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ART: PAULINA WACH

RESCUE ANIMALS



RULES OF PLAY

2-5 PLAYERS, 15 MINUTES

IN **RESCUE ANIMALS**, YOU TAKE ON THE ROLE OF A WILDLIFE CONSERVATION SPECIALIST. IT IS YOUR JOB TO RESCUE AND PROTECT ENDANGERED ANIMALS FROM ALL OVER THE WORLD! EACH ANIMAL YOU SAVE IS WORTH A NUMBER OF PROTECTION POINTS WHICH YOU WILL SCORE AT THE END OF THE GAME. BY COLLECTING PAIRS OF ANIMALS, YOUR CONSERVATION EFFORTS ARE REWARDED WITH BONUS PROTECTION POINTS. THE WILDLIFE CONSERVATION SPECIALIST WHO HAS COLLECTED THE MOST PROTECTION POINTS IS THE WINNER OF **RESCUE ANIMALS**!

COMPONENTS



55 CARDS

- 54 ENDANGERED ANIMAL CARDS
- 1 CONSERVATION LEADER CARD



26 SIX-SIDED DICE

- 20 WHITE
- 5 BLACK
- 1 GRAY



SETUP



- SHUFFLE THE DECK OF 54 **ENDANGERED ANIMAL** CARDS.
- WITHOUT LOOKING AT THE CARDS, RETURN SOME CARDS TO THE GAME BOX, DEPENDING ON THE NUMBER OF PLAYERS:
 - 2 PLAYERS—RETURN 9 CARDS
 - 3 PLAYERS—RETURN 10 CARDS
 - 4 PLAYERS—RETURN 9 CARDS
 - 5 PLAYERS—RETURN 10 CARDS
- PLACE THE REMAINING CARDS FACE DOWN IN THE CENTER OF THE TABLE. THIS DECK WILL BE REFERRED TO AS THE **ANIMAL DECK** IN THIS RULE BOOK.
- GIVE EACH PLAYER **4 WHITE DICE** AND **1 BLACK DIE**. PLACE THE **GRAY DIE** NEXT TO THE **ANIMAL DECK** IN THE CENTER OF THE TABLE. RETURN ANY UNUSED DICE TO THE GAME BOX.
- THE PLAYER WHO MOST RECENTLY VISITED AN ANIMAL SHELTER BECOMES THE FIRST **CONSERVATION LEADER**. GIVE THAT PLAYER THE **CONSERVATION LEADER** CARD.
(ALTERNATIVELY, DETERMINE THE FIRST **CONSERVATION LEADER** RANDOMLY.)

YOU ARE NOW READY TO PLAY THE GAME!

GAME ROUND

EACH GAME ROUND CONSISTS OF THREE PHASES:

- 1 **IDENTIFYING ENDANGERED ANIMALS**
- 2 **RESCUING ENDANGERED ANIMALS**
- 3 **PREPARING FOR THE NEXT ROUND**



1 IDENTIFYING ENDANGERED ANIMALS

DEPENDING ON THE NUMBER OF PLAYERS, DRAW A NUMBER OF CARDS FROM THE TOP OF THE **ANIMAL DECK**:

- 2 PLAYERS — DRAW 3 CARDS
- 3 PLAYERS — DRAW 2 CARDS
- 4 PLAYERS — DRAW 3 CARDS
- 5 PLAYERS — DRAW 4 CARDS

DISPLAY THE DRAWN CARDS FACE UP IN THE CENTER OF THE TABLE, WITHIN CLEAR VIEW OF ALL PLAYERS.

EACH PLAYER SHOULD TAKE A MOMENT TO STUDY THE **ENDANGERED ANIMALS** ON DISPLAY, TRYING TO DECIDE WHICH ONE THEY WANT TO RESCUE. NO NEED TO WORRY, HOWEVER, AS ALL OF THE ANIMALS WILL BE RESCUED THIS ROUND!

NAME

BONUS POINTS

LATIN NAME

PROTECTION POINTS



NUMBER OF CARDS IN THE DECK DICE REQUIREMENTS AREA

DICE REQUIREMENTS

FOR PURPOSES OF ALL DICE REQUIREMENTS, THE GRAY DIE COUNTS AS A WHITE DIE.

MOST CARDS DEPICT A DICE REQUIREMENT CONSISTING OF ONE BLACK DIE AND TWO OR MORE WHITE DICE. ONLY YOUR BLACK DIE CAN BE USED TO MEET THE REQUIREMENT OF THE BLACK DIE SYMBOL, WHILE ONLY WHITE DICE (INCLUDING THE GRAY DIE, IF YOU ARE USING IT THIS ROUND) CAN BE USED TO MEET THE REQUIREMENT OF WHITE DIE SYMBOLS. EACH DIE CAN ONLY BE USED TO MEET THE REQUIREMENT OF A SINGLE DIE SYMBOL. EXAMPLES:



YOUR BLACK DIE
MUST BE A "2".



YOUR BLACK DIE
MUST BE A "5".



ONE OF YOUR
WHITE DICE
MUST BE A "3".



ONE OF YOUR
WHITE DICE
MUST BE A "6".

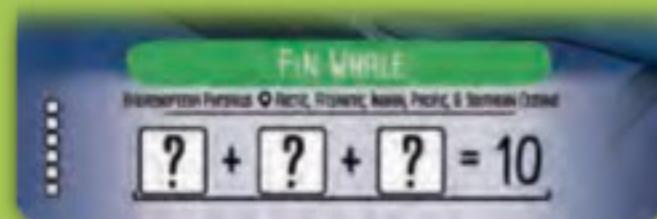


ONE OF YOUR
WHITE DICE,
BUT IT MAY BE
OF ANY NUMBER.

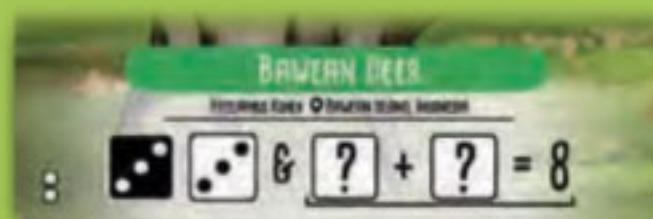
HOWEVER, A FEW ENDANGERED ANIMALS HAVE SPECIAL REQUIREMENTS.



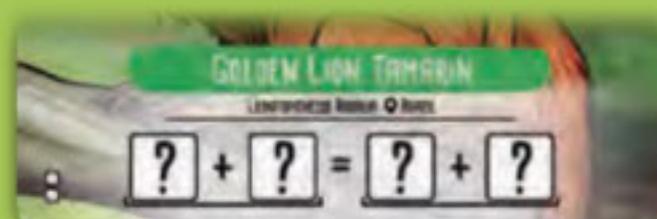
THREE OF YOUR WHITE DICE MUST ALL BE
OF THE SAME NUMBER.



THE NUMBERS ON THREE OF YOUR WHITE
DICE MUST ADD UP TO EXACTLY "10".



IN ADDITION TO HAVING ONE BLACK "3"
AND ONE WHITE "3", THE NUMBERS ON
TWO OF YOUR WHITE DICE MUST ADD UP
TO EXACTLY "8".



THE SUM OF TWO OF YOUR WHITE DICE
MUST EQUAL THE SUM OF TWO DIFFERENT
WHITE DICE OF YOURS. EXAMPLE:

$$\text{A black die with 3 dots} + \text{A white die with 6 dots} = 9 \text{ AND } \text{A white die with 1 dot} + \text{A white die with 8 dots} = 9$$



IN ADDITION TO HAVING ONE BLACK "5"
AND ONE WHITE "5", TWO OF YOUR WHITE
DICE MUST BE OF THE SAME NUMBER.



THE "HOOKED LINE" SERVES AS
A VISUAL INDICATOR TO DISTINGUISH
THE SPECIAL REQUIREMENTS.

2 RESCUING ENDANGERED ANIMALS

THE CURRENT **CONSERVATION LEADER** SHOULD CALL OUT: **READY, SET, GO!**

AT THIS POINT, ALL PLAYERS WILL START ROLLING THEIR DICE. THERE IS NO SPECIFIC TURN ORDER. ALL PLAYERS WILL BE ROLLING THEIR DICE SIMULTANEOUSLY!

YOU MAY ROLL AND REROLL YOUR DICE AS QUICKLY AS YOU WANT!

IF SOME OF YOUR JUST-ROLLED DICE MATCH THE **DICE REQUIREMENTS** OF THE **ENDANGERED ANIMAL** YOU ARE TRYING TO RESCUE, YOU MAY SET THESE ASIDE WHILE CONTINUING TO ROLL AND REROLL ANY REMAINING DICE. OF COURSE, YOU MAY LATER CHANGE YOUR MIND AND DECIDE TO REROLL A DIE YOU HAD PREVIOUSLY SET ASIDE AS WELL!



AT ANY POINT, IF YOU HAVE MANAGED TO COLLECT ALL DICE NECESSARY TO MEET THE **DICE REQUIREMENTS** OF ONE OF THE **ENDANGERED ANIMALS**, LOUDLY CALL OUT: **RESCUING!**

ALL PLAYERS MUST STOP ROLLING THEIR DICE! AFTER SHOWING THE OTHER PLAYERS THAT YOU MEET THE REQUIREMENTS OF AN **ENDANGERED ANIMAL**, TAKE THAT CARD AND PLACE IT FACE DOWN IN FRONT OF YOU. YOU HAVE NOW RESCUED THAT ANIMAL!

YOU MUST NOW CALL OUT: **READY, SET, GO!**

THE OTHER PLAYERS (NOT YOU) WILL RESUME ROLLING AND REROLLING THEIR DICE, ATTEMPTING TO RESCUE ONE OF THE REMAINING **ENDANGERED ANIMALS**.

NOTE:

YOU MAY ONLY RESCUE ONE ANIMAL EACH ROUND. ONCE YOU HAVE RESCUED AN ANIMAL, SIMPLY WAIT FOR THE ROUND TO FINISH.



TIES: IF TWO OR MORE PLAYERS CALL OUT “RESCUING!” AT THE SAME TIME, RESOLVE THE TIE AS FOLLOWS:

• IF A TIED PLAYER IS USING THE **GRAY DIE** THIS TURN, THEY WIN THE TIE.

OTHERWISE

• THE FIRST TIED PLAYER, COUNTING CLOCKWISE, STARTING WITH THE CURRENT **CONSERVATION LEADER**, WINS THE TIE.

THE PLAYERS WILL CONTINUE TO RESCUE ANIMALS, UNTIL THERE ARE NO MORE FACE-UP **ENDANGERED ANIMALS** ON THE TABLE.

THE PLAYER WHO WAS UNABLE TO RESCUE AN **ENDANGERED ANIMAL** THIS ROUND GAINS USE OF THE **GRAY DIE** IN THE FOLLOWING ROUND.

SPECIAL RULE IN 2-PLAYER GAMES:

EACH PLAYER WILL HAVE THE OPPORTUNITY TO RESCUE **TWO ENDANGERED ANIMALS**. THE PLAYER UNABLE TO RESCUE THEIR SECOND ANIMAL GAINS USE OF THE **GRAY DIE** IN THE FOLLOWING ROUND.

3 PREPARING FOR THE NEXT ROUND

IF THERE ARE STILL CARDS LEFT IN THE **ANIMAL DECK**, PASS THE **CONSERVATION LEADER** CARD TO THE NEXT PLAYER IN CLOCKWISE ORDER AND BEGIN A NEW ROUND. OTHERWISE, PROCEED TO SCORING.

SCORING



FOR EACH **ENDANGERED ANIMAL** YOU RESCUED, SCORE A NUMBER OF **PROTECTION POINTS** AS INDICATED ON THE CARD.



SCORE ADDITIONAL BONUS POINTS FOR EVERY PAIR OF IDENTICAL ENDANGERED ANIMALS YOU COLLECTED, AS INDICATED ON THE CARD.



FINALLY, IF YOU HAVE THE **GRAY DIE** AT THE END OF THE GAME, SCORE 2 ADDITIONAL POINTS.

THE PLAYER WHO SCORED THE MOST PROTECTION POINTS IS THE WINNER!

TIES: IF TWO OR MORE PLAYERS ARE TIED FOR THE MOST **PROTECTION POINTS**, RESOLVE THE TIE AS FOLLOWS:

- THE PLAYER WHO RESCUED THE MOST **ENDANGERED ANIMALS** WINS THE TIE.
- IF STILL TIED, IF A TIED PLAYER HAS THE **GRAY DIE** AT THE END OF THE GAME, THEY WIN THE TIE.

OTHERWISE

- THE FIRST TIED PLAYER, COUNTING CLOCKWISE, STARTING WITH THE CURRENT **CONSERVATION LEADER**, WINS THE TIE.

ABOUT THE ANIMALS



AFRICAN WILD DONKEY

(*EQUUS AFRICANUS*)

CR

SIZE: 6.6 FT LONG, 4.1–4.8 FT TALL
AT THE SHOULDERS

WEIGHT: 510–610 LB

HABITAT: DESERT, GRASSLAND

DIET: HERBIVORE

LIFESPAN: 25–50 YRS

POPULATION: < 200 INDIVIDUALS (DECREASING)



BAWEAN DEER

(*HYELAPHUS KUHLII*)

CR

SIZE: 4.6 FT LONG, 2.0–2.3 FT TALL
AT THE SHOULDERS

WEIGHT: 110–135 LB

HABITAT: FOREST, GRASSLAND

DIET: HERBIVORE, FRUGIVORE

LIFESPAN: 10–20 YRS

POPULATION: < 500 INDIVIDUALS (STABLE)



CHACOAN PECCARY

(*CATAGONUS WAGNERI*)

EN

SIZE: 3.2–3.9 FT LONG, 1.7–2.3 FT TALL
AT THE SHOULDERS

WEIGHT: 66–95 LB

HABITAT: SAVANNA

DIET: HERBIVORE, GRANIVORE

LIFESPAN: ABOUT 9 YRS

POPULATION: < 3,000 INDIVIDUALS (DECREASING)



COTTON-TOP TAMARIN (*SAGUINUS OEDIPUS*)

CR

SIZE: 8.2–10.2 IN LONG

WEIGHT: UP TO 1 LB

HABITAT: FOREST

CARNIVORE, FRUGIVORE, NECTARIVORE

LIFESPAN: 13–23 YRS

POPULATION: < 6,000 INDIVIDUALS (DECREASING)



ETHIOPIAN WOLF (*CANIS SIMENSIS*)

EN

SIZE: 2.8–3.3 FT LONG, 1.7–2.0 FT TALL
AT THE SHOULDERS

WEIGHT: 24–42 LB

HABITAT: GRASSLAND, ROCKY AREAS

DIET: CARNIVORE

LIFESPAN: 8–10 YRS

POPULATION: 197 INDIVIDUALS (DECREASING)



FIN WHALE (*BALAENOPTERA PHYSALUS*)

VU

SIZE: UP TO 90 FT LONG

WEIGHT: UP TO 250,000 LB

HABITAT: OCEAN

DIET: CARNIVORE, PISCIVORE

LIFESPAN: 80–90 YRS

POPULATION: APPROXIMATELY 100,000
INDIVIDUALS (INCREASING)



GIANT GOLDEN-CROWNED FLYING FOX

(*ACERODON JUBATUS*)

EN

SIZE: UP TO 12 IN LONG, UP TO 5.6 FT WINGSPAN

WEIGHT: UP TO 2.6 LB

HABITAT: FOREST

DIET: FRUGIVORE

LIFESPAN: 12–23 YRS

POPULATION: ESTIMATED AROUND 10,000 INDIVIDUALS (DECREASING)



GIANT PANDA

(*AILUROPODA MELANOLEUCA*)

VU

SIZE: 3.9–6.2 FT LONG, 1.9–3.0 FT TALL AT THE SHOULDERS

WEIGHT: 155–350 LB

HABITAT: FOREST

DIET: HERBIVORE, CARNIVORE

LIFESPAN: 20–30 YRS

POPULATION: 500–1,000 INDIVIDUALS (INCREASING)



GOLDEN LION TAMARIN

(*LEONTOPITHECUS ROSALIA*)

EN

SIZE: AROUND 10.3 IN LONG

WEIGHT: AROUND 1.4 LB

HABITAT: FOREST

DIET: FRUGIVORE, CARNIVORE

LIFESPAN: 15–25 YRS

POPULATION: 1,000 INDIVIDUALS (STABLE)



GOODFELLOW'S TREE-KANGAROO

(*DENDROLAGUS GOODFELLOWI*)

EN

SIZE: 1.9–2.6 FT LONG

WEIGHT: APPROXIMATELY 16 LB

HABITAT: FOREST

HERBIVORE, FRUGIVORE

LIFESPAN: 8–14 YRS

POPULATION: UNKNOWN (DECREASING)



HIROLA

(*BEATRAGUS HUNTERI*)

CR

SIZE: 3.9–6.6 FT LONG, 3.2–4.1 FT TALL
AT THE SHOULDERS

WEIGHT: 160–260 LB

HABITAT: GRASSLAND, SAVANNA

DIET: HERBIVORE

LIFESPAN: 10–15 YRS

POPULATION: 200–250 INDIVIDUALS (DECREASING)



HISPANIOLAN SOLENODON

(*SOLENODON PARADOXUS*)

EN

SIZE: 1.6–2.4 FT LONG

WEIGHT: APPROXIMATELY 1.7 LB

HABITAT: CAVES, HOLLOWs, FOREST

DIET: CARNIVORE, FRUGIVORE, HERBIVORE

LIFESPAN: ABOUT 11 YRS

POPULATION: UNKNOWN (DECREASING)



IBERIAN LYNX

(*LYNX PARDINUS*)

EN

SIZE: 2.8–3.6 FT LONG, 2.0–2.3 FT TALL AT THE SHOULDERS

WEIGHT: 22–29 LB

HABITAT: GRASSLAND, LIGHT FOREST

DIET: CARNIVORE

LIFESPAN: ABOUT 13 YRS

POPULATION: 156 INDIVIDUALS (INCREASING)



JAVAN RHINOCEROS

(*RHINOCEROS SONDAICUS*)

CR

SIZE: 6.6–13.1 FT LONG, 4.6–5.6 FT TALL AT THE SHOULDERS

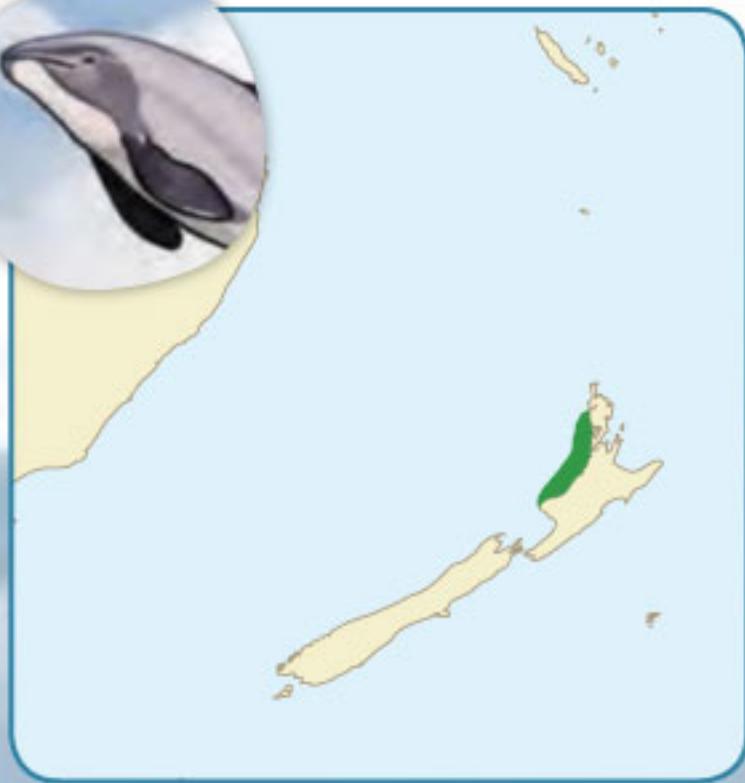
WEIGHT: 2,000–5,000 LB

HABITAT: FOREST

DIET: HERBIVORE, FRUGIVORE

LIFESPAN: 30–45 YRS

POPULATION: 45–65 INDIVIDUALS (TREND UNKNOWN)



MAUI'S DOLPHIN

(*CEPHALORHYNCHUS HECTORI MAUI*)

CR

SIZE: 3.9–5.6 FT LONG

WEIGHT: 90–130 LB

HABITAT: COASTAL OCEAN

DIET: PISCIVORE, CARNIVORE

LIFESPAN: ABOUT 20 YRS

POPULATION: POPULATION: AROUND 40 INDIVIDUALS (DECREASING)



NORTHERN HAIRY-NOSED WOMBAT

(*LASIORHINUS KREFFTII*)

CR

SIZE: 2.6–3.3 FT LONG, 1.3 FT TALL

AT THE SHOULDERS

WEIGHT: 66–73 LB

HABITAT: SAVANNA

DIET: HERBIVORE

LIFESPAN: ABOUT 25 YRS

POPULATION: 80 INDIVIDUALS (STABLE)



RED WOLF

(*CANIS LUPUS RUFUS*)

CR

SIZE: 4.5–5.2 FT LONG, 2.4–2.7 FT TALL

AT THE SHOULDERS

WEIGHT: 50–85 LB

HABITAT: FOREST, LIGHT FOREST

DIET: CARNIVORE

LIFESPAN: 10–20 YRS

POPULATION: 20–30 INDIVIDUALS (DECREASING)



SIR DAVID'S LONG-BEAKED ECHIDNA

(*ZAGLOSSUS ATTENBOROUGHI*)

CR

SIZE: 2.0–3.3 FT LONG

WEIGHT: 11–22 LB

HABITAT: FOREST

DIET: CARNIVORE

LIFESPAN: ABOUT 30 YRS

POPULATION: UNKNOWN (DECREASING)



VISAYAN WARTY PIG (*SUS CEBIFRONS*)

CR

SIZE: 3.3 FT LONG, 1.0–2.0 FT TALL

AT THE SHOULDERS

WEIGHT: 45–175 LB

HABITAT: FOREST, GRASSLAND

DIET: HERBIVORE, CARNIVORE, GRANIVORE

LIFESPAN: 10–15 YRS

POPULATION: UNKNOWN (DECREASING)



WESTERN HOOLOCK GIBBON (*HOOLOCK HOOLOCK*)

EN

SIZE: 2.6 FT LONG

WEIGHT: 13–15 LB

HABITAT: FOREST

DIET: FRUGIVORE, HERBIVORE, CARNIVORE

LIFESPAN: ABOUT 30 YEARS

POPULATION: < 5,000 INDIVIDUALS (DECREASING)



ZANZIBAR RED COLOBUS (*PILIOCOLOBUS KIRKII*)

EN

SIZE: 1.5–2.3 FT LONG

WEIGHT: 22–26 LB

HABITAT: FOREST

DIET: HERBIVORE, FRUGIVORE

LIFESPAN: UNKNOWN

POPULATION: < 2,000 INDIVIDUALS (DECREASING)

CREDITS

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ISAC ÅHLFORS, AND CHAYLEE ÅHLFORS



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