

WILDLIFE SHELTER

A ROLL-AND-DRAW GAME for 1-99 PLAYERS in 20 MIN by LEISEUS//analogmemories

You just inherited a plot of land, but don't know what to do with it. One day you hear stories of how wildlife animals end up in rescue centres. Most aren't capable to live in the wild anymore because they were wounded quite bad or illegally held captive. Then you decide to arrange your land so you can make a sanctuary for as many adopted wildlife animals as you can.

components

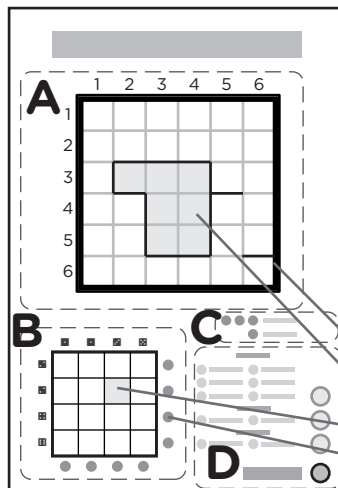
- 3x 6-sided dice
- 1 player sheet per player
- 1 pen(cil) per player

summary

Wildlife Shelter is a roll & write game for 1-99 players. Each round, all players use the same result of 3 dice to choose which animal to adopt, where to draw the animal and where to draw fences. Different type of animals like to live differently, so each animal type has a different way of scoring. They don't score points if different types are mixed within a fenced area. **Most points is the winner.**

goal

Save/adopt animals and organize your piece of land in such a way all the animals are happy.



player sheet

- A SANCTUARY** this is where you draw your animals and fences
- B SHELTER** this is where you choose which animal to adopt
- C EXTRA** bonuses you can get
- D SCORE**, fill in the scores at the end of the game

- Fence in SANCTUARY
- Fenced area in SANCTUARY
- Square in SHELTER
- BONUS-CIRCLE

setup

- Each player takes a player sheet and a pen
- Trees (explained later in scoring) need to be drawn in your SANCTUARY:
 1. Roll 2 dice
 2. The dice that lands left is the row number
 3. the one that lands right the column number
 4. Everybody draws a tree in that square
- Repeat until 4 different squares have trees.

gameplay

ROUND STRUCTURE

1. The 3 dice are rolled
2. Players draw the following:
 - A. Selecting an animal from the shelter.
 - B. Placement of an animal.
 - C. Placement of fences.
3. The players who finished a row/column at the SHELTER will receive a bonus.

The next round starts when everybody finished the steps above. The game ends after 16 rounds.

round details

1. ROLL THE DICE

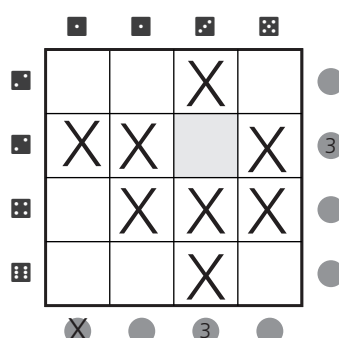
One player - it doesn't matter by who - rolls all three dice.

2. DRAW IN THE PLAYER SHEET

The result of each die is used once and all of the below (A/B/C) must be done in order by every player. All players simultaneously do this.

A. CHOOSING ANIMALS

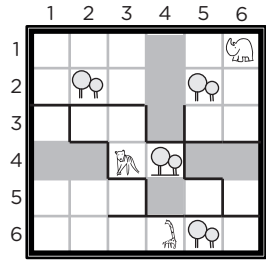
- Choose an animal that corresponds the value of one of the dices.
- In the SHELTER, cross out any empty square in the row or column of that value.
- If there aren't any empty squares in SHELTER, then:
 - Choose a different die with a different value.
 - OR Place a 3rd fence instead of animal. In this case you also cross off any empty square you like, as well as the left-most BONUS-CIRCLE next to "place 3rd fence".



The rhino is chosen and the grey square will be marked. The row & column is filled after this and all other players need to cross off the BONUS CIRCLE of that row & column. The player receives 3 points at the end of the game for this. If after this round, the result of all 3 dice is a 3, the player can't fill any square and is forced to cross off the BONUS CIRCLE next to "place 3rd fence"

B. PLACING ANIMALS

- Use the value of a different die to choose in which row or column of your SANCTUARY the chosen animal will be placed.
- The chosen animal can be placed in any empty square of the chosen row or column by drawing that animal. In case you don't like to draw, write down the first letter.



PLACING ANIMALS: When a dice is chosen with value 4, the grey squares are where the animals can be drawn.

PLACING FENCES: When a dice is chosen with value 4, the edges of the grey squares are where fences can be drawn. The edges are already fenced.

C. PLACING FENCES

Use the value of the remaining die to choose in which rows or columns 1 or 2 fences should be placed.

A fence can be placed at one edge of a square.

The edges of the of your SANCTUARY already fenced, so this doesn't need fencing.

An extra fence can be placed if you don't choose & place an animal (as explained in CHOOSING ANIMALS). In that case you can place fences on any of rows/columns that match one the three dice values.

3. CALL OUT COMPLETED ROWS & COLUMNS

When you've crossed off all the squares in a row or column in SHELTER, you should state to all the players that you've done so. All other players who haven't completed the same row or column in this round should cross off the BONUS-CIRCLE.

end of game

Rounds repeat until all the squares in the SHELTER has been crossed off (16 rounds). Scoring happens after this.

scoring

Fill in the scores in the scoring area on the bottom-right. The total score consists of animal points, extra points and penalty points.

1. ANIMAL SCORING

Animals score when they are the only type within a fenced area. The only exception are the owls: they always score and can be ignored when you try to figure out how many types of animals are within a fenced area.

OWLS

2 points per owl.

WILD DOGS

6 points per pair in an fenced area. Incomplete pairs don't score anything.

Example: 3 dogs in an fenced area scores 6 points

ELEPHANTS

Each elephant is as much worth as there are elephants in that fenced area.

Example: 3 elephants in an fenced area scores 9 points (3 elephants x 3 points).

RHINO

each rhino is worth as much as there are fenced areas with rhinos.

Example: 1 fenced area with 2 rhinos and 1 fenced areas with 1 rhino will score 6 points (3 rhinos x 2 points).

GIRAFFE

Each giraffe is worth as much as there are trees in the fenced area of that giraffe. Plus 1 point for each giraffe (orthogonally) next to a tree.

Example: 1 fenced area with 2 giraffes and 4 trees with one giraffe next to a tree will score 9 points (2 giraffes x 4 points, PLUS 1 next-to-tree point).

TIGER

Each tiger is worth as much as the height or width (whichever is the longest) of the fenced area. **Only one tiger can be in a fenced area or else no points are scored.**

Example: One tiger in the fenced area in the diagram on the upper left will score 3 points (1 tiger x 4 width).

2. EXTRA SCORING

- Each 3rd fence BONUS CIRCLE that isn't crossed off.

- 7 bonus points when you have all animal types (cross off the BONUS CIRCLE next to it if you DON'T have all animal types).

3. PENALTIES

LOOSE FENCES

You score -1 points for each "loose fence", a fence that is not on the edge of fenced area.

Example: In the diagram on the upper left there are 2 loose fences and will result in -2 points.

LOOSE FENCES

You score -1 points for each square in an empty fenced area.

Example: In the diagram on the upper left there is an empty fenced area on the right consisting of 3 squares.

solo mode

Solo mode has the same rules as described above, except BONUS CIRCLES in SHELTER are only awarded when a row & column is filled at the same time. Try to beat your previous high score.

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SANCTUARY



owl

2

per owl
scores even
when mixed
with other type
of animals



tiger

longest side
of that area

per tiger
only one tiger
allowed per area



rhino

areas
with a rhino

per rhino



giraffe

trees in
that area

per giraffe

+1 if next
to tree



wild dogs

6

per pair



elephant

elephants
in that area

per elephant

SHELTER



owl



owl



rhino



tiger



wild dog



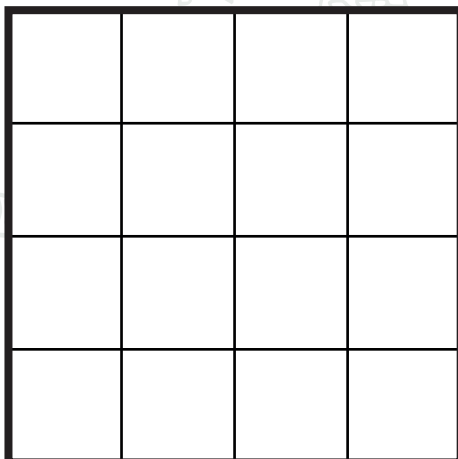
wild dog



giraffe



elephant



3

3

3

3

3

3

3

3

EXTRA

4

3

1

place 3rd fence

7

all types of animals

SCORE

adopted animals



owls



giraffes



wild dogs



tigers



rhinos



elephants



shelter



bonus



loose fences

-1 per loose
fence



empty areas

-1 per square
in an empty fenced
area

TOTAL ANIMALS



TOTAL EXTRA



TOTAL MINUS



FINAL SCORE

