Wild Life
The Card Game
Rules

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GAME COMPONENTS

1 point counter

101 Cards
1 first player maker

Lives
- 12 Small Life
- 12 Big Life
- 12 Flying Life
- 12 Aquatic Life

16 Enhancers

5 Rains

5 Protectors

MENACES
- 14 Predators
- 8 Hunters

DISASTERS
- 2 Fires
- 1 Aquatic Pollution
- 1 Fire/Aquatic Pollution

CARD COMPONENTS

Edge color according to the card

representative icon

Ilustration

number of footprints that scores

ICONOGRAPHY

Icon	Meaning
Small Life	
Big Life	
Flying Life	
Aquatic Life	
2x	Multiply by 2
3x	Multiply by 3
Points	

Protects you from a hunter

Discard 1 life card

Discard 1 colum of a life type

Discard all aquatic life cards that are on the table.

Discard all small life, big life and flying life cards that are on the table.

Discard all small life, big life, flying life and aquatic life cards that are on the table

GAME SET UP

Shuffle all the cards and deal 6 to each player; the rest are placed in the center forming the DECK next to it, there will be a space to DISCARD. Also, each player will hace a HABITAT zone.

HABITAT example:
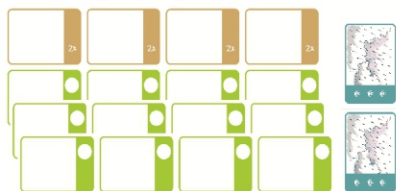
Wild Life is played in multiple rounds or cycles. Each cycle depends on the number of players:

Players:	2	3	4	5
Cycles:	8	6	4	5

Each turn, you can play any type of card according to the following specifications:

-When you play a "Life" card (cards with a green border), you get footprints at the end of the cycle, according to the number of prints indicated on each card.

-Small and big life types have a fixed number of footprints, while aquatic life types increase as their number increases in their habitat, and flying life varies by bird.

-"Life" cards remain in the habitat during all cycles, unless discard by effect of another card.

ENHANCERS

There are 4 types of enhancers, these double the number of points for each kind of "Life". Spring: for small life; Winter: for big life; Nesting: for flying life; Spawning: for aquatic life.

Spring	Winter	Nesting	Spawning

NOTE:
- These buffs can be played only after playing at least one corresponding "Life" type card.
- There can only be 1 enhancer for each type of "Life". If a "Life" type is exterminated and has an enhancer, the enhancer is also discarded.

RAIN

Rain gives you 3 footprints at the end of the cycle, and you don't need any type of "Life" to play it.

-Rain is not affected by any card, but it only remains during the cylce in which it was played; when the cycle ends, it is discarded.

Attakers and Catastrophes will not give you points. However, they will allow you to reduce the "Life" of the habitat of any player or all players. There are 5 types:

MENACES

PREDATOR. Play this card in another player´s habitat. Choose a "Life" card from your habitat and discard it.

representative icon

HUNTER. Play this card another player´s habitat. Choose all cards of a "Life" type, and they are discarded (including the enhancer if they have one).

representative icon

CATASTROPHES

FIRE: all small life, big life, and flying life cards, as well as any corresponding enhancers, are discarded fom all habitats (including the player who use it).

AQUATIC POLLUTION: all aquatic life cards, as well as any corresponding enhancers, are discarded fom all habitats (including the player who use it).

FIRE/ ACUATIC POLLUTION: all small life, big life, flying life and aquatic life cards, as well as any corresponding enhancers, are discarded fom all habitats (including the player who use it).

PROTECTORS

Protectors hace the function of protecting "Life" cards from attack by hunters.

You can use a protective card when someone else plays a HUNTER in your hbtat on their turn. The protector will prevent the effect of the HUNTER from taking place, maintaining the type of "Life" you chose protect.

GAME PROGRESSION

The stating player the first cycle will be the one who has seen a real or dummy squirrel more recently and will get the starting player card. Subsequently, the initial player the following cycle will be the next player to the left and will receive the first player card (and so on for the remaining cycles).

Each cycle has 3 phases:

DRAW PHASE

Each player (starting with the first player and then to the left) draws card from the forest until they have 6 in their hand.

HABITAT PHASE

Each player (starting with the starting player and them tothe left) must play 3 of their 6 cards into their habitat (if they are "Life" enhancer or rain cards), or in other player's habitats (if they are Menaces). Disasters affect all players, inluding the one who played the card.

Protectors are played in response to the use of a HUNTER in this phase and do not count the 3 cards that each player must play. So if the player affected by the hunter has not had their turn and plays the protector, they can still use their 3 cards and, in the end, take the necessary cards from the DECK until their hand reaches 6. (You can play more than one protector per cycle).

If you cannot play 3 cards, you must discard until you have 3 cards in your hand.

SCORING PHASE

Each player (starting with the starting player and then to the left) counts the points obtained, by "Life" and Enhancer cards, in the habitat.

After this phase, a new cycle begins.

END OF THE GAME

The points of all the cycles ae added up, and the player with the most points is the winner.

If there is a tie, the plyer with the most points in any of the cycles is the winner, starting with the last cycle.