

# WILDERNESS game rules

## game characteristics

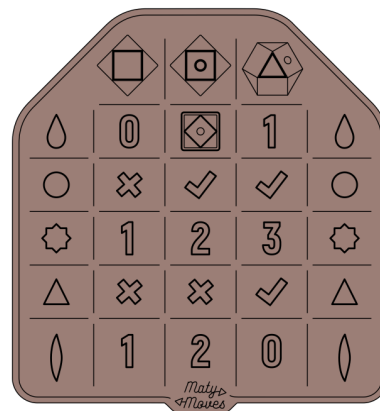
*In Wilderness, you can be sure of just one thing: the game will be highly competitive, although it is not about the liquidation of the enemy at all. In mutual respect, you will fight mercilessly to build strategic positions and, above all, combine various abilities of particular animals, so that you are the first to seize all five Elements.*

## game components

board parts:



dice rolls results:



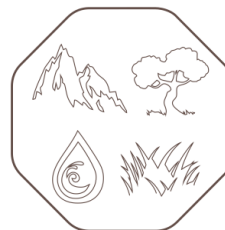
animal cards:



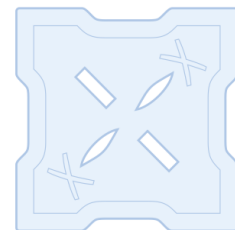
land cards:



desert



Elements:



Big and Small animal figures:

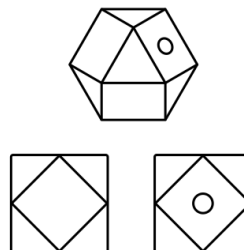


(2 slots)



(1 slot)

Wildice:



magic tokens:



## activation tokens:



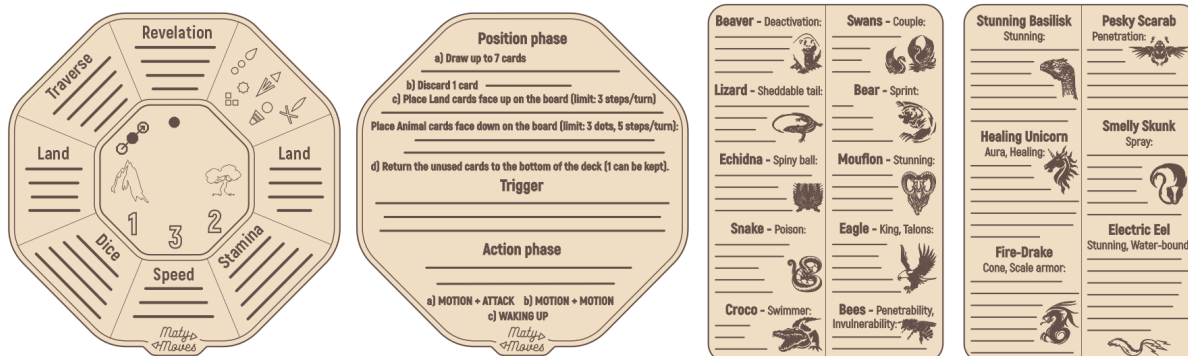
(small and big b/w + big transparent)

## Drops:



(transparent and b/w)

## hints cards: Animal features, Game phases overview, Special abilities:



Every now and then, you will find noticeable information tabs in the rules:

### Key game principles RECAP

*Maty Moves*

#### 1. Preparation and aim of the game

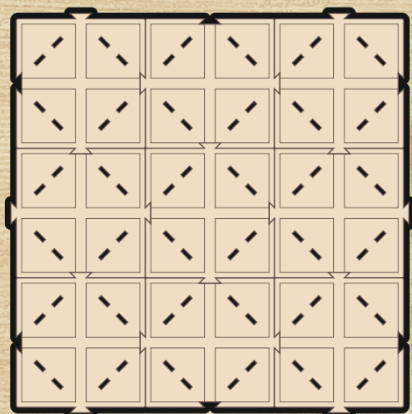
Each player takes all octagonal cards of one color, shuffles them and puts them in a deck, face down. If you have the collector's edition, you also get 16 animal figures of your color, which will be needed in the second part of the game. You also receive **5 magic tokens** each, which you can use for non-standard actions; however, you are limited by the number of the tokens.

Set up the game board by placing the board parts randomly - they don't even have to form a square. Make **pairs of identical transparent cards representing 5 Elements** and place them on **any 5 fields** on the game board. Each of those fields therefore contains a trophy for both of the players. The one **who seizes all 5 Elements wins** immediately.

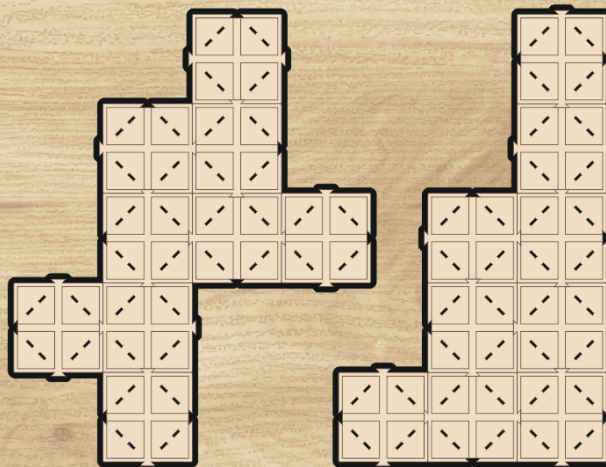
An Element can be seized during the Action phase of the game, if an animal is on a field with an Element at the beginning or at the end of its activation.

*Maty Moves*

The recommended shape of the board for the first few games



An arbitrary game board layout for later games



Take the rest of the game components and make a pool for both players (or two of a similar content) so that you have all tokens at hand. Wooden Drops are used to mark some specific situations. **Transparent Drops** represent **damage**. However, in the first part of the game, set aside **5 transparent Drops per each player** (i. e. 10 per two players, 15 per three players, etc.) and make a pile. These will serve as markers needed for the transition between the two phases of the game, called **Trigger**.

## 2. Game phases and their order

*The Wilderness begins with a relatively peaceful phase, in which you place the selected animals in advantageous positions. This is as if you wanted to play chess, but instead of the classic start, you can choose both which pieces and on which fields to start the game.*

*In the second part of the game, you will only be able to work with what you have on the game board (as if you were already playing chess). Both parts are equally important for your success in the game, as well as understanding and correctly grasping the tool that ends the first phase of the game and starts the second - the so-called Trigger.*

First, the **Position phase** awaits you, in which you will take turns performing your **Positional moves** (the following chapter deals with the specific form of the Positional move). **Each time** a player **places an animal card on the board**, he/she also **removes one Drop** from the Trigger pile. The player who **pulls the Trigger** as part of his Positional move (**removes the proverbial last Drop**) can complete this move normally, but this is his/her **last Positional move**. This player's next turn will be an **Action move**. He/she will have the right to do it **first**, as it was he/she who pulled the Trigger.

However, the transition to the Action phase of the game does not occur immediately after pulling the Trigger, the **other player** (or all other players, if you play in three or four) **will still make their last Positional move** and only then does the Position phase close and the real *Wilderness* begins!

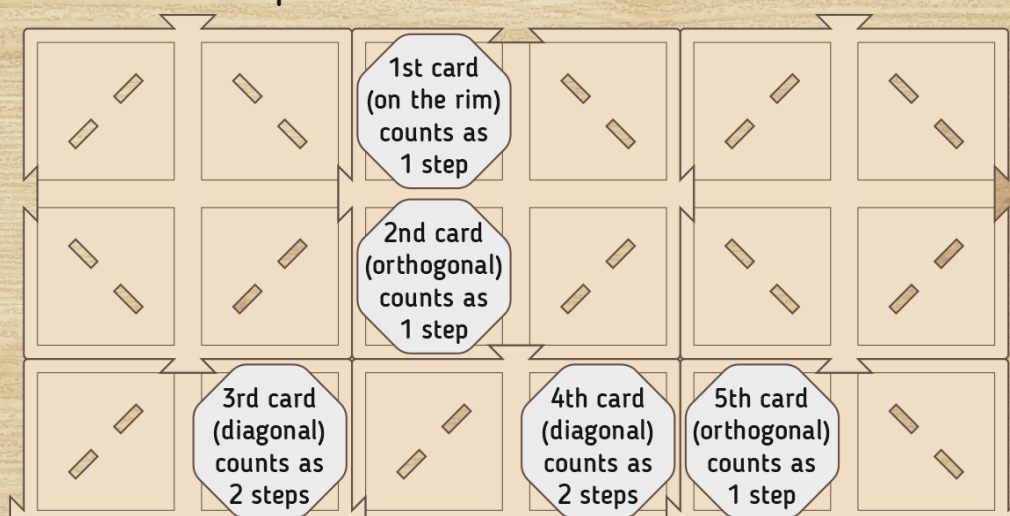
### 3. Positional move

*Before a detailed description of the individual actions that you will perform as part of your Positional move, it is advisable to shed light on a few basic principles of building a position on the game board.*

The first principle is the **continuity of cards of the same color** - so during the entire Position phase you basically build a continuous system of your cards, which can branch arbitrarily in all directions. You can only place cards on free fields, i.e. fields not occupied by another player's card. The Elements themselves don't matter, so you can place cards on them.

You can place your **first card** on any field located on the **edge of the game board**. **Each additional card** you place on the board **must be directly connected** to one of the cards of the same color. You can connect in a straight line, sideways and diagonally. So you grow gradually, step by step. However, from the point of view of position-building economics, different directions have different values. Growing **sideways (orthogonally)** is always counted as **1 step** and **diagonally** is **2 steps**. Also, each player's first card (placed on the edge of the game board) is counted as 1 step.

An example of how to link cards of the same color



The second principle is the **occurrence of animals in different types of landscape**. On each animal card, you will always find two pictures on the sides, which represent a suitable type of landscape. You must always respect these restrictions when placing animal cards on the game board. Therefore, within the Position phase of the game, it is **not possible to place** an animal card on a landscape in which the animal **does not occur**. If you have the collector's edition, each field contains a combination of two different landscapes. To place an animal card in this case, it is sufficient for the animal to occur in one of the two.



The third principle that must be respected when placing animal cards is **the limit of three dots** within one Positional move. It is a kind of price for revealing an animal, and you will always find it at the top of the animal card. This price ranges from 0 to 3 dots (holes) and **the sum** of prices within one Positional move is 3. For example, you can reveal three new animals with one dot, or one with three dots and another without a dot. Although you place the animal cards face down on the board, your opponent can check the limit of 3 dots thanks to the holes.

Relatively simple and intuitive rules apply to the **placement of landscapes**. If only one landscape type is depicted on a card, you can place the card only on a field that contains such a landscape type. Cards showing **all 4 landscape types** at once and **desert cards** (a picture of the sun and arid land) work as a joker, so you can place them anywhere. However, the desert cannot be placed on fields containing Elements.

As part of your Positional move, you must follow the following sequence of events:  
(\***only in the first move of the first player some values are adjusted, see below\***)

**a) DRAW UP TO 7 CARDS FROM THE DECK (don't show the cards)**

You can buy additional cards for 1 magic token each.

**b) DISCARD 1 CARD (show it)**

*You give up the possibility to use this card during the game for good.*

This annoying rule can be bypassed, but it costs one magic token.

**c) PLACE these two types of cards on the board in any order:**

**LAND cards FACE UP - limit: 3 steps**

It is possible to place landscape cards above the limit of 3 steps, but each such step costs one magic token.

**ANIMAL cards FACE DOWN - limit: 3 dots, 5 steps**

Animal cards can also be placed above the limit of 5 steps, but each such step costs one magic token. However, the principle of 3 dots is very strict, this limit cannot be increased in any way.

**d) Return the unused cards to the bottom of the deck, you can keep 1 card**

It is possible to keep more cards on hand,

but you will pay one magic token for each card over the limit of one.

*At the end of your Positional move, return all the cards that you haven't discarded, placed on the board, or want to keep to the bottom of the deck in any order.*

*This way you actually create a new part of the deck and you can prepare cards for other Positional moves. You just cannot be sure whether or not you will be able to access the prepared cards, as the number of turns of Positional moves is not fixed.*

To speed up the Position phase of the game, another player can draw cards during the turn as the first step of his/her subsequent turn. When you complete your Position move, the other player proceeds by discarding the card (or buying cards above the limit) and you can draw new cards straight away in the same logic and think about your next move.

**Player A** has 1 card on hand that he/she kept from the previous Positional move. It is his/her turn again now, so he/she draws 6 cards (up to 7 in total) and discards 1 card. He/she places the Mouflon card diagonally on the board (2 dots, 2 steps) and removes the last Drop, which pulls the Trigger. However, his/her Positional move is still active, so he/she places one more land card orthogonally (1 step), the Snake card orthogonally (1 dot, 1 step) and the Echidna card diagonally (no dot, 2 steps). Finally, he/she places one more land card orthogonally (1 step) to block the field.

**Positional move of player B** follows as such: he/she draws up to 7 cards and discards 1 card. He/she places a land card diagonally (2 steps) and continues orthogonally with another land card (1 step). After that, he/she places the Bear card orthogonally (3 dots, 1 step) and the Lizard card diagonally (no dot, 2 steps). He/she returns the 2 remaining cards to the bottom of the deck, which he/she isn't going to use anymore.

**The Position phase ends and player A continues with his/her Action move.**

\*To avoid the advantage of starting, the **first Positional move of the first player** is an exception. This very first move in the game will take place in a limited mode with lower limits for steps **a)** and **c)**

*Hint: This is always half of the standard value rounded up\**

- a) The first player **draws only 4 CARDS** and
- b) discards 1 card (no change here)
- c) **places LAND cards - limit: 2 steps**  
**places ANIMAL cards - limit: 2 dots, 3 steps**
- d) returns the unused cards to the bottom of the deck (no change here)

#### **4. Transition to the Action phase of the game**

*A number of adjustments need to be made between the last Positional move (end of the first phase) and the first Action move (beginning of the second phase). This reconstruction of the current layout of the game has no effect on the built positions, players just need to remove unnecessary material and prepare other game components that will be relevant for the rest of the game.*

First, remove all landscape cards, **except deserts**, from the game board and set them aside along with the rest of the draw decks, they will no longer be needed for the rest of the game. Then turn over all the animal cards. **If you have the collector's edition**, replace the individual animal cards with their **figures** (you simply insert them into the prepared slots, so they have an upright position) and lay out the animal cards clearly in front of you.

Now place oval Activation tokens on all animal cards, right where the price of the animal's revelation is located (zero to three dots). Animals with **one or no dot** are considered **Small animals** and you always use **small Activation tokens** for them. In contrast, animals with **two or three dots** are considered **Big Animals** and are assigned **big Activation tokens**.

Use all Activation tokens with the **white side up**, as the black side has the opposite meaning in the game (Passivity, see chapter 5). The only exception is the Eagle, which must always be activated first. Therefore, in its case, use a **transparent** Activation token, which reminds you of this disadvantage during the game.

## 5. Action move

*Now it's time to use the prepared positions  
and seize all 5 Elements as quickly as possible.  
An animal can collect an Element from a field  
only at the beginning and at the end of its turn.*

As part of your Action move, you always have **3 activations available**; **Small animals** (small activation tokens) **cost 1 activation** and **Big animals** (big activation tokens) **cost 2 activations**. It is therefore not possible to play with two Big animals during one Action move. So you can play with up to three Small animals, or combine one Big and one Small animal.

**If you have the collector's edition**, note that in terms of this principle of 3 activations, the animal figures themselves help with orientation. The Small animal figures are actually small and have only one slot (corresponding to one activation). Figures of Big animals, on the other hand, are large and have two slots because they cost two activations.

You can only carry out **one of these three options** with each activated animal:

**A) MOTION + ATTACK**

**B) MOTION + MOTION**

**C) WAKING UP**

A fundamental change compared to the Position phase is the importance of landscape types. In the Action phase, the type of landscape no longer plays a role. Individual animals (except for Eels) can thus move without restrictions in terms of landscapes on the board. The only exceptions are fields marked as **Desert**, which animals **cannot pass through or end their movement on** (except for Snakes).

The rules for the motion of animals are relatively intuitive and, in terms of counting individual Steps, they copy the principle of placing cards during the Positional move. An **orthogonal** movement is always counted **as 1 Step** and a **diagonal as 2 Steps**. Each animal has its own Speed, which you will always find at the bottom-middle of an animal card. It indicates how many Steps an animal can perform within one motion. Therefore, if you select the B option (motion + motion) when activating, the animal can take the specified amount of Steps twice.

**With the help of the magic tokens**, the Speed can be **hyped up to double its normal value**. Such an extraordinary rush can be done in these two ways:

- A) MOTION up to double Speed + ATTACK
- B) MOTION up to double Speed + MOTION up to double Speed

However, these **extra Steps** (exceeding the standard Speed) **cost one magic token each**.

With the exception of the attack itself, individual Steps must go through **free fields**. An exception exists for animals that have the ability called **Traverse**, the symbol of which can be found at the top of an animal card (to the left of the Revelation price). These are basically small animals that can crawl through an occupied field, or winged animals that can fly over them. As part of their motion, animals with the Traverse ability can perform Steps through fields occupied by other animals without attacking them.

An **attack** occurs when you perform an **imaginary Step** (with your animal) **on a field occupied by the opponent's animal**. This imaginary Step is always the last step within a motion and it is not possible to move the animal further after the attack, even if it has unused Steps left. The attack can **only** be performed **from a free field** that is **adjacent** to the attacked field, including diagonals.

**An animal must have enough Steps to attack an occupied field, as the attack itself is an imaginary Step. You can attack from any of the 8 surrounding fields, provided that such a field is not occupied.**

*Maty*  
Moves

If the attacked animal **withstands** the attack (see Chapter 6), the attacking animal will **remain** on the field from which the imaginary Step was performed. If the attacked animal **succumbs** to the damage, it is removed from the game and the **attacker occupies the emptied field**, so the imaginary Step is actually taken.

Each motion, including the use of the Traverse, must be completed by placing the animal on a free field or attacking another animal. It is therefore not possible to reach an occupied field and not attack its occupant at the same time. Above all, however, it is not possible to attack a field that the animal **cannot reach** during its movement. Although the last Step is only imaginary, the attacker must still be able to take it.

The third option within an activation is the **Waking up** of an animal, whose card possesses a white activation token and a **black passivity token**. The black token can appear on the card as an extraordinary effect of certain attacks (Stunning) performed by certain animals. In this case, you can do nothing else but **remove both tokens from the animal's card** and wake it up. Thus, during the whole activation, the woken animal will do nothing at all.

The only thing an animal can possibly do after waking up is to capture an Element, if it is



already on it. In general, any animal that is on a target field with an Element, **at the beginning or end of its activation**, will **capture** the prepared **Element**.

*The following rule absolutely fundamentally affects the character of the game!  
Activating an animal in a meaningful way will be a bit more difficult,  
but thanks to this limitation you will experience the real wilderness =)*

The key principle is **mandatory motion**. Each animal **must change its position** at all costs during its activation. In short, at the end of its activation, an animal is not allowed to end up on the same field on which it was activated. The only **exception** is when an animal is **waking up** (option C), because an animal with a black passivity token cannot move.

**If there is no Waking up,  
each animal must change its position  
as part of its activation!**

*Maty* →  
← *Moves*

It sounds simple, but it has quite surprising consequences. The attack itself is considered an imaginary Step, and if the attacked animal withstands the attack, the attacking animal remains on the field from which the attack was conducted. If the destruction of an animal depends on a Wildice roll, the attack cannot be performed without first changing the position of the attacker. It is therefore only possible to activate an animal and attack with it directly if the conquest of the attacked field is certain (i.e. when the Standard hit is sufficient).

**Each time you activate an animal, remove its activation token** from the card. It is therefore not possible to activate an animal whose card does not have a white activation token. This principle ensures that you will gradually play all the animals. Only when you remove the activation token from the last animal's card and **no more are available**, will your forces be **restored**. You then **place activation tokens on all surviving animals' cards**, which basically opens up another round of their use.

After this recovery, continue your Action move normally. So, for example, if you've only used one activation so far, you can activate any animal after the recovery (*unless you have an Eagle*). Thus, it is theoretically possible to play with one Small animal twice in a row - as the last activation of one round and instantaneously as the first activation of the next round.

**Only an animal with an activation token  
can be activated, and the activation token  
is then removed from the animal's card.  
When you no longer have an activation token  
on any of your animal cards,  
all activation tokens will be renewed.**

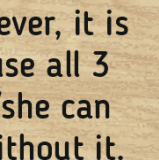
*Maty* →  
← *Moves*

## Dealing with Activation tokens



The green player has only 1 activation token at the beginning of his/her Action move. He/she activates the Mouflon and removes the token. As there are no activation tokens on any of his/her cards, they are being renewed completely.

The Mouflon (big) cost 2 activations; there is 1 more activation left. The green player can activate a small animal within this Action move. However, it is not necessary to use all 3 activations, so he/she can finish the move without it.



## 6. Principle of attacking

*Although knocking out your opponent's animals is not the goal of the game, it is naturally a very effective way of building your position.*

*However, if you want to capture an Element from a field that is already occupied by an opponent's animal, you probably have no other option left. The combat characteristics of individual animals will be one of the basic strategic tools that you will need to make full use of to succeed in this game.*

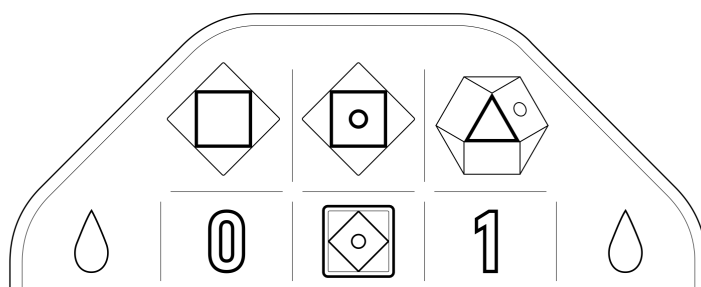
*Each attack is given a specific mood by atypical dice, which consist of different side shapes with different probabilities of occurrence. Due to their raw character and thematic continuity, these weapons are referred to as Wildice.*

In terms of the principle of attack, there are two basic groups in the game, Common animals and Supernatural animals. In the travel version, you will only find **Common animals** that perform a **Standard attack**. **If you have the collector's edition** or BLACK / WHITE MAGIC expansion, the package also includes **Supernatural animals** with special offensive forms, which in turn **can't even perform a Standard attack**.

Each animal in the game is able to attack any opponent's animal, so size doesn't matter. A **Standard attack** always **consists of** two pillars - a **Standard** (certain) and an **Uncertain hit**. The attacked animal therefore **always** receives at least **1 damage**, which is **certain**. The second part of the attack is then a Wildice roll, the results of which are, of course, **Uncertain**.

The number of Wildice you can roll when performing a Standard attack is always indicated by the large number at the bottom left of the animal's card. Depending on what you roll, the **final value of the Uncertain hit is determined and added to 1 Standard hit**. See the line with the drop:

**ILLUSTRATION:** Uncertain hit results based on a Wilddice roll.



If you roll a **square side without a hole** on the Wilddice, you will **not cause any additional damage** to the victim. If the Wilddice stops on its **triangular side**, you will **cause 1 additional damage**. The remaining option is then the square side with a hole, and the result of such a roll will always depend on your decision. It only causes damage when you pay one magic token. (Notice the similarity between the magic tokens and this side of the Wilddice). *Watch out* - paying one magic token affects the entire roll. So if you roll more than 1 Wilddice, **each hole in the square will mean 1 damage** if you pay **1 magic token**.

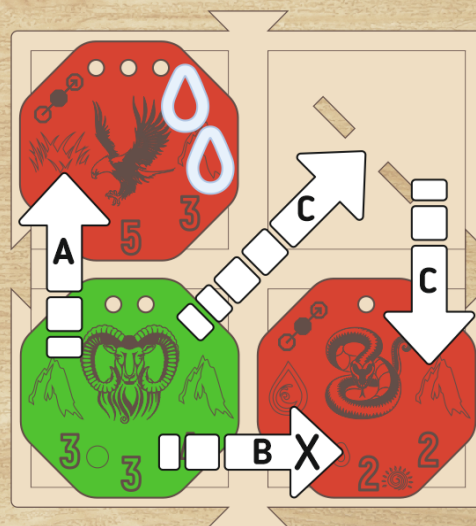
Record the results of each attack by placing the number of transparent Drops on the animal's card corresponding to the value of the damage just dealt. The lower right side of animal cards contains a fairly crucial value called **Stamina**. In short, each animal succumbs to damage only when the number of drops is the same as the animal's stamina. In such cases, you don't even have to place the last Drop on its card - just remove the animal's card (or its figure) from the game immediately.

### Activated Mouflon's attacking options:

**A:** In this case, it is possible to attack the Eagle because it has already suffered two damage and only 1 Standard hit is enough to capture the field (Eagle's stamina is 3).

**B:** The Snake can't be attacked directly as it's stamina is 2, so the Mouflon would have to roll at least 1 Uncertain hit to capture the field.

**C:** After changing its position, it can attack the Snake. If the Mouflon doesn't capture the field, it still meets the key activation condition.



All Supernatural animals have a **cross** instead of a Dice value because they **cannot perform a Standard attack**. Not even the above-mentioned 1 Standard hit applies in their case. However, you will certainly enjoy their unique ways of attacking, which are discussed in Chapter 9. Crucially, one basic principle is worth mentioning here. Supernatural animals are immune to the same species, so none of them can be a subject to their own form of attack.



## 7. End of the game

*The end often comes a little unexpectedly, but that just happens in the Wilderness.*

The moment you **capture the fifth Element, you win**. Every animal can collect trophies only at the beginning or end of its activation. Attention, to be clear, this rule actually means both **at the beginning and at the end of activation**. It is therefore possible to win within the first Action move.

## 8. Summary of rules

*You will not learn anything new in this chapter, but I believe that it will be beneficial to you.*

*In one place you will find a structured overview of basic game mechanisms.*

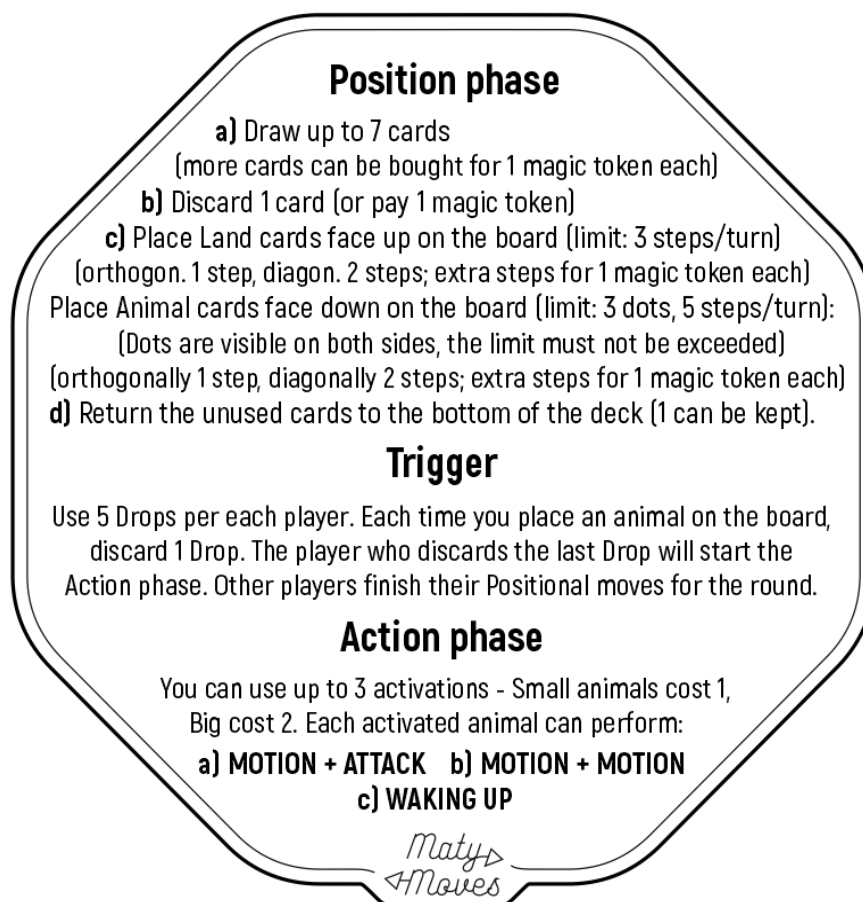
*If you have the collector's edition, you already have the following material in a wooden copy.*

*For others, a printable template of the hint cards shown below is available if needed.*

*If you want to upgrade your travel version and equip it with wooden boards, into which all this information is engraved, look for the extension called RULESENCE.*

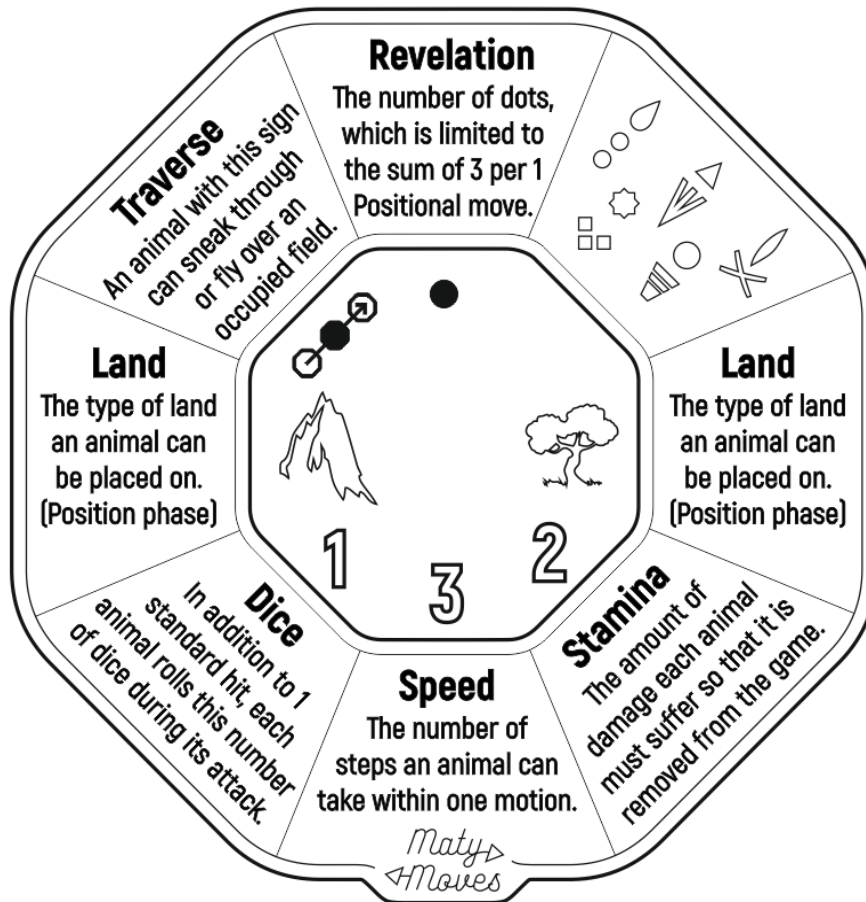
The images below include:

### An overview of the game phases and the structure of moves





## An explanation of the data on the animal cards



## 9. Special abilities of animals

### a) Common animals



#### Beaver - Deactivation

In addition to the standard three options that it has during activation, the Beaver can do a fourth. **If you do nothing** with the Beaver as part of its activation (including the capture of an Element), its activation token **does not count towards the limit of three activations**.

*So, for example, if you only have the Beaver and one Small animal left at the end of the game, you can easily play with the Small one three times in a row if you repeatedly use Deactivation.*



### **Snake - Poison**

As a side effect of its Standard attack, the Snake poisons its victim. Mark the poisoned animal card with a **black Drop token**. **Each time it is activated**, the poisoned animal receives **1 damage**. It is not possible to poison an already poisoned animal, but another Snake can be poisoned. In addition, the Snake is the only animal that can step on a field marked as desert. This ability applies to a motion within its activation, not to the placement of its animal card during the Position phase of the game.

*Therefore, if the attacked animal did not succumb to the injury gained as part of the Snake's attack, in addition to a transparent Drop (or more Drops), the victim receives a black Drop.*

*It does not count as an injury, but it will probably result in some in the future.*

*The Snake can sneak through the desert or end its motion on it.*



### **Lizard - Sheddable tail**

The Lizard has a special defense mechanism, which does not apply against Supernatural animals. However, if a **Standard attack** is carried out against the Lizard, it can roll the Wilddice to shed its tail, which, if successful, means escaping the fight **without any damage**. This ability is indicated by a small **circle** next to the "Stamina" value on the animal's card, and it also refers to the corresponding line in the table with dice rolls results. Thus, successful tail-shedding occurs only when the player rolls a square with a hole or a triangle. In such a case, the Lizard **leaves the attacked field** (chooses the **nearest** free field), which is now occupied by the attacker.

*Although the Lizard does not receive any damage if the tail is successfully shedded, the attacker occupies the attacked field, which may be the main motive for his/her attack.*



### **Echidna - Spiny ball**

Just like the Lizard, the Echidna has a special way to defend itself against **Standard attacks**. However, successful rolling into a ball is also subject to a Wilddice roll. The result is again depicted on the line with a **circle**, so a square without a hole is a failure and everything else is a success. If this maneuver is successful, the Echidna will **not receive any damage** but will strike back instead. Such a **counterattack** will **cause 1 damage to the attacker**.

*If the attacking animal does not succumb to the injury thus obtained, it will remain standing on the field from which the Echidna was attacked.*

*To conquer the field with the Echidna is therefore a relatively unpleasant task for the opponent, in which, in addition to wasting an activation, it can be injured.*



### **Croco - Swimmer**

The special ability of the Crocodile is rather a compensation for its low speed. If it is **on a field with water at the beginning of its motion**, its **Speed increases to 2**. If you select the MOTION + MOTION option during the Crocodile's activation, the condition for increasing the Speed applies to each motion separately.

*The Crocodile that is in the water at the beginning of its activation can attack an animal 2 Steps away in a perpendicular direction, or even an animal standing diagonally. An out-of-water crocodile can only attack 4 squares adjacent to its side (except the magic token rush situation). If a Crocodile activated outside water gets into water with its first (and only) Step, its motion ends, but it will have a Speed of 2 for the next motion (i.e. for the second motion within the same activation).*



### **Swans - A Couple**

The Swan behaves like a calm animal, which in the event of an attack causes only 1 Standard (Certain) hit (i.e. without the option of rolling for an Uncertain hit). However, the crucial fact is that there are actually **two Swans**, each of which causes a Standard hit. As long as they both live, this couple delivers **two Standard hits**. In terms of the Swans' **Stamina**, they also represent **two separate animals with a value of 2**. If you have to place the second Drop on your Swan card, you can choose whether each Swan ends up with one damage, or one Swan succumbs to the damage and the other remains unharmed. The surviving Swan then suddenly becomes aggressive and rolls two Wildice in addition to its attack.

*Thus, together, this atypical animal card has 4 lives.*

*Moreover, you can use tactics to assign damage to individual Swans.*

*The disadvantage is the injury of both Swans in the event of attacks by a Dragon or a Skunk.*



### **Bear - Sprint**

Once per game, the Bear can **increase its Speed to 5** during its entire activation. It can therefore attack a field up to 5 steps away, or choose a combination of MOTION + MOTION and move to a field up to 10 steps away. After using the Sprint, place a **white Drop token** on the Bear card, which means that this option has been exhausted (it does not count as a damage).

*In the extreme case, it is even possible for the Bear to attack an animal 10 Steps away, but in addition to using the Sprint, you will pay 5 more magic tokens for an extraordinary increase in Speed (in this case up to the limit itself, i.e. double its normal value).*



### **Mouflon - Stunning**

As an **additional effect** to its attack, the Mouflon can stun a surviving injured animal. However, this very strong bonus is subject to a Wilddice roll, and the result corresponds to the line marked with a **circle**. So you need to roll the square with a hole or the triangle for stunning. If successful, place a **black Passivity token** on the stunned Animal card in addition to the corresponding number of Drops.

*More time can be gained this way, as the victim must devote its next activation to waking up. You can even stun an animal that already has a Passivity token (from previous Stunning). If an animal has a higher number of Passivity tokens, it is necessary to wake it up more times.*



### **Eagle - King, Talons**

This royal animal **must always be activated first**. Therefore, you are not allowed to play any other animal if there is an Activation Token on the Eagle card. To emphasize this disadvantage, use the Eagle's **transparent Activation Token** instead of the wooden one.

During its motion, the Eagle can use its Claws and **transfer a Snake, a Lizard or an Echidna** to another field. In this way, the Eagle can carry only one animal at a time, regardless of the color of the abducted animal. The use of the Talons is carried out in accordance with the usual rules for MOTION, just on the way through a field occupied by one of the above-mentioned small animals, such an animal is seized and later dropped on another free field. However, it must not be the field where the Eagle ends its MOTION. After dropping the animal, the Eagle must always take at least one more Step.

*The annoying rule of the first activation is a compensation for its top qualities.*

*The free field on which the Eagle drops the abducted animal is no longer considered free. It must therefore not be used to attack from. If the Eagle wants to use the Talons and attack within one move, it must fly on another free field after dropping the animal. Only then can it carry out its attack.*



### **Bees - Penetrability, Invulnerability**

While the other animals represent a specific form with their bodies, a swarm of bees is rather a kind of cloud by nature, which leads to a few special features. Above all, they are not a solid obstacle, so all animals (even without the Traverse ability) can pass through a field occupied by Bees. However, such a passage will **cause 1 damage to the passing animal**.



Thanks to their form, Bees are invulnerable. They will **die on their own** the moment they **carry out their Standard attack**.

Due to their invulnerability, the Bees are subject to an extraordinary restriction: they must **never end their motion on a field containing one of the Elements**, unless it is an attack that will automatically cause them to die on their own! In the event of a successful Bee attack on a field with an Element, which removes the card of the attacked animal, the Bees will **capture** the field and **the Element** and then die.

*Due to their Invulnerability, you will not find the value for Stamina on the Bee card.  
If an animal decides to penetrate the swarm, it will not do so without receiving a sting.  
Any animal that moves through the field occupied by the Bees will be injured.  
So it does not matter who the passing animal belongs to, or if it has the Traverse ability.  
Passing or flying through a swarm of bees is both possible and painful for everyone.*



## b) Non-standard Animals

### Stunning Basilisk - Stunning

Without limiting the distance, the Basilisk sees only the first (nearest) animal in each of the four **perpendicular** directions. If such an animal tries to make a move during its activation, it has to roll in order to turn its eyes away from the Basilisk. On the Basilisk card, this special attack is marked with a **circle**, so the result of the Wildice roll is depicted on the line with a circle. Only in the case of a square with a hole or a triangle will the selected animal manage not to look at the Basilisk and make its planned movement. In the case of a **square without a hole**, eye contact will happen and the animal will be **immobilized**. This immediately ends not only the motion, but the **entire activation of the spellbound animal**.

*So the Basilisk never makes any attacks during its activation, it just prepares its position.*

*The offer of eye contact then occurs only during the activation of a watched animal.*

*To assess which animals fall into the Basilisk's field of vision,*

*the situation before performing the planned motion (Step) is considered.*

*So if you are not in the same row as your opponent's Basilisk, you can move without restrictions. Stepping onto a field that the Basilisk sees first in one of the perpendicular directions is not subject to a roll. However, if you intend to leave a watched field or attack from it (imaginary Step), you must roll and, in the case of a square without a hole, immediately end the activation of this animal.*



### Healing Unicorn - Aura, Healing

Throughout his presence on the game board, the Unicorn radiates a peaceful Aura. However, it only has an effect on animals of the **same color**, which are within a **distance of 2 Steps** around the Unicorn. **Standard hits do not apply** to animals protected by this Aura. (*Injuries caused by going through the Bees have a different nature and therefore the Aura does not apply to them*).

During its activation, the Unicorn can perform a special **inverse attack called Healing**, which does not cause any damage. On the contrary, it can heal already existing damage (Drops). So the target of the Unicorn's attack will be a wounded animal that you want to help endure through the game. Healing will always result in the **removal of 1 to 3 Drops** from the card of the attacked animal based on the Wildice roll. You will find the corresponding value on the line with a **sun**.

*Therefore, if you attack another animal with a Unicorn, Healing will occur.  
This healing action can also be performed on an animal of a different color,  
however, it is not possible to heal another Unicorn (or itself).*



### **Fire-Drake - Cone, Scale armor**

Its attack can smite **more animals at once**, if effectively oriented. The fire always takes the shape of a cone, i.e. a certain section of the board. All animals found within the cone must roll the Wildice to determine the damage dealt. There is a symbol of **flame** on the Fire-Drake card (bottom left), the results of the rolls are therefore on the line marked with a flame. Each animal in the cone can thus receive a different amount of damage, or even escape this perilous situation without injury. A square without a hole means 1 damage, a square with a hole means 2 damages, and a triangle saves the attacked animal.

When attacking, the Fire-Drake **does not take an imaginary Step**. It is therefore enough if it reaches the desired field, from which it wants to spit fire, within its Speed. The Cone-attack can be performed in all 8 directions, always originating from the middle of the field on which the Fire-Drake is standing.

- If the Fire-Drake spits fire **diagonally**, it hits the **first closest field** (2 Steps) and **the two closest fields in both adjacent (orthogonal) directions** (2 Steps), i.e. 5 fields in total.
- if the Fire-Drake spits fire **orthogonally**, it hits the **first two fields** in this direction (2 Steps) and **the closest field in both adjacent (diagonal) directions** (2 Steps), i.e. 4 fields in total.

*Watch out, the fire hits all animals standing within the Cone -  
even those of the same color as the Fire-Drake.*

*The Fire-Drake has a relatively wide choice at the moment of its attack,  
as all animals within two steps are in danger.*

*However, only a 90-degree section, i.e. 3 of 8 possible directions, will be affected.*

*In any event, the Fire-Drake is still standing after its attack. In contrast to other animals,  
it can never occupy a field it has attacked. It cannot be otherwise, as there are  
more target fields and the Fire-Drake does not make a move during its attack.*

Another special ability is **Scale armor**, which protects the Fire-Drake against Standard attacks. The scale armor can resist all mechanical attacks (including the Scarab's penetration), which makes the Fire-Drake, despite its low Stamina, practically indestructible. The only weakness of Scale armor is a proverbial missing scale, which must be hit by an attacker. **An Epic hit** as a result of a Wildice roll is therefore the only way to knock the Fire-Drake out of the game. The corresponding line is marked with a **triangle**, which can also be found on the Fire-Drake card next to the value of Stamina. A triangle is the only result considered as an Epic hit.

In the case of an unsuccessful attempt at taking the Fire-Drake down, such experience brings a certain advantage. Each attempt at an Epic hit is also a **training** for future attempts, and if an experienced animal attacks the Fire-Drake again, it will have **one extra Wildice to roll with**. To mark this newly gained experience, place a Wildice on the attacker's card. Even if a 2-Wildice-roll does not cause an epic hit, it is a training again and leads to a further increase in the number of Wildice for another attempt. A maximum of 4 Wildice can be used.

*Knocking out the Fire-Drake is not an easy task.  
However, because it only has one stamina, even the weakest animal can be a hero.  
The Fire-Drake is immune to stench (Skunk's spray) and fire, of course.*

*In the case that more animals are training against the Fire-Drake, you can use different sides of one Wildice instead of two or three Wildice on the animal card. A square without a hole means level 1, a square with a hole means level 2 and a triangle is the highest, i.e. level 3.*



### **Pesky Scarab - Penetration**

*Beware of this inconspicuous beetle. In addition to unpleasant internal injuries, it can cause much more serious losses. Without a fight, it will occupy the attacked field by creeping under the skin of the attacked animal, thus seizing the guarded Element.*

Although creeping into the body of an animal does not directly cause any damage, it will have an **immediate positional effect**. The Scarab is now on the same field as its host. If the coveted **Element** is also located here, the Scarab **can capture it** at the end of its activation. To illustrate this parasitic relationship, place the Scarab card under the card of the infested animal. If you have the collector's edition, remove the Scarab figure from the game board.

Then **place a black Drop token on the card of the infested animal**. This is not considered damage, but causes it during the rest of the game. **Each time you activate an animal infested with the Scarab**, immediately place one **transparent Drop** (damage) on its card. Thus, the scarab stuffed inside another animal continues to behave as if it were not in the game at all. It cannot be injured in any way and cannot be reactivated in the future. In short, it has already played its role, although it will not physically leave the game until its host receives the last Drop.



## Smelly Skunk - Spray

The Skunk's attack is very similar in character to the Fire-Drake's attack. There is **no imaginary Step**, because it is a spherical attack. This time, however, it hits **all the surrounding fields** within a distance of **2 Steps** - the nearest field in all diagonal directions and the two nearest fields in all perpendicular directions. **Each animal within the range of Spray** will receive **1 damage**. In addition to any Skunk, the indestructible Fire-Drakes, the invulnerable Bees and the Eels, which hide under water, are immune to the stench.

*The stench will be smelled by all the animals standing around within 2 Steps,  
so it doesn't matter what their color is.*

*If both Swans are still in the game, they will smell the Spray separately and each will receive  
a Drop.*



## Electric Eel - Stunning, Water-bound

Instead of causing damage via a standard attack, it **stuns** its victim. Just place a **black passivity token** on the victim's card. A special feature is being **bound to water**, which means certain advantages and disadvantages for the Eel. Restricting movement only to fields containing water significantly reduces its scope, while on the other hand, the Eel has a high Speed. The fact that it is an underwater animal also supports its Stamina. **Only** animals that can be **revealed in water** during the Position phase of the game **can attack the Eel**. In addition to that, the Eel is also **spray and fire-resistant**. Thanks to the optical characteristics of water, even the **Basilisk's look cannot reach it** - in this respect, the Eel is considered invisible.

*Due to the nature of its attack, the Eel never occupies the attacked field.*

*Although the Eel attacks one particular field, it never injures its victim.*

*When revealing the Eel, it is advisable to find a suitable position  
surrounded by a sufficient number of fields containing water.*

## 10. Bestiary

*Bestiary is about unclear situations that can happen when animals with various abilities meet. If you want to solve them differently, feel free to come up with your own interpretation.*

*However, it is a good idea to specify such alternatives beforehand.*

*In all other cases, stick to the author's recommendations. For the sake of clarity, the individual situations are divided into chapters according to the animals they concern.*

*Each situation appears in two places, so you can always find the text quickly.*

*If you are missing a situation here, please write to me and I will include it in the Bestiary.*



### **Lizard vs.**

**Bees:** If the Lizard sheds its tail, the Bees do not cause any damage, but they die anyway because they already used their stinger. If it was an attack aimed at a field with an **Element**, the Bees **seize** it.

### **Echidna vs.**

**Bees:** If the Echidna rolls into a ball, the Bees do not cause any damage, but they die anyway because they already used their stinger. If it was an attack aimed at a field with an **Element**, the Bees **do not seize** it.

### **Swans vs.**

**Basilisk:** To turn their eyes away from the Basilisk, both the Swans **roll one** Wildice together as one animal card.

**Fire-Drake:** When attempting an Epic hit, **each Swan rolls individually**. Similarly, each Swan rolls individually when they are within the fire cone.

**Scarab:** The attacked player decides which Swan is crept into by the Scarab.

**Skunk:** If the Swans are within reach of the spray, the stench causes 1 damage to **each of them**.

### **Bees vs.**

**Lizard:** If the Lizard sheds its tail, the Bees do not cause any damage, but they die anyway because they already used their stinger. If it was an attack aimed at a field with an **Element**, the Bees **seize** it.

**Echidna:** If the Echidna rolls into a ball, the Bees do not cause any damage, but they die anyway because they already used their stinger. If it was an attack aimed at a field with an **Element**, the Bees **do not seize** it.

**Fire-Drake:** If the Bees attack the Fire-Drake, it is a standard attack, which kills the Bees even if they do not achieve an Epic hit. Within the **Cone** the Bees **survive** only when they roll for cover (**triangle**), otherwise they die.

**Scarab:** It is impossible to creep into the Bees, the Sarab has to find another victim.

**Skunk:** The Bees are immune to stench, so the spray does not hurt them.

### **Basilisk vs.**

**Swans:** To turn their eyes away from the Basilisk, both of the Swans **roll one** Wildice together as one animal card.

**An animal behind a desert:** The Basilisk can see through a desert, so such an animal **has to roll** in order to turn its eyes away.

**An animal going through a field occupied by another animal:** If an animal

passes through a field occupied by another animal  
(thanks to the ability to Traverse or go through the Bees),  
which is being watched by the Basilisk as the first animal in a particular orthogonal direction,  
the passing animal is not considered the first in the Basilisk's line of sight and  
**does not** therefore **roll** in order to turn its eyes away.

### **Unicorn vs.**

**A stunned animal:** It is possible to heal a stunned animal, as it is possible to attack it.

**An animal behind a desert:** The healing Aura works through a desert, as if it was a free field.

### **Fire-Drake vs.**

**Swans:** When attempting an Epic hit, **each Swan rolls individually**. Similarly,  
each Swann rolls individually when they are within the fire cone.

**Bees:** If the Bees attack the Fire-Drake, it is a standard attack, which kills the Bees even if  
they do not achieve an Epic hit. Within the **Cone** the Bees **survive** only when they  
roll for cover (**triangle**), otherwise they die.

**Scarab:** It is possible to creep into the Fire-Drake, but the Scarab must roll an Epic hit.

**An animal behind a desert:** Fire spreads through a desert,  
an animal within the reach of the fire-cone has to roll.

### **Scarab vs.**

**Swans:** The attacked player decides which Swan is crept into by the Scarab.

**Bees:** It is impossible to creep into the Bees, the Sarab has to find another victim.

**Fire-Drake:** It is possible to creep into the Fire-Drake, but the Scarab must roll an Epic hit.

### **Skunk vs.**

**Swans:** If the Swans are within reach of the spray,  
the stench causes 1 damage to **each of them**.

**Bees:** The Bees are immune to stench, so the spray does not hurt them.

**An animal behind a desert:** Skunk spray spreads through a desert,  
an animal within reach of it receives 1 damage.