

WILD
SERENGETI

Game Designer
GUNHO KIM

Art Director
HANI CHANG

Artist
SOPHIA KANG

Junior Game Designer
MINHO KIM

Editor Crew
LUCYA HYUSEUNG LEE
SCOTT DEGENKOLB
ROMIN POUL
TAEHO KIM

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TO THE DIRECTORS OF THE WORLD!

Welcome to the Serengeti. One of the Earth's most precious natural heritage sites 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 - WILD: Serengeti. Everyone will be given a fair chance. Discover new animals, capture rare footage, and use your resources strategically to produce the most beautiful and inspirational documentary. But remember, only one will be selected to be shown on screens worldwide.

COMPONENTS



1 Map



1 Action Board



1 Rock of Ages



168 Scene Cards



12 Great Migration Cards



14 Specialist Cards



12 Award Tiles



4 Player Aids



1 Rulebook



50 Coin Tokens



40 VFX 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 Hornbill Round Marker



3 Giraffes



3 Elephants



3 Rhinoceroses



3 Gazelles



3 Wildebeests

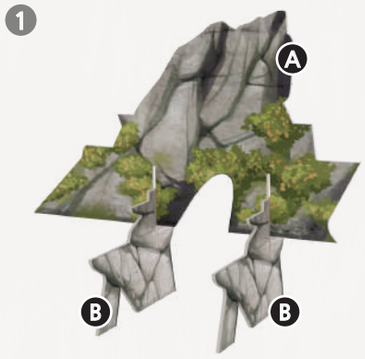


3 Zebras

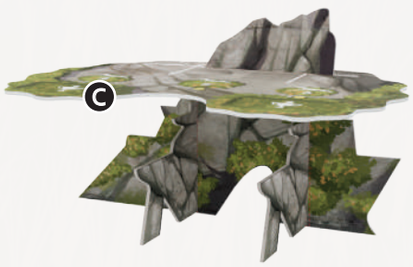


8 Player Markers (in 4 colors)

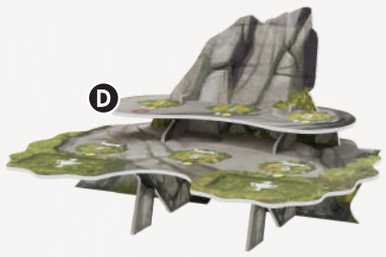
Rock of Ages Assembly



Connect the two Rock Supports (B) to the Rock Pillar (A).

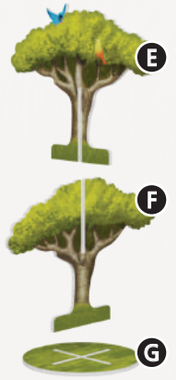


Push the Large Rock Platform (C) down until secured on the Rock Pillar (A).



Push the Small Rock Platform (D) down until secured on the Rock Supports (B).

First Player Marker Assembly

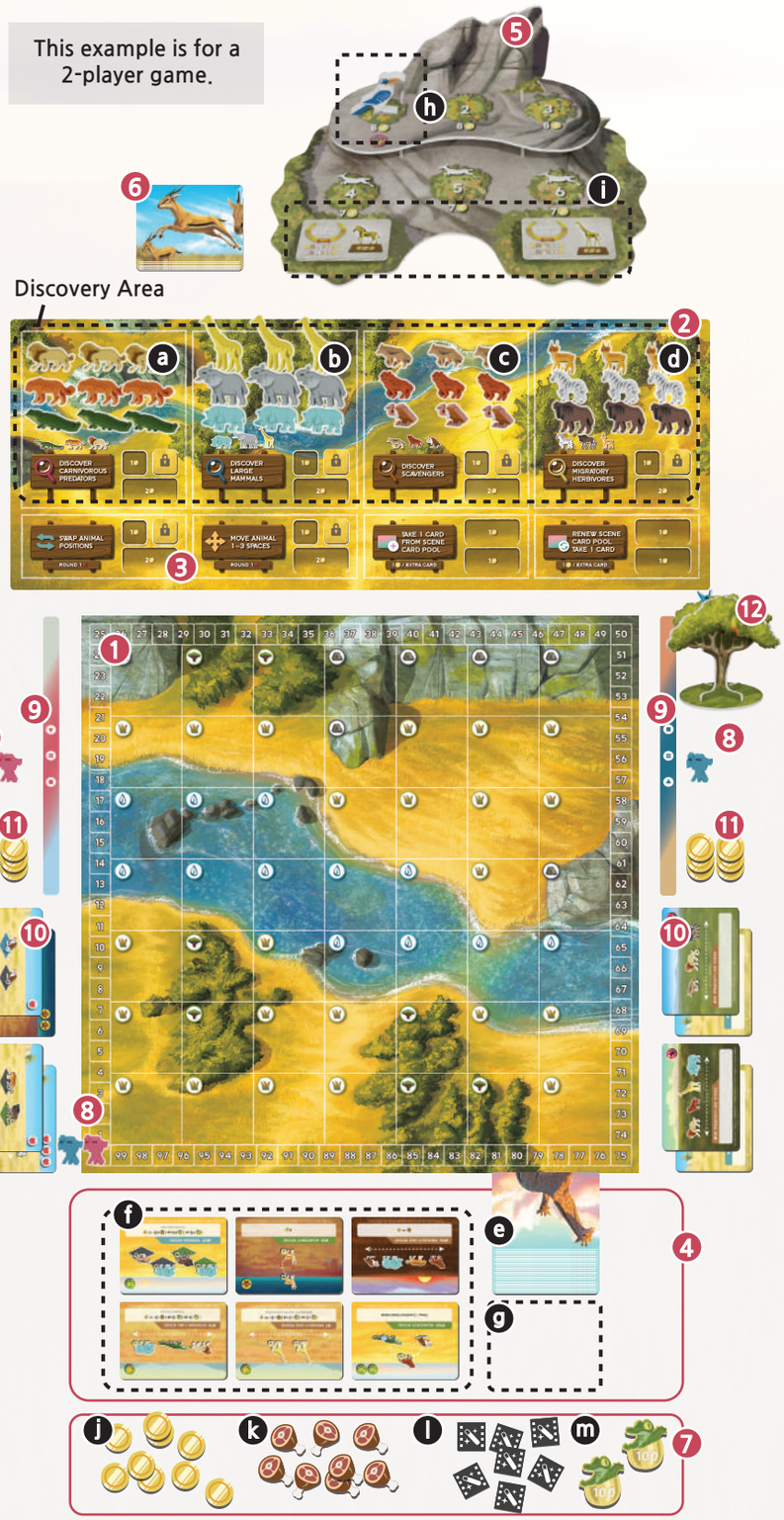


Slide in and push down the Tree (E) into Tree (F) and secure on Support (G).

If assembling the Rock of Ages is cumbersome, you can just use the platforms by stacking the Small Rock Platform on top of the Large Rock Platform.

GAME SETUP

This example is for a 2-player game.



1. The Map is double-sided; therefore players have the option to use either side. Each side is the same in terms of difficultly but differs in the way the terrain is arranged. Choose a side and place the Map on the center of the table.

2. Place the **Action Board** next to the Map. Place 3 of each animal in their designated area as follows:
   - (a) Lions, Leopards, and Crocodiles in the Carnivorous Predators section.
   - (b) Giraffes, Elephants, and Rhinoceroses in the Large Mammals section.
   - (c) Jackals, Hyenas, and Vultures in the Scavengers section.
   - (d) Gazelles, Zebras, and Wildebeests in the Migratory Herbivores section.

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.
   - (e) Scene Deck: Place the deck of Scene Cards faced-down.
   - (f) Scene Card Pool: Draw 6 face-up cards to create the Scene Card Pool.
   - (g) Discard Pile: Leave space 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.
   - (i) Shuffle the Award Tiles, then draw 2 and place them face-up as shown. Place the rest of the Award 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, VFX Tokens, and Score Tokens** near the center of the table where everybody can reach them.
   - (j) Coins
   - (k) Food Tokens
   - (l) VFX 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** and discards the rest to the discard pile.

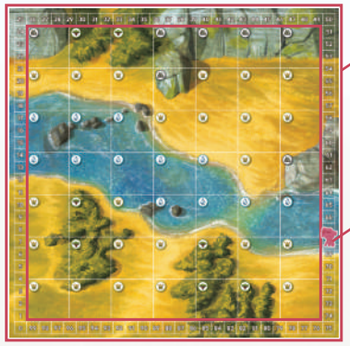
    When playing with Advanced Rules, choose Specialist Cards along with Scene Cards at this stage (see page 14).

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

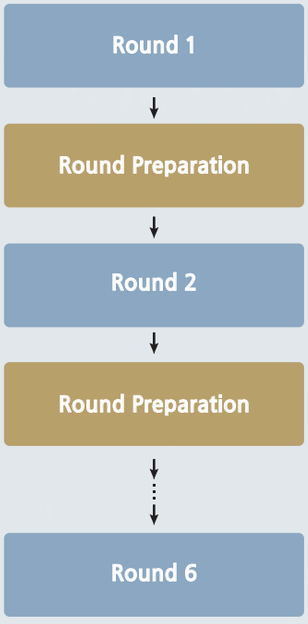
Keep track of each player's score on this track by placing each Player Marker on the corresponding score.

Player Marker

Each player has 2 Player Markers. 1 Player Marker is for tracking ★ on the Documentary Score Track, and the other for performing Actions on the Action Board.

GAME STRUCTURE

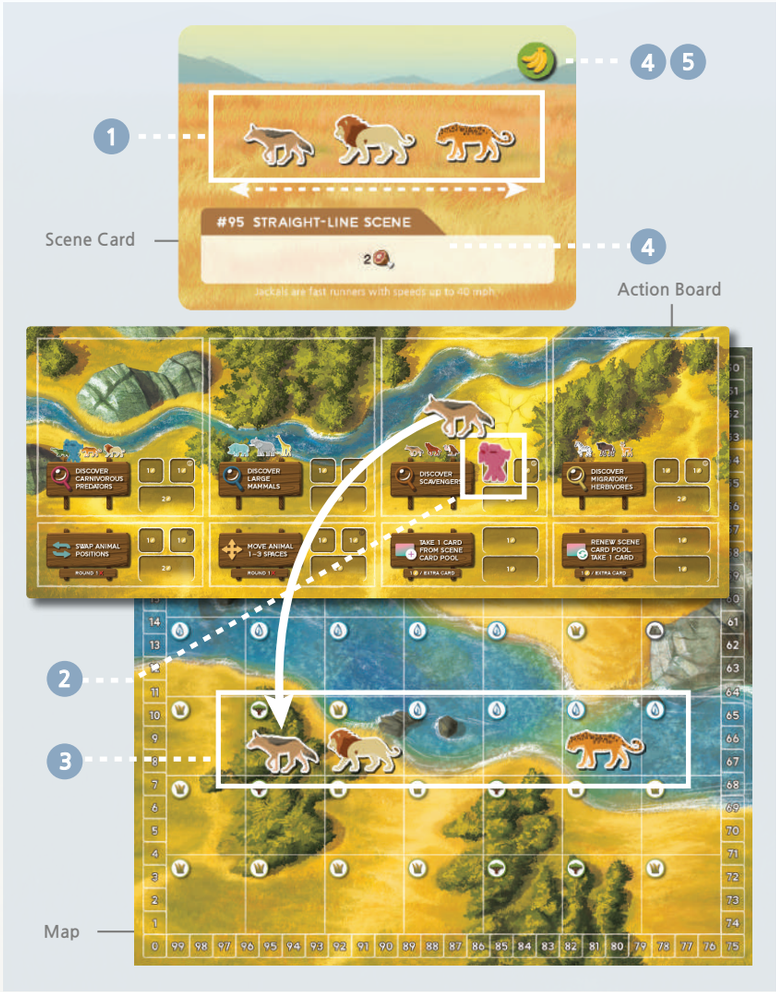
- There are a total of **6 rounds** in WILD: Serengeti.
- Each round, players take turns by paying 1 to 2 Coins to perform a Basic Action in a **clockwise direction.**
- **Pass**: If a player cannot or does not wish to perform additional Actions for the remainder of the round, the player **passes** their turn. A player that has passed may not perform ANY Actions for the rest of that round.
- The round ends when all players have passed.
- When a single round is completed, Round Preparation is needed before the next round can begin (see page 12).
- After Round 6, the game ends. The player with the highest ★ wins.



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.



2 To make the pattern shown on the Scene Cards, players take turns performing Actions by placing their Player Markers on Action Spaces to place or move animals on the Map.

3 Players may complete a Scene Card when animals are arranged on the Map in the same pattern and/or terrain 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 (see page 10).

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 amount of Coin(s) stated on that Action Space.**
- There are 8 different types of Basic Actions.

Action Spaces



1 Discover Carnivorous Predators

- Choose an animal from the “Discover Carnivorous Predators” section and place it on an unoccupied space of your choice on the Map.
- Lions, Leopards, and Crocodiles can be discovered here.

[Example]

ⓐ Place your Player Marker on the "Discover Carnivorous Predators" Action Space and pay the price listed. If placed as indicated, pay 1 Coin.

ⓑ Pick up your chosen predator and place it on any unoccupied space on the Map.



2 Discover Large Mammals

- Choose an animal from the “Discover Large Mammals” section and place it on an unoccupied 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 and place it on an unoccupied 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 and place it on an unoccupied 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**.
- All movements must be carried out in full. For example, when a player wants to move 3 spaces with this Action, they cannot move 2 spaces, complete a Scene Card, and then move another space.

[Example]

ⓐ Place your Player Marker on the "Move Animal 1 - 3 Spaces" Action Space and pay the indicated price. If placed like the example, pay 1 Coin.

ⓑ Pick an animal from the Map and move it 1~3 spaces.



Caution

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 back to 6 cards from the Scene deck at the end of the player's turn. Players are unable to purchase newly revealed cards that have re-filled the Scene Card pool until their next turn.
- If the Scene deck has run out, shuffle the discard pile and create a new deck.

[Example] 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 cards, for a total of 3 Coins spent for 3 cards.

8 Renew 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. Optionally 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 the player's Video Gallery (see page 09).
- Players can **hold a maximum of 8 Incomplete Scene Cards** in their tableau. If a player has more than 8 cards by the end of their turn, they must either trade in the excess cards for Coins or discard them.

ACTION SPACE RESTRICTIONS



- Action Spaces that are **fully enclosed** can only have 1 Player Marker. Action Spaces that are **partially enclosed** are open to any number of players at any given time.
- Player Markers remain in the Action 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.



[Example 1]

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.



[Example 2]

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 Coins" space in order to re-play the Action.

TIP Action spaces requiring 2 Coins are quite an expense and are not recommended unless absolutely necessary!

B. FREE ACTION

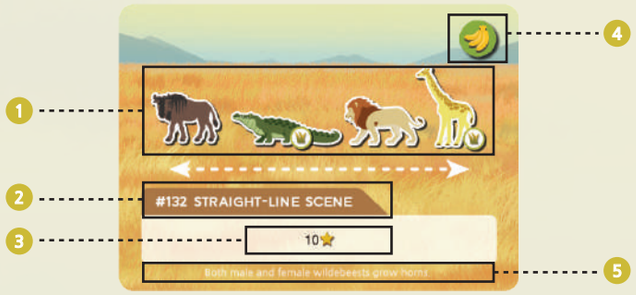
- Free Actions do not cost Coins and players may perform as many Free Actions as desired **DURING their turn.**
- There are 3 types of Free Actions in WILD: Serengeti.
  - **Discard Incomplete Scene Cards** :
    Players can **discard 2 Incomplete Scene Cards to the Discard Pile to gain 1 Coin.** Players do not gain anything from discarding 1 card but can do so with no reward. Completed Scene Cards cannot be discarded.
  - **Complete Scene Cards** (see page 09) :
    If the Scene Card's conditions are met, a player can complete as many as they would like.
  - **Spend Food or VFX Tokens** (see page 08) :
    A player can spend Food and VFX Tokens freely.

C. PASS

- When a player is out of Coins or does not wish to perform any more Actions for the remainder of the round, the player **passes** their turn.
- A player **cannot pass** if they have 3 or more Coins.
- A Player that has passed **may not perform any more Basic and/or Free Actions for that round.**
- Once a player passes, their Player Marker no longer needs to remain on the Action Board. Remove the Player Marker from the Action Board and place it aside for the next round.
- Play continues with players who have not yet passed.
- A round ends when all players have passed.

04. SCENE CARDS

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

- To complete a Terrain Scene, 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.
- e.g. To complete this Scene, there must be 1 Crocodile in the Woodlands, 1 Crocodile in the Water, and 1 Hyena in the Water.







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.



e.g. To complete the Scene above, the Lion, the Crocodile, and the Rhinoceros must be placed in a straight line and in the order given in the Scene Card. The Rhinoceros also needs to be placed on a Grasslands terrain.



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



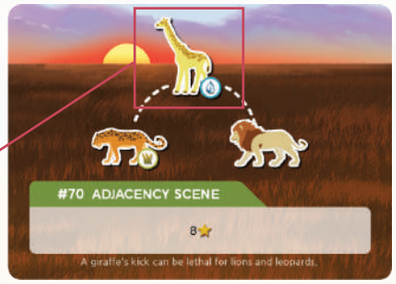
The Lion, Crocodile, and Rhino form a straight line from the right.

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.



e.g. 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 VFX Tokens.
- **Spending a resource is a Free Action.** If players have Food or VFX Tokens, they can spend them freely DURING THEIR TURN.
- Resources are discarded after use.
- Players can gain Food or VFX 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

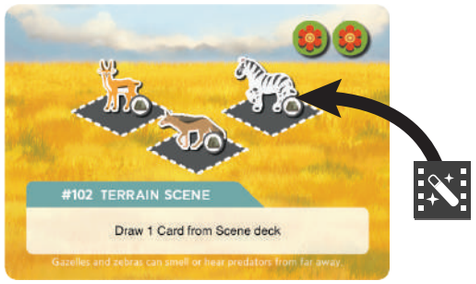


VFX (Visual Effects) Token

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



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



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



e.g. To complete this Scene, the Elephant and Zebra need to be adjacent to the Jackal, and the Zebra also needs to be on the Grasslands. If a VFX 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 VFX Token is discarded after use.

COMPLETING SCENE CARDS

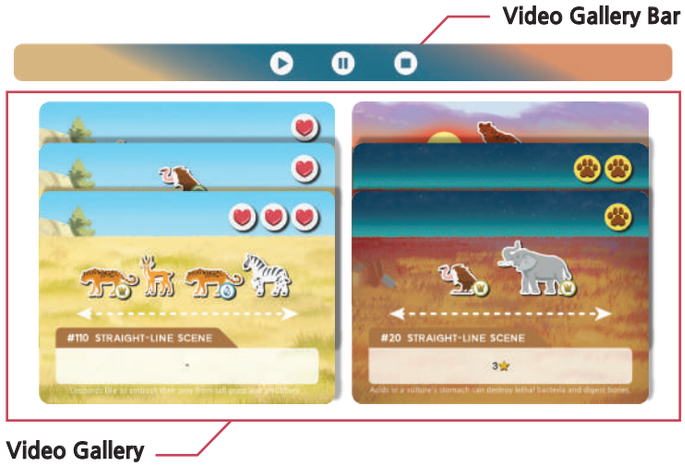
- Players gain rewards from completing Scene Cards immediately upon completion. Then the completed Scene Card is placed in their **Video Gallery**.
- Completing a Scene Card is a Free Action and therefore can be carried out at any point during a player's turn. If a player meets the conditions to complete multiple Scene Cards, they 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.
- When placing completed Scene Cards underneath the Video Gallery Bar, overlap the cards with the icons still visible.

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



REWARDS

- When a Scene Card is completed, the player immediately receives the rewards shown. Players cannot choose to be awarded these rewards at a later time.

Gain Food Token(s).

Gain VFX Token(s).

Increases a player's Documentary Score.



Rewards for these Icons are based on the **number of the same Icon in the player's completed Scene Cards** under the Video Gallery Bar. For more information about Icons, refer to the next page.

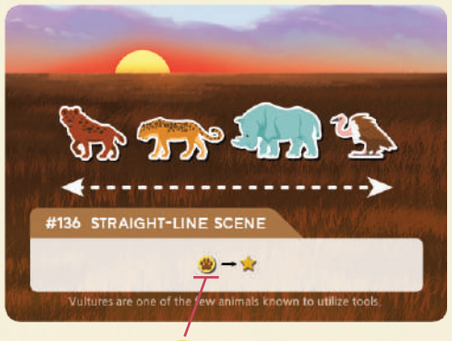


e.g. By completing this card, you gain 1 (Food Token).



e.g. 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

e.g. By completing this card, gain a for every Icons collected.
If there are 7 Icons in your Video Gallery, you gain 7.

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:



NOTE Icons on a player's completed Scene Cards are referred to as collected Icons.

RESOURCE ICONS

- Resource Icons on completed Scenes generate the corresponding resources during each Round Preparation phase (see page 13).
- Resource Icons (Food and VFX) have a RED background color.

1 Food

- A Food Icon provides 1 Food Token during Round Preparation.
- e.g. If a player collected 2 Food Icons, they gain 2 Food Tokens during Round Preparations.

2 VFX (Visual Effects)

- A VFX Icon provides 1 VFX Token during Round Preparation.
- e.g. If a player collected 2 VFX Icons, they gain 2 VFX Tokens during Round Preparations.

Food and VFX **Icons** are encased in a red circle, while **Tokens** takes the shape of the items.



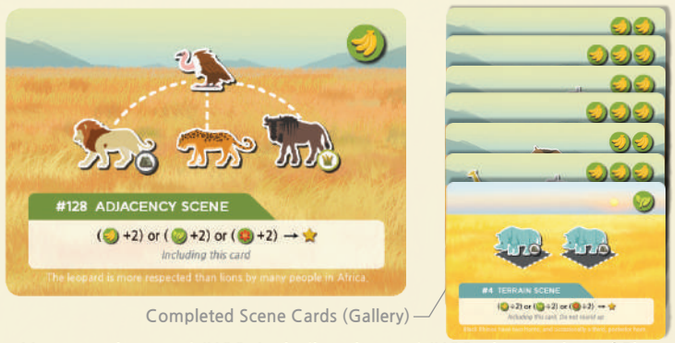
TIP It's efficient to secure Resource Icons in the earlier rounds.

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 Flower Icon is given to the most expertly filmed scenes, and finally, the Fruit Icon is given to the most creative scenes.

3 Leaf 4 Flower 5 Fruit

- Plant Icons include Leaf, Flower, and Fruit Icons.
- In order to gain ★ with Plant Icons, the player needs to complete cards that reward ★ for Plant Icons collected.
- Players can choose which type of Plant Icon (or or) they would like to collect and receive ★ based on the number of those Plant Icons collected when completing Scene Cards that reward for Plant Icon collections.



Completed Scene Cards (Gallery)

- You complete card #128. Including the card #128, the number of Plant Icons you have collected is 16 and 1 .
- 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 16 (the number of collected you have) + 2 = 18★

TIP Collect as many Plant Icons you can and obtain that high score. But beware! In the process of collecting Plant Icons, if you do not complete enough Plant Icon scoring cards, high scores will not be possible. The right balance between collecting and timing for scoring is a very important factor when trying to achieve a high score with Plant Icons

OTHER ICONS

6 Animal

- Animal Icons count towards the corresponding animals for the Awards Ceremony. For more information about the Awards Ceremony and Animal Icon usage, please refer to page 12.
- e.g. When the Giraffe Awards are held during the Round Event, 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. If you have 3 Animals Icons collected, they count as 3 Giraffes for the Giraffe Awards.

7 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 collected in their completed Scene Card collection under their Video Gallery. Unlike Plant Icons, players don't need to complete scoring cards that rewards ⭐ for the number Icons collected.

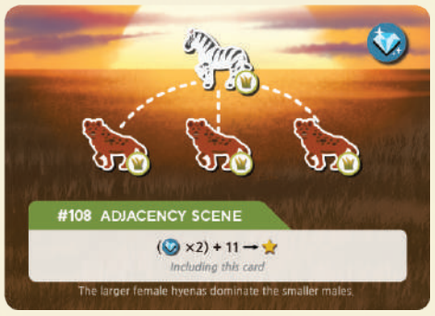
No. of Like Icons	3	4	5	6	7	8	9	10
Rewards	7⭐	10⭐	14⭐	19⭐	25⭐	33⭐	41⭐	50⭐

· Players don't receive ⭐ for only 1 or 2 collected Like Icons.
· e.g. If a player collected 14 Like Icons, the player receives 50⭐ for 10 Like Icons and 10⭐ on top of that for 4 Like Icons, for a total of 60⭐. If a player collected 11 Like Icons, the player receives just 50⭐ for the 10 Like Icons collected and 0⭐ for the remaining 1 Like Icon.

8 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 6 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) × 2 + 11 = 17⭐.

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

1. Come up with your strategy and focus on just that

Create your strategy based on the cards you draw at the start of the game, the Scene Card Pool that lays ahead, your Specialist (see page 14), and the strategies of your opponents(s). For example, steadily collect one kind of Plant Icon and aim for a high score, or collect as many Like Icons as you can, or aim for 1st place in the Awards Ceremony by collecting Animal Icons (see page 12). You can expect the biggest synergy when focusing on scoring strategies of just 1 or 2 Icons (or Icon sets). It's important to come up with a solid strategy during the early rounds and complete cards to fill your Video Galleries with cards that can support the execution of that strategy. Of course, higher scores are possible if you can revise your initial strategy little by little depending on the current game's situation!

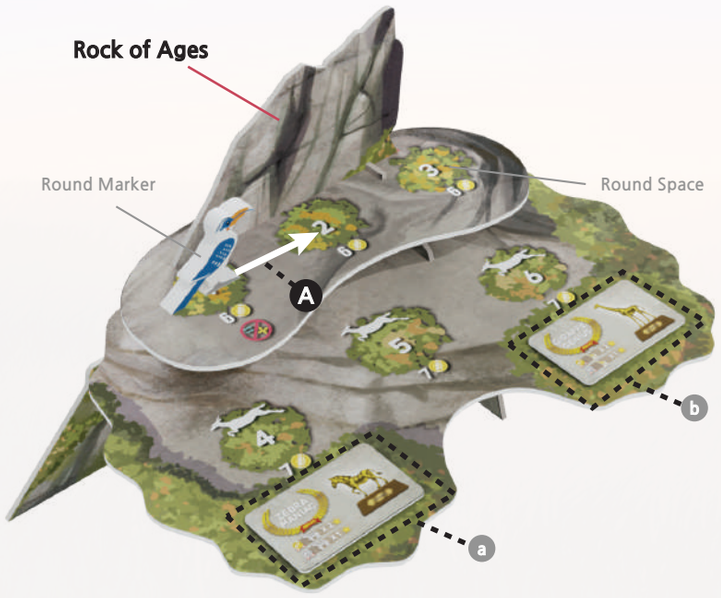
2. Easy Scene Cards are not always the right answer

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, choose your Scene Cards wisely. 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.

3. Be bold in seeking out the perfect cards for your strategy

In Wild: Serengeti, it is very important to find the right Scene Cards for your strategy. Actions such as "Redraft Scene Card Pool, Take 1 Card" and "Discard 2 Incomplete Scene Cards to Gain 1 Coin" are very useful Actions when searching for the right cards. If the cards you need are not available in the current Scene card Pool, repeat these Actions several times to find the card(s) you need.

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).



A. MOVE ROUND MARKER

Move the Round Marker to the next round space.

B. ROUND EVENTS

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

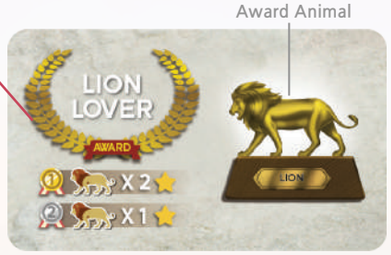
Before Round	Event	Icon
1	None	-
2	None	-
3	None	-
4	1) Hold 1st Awards Ceremony (a) 2) Draw 1 Great Migration Card	
5	Draw 1 Great Migration Card	
6	1) Hold 2nd Awards Ceremony (b) 2) Draw 1 Great Migration Card	

1 AWARDS CEREMONY

· The Awards Ceremony is an event where players are ranked based on the number of Award Animals they have in their completed Scene Cards.

Award Tile

· Award 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).



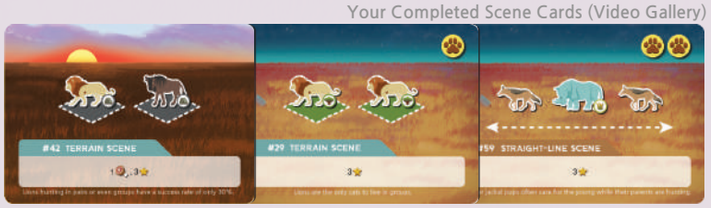
· There are a total of 2 Awards Ceremonies held throughout the game.
  · The 1st Awards Ceremony is held using Award Tile (a) before Round 4.
  · The 2nd Awards Ceremony is held using Award Tile (b) before Round 6.

· 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.

NOTE 1 counts as 1 Award Animal and can be used in both Rounds 4 and 6. If the Zebra Awards Ceremony is held before Round 4, counts as Zebras for the Award. If the Giraffe Awards Ceremony is held before Round 6, counts as Giraffes 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 3 Lions in your completed Scene Cards and 3 collected. This means you have a total of 6 Lions for the Awards Ceremony.
· If the 6 Lions you collected are higher than the amount of Lions collected by 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.
· e.g.

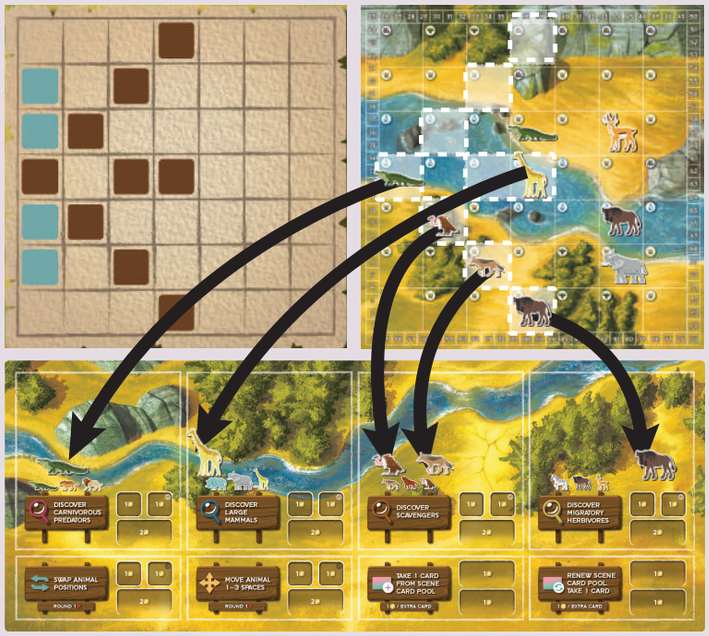
Player	No. of Awards Animals	Rank	Rewards
Player A	6	1st place	12
Player B	6	1st place	12
Player C	5	2nd place	5
Player D	3	-	0

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.

e.g. 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 card Tableau Limit! If you have more than 8 uncompleted Scene Cards in your Tableau by the time your turn ends, you must discard the excess card(s).

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 VFX Resource Tokens for each Food Icon and VFX Icon they have collected.

e.g. Players who managed to collect 1 and 1 in Round 1 receive 6 Coins, 1 Food Token, and 1 VFX 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 scores along with bonus scores earned from Like Icons and/or Specialist Cards if applicable (see page 14).
- The player with the highest ⭐ 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.

07. ADVANCED RULES

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.

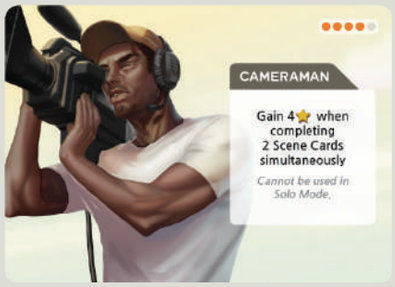
SETUP

- During Step 10 of Game Setup (see page 03), each player draws 3 Specialist Cards and chooses 1 of them.
- Difficulty: The level of difficulty is displayed on the upper right-hand corner of each card. 1 being the easiest and 5 being the most challenging. Challenging Specialist cards have high-scoring potentials but are also risky.
- All chosen Specialist Cards need to be visible to all players and must be placed face-up on the table.

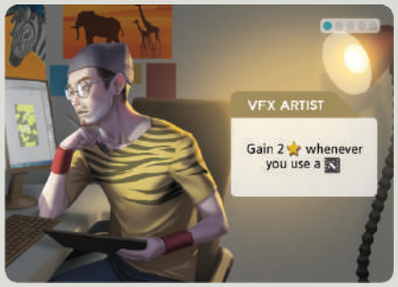
TIP Players receive 8 Scene Cards and 3 Specialist cards to choose from at the same time. Therefore, it is important to choose a Specialist Card that works well with the Scene Cards you will choose.

RULES

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



The Cameraman gives 4 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 4.



VFX Artist gives 2 every time the player spends a VFX Token.



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

e.g. If you have collected 9, every time you complete a Scene Card with no Icons you gain an additional 2.



The Photographer may include into calculations. 1-2 Player mode: Each set of 4 can be considered as 1. 3-4 Player mode: Each set of 3 can be considered as 1. The Icons still retain their ability to gain at the end of the game.

e.g. In a 2 Player setting, if you have 8, and 2, the 8 can count as 2, adding up to a total of 4.



The Narrator gives the player bonus rewards at the end of the game. 1-2 Player mode: Player gains 12 per set of 4, 1, 1 at the end of the game. 3-4 Player mode: Player gains 10 per set at the end of the game.

e.g. In a 2 Player setting, if you've collected 12, 4, and 3 you have 3 sets. Therefore, you gain 36 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 collected, subject to the number of players. The Player doesn't receive any reward if the player completes more than 19(1-2p) or 20(3-4p) 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.

- Solo/Co-op mode consists of 6 scenarios and each scenario has its own **Target Score** and **Round Goals**. The player(s) at the end of each round, needs to achieve Round Goals, and by the end of the game will have to score higher than the Target Score to win the game. If the player(s) do not achieve a Round Goal or the final Target Score, game ends immediately.
- e.g. In a 2-player setting, the goal of the 5th Scenario's 1st Round is, "at the end of Round 1, the sum of the Scene Cards completed by the players need to be greater than or equal to 5". Let's say that at the end of Round 1, Player A has completed 2 Scene Cards and Player B has completed 1. The Round Goal was not achieved, therefore, players have failed the scenario.
- In Solo/Co-Op Mode, the use of Specialist Card(s) is mandatory; excluding the Challenge Mode Scenario. Each player can choose a Specialist appropriate for the chosen Scenario.

SOLO MODE

SETUP

- Before Game Setup, select one of the following 6 Scenarios to play.
- **BEFORE Step 4** of Game Setup (see page 03), pick 2 animals from each Discovery Area (Carnivorous Predators, Large Mammals, Migratory Herbivores, and Scavengers) and place those 8 animals on any space of your choosing on the Map.
- During Step 10 of Game Setup, choose your Specialist from the full array of Wild: Serengeti Specialists.

ADDITIONAL RULES

- The Solo Player continues to perform the Basic Actions. There are no other players or other Player Markers to obstruct the Solo Player.
- The Scene Card Pool for the Solo mode is 8 cards, not 6. When setting up Step 4 ⓯, on page 3, create a Scene Card Pool with 8 cards instead of 6. The same rules apply to the "Renew Scene Card Pool, Take 1 Card" Action. When drafting a new pool, draw 8 cards from the Scene Deck to fill the new Scene Card Pool.
- When the Awards Ceremony is held during Solo Mode, the player must collect a minimum number of Award Animals (including 🐾 Icons) for each Award Ceremony in order to get 1st place. If the Player is unable to meet this condition, the player gets 2nd Place and receives rewards accordingly.
- 1st Awards Ceremony (Before Round 4) : 4 or more Awards Animals.
- 2nd Awards Ceremony (Before Round 6) : 8 or more Awards Animals.

CO-OP MODE

SETUP

- Before Game Setup, select one of the following 6 Scenarios to play.
- During Step 10 of Game Setup (see page 03), choose your Specialist from the full array of Wild: Serengeti Specialists.

ADDITIONAL RULES

- All ⭐ earned by each player are marked with one Player Marker. However, the Player Marker used on the Action Board uses different colors as in the existing rules.
- If the total ⭐ exceeds 100, use another Player Marker to mark the 100s. e.g. If the total score is 340, place one player marker on top of 3 and the other player marker on top of 40 to track the score.
- Resources and Cards cannot be exchanged between players.

SCENARIOS

1 SELECTED AS A GOVERNMENT FUNDED PROJECT

Congratulations! Your project has been selected as the Government Funded Wildlife Documentary Project. In order to continue to receive government support, you will have to continue to meet the performance standards they've set out.

When the game ends, if the player(s) achieve a higher score than the Target Score, the player(s) win.

	1P	2P	3P	4P
Target Score	150⭐	330⭐	615⭐	815⭐

Round Goals

At the end of Round	The total score should be more than or equal to			
	1P	2P	3P	4P
Round 1	5⭐	10⭐	15⭐	20⭐
Round 2	15⭐	30⭐	45⭐	60⭐
Round 3	35⭐	70⭐	105⭐	150⭐
Round 4	75⭐	150⭐	225⭐	340⭐
Round 5	120⭐	240⭐	380⭐	560⭐
Round 6	-	-	-	-

2 TIGHTENING FINANCES

You're just about to head out on your way to the Serengeti when the phone rings. The funding that was promised for your documentary is now unclear due to the unstable financial conditions. It's time to stock up on resources for an uncertain future.

When the game ends, if the player(s) achieve a higher score than the Target Score, the player(s) win.

	1P	2P	3P	4P
Target Score	160⭐	350⭐	640⭐	855⭐

Round Goals

At the end of Round	The total number of Food & VFX tokens in the player(s) possession should be greater than or equal to			
	1P	2P	3P	4P
Round 1	1	2	3	4
Round 2	2	3	5	7
Round 3	3	7	10	13
Round 4	4	9	13	17
Round 5	5	10	15	20
Round 6	-	-	-	-

3 IMPROMPTU VIDEO CONTEST

You just received word that the Good Comet Society has decided to host an Impromptu Video Contest. It's last-minute and sudden but there isn't time to draft out a plan and film at leisure. Go and get to filming the masterpiece that will surely win over the judges. Trust your senses and improvise!

When the game ends, if the player(s) achieve a higher score than the Target Score, the player(s) win.

	1P	2P	3P	4P
Target Score	170★	370★	670★	895★

Round Goals

At the end of Round	The total number of uncompleted Scene Cards in the player(s) tableau should be less than or equal to			
	1P	2P	3P	4P
Round 1	3	6	9	12
Round 2	3	6	9	12
Round 3	3	6	9	12
Round 4	3	6	9	12
Round 5	3	6	9	12
Round 6	-	-	-	-

4 CONFIDENTIAL

You're in the midst of filming when another film crew rushes into the same location in the Serengeti plains. It's the "Red Sharks"! A team notorious for stealing other people's plans and ideas. Avoid their eyes, minimize the exposure of your work, and complete your documentary!

When the game ends, if the player(s) achieve a higher score than the Target Score, the player(s) win.

	1P	2P	3P	4P
Target Score	180★	385★	690★	920★

Round Goals

At the end of Round	The total score should be less than or equal to			
	1P	2P	3P	4P
Round 1	0★	0★	2★	3★
Round 2	3★	6★	9★	12★
Round 3	6★	12★	18★	24★
Round 4	15★	30★	60★	80★
Round 5	50★	100★	180★	240★
Round 6	-	-	-	-

5 ECOLOGICAL SURVEY OF THE SERENGETI

The Serengeti is experiencing a rapid decline in animal populations. To determine the cause, the Good Comet Society has asked you to secure as much video footage as possible.

When the game ends, if the player(s) achieve a higher score than the Target Score, the player(s) win.

	1P	2P	3P	4P
Target Score	190★	400★	710★	950★

Round Goals

At the end of Round	The sum of the Scene Cards completed by the player(s) should be greater than or equal to			
	1P	2P	3P	4P
Round 1	3	5	8	10
Round 2	5	9	16	22
Round 3	8	16	28	38
Round 4	14	28	46	58
Round 5	19	37	61	78

6 CHALLENGE MODE

Try to see how great your team can score! There are no Round Goals or a Target Score in this scenario, and as an exception to this Scenario only, the player(s) can choose whether or not they would like to use a Specialist. The final Documentary Score determines your rank from Elite to Substandard.

No Specialist(s) Used

Rank	1P	2P	3P	4P
Elite	180★	390★	690★	920★
Outstanding	160★	350★	630★	840★
Excellent	140★	310★	570★	760★
Great	130★	290★	540★	720★
Common	110★	250★	480★	640★
Substandard	100★	230★	450★	600★

Using Specialist(s)

Rank	1P	2P	3P	4P
Elite	210★	450★	780★	1,040★
Outstanding	190★	410★	720★	960★
Excellent	170★	370★	660★	880★
Great	160★	350★	630★	840★
Common	130★	290★	540★	720★
Substandard	120★	270★	510★	680★