# WILD
SERENGETI

TO THE DIRECTORS OF WORLD!

Welcome to the Serengeti! The Serengeti is one of Earth's most precious natural heritages where millions of wild animals graze, hunt and thrive.
The Good Comet Society, the world's largest and most prestigious non-profit scientific organization, is holding a contest to promote environmental conservation.
We invite YOU and other talented directors to produce the greatest wildlife documentary ever filmed in history - WILD: Serengeti. Everyone will be given a fair chance, but only a single film will be selected as the best documentary and shown on screens worldwide. Discover new animals, capture rare footage and use your resources strategically to produce the most beautiful and inspirational documentary known to humankind.

COMPONENTS

1 Map
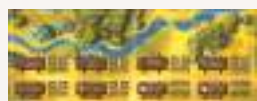
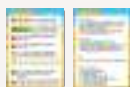1 Action Board

1 Rock of Ages

168 Scene Cards

13 Great Migration Cards

12 Specialist Cards

12 Award Tiles

4 Player Aids

1 Rulebook

50 Coin Tokens

50 SFX Tokens

40 Food Tokens

4 Score Tokens

8 Lock Tokens

4 Video Gallery Bars

1 First Player Marker

3 Lions

3 Leopards

3 Crocodiles

3 Jackals

3 Hyenas

3 Vultures

1 Round Marker

3 Giraffes

3 Elephants

3 Rhinoceros

3 Gazelles
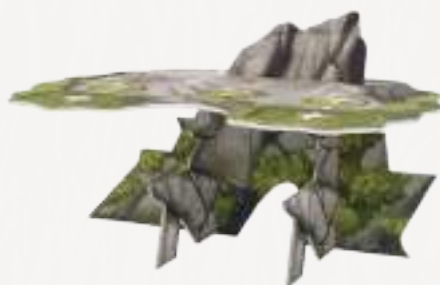
3 Wildebeests

3 Zebras

8 Player Markers (In 4 colors)

Rock of Ages Assembly

1 Connect the two Rock Supports to the Rock Pillar.

2 Push the Large Rock Platform down until secured on the Rock Pillar.

3 Push the Small Rock Platform down until secured on the Rock Supports.

First Player Marker Assembly

Secure the Root Support on the bottom of the tree.

⚠ If assembling the 3D model of the Rock of Ages is cumbersome, you can use just the platforms by stacking the Small Rock Platform on top of the Large Rock Platform. This is a prototype version of the rulebook. All content, design, and rules of the game may be subject to change.

GAME SETUP

This example is for a 2-player game.

Discovery Area

1 Place the **Map** in the center of the table.

2 Place the **Action Board** next to the Map. Follow instructions **a** ~ **d** and place animals in their Discovery Areas.

a Place Lions, Leopards, and Crocodiles in the Carnivorous Predators section. (3 each)

b Place Giraffes, Elephants, and Rhinoceroses in the Large Herbivores section. (3 each)

c Place Jackals, Hyenas, and Vultures in the Scavengers section. (3 each)

d Place Gazelles, Zebras, and Wildebeests in the Migratory Herbivores section. (3 each)

3 Cover the extra Action spaces using **Lock Tokens** according to the number of players.

· Solo & 2 Player Mode: Place Lock Tokens on all Action spaces labeled **3P** and **4P**.

· 3 Player Mode : Place Lock Tokens on all Action spaces labeled **4P**.

· 4 Player Mode : Don't place any Lock Tokens on any Action spaces.

4 Shuffle the **Scene Cards** thoroughly and set them up as shown in the image.

e Scene Deck: Shuffle all Scene Cards into a face-down deck.

f Scene Card Pool: Draw 6 cards from the Scene deck and place them face-up as shown in the image.

g Discard Pile: Prepare a space next to the Scene deck for a Discard Pile.

5 Place the **Rock of Ages** on one side of the table.

h Place the Round Tracker on the first Round space on the Rock of Ages to mark the round.

i Shuffle the Awards Tiles thoroughly, then draw 2 and place them face-up as shown in the image. Place the rest of the Awards Tiles back into the Game Box.

6 Shuffle the **Great Migration** cards into a faced-down deck and place it near the Rock of Ages.

7 Place the **Coins, Food Tokens, SFX Tokens, and Score Tokens** near the center of the table where everybody can reach them.

j Coins   **k** Food Tokens   **l** SFX Tokens   **m** Score Tokens

8 Each player chooses a color and takes **2 Player Markers**. Then each player places one of their 2 Player Markers on the "0" of the Documentary Score Track.

9 Each player takes **1 Video Gallery Bar** of their chosen color and places it in front of them. The color of the Gallery Bar is indicated by the icons on it.

10 Each player draws 8 Scene Cards from the Scene Deck, then chooses **4 Scene Cards** and discard the rest.

When playing with Advanced Rules, choose Specialist Cards along with Scene Cards at this stage. (See page 14)

11 Each player receives **6 Coins** as a starting resource for Round 1.

12 The player who has watched a wildlife documentary most recently becomes First Player. The First Player takes the **First Player Marker** and places it in front of them.

GOAL OF THE GAME

The goal of WILD: Serengeti is to be the player with the highest Documentary Score at the end of the game, which is represented by the ⭐ icon.
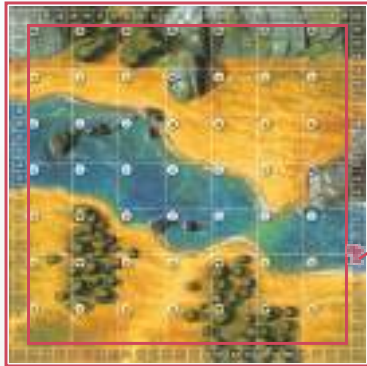
Documentary Score Track

Used to track the Documentary Score of the Players. Place each player's Player Marker on their corresponding score.

Player Marker

Each player has 2 Player Markers. 1 Player Marker is for tracking their ⭐ on the Map, and the other Player Marker is for performing Actions on the Action Board.

GAME STRUCTURE

- There are a total of **6 rounds** in WILD: Serengeti.
- During each round, players perform a Basic Action in turns.
- Turns continue **in a clockwise direction** until all players have passed.
- **Pass** : If a player cannot or does not wish to perform additional Actions, they pass and do not take turns for the remainder of the round.
- The round ends when all players have passed.
- When a single round is completed, there **needs to be a Round Preparation before the next round can begin.** (See page 12)
- The game is completed after Round 6. The player with the highest ⭐ wins.

Round 1
↓
Round Preparation
↓
Round 2
↓
Round Preparation
↓
⋮
↓
Round 6

End of the game
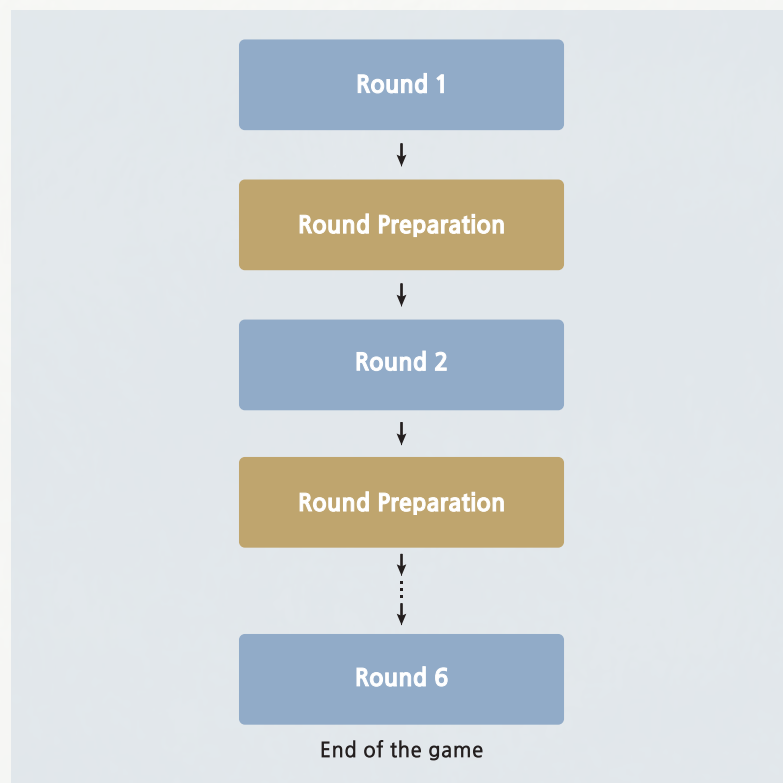
RULES AT A GLANCE

1 Scene Cards display a particular animal placement pattern. In order to gain ⭐, the player must complete these Scene Cards by placing animals on the Map in the same pattern as shown on the cards.

Scene Card

Action Board

Map

2 To achieve the pattern shown on the Scene Cards, players take turns performing an Action by placing their Player Markers on Action Spaces, which may be to place or move animals on the Map.

3 Players may complete one of their Scene Cards when animals are arranged on the Map in the same pattern as displayed on the Scene Card.

4 Completing Scene Cards allows players to receive Icons and/or rewards. Rewards include earning ⭐ and/or different resources, while Icons provide continuous benefits throughout the game.

5 Icons synergize with each other. Players must establish effective strategies and collect and complete Scene Cards that are compatible with their strategies to achieve a high Documentary Score.

A. BASIC ACTION

· During each round, players perform a Basic Action in turns.
· To perform a Basic Action, players must **place their Player Marker on an Action Space on the Action Board and pay the directed amount stated on that Action Space.**
· There are 8 different types of Basic Actions.

Action Space

1 Discover Carnivorous Predators

· Choose an animal from the "Discover Carnivorous Predators" section on the Action Board and place it on a space of your choice on the Map.
· Lions, Leopards and Crocodiles can be discovered here.

Ex) **a** Place your Player Marker on the "Discover Carnivorous Predators" Action Space and pay the directed amount stated on the Action Space. If placed as indicated in the image to the right, pay 1 Coin.
b Pick an animal from the section and place it on a space of choice on the Map.

2 Discover Large Mammals

· Choose an animal from the "Discover Large Mammals" section on the Action Board and place it on a space of your choice on the Map.
· Elephants, Rhinoceroses and Giraffes can be discovered here.

3 Discover Scavengers

· Choose an animal from the "Discover Scavengers" section on the Action Board and place it on a space of your choice on the Map.
· Hyenas, Jackals and Vultures can be discovered here.

4 Discover Migratory Herbivores

· Choose an animal from the "Discover Migratory Herbivores" section on the Action Board and place it on a space of your choice on the Map.
· Wildebeests, Zebras and Gazelles can be discovered here.

5 Swap Animal Positions

· Select two animals on the Map and swap their positions.
· This Action cannot be performed in the first round.

6 Move Animal 1-3 Spaces

· Select a single animal on the Map and move them up to 3 spaces.
· This Action cannot be performed in the first round.
· Players **cannot move animals diagonally**.

Ex) **a** Place your Player Marker to the "Move Animal 1 - 3 spaces" Action Space and pay the directed amount of Coins. If placed like the example image, pay 1 Coin.
b Pick an animal from the Map and move it 1~3 spaces.

> **!** Caution

By the time players end their turn, only 1 animal can be occupying 1 space on the Map. Players may move an animal through a space occupied by another animal. However, players cannot end their turn with an animal in a space already occupied by another animal.

7 Take 1 card from Scene Card Pool

· Take 1 of the 6 Scene Cards from the Scene Card Pool.
· Players can take additional cards by spending 1 Coin per card.
· After the player has finished taking cards from the pool, refill the pool from the Scene deck back to 6 cards. Players may not purchase the newly revealed cards after taking their cards.
· If you've run out of Scene Cards, shuffle your discard pile and create a new deck.

Ex) To purchase a total of 3 cards from the Scene Card Pool, pay the directed amount for the action as indicated on the Action Board (1 Coin) and 2 Coins, 1 each for the additional 2 Cards, for a total of 3 coins spent for 3 cards.

8 Redraft Scene Card Pool, Take 1 Card

· Discard all 6 cards currently in the Scene Card Pool and draft a new pool by drawing 6 cards from the Scene Deck. Take 1 card from the newly drafted pool. Players can take additional cards by spending 1 Coin per card.
· Fill up the Scene Card pool to a total of 6 cards from the Scene deck.

⚠ Tableau Rules

· In WILD: Serengeti **all Scene Cards in a player's tableau are visible to other players.** Players must place their Scene Cards face-up on the table in front of them. Completed Scene Cards are also placed face-up in their player's Video Gallery. (See page 09)

· Players can **discard 2 incomplete Scene Cards to the Discard Pile anytime to gain 1 Coin.** Players do not gain anything from discarding 1 card at a time. Completed Scene Cards cannot be discarded.

· Players can only **hold a maximum of 8 incomplete Scene Cards** in their tableau. If a player has more than 8 cards by the end of a player's turn, they must either trade in the excess cards for Coin or discard them.

ACTION SPACE RESTRICTIONS

- - - Fully enclosed

⁝ Partially enclosed

· Action Spaces that are **fully enclosed** can only house 1 Player Marker. Action Spaces that are **partially enclosed** are open to any number of players at any given time.
· Players do not take their Player Markers back after performing an Action. After a player places a Player Marker in an Action Space, the Marker remains in that space until the next Action.
· During the next turn, players can perform the same Action but **cannot use the same Action Space again** and must move to a new Action Space.

Ex) Player A wishes to perform the "Discover Carnivorous Predators" Action, but the Action Space with 1 Coin is already occupied by Player B's Player Marker. In this case, Player A must place their Player Marker on the Action Space marked "2 Coins" and pay 2 Coins to play the Action.

Ex) On your last turn you played the "Discover Carnivorous Predators" Action and paid 1 Coin. This turn you would like to perform the same "Discover Carnivorous Predators" Action again. Because you cannot place your Player Marker on the same Action Space consecutively, you would need to move your Marker to the "2 Coin" space in order to re-play the action.

TIP Action spaces requiring 2 coins is quite an expense and is not recommended unless absolutely necessary!

B. FREE ACTION

· Free Actions do not cost Coin and players may perform as many Free Actions as desired.

· There are a total of 3 types of Free Actions in WILD: Serengeti.
   · **Discard Incomplete Scene Cards** (See page 06) :
     Discard 1 Scene Card or discard 2 Scene Cards to gain 1 Coin.
   · **Complete Scene Cards** (See page 09) :
     If a Scene Card's conditions are met, a player can complete as many Scene Cards as they desire DURING their turn.
   · **Spend Food or SFX Tokens** (See page 08) :
     A player can spend Food and SFX Tokens freely DURING their turn.

C. PASS

· When a player has no Coins or does not wish to perform any more Actions for the remainder of the round, the player can pass their turn.
· A player that has passed may not perform any more Basic and Free Actions for that round.
· Players that have not passed play on in turns. For the remainder of the round, they skip the turns of players who have passed.
· A round ends when all players have passed.
· Your Player Marker remains in the Action Space even after Passing.

⚠ Caution

· A player **cannot pass** if they have 4 or more Coins.

Players complete Scene Cards to gain rewards and gain benefits from their Icons. A player may complete a Scene Card during their turn if animals are arranged on the Map as displayed on the Scene Card.

1. **Animal Pattern:** In order for a player to complete a Scene Card, animals must be arranged on the Map in this pattern
2. **Scene Types:** There are 3 types of Scenes depending on animal patterns.
3. **Rewards:** Players gain rewards immediately when they complete a Scene Card.
4. **Icons:** Players gain the benefits throughout the game from the Icons on their completed Scene Cards.
5. **Flavor Text:** Scene Cards include interesting information or descriptions about the animals in the Scene. Flavor Text does not affect gameplay.

SCENE TYPES

There are 3 different types of Scene Cards with different animal patterns.

TERRAIN SCENE

· In order to complete a Terrain Scene Card, the animals need to be located **on the specific Terrain spaces as indicated.**
· The order or adjacency in which the animals are placed are irrelevant for this type of Scene Card.
· Ex) To complete this Scene, there must be 2 Crocodiles in the Water and 1 Crocodile in the Woodlands.

⚠ Terrain conditions

There are 4 types of Terrains on the Map: **Grasslands, Woodlands, Water** and **Rock.** If there is a Terrain Icon shown on the animal pattern, the animal needs to be placed on the corresponding Terrain space on the Map to complete the Scene Card.

👑	Grasslands Icon	💧	Water Icon
🐃	Woodlands Icon	🪨	Rock Icon

STRAIGHT-LINE SCENES

· In order to complete a Straight-line Scene Card, the animals need to be **in a straight line and in the same order as shown on the Scene Card.**
· The animals must be located in a straight line vertically or horizontally, **not diagonally.**
· They do not need to be adjacent to each other, and the direction does not matter. It also does not matter if there are other animals in-between the animals on your Scene card.

Ex) To complete the Scene above, the Lion, the Crocodile and the Jackal must be placed in a straight line and in the order given in the Scene Card. The Crocodile must also be in the Water and the Jackal must be in the Grasslands.

The Lion, Crocodile, and Jackal form a straight line from the bottom up. Animals in between do not interfere with completing this Scene.

The Lion, Crocodile and Jackal form a straight line from the right.

ADJACENCY SCENE

· In order to complete An Adjacency Scene Card, the animals must be located **in the 8 spaces surrounding the central animal.**

Central animal

The animal at the top of the card represents the central animal.

Ex) To complete this Scene, the Leopard and the Lion need to be adjacent to the Giraffe, which is the central animal. The Giraffe needs to be in the Water and the Leopard needs to be in the Grasslands.

⚠ Resources

· There are 2 types of resources that players can use to help them complete Scene Cards: Food Tokens and SFX Tokens.
· **Spending a resource is a Free Action.** If players have Food or SFX Tokens, players can spend them freely DURING THEIR TURN.
· Resources are discarded after use.
· Players can gain Food or SFX Tokens from Scene Card rewards or Scene Cards with Resource Icons. (See page 10)

Food Token

· Spending a Food Token allows a player to move **an animal of their choice 1 space.**
· Movement is only possible vertically or horizontally, not diagonally

SFX(Special Effects) Token

· Spending a SFX Token allows a player to ignore 1 Terrain Condition on a Scene Card to complete it.

Ex) If you use 3 Food Tokens during your turn, you can move the Lion by 2 spaces and the Elephant by 1 space.

Ex) To complete this Scene, 1 Vulture, 1 Gazelle, and 1 Zebra need to be placed on the Rock Terrain. If a SFX Token is used to ignore the Terrain Condition for the Zebra, the Zebra can be on top of any Terrain space. However, the Vulture and Gazelle still need to be placed on the Rock Terrain. The SFX Token is only used to ignore Terrain Conditions, so there still needs to be at least 1 Zebra present somewhere on the Map. The SFX Token is discarded after use.

Ex) To complete this Scene, the Crocodile and Zebra need to be adjacent to the Jackal and the Zebra also needs to be on the Grasslands. If a SFX Token is used to ignore the Terrain Condition for the Zebra, the Zebra can be on any Terrain space. However, the Zebra still needs to be adjacent to the Jackal. The SFX Token is discarded after use.

COMPLETING SCENE CARDS

· Players gain rewards from completing Scene Cards immediately upon completion and place the completed Scene Cards in their **Video Gallery.**
· Scene Card Completion is a Free Action and therefore can be carried out at any point during a player's turn. If a player meets the conditions to complete multiple Scene Cards, players can complete as many Scene Cards as they desire.
· Players can complete Scene Cards only DURING their turns.
· Players can choose to withhold completing cards (even if the conditions are met) if they do not wish to gain their rewards immediately.

TIP The timing for claiming rewards is an important feature for a few cards, so players must decide carefully when they should complete their Scene Cards.

⚠ Video Gallery

· Video Gallery is the place where players keep their completed Scene Cards.
· Completed Scene Cards are placed overlapping with their Icons showing underneath the Video Gallery Bar.

TIP Sorting completed Scene Cards by their Icons can be very convenient throughout the game.
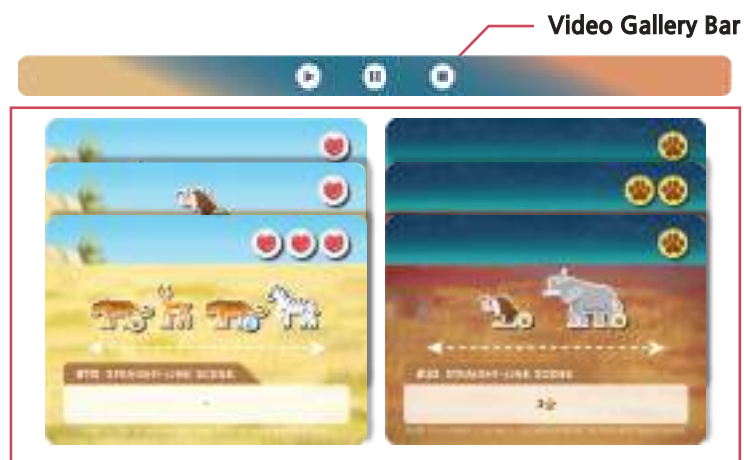
Video Gallery Bar

Video Gallery

REWARDS

· When a Scene Card is completed, the player receives the rewards written on the card immediately. Players cannot choose to gain the rewards later when complete a Scene Card.

Gain Food Tokens immediately.

Gain SFX Tokens immediately.

Increase a player's Documentary Score immediately.

These Icons in the reward mean **the number of corresponding Icons among the player's completed Scene Cards.** For more information about Icons, refer to the next page.

Ex) By completing this card, you gain 1 🍖 (Food Token).

Ex) By completing this card, you gain 3 ⭐.

· Some Scene Cards have rewards that increase a player's Documentary Score depending on the number of Icons among the player's completed Scene Cards.

The number of 🐾 Icons you have collected

Ex) By completing this card, gain a ⭐ for every 🐾 Icons collected +1. If there are 7 🐾 Icons in your Video Gallery, you gain 7+1 = 8 ⭐.

ICONS

- Icons are in the top right corner of Scene Cards. Some cards have multiple Icons while others have none.
- If a Scene Card with Icons is completed and placed in a player's Video Gallery, the player receives the Icons' benefits for the rest of the game.
- Players do not receive any benefits from Icons on uncompleted Scene Cards. (i.e. Scene Cards in a player's tableau)
- There are 8 different types of Icons in WILD: Serengeti:

| Leaf | Flower | Fruit | Food | SFX | Like | Rare | Animal |
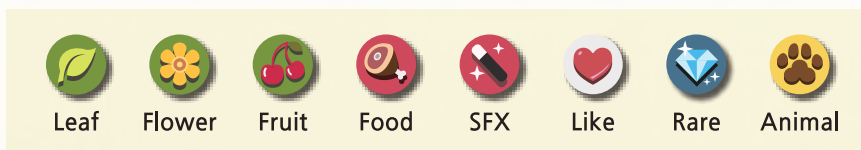
TIP Icons on a player's completed Scene Cards are referred to as collected Icons.

PLANT ICONS

The Good Comet Society rewards Plant Icons to scenes with unique value. The Leaf Icon is given to the most inspiring scenes, the Fruit Icon is given to the most creative scenes, and finally, the Flower Icon is given to the most expertly filmed scenes.

1 Leaf   **2** Flower   **3** Fruit

- Plant Icons include Leaf, Flower and Fruit Icons
- Players can collect Plant Icons to gain ⭐ through rewards. Players can either earn ⭐ by collecting a single type of Plant Icon or by collecting Plant Sets.
- In order to gain ⭐ with Plant Icons, the player needs to complete a card that rewards ⭐ for Plant Icons collected.

a. Rewards for single types of Plant Icons : A player chooses one of the types of Plant Icons (🍃 or 🌼 or 🍒) and gets ⭐ based on the number of that Plant Icon the player has collected.

Completed Scene Cards (Gallery)
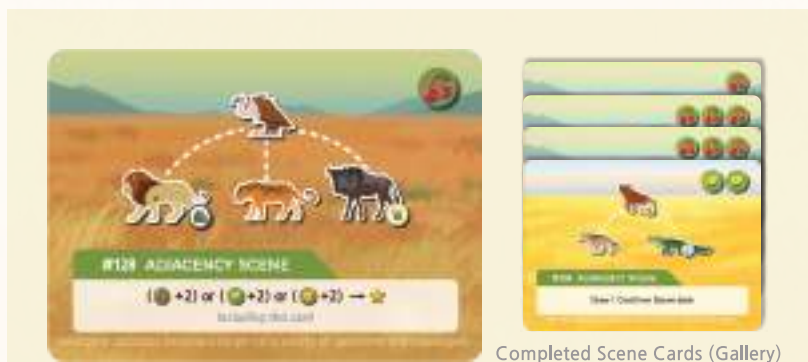
- You complete card #128. Including the card #128, the number of Plant Icons you have collected is 8 🍒 and 2 🍃.
- You choose one of the Plant Icons you want to use to calculate the rewards. You can get the highest score with 🍒, so you choose 🍒.
- You gain 8(the number of collected 🍒 you have) + 2 = 10 ⭐

b. Plant Set : Get ⭐ based on the number of Plant Sets the player has collected.

Plant Set : A Plant Set is made of 1 of each Plant Icon.
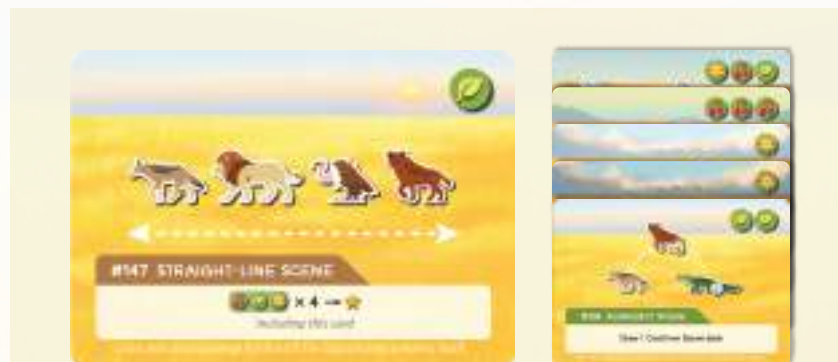
Completed Scene Cards (Gallery)

- You complete Card #147. Including the card #147, the number of Plant Icons you have collected is 4 🍃, 3 🌼, and 4 🍒.
- The number of Plant Sets you have collected is 3 Sets.
- You gain 3(the number of collected Plant Sets you have) × 4 = 12 ⭐

RESOURCE ICONS

- Resource Icons on completed Scenes generate the corresponding resources during each Round Preparation phase. (See page 13)
- Resource Icons have a RED background color.
- There are two kinds of Resource Icons : Food Icons and SFX Icons.

4 Food

- Food Icons provide 1 Food Token to the player during Round Preparation.
- Ex) If you have collected 2 Food Icons, you gain 2 Food Tokens at the beginning of every round.

5 SFX(Special Effects)

- SFX Icons provide 1 SFX Token to the player during Round Preparation.
- Ex) If you have collected 2 SFX Icons, you gain 2 SFX Tokens at the beginning of every round.

Food Icons and SFX Icons have a red circle icon, while Food Tokens and SFX Tokens have a white border line.

| Food Icon | SFX Icon | Food Token | SFX Token |

OTHER ICONS

6 Like ❤️

The Good Comet Society rewards Like Icons to the scenes that have the potential to generate higher view counts on social media.

· Each player gains ⭐ at the end of the game depending on the number of Like Icons they have collected. Unlike Plant Icons, players don't need to complete a card that rewards ⭐ for Like Icons collected.

No. of Like Icons	3	4	5	6	7	8	9	10
Rewards	7⭐	10⭐	13⭐	18⭐	24⭐	30⭐	37⭐	45⭐

· Players don't receive ⭐ for only 2 Like Icons.
· If the player has collected 14 Like Icons, the player receives 45⭐ for 10 Like Icons and 10⭐ on top of that for 4 Like Icons, for a total of 55⭐.

7 Rare 💎

The Good Comet Society rewards Rare Icons to the scenes that are very hard to film in the wild. Many ambitious filmmakers are actively looking for these scenes to create more unique documentaries.

· Rare Icons are given to Scenes Cards that are particularly difficult to complete.
· There are only 5 Rare Icons in the Wild:Serengeti base game. Due to their rarity and difficulty, Rare Icons provide large rewards.
· Scene Cards with Rare Icons have rewards that give ⭐ according to the number of Rare Icons collected by the player. The player gains more ⭐ if the player has already collected other Rare Icons.

Completed Scene Cards (Gallery)

· You complete Card #108 with 2 💎 in your Video Gallery.
· Including the completed Scene Card, you now have 3 💎 collected.
· You gain 3(the number of collected 💎 you have) × 3 + 9 = 18⭐.

8 Animal 🐾

· Animal Icons count towards the corresponding animals for the Awards Ceremony. For more information about the Awards Ceremony, refer to the next page.
· Ex) When the Giraffe Awards is held during the Round Event step, a player's rank is determined by the number of Giraffes in their Video Gallery plus the number of Animal Icons in their Video Gallery.
· Ex) If you have 3 Animal Icons collected, they count as 3 Giraffes for the Giraffe Awards.

❗ Score Token

Front   Back

· Players can take a Score Token and place it next to their Video Gallery Bar to indicate that their score has exceeded 100⭐.
· If a player's score exceeds 200⭐, they simply flip the Score Token to the 200 side.

TIP General tips for beginners

· **Choose your strategy in the earlier rounds**
Are you going to collect Like Icons? Or are you going to collect certain kinds of Plant Icons? It is important to come up with a solid strategy during the early rounds and complete cards that support that strategy.

· **Easy Scene Cards are not always the right answer.**
You won't achieve a high score if you blindly go after random Scene Cards, even if they can be easily completed. Once you've decided on your strategy, you have to be wise in choosing Scene Cards. Completing the correct Scene Card can be much more beneficial than completing 3~4 easy Scene Cards that have nothing to do with your strategy.

When a round is completed, it is followed by the Round Preparation phase to get ready for the next round. Round Preparation proceeds in the following order **from STEPS A to F.**
There is no Round Preparation before the first round. See instructions for the Game Setup instead before starting the first round. (See page 03)

Rock of Ages

Round Marker

Round Space

A

b

a
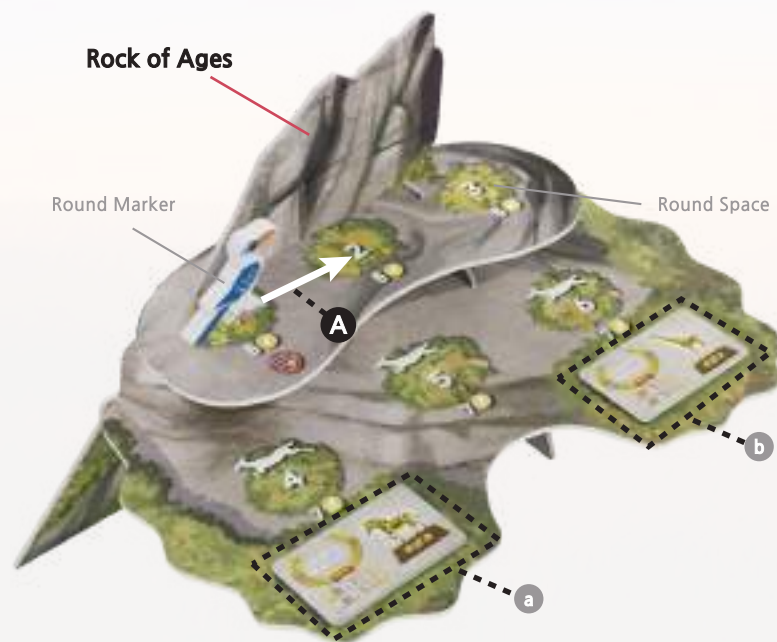
A. MOVE ROUND MARKER

Move the Round Marker to the next round space.

B. ROUND EVENTS

When a new round begins, certain events may occur. The different kinds of Round Events are as follows.

Round	Event	Icon
1	None	-
2	None	-
3	None	-
4	1) Hold 1st Awards Ceremony a	🏆
4	2) Draw 1 Great Migration Card	🦌
5	Draw 1 Great Migration Card	🦌
6	1) Hold 2nd Awards Ceremony b	🏆
6	2) Draw 1 Great Migration Card	🦌

1 AWARDS CEREMONY

· Award Ceremonies are contests where players are ranked based on the number of Award Animals they have on their completed Scene Cards.

Award Animal

Award Tile

· Awards Tiles show the Award Animal required for the current Awards Ceremony.
· Players place 2 random Award Tiles from 12 Award Tiles during the Game Setup. (See page 03)

· There are a total of 2 Awards Ceremonies held throughout the game.
  · The 1st Awards Ceremony is held using Award Tile a before Round 4.
 · The 2nd Awards Ceremony is held using Award Tile b before Round 6.

· Each player counts up the number of Award Animals on their completed Scene Cards as well as the total number of their collected Animal Icons 🐾.

TIP 1 🐾 counts as 1 Award Animal and can be used in both Round 4 and 6. If the Zebra Award Ceremony is held before Round 4, 🐾 count as Zebras for the Award. If the Giraffe Award Ceremony is held before Round 6, 🐾 count Giraffe this time.

· The player with the highest total of Award Animals and Animal Icons gets 1st place, and the following player gets 2nd. There are no rewards for 3rd place.

  · 1st Place Reward: Number of Award Animals (Including 🐾) x 2 ⭐
  · 2nd Place Reward: Number of Award Animals (Including 🐾) x 1 ⭐

Your Completed Scene Cards (Video Gallery)
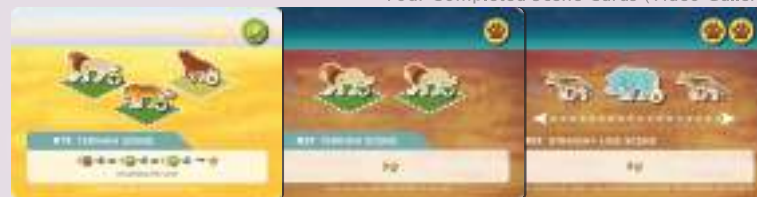
· If the Lion Awards Ceremony is held, all players count up the number of Lions and Animal Icons on their completed Scene Cards.
· There are a total of 3 Lions on your completed Scene Cards and 3 🐾. Therefore, you have collected a total of 6 Lions for the Awards Ceremony.
· If the 6 Lions you have collected is higher than other players, then you get 1st place in the Awards.
· You gain 6(the number of Award Animals) x 2 = 12 ⭐

· If players are tied for 1st Place, they both receive 1st place rewards. This rule also applies for when players are tied for 2nd place.

· Ex)

Player	No. of Awards Animals	Rank	Rewards
Player A	6	1st place ①	12 ⭐
Player B	6	1st place ②	12 ⭐
Player C	5	2nd place ②	5 ⭐
Player D	3	-	0 ⭐

② THE GREAT MIGRATION

The animals of the Serengeti migrate in large herds during the dry season in search of food and water. Millions of wildebeests and hundreds of thousands of zebras, gazelles, and other antelopes create one of the most breathtaking spectacles in the world.

· The Great Migration occurs before rounds 4, 5 and 6. Rounds when The Great Migration occurs are marked with 🦓 .
· When The Great Migration occurs, draw a card from the top of The Great Migration deck.
· The marked grids on the Great Migration Card show corresponding spaces on the Map. If any animals are on those spaces, **they must be removed from the Map and placed back into their corresponding Discovery Area on the Action Board.**
· In 1~3 player modes, return the animals on the brown spaces only. In 4 player mode, return the animals on both the brown and blue spaces.

Ex) **If the Great Migration occurs in 1~3 Player Mode, you remove animals on the brown spaces and place them back into their corresponding Discovery Areas.**

C. REDRAFT SCENE CARD POOL

· Discard all 6 cards in the Scene Card Pool and draw 6 new cards from the Scene deck to create a new Scene Card Pool.

D. DRAW 4 SCENE CARDS, THEN PICK 1

· Each player draws 4 Scene Cards from the Scene deck, then chooses 1 Scene Card to keep and discards the remaining 3.
· If players want to keep more than 1 card, they can pay 1 extra Coin per extra card they keep. For example, to keep all 4 cards you would need to pay 3 Coins.

Keep in mind the 8 cards Tableau Limit! If you have more than 8 cards in your Tableau after gaining Scene Cards, you must discard the excess cards.

E. RECEIVE ROUND REWARDS

· Coins : Players receive Coins for the next round according to the following table.

Round	1	2	3	4	5	6
Coins	6	6	6	7	7	7

· Resources : Players receive Food and SFX Resources for each Food Icon 🍎 and SFX Icon 🔴 they have collected.

Ex) Players who managed to collect 1 🍎 and 1 🔴 in Round 1 receive 6 Coins, 1 Food Token and 1 SFX Token during the Round Preparation for Round 2.

F. MOVE FIRST PLAYER MARKER

· Pass the First Player Marker to the next player in turn order.
· Begin the new round with the new First Player's turn.

First Player Marker

06. END OF THE GAME

· The game ends after Round 6.
· After the game has ended, players count up their score along with bonus score earned from Like Icons and Specialist Cards. (See page 14)
· The player with the highest Documentary Score wins.

· When two or more players are tied for 1st place, the player with the most number of completed Scene Cards wins. If still tied, then they can share the victory.

To add variability to the game, players can start the game with a Specialist Card. We do not recommend these advanced rules for players new to WILD: Serengeti.

SPECIALIST CARDS

Each player starts the game with a Specialist Card. Specialist Cards provide each player a unique ability throughout the game.

SETUP

· During Step 10 of Game Setup (See page 03), Each player draws 3 Specialist Cards and chooses 1 of them.
· All Specialist Cards are visible to other players. Players must place their Specialist Card face-up on the table in front of them.

> **TIP** Players receive 8 Scene Cards and 3 Specialist cards to choose from at the same time. Therefore, it is important to choose a Specialist Card that coincides with Scene Cards you will choose.

RULES

· Abilities from Specialist Cards are active throughout the game.
· Players cannot discard their Specialist Cards.

The Narrator gives the player bonus rewards at the end of the game. The player gains 10 ⭐ per set of 4 🐞, 1 🌼, 1 🔴 at the end of the game.

Ex) If you collected 12 🐞, 4 🌼, and 3 🔴, you have 3 sets. Therefore, you gain 30 ⭐ at the end of the game.

The Adventurer gives the player bonus rewards at the end of the game depending on the number of completed Scene Cards the player has. The Player doesn't receive any reward if the player completes more than 18 Scene Cards.

> **TIP** The fewer completed cards you have, the more ⭐ you receive. Therefore, you need to complete very few Scene Cards with large rewards.

The Celebrity gives the player bonus rewards when completing Scenes with no Icons. This varies based on how many 🔴 Icons you have collected.

Ex) If you have collected 9 🔴, everytime you complete a Scene Card with no Icons you gain additional 3 ⭐.

The Cameraman gives 3 ⭐ when the player completes 2 Scene Cards simultaneously. The player must complete the second Scene Card without performing additional actions or using resources.
If the player completes 3 Scene Cards simultaneously, the player still gains only 3 ⭐.

SFX Artist gives 3 ⭐ every time the player spends an SFX Token.

The Photographer may include 🔴 into 🔵 calculations. Each 4 🔴 can be considered to be 1 🔵. The 🔴 Icons still retain their ability to gains ⭐ at the end of the game.

Ex) If you have 8 🔴, and 2 🔵, the 8 🔴 can count as 2 🔵, adding up to a total of 4 🔵.

WILD: Serengeti also offers a Solo Mode for a 1-player gameplay experience. Challenge yourself to get a higher Best Documentary Score!

AIM OF THE SOLO MODE

The aim of Solo Mode is to achieve a higher Documentary Score than the Target Score. The Target Score is set by the chosen Difficulty and whether or not the player uses a Specialist Card. If the player achieves a higher score than the Target Score, the player wins.

Difficulty	Specialist Cards	Target Score
Easy	O	130⭐
Easy	X	110⭐
Normal	O	160⭐
Normal	X	130⭐
Hard	O	190⭐
Hard	X	160⭐

Ex) When you play on Hard Mode with a Specialist card, you win if you get 190⭐ or more.

ADDITIONAL RULES

All rules remain the same other than the Additional Rules listed below:

SETUP

· During Solo Mode, there are some additional required Setup steps BEFORE step 4 of Game Setup. (See page 03)
· Pick 2 animals from each Discovery Areas (Carnivorous Predators, Large Herbivores, Migratory Herbivores, and Scavengers) and place those 8 animals on any spaces on the Map.

TURN

· The Solo Player continues to perform the Basic Actions. There are also no other players or other Player Markers to obstruct the Solo Player.

AWARDS CEREMONY

· When the Awards Ceremony is held during Solo Mode, the player must collect a minimum number of Award Animals (including 🐾 Tags) for each Award Ceremony in order to get 1st place. If the Player is unable to meet this condition, the player automatically gets 2nd Place and receives rewards accordingly.
· 1st Awards Ceremony: 4 or more Awards Animals.
· 2nd Awards Ceremony: 8 or more Awards Animals.

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