, 10, 11 or 12 A, you lose 3 B. And so on.

To show the loss of certain animals, you turn the Minimal of the oldest group by 1 quarter counterclockwise per lost animal. If the number of a group goes down to zero, you add this lost Minimal to the Animal Row end. Continue with the second-oldest group if the hunger of the higher animals is not fulfilled yet. (If you have 2 groups of the same animal type with the same age, then the smaller group loses animals first.)

If there is not enough prey, half of the animals (rounded up) who didn't get food starve. Here again the oldest animals die first.

Example: If you had 7 A animals and 1 B animal, then 4 A eat 1 B. 2 of the 3 unfed A animals die. So 5 A animals and no B animals remain.

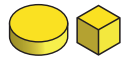
2b) Now look if this manager still has at least 1 animal of each type.

You lose 1 prestige point per missing animal type. (If you can't give prestige points, you stay on zero.)

2c) Finally your animals of age 4-5 die. (So after possibly losing prestige points in phase 2b!) Add these Minimals to the Animal Row end (the lowest prey animal type first). You end your year by **shifting your most-right stick to the most-left side.**

Then the next manager, clockwise, does the same: 2a (eating) - 2b (penalty) - 2c (time). Then the second-next manager, then the fourth. (so not simultaneous.)

3) Prestige points



The 2 prestige points disc, at the front of an animal supply column, goes to the manager who now has the most of that animal type. The 1 prestige point block goes to the manager with the second-most. If first place is shared, all these managers get 2 prestige points (take the extra from the stock) and no-one gets 1 point. If the second place is shared, all get 1 point.

Example: The manager above has 3 C animals. The other managers have 8, 2 and 1 of C. So he gets 1 point for the second place.

2 With only 2 wildlife managers: The manager with the most animals of the type with the block above the supply, gets that 1 prestige point.

4) Turn of the year

• **Fill the supply spaces** in the same way as for the first year. (Less than 8 is possible when the animal row gets empty.)

• **Shift the disc+block** to the top of its supply column.

• **Determine endangered specie:** Look which animal specie has the fewest groups (Minimals) in all parks together.

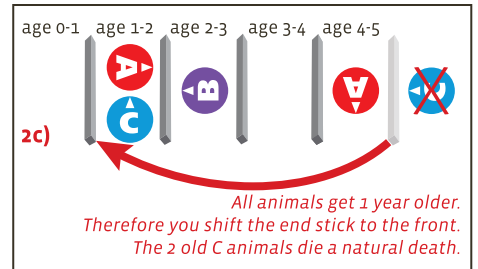
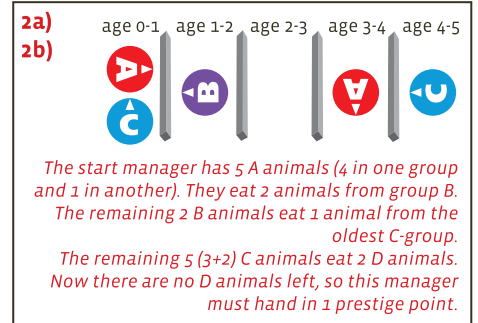
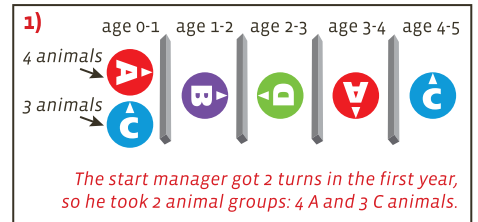
You place a disc+block (from the disc+block row) under this animal's supply column. If 2 or more species are equally rare, the prestige points go to the highest animal type (A is highest, D is lowest).

2 With only 2 wildlife managers: The block goes to the specie with the second lowest number of groups.

• **Pass the shell** on to the next manager **counterclockwise.**

(That's the manager who got only 1 turn last year.)

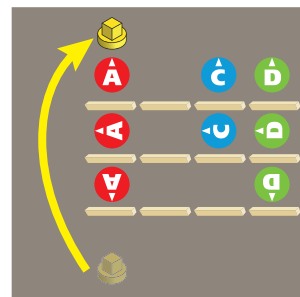
Continue with phase 1 (Getting new animals) of the next year.



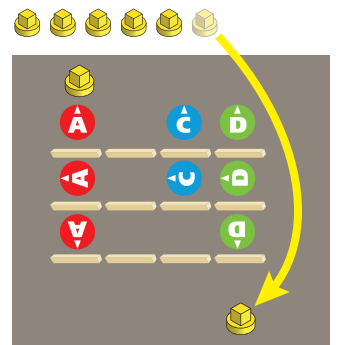
THE 8TH YEAR

You manage your wildlife park during 8 years. **3** With 3 managers it lasts 9 years!

The last year ends after 'phase 3): Prestige points'. After the final year, each group of animals you have (so each Minimal) brings 1 point. Add this to your prestige points to calculate your end score. If managers end equal, winner is the manager with the most A animals. If that's still equal, the number of B animals determines the winner, and so on.



The disc+block was under column A, so you shift it to the front. So having the most or second-most of animal A brings you prestige points in the new year.



Example: if animal D is the most rare overall, you place the disc+block under column D. Having the most or second-most of this animal brings you prestige in the second-next year.



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