



FAUNA



Frenzy



RULEBOOK

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FAUNA *Frenzy*

Welcome to Fauna Frenzy, a competitive area-majority card game where 2 players step into the heart of diverse biomes, facing off in epic fights to control the delicate balance of nature over 30 minutes of gameplay.

In this strategic showdown, you'll harness the unique abilities of creatures from the lush Forest, the arid Desert, and the watery Wetlands. Will you dominate the biomes, protect your territory, and race to victory? Prepare for a wildlife adventure like no other, where strategic prowess and a deep connection with nature can lead you to triumph in this Fauna Frenzy!

Designed by Steven McAlear

Objective

Be the first player to reach 7 points.

Components

134 Animal cards
(67 per player) comprising
Desert, Forest, Wetland,
and wild cards.



3 Biome cards (plus
1 bonus Biome card)



17 Point Tokens



6 Bonus Customizable
Animal cards (3 per player)



Setup

- A)** Randomly place the 3 biome cards (Desert, Forest, Wetlands) in a line side by side between the 2 players.
- B)** Place 1 Point Token on each Biome card.
- C)** Each player shuffles their deck and draws 7 cards as their starting hand.
- D)** Randomly select the first player.



Card Anatomy

CARD NAME

MAIN EFFECT SYMBOL **MAIN EFFECT**

HOME BIOME

ORIGINAL STRENGTH

STRENGTH IF OUTSIDE OF HOME BIOME (FOREST OR WETLANDS)

LOSS EFFECT

4 **∞** **GAZELLE**

3

IF YOU HAVE ANOTHER DESERT CARD IN THIS BIOME, THIS CARD GAINS +2 STRENGTH.

LOSS EFFECT: DESTROY ANY ONE OF YOUR OPPONENT'S CARDS WITH AN ORIGINAL STRENGTH OF 2 OR LOWER.

The diagram shows a card with a green top and bottom section and a white middle section. The top section contains the card name 'GAZELLE', a strength of 4, an infinity symbol, and a main effect symbol. The middle section contains an illustration of a gazelle with colorful splatters. The bottom section contains a loss effect. Labels with arrows point to these various elements.

Nomenclature

Original Strength: This is the Strength shown by the big black number on the top left of the cards. It is the Strength used when comparing 2 cards in a fight. It is also the strength of the card when in its Home Biome.

Home Biome: The Home Biome of a card is indicated by the colour of the card's top and bottom banners (Green for Forest, Yellow for Desert, Blue for Wetlands). Cards lose strength if they are not in their Home Biome. Some cards do not have a specific Home Biome (Wild Cards) and retain their original strength in all Biomes.

Covered/Uncovered Cards: An uncovered card is a card that does not have any other cards covering it. Here, the BALD EAGLE, SNAIL, and DESERT IGUANA are covered cards, and the POISON DART FROG and the EMU are uncovered.



Gameplay

Each round consists of 7 fights.

The first player initiates the first fight by selecting one of the 3 Biomes **(1)**.

Each player plays a card face-down from their hand in the selected Biome **(2)**, and they are flipped simultaneously **(3)**. Cards do not have to be played in their home biome.

When initiating a fight in a Biome that already has cards in it, place the new card on top of the existing stack of cards, making sure to show their Strength and effects.



Gameplay



Gameplay (con't)

The card with the higher original strength is said to have won the fight **(4)**. Only compare this number on the card to determine the outcome of a fight, regardless of a card's Home Biome.

The winning player activates their card's main effect **(5)**. Next, activate the losing card's main effect **(6)**, followed by its loss effect **(7)**.

If the cards have the same original strength, the player who initiated the fight activates their main effect first and neither player activates their loss effect.

Remember to only compare the **Original Strengths** of the cards when determining the winner of a fight.

Both cards remain on the board unless destroyed by a card effect.

The player who lost the fight initiates the next fight. If there was a tie, the player who did not initiate the previous fight goes next.

Reminder: Do not draw any cards during a round unless an effect allows you to do so.

Gameplay (con't)



Scoring

After 7 fights, determine control of the 3 Biomes. A player controls a Biome if their total Strength is higher than their opponent's in that Biome.

If you control a Biome, take the point token on it. If tied, neither player receives the point token.

The first player to 7 points is the winner. If tied, play additional rounds until one player takes the lead.

Card Strength during Scoring

A card's original strength is shown in the top left of the card. This is its Strength when in its home biome. It is also the Strength used when determining the winner of a fight. When a card is not in its Home Biome, it loses strength: cards with 1-4 original strength lose 1 strength and cards with 5-6 original strength lose 2 strength. This can be seen on the lower right side of the original strength. Add or subtract any strength modifiers caused by your or your opponent's cards to this base Strength.

Cards cannot have a negative strength.



End of Round

Discard all cards on the field and in the hand to your discard pile, then draw 7 new cards. If the deck runs out, shuffle the discard pile to form a new deck.

Shift the order of the biomes to the right.

Add new point tokens to the Biome cards so that they each have 1. The player who received the least number of point tokens during the last round is the first player for the next round. If there is a tie, the player who did not start the last round goes first.



Scoring Example

In this end-of-round scoring example, the Desert is scored for Black by a score of 7-5, as the MEERKAT gains +1 strength for being in the Desert and the POISON DART FROG, DUCK, and RACCOON each lose 1 strength for not being in their Home Biomes. Black takes the point token.

The Forest is tied with a score of 8-8, as the SQUIRREL gains 3 strength from its ability, and the DUCK and DRAGONFLY are considered to be in their Home Biome because of the DRAGONFLY's ability. The GORILLA is worth 6 +1 because of the SCORPION's ability and the SCORPION is worth 1 because it is not in its Home Biome. Neither player takes the point token.

The Wetlands is scored for White by a score of 2-0. White takes the point token.

Effects

Standard Effects: These are one-time effects that can only be activated during a fight.

SEAGULL

YOU MAY MOVE THIS CARD TO ANY BIOME.

Continuous Effects: These are denoted by the Infinity symbol. These take effect as the card is played, before the fight takes place. If a card with a continuous effect is played by any other means, the continuous effect becomes active immediately.

∞

0

DONUT BEETLE

IF THIS CARD IS COVERED, IT GAINS +3 STRENGTH.

Instant Effects: These effects are denoted by the Lightning symbol. Resolve these effects before the fight take place. If both players play a card with an instant effect, the one who initiated the fight activates their effect first. If the 2 instant effects conflict, negate the second player's effect. These are one-time effects that can only be activated before a fight.



BEFORE ANY OTHER EFFECTS, MOVE THIS FIGHT TO THE WETLANDS.

Loss Effects: These are one-time effects that can only be activated during a fight.

LOSS EFFECT: DRAW 1 CARD.

Wild Cards

Wild Cards have 3 Home Biomes. If a Wild Card is moved to its Home Biome, any of the 3 Biomes can be selected. Similarly, it is considered to have been placed in its Home Biome if placed in the Desert, Forest, or Wetlands.

4 ∞ **VULTURE**
YOUR CARDS CANNOT
BE DESTROYED IN
THIS BIOME.



LOSS EFFECT: FLIP THE TOP CARD FROM
YOUR DECK. IF ITS STRENGTH IS 3 OR
LOWER, PLACE IT IN THE WETLANDS.

Moving Cards to Another Biome

Cards can be moved from one Biome to another by certain card effects. When a card is moved, it is always played as the top card of the new Biome.

Example:

A fight has just been initiated in the Wetlands, where Player A (top) played a DEER, and Player B (bottom) played a HIPPOPOTAMUS. Since Player B's card has a greater Original Strength, its Main Effect can be activated.

YOU MAY MOVE ONE OF YOUR COVERED CARDS TO AN ADJACENT BIOME.

Player B decides to move the COYOTE, which has just been covered by the HIPPOPOTAMUS.



The COYOTE is moved to the adjacent Desert Biome, where it must be placed at the top of the existing stack of cards. In this case, there is only 1 card, the DUNG BEETLE. Player A can now perform its Main Effect, followed by its Loss Effect.

DEER

YOU MAY REARRANGE
THE ORDER OF ANY 1
STACK OF CARDS.

Player A rearranges the order of Player B's stack of cards in the Desert to stop the DUNG BEETLE from gaining extra Strength.

DUNG BEETLE

∞

0

IF THIS CARD IS COVERED,
IT GAINS +3 STRENGTH.

Player A decides not to use the DEER's Loss Effect to move it to another Biome.

LOSS EFFECT: YOU MAY MOVE THIS
CARD TO ANY BIOME.



Multiple Continuous Effects

When scoring a Biome with multiple Continuous effects, apply them in order, starting with the first played card, following by the card covering it, and so on. Apply any opponent's effects on strength of your cards only after your card strengths have been calculated.

Example:

This player has 3 cards with Continuous Effects in this Biome. The first played card with a Continuous Effect is the GAZELLE. The GAZELLE's effect is met because the SCORPION is a Desert Card in the Biome, so it has a Scoring Strength of $4 + 2 = 6$. Next, we have the CAPYBARA, which makes all cards it covers have a Strength of 4. Since this card is further down, it sets the Strength of the SEAGULL to 4 and that of the GAZELLE to 4, overriding the GAZELLE's Continuous Effect.



Variations

Shorter Game

For a shorter game, play until one player reaches 5 or 6 points.

Extra Biomes

For an extra tricky game, flip over one of the Biome cards to create a game with 2 Forests, 2 Deserts, or 2 Wetlands. You can also swap out a Biome card for either a Wild or Barren Land Biome.



Draft Your Deck

Pick only 1 of the 2 decks and separate the cards by original strength. Display the 4 strength 1 cards of 1 home biome and draft them, with the first player picking 1 card, then the second player picking 2 cards, and the last player getting the final card. Repeat the process with the other home biomes, alternating which player drafts first. Draft the strength 2, 3, and 4 cards the same way. For the strength 5, 6, and Wild cards, lay them all out with alternating picks. Play the game with regular rules.

4-Player 2v2 Mode

Players sit across from their teammates. Same setup as the original game, but each player draws 5 cards from their deck. The first player plays one of their cards in the Biome where they want to initiate a fight. The player to their left then chooses to accept the battle by playing a card face down in that biome, or passes, and their teammate must play a card from their hand. Resolve the battle as normal with the losing team initiating the next fight. Within each team, alternate which player initiates the fights. The battle lasts 7 rounds as normal. Players cannot communicate to their teammates what cards they have or ask each other to pass or not pass.

Rules Summary

Setup:

Place the 3 Biome Cards in a line and place 1 Point Token on each. Shuffle individual deck and draw 7 cards. Each round consists of 7 fights.

Gameplay:

First Player initiates a fight by picking one of the 3 Biomes. Both Players play a card face down in that Biome and then flip at the same time.

The Player with the highest Original Strength wins.

Activate the winning card's Main Effect.

Activate the losing card's Main Effect.

Activate the losing card's Loss Effect.

Round End and Clean-up:

After 7 fights, determine which Player has the most strength in each Biome, with the winner collecting the Point Token on that Biome Card.

Discard any cards left in the hand and all cards on the field.

Shift the Biome cards to the right and place new Point Tokens on them so that they each have 1.

First Player to collect 7 Point Tokens is the winner.