

# Wildtastic Five (EN)

## An untamed negotiation game by Bernd Bürgel

*Your wildlife parks are still empty. But not for much longer... Grab the dice and let's play! By creating attractive offers and trading wisely, you'll soon be able to showcase the right animals. Which wildtastic player will be the first to fill their wildlife park?*

### Contents

90 Animal tokens

(6 sets of 15 animals each: 1x Polar bear, 2x Orangutan, 3x Alpaca, 4x Meerkat, 5x Fish)

1 First player pawn

6 Wildlife Park boards

6 Dice

1 Rulebook



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### Goal of the Game

Be the first to fill your Wildlife Park with 15 correct Animal tokens, using clever tactics and a touch of luck.

## Setup

Each player receives 1 **Wildlife Park board** and carefully punches the tokens from it, creating 15 empty spaces.

Use a certain amount of **Animal token sets**, depending on the number of players.

## Players

**Sets** (number of tokens)

**3 Sets** (45 tokens)

**4 Sets** (60 tokens)

**5 Sets** (75 tokens)

**6 Sets** (90 tokens)

*Note: a set of Animal tokens* consists of **1x Polar bear, 2x Orangutan, 3x Alpaca, 4x Meerkat, and 5x Fish!**

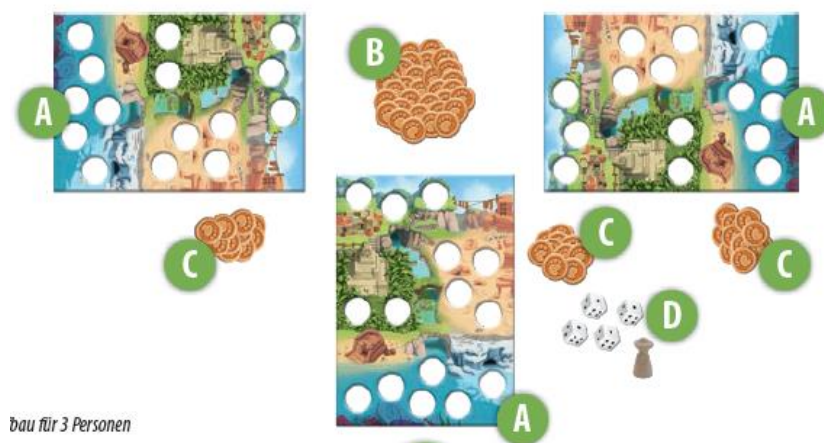
Return any remaining Animal token sets and Wildlife Park boards to the box.

Shuffle the **Animal tokens face down** and place them in a **general supply**, within reach of all players.

Each player takes **10 random Animal tokens** from the general supply without looking at them. Place your tokens face down next to your Wildlife Park: they represent your **personal supply**.

Use **one more die** than the number of players, returning any remaining dice to the box.

Randomly determine a starting player, who receives the **First player pawn** and the **dice**.



## Concepts and Overview of the Wildlife Park Boards

All Wildlife Parks are identical and consist of **5 zones** (Ice, Jungle, Highlands, Savannah, Ocean). Each zone has a certain amount of **spaces** available to hold animals. Each **species of animal** is assigned to a specific zone, and may only be placed there. Note that each animal is also represented by a specific **value**.

### Zone

### Number of Spaces

### Species of Animal

### Value

Ice

Polar bear

Jungle

Orangutan

Highlands

Alpaca

Savannah

Meerkat

Ocean

Fish

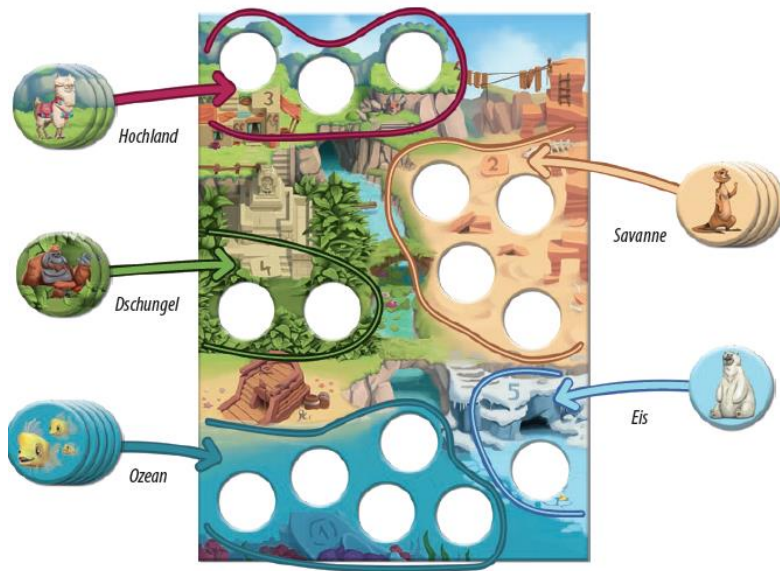
*Highlands*

*Savannah*

*Jungle*

*Ice*

*Ocean*



## How to Play

The game consists of several rounds, and players take turns in clockwise order. A round is played as follows:

if you have the First player pawn, roll all the **dice**. Choose 1 die and place it in front of you. You're not allowed to change its pip value.

Next, you must carry out **one** of the following two actions:

### 1.) Collecting Animals

OR

### 2.) Filling your Wildlife Park

#### 1.) COLLECTING ANIMALS:

*'Formula':* number of collected tokens = number of zones with at least 1 empty space

Take as many face-down Animal tokens from the **general supply** as there are **zones** in your Wildlife Park with **at least one empty space**. This means the maximum amount you can take is 5.

Place the Animal tokens face down in your personal supply without looking at them.

The number of pips you rolled **does not influence** this action!

*Note:* if the general supply runs out of tokens during this action, **all** players must immediately discard half of the Animal tokens from their personal supply (rounded down), in order to create a new general supply.

*Example: Erica chooses a die and decides to collect animals. Two of the zones in her Wildlife Park are completely filled (Jungle and Highlands), which means she collects 3 face-down Animal tokens from the general supply.*



## 2. FILLING YOUR WILDLIFE PARK

Carry out steps a-d in order

### 2a. Revealing your Animal tokens:

Reveal as many Animal tokens in your personal supply as the **amount of pips** shown on your chosen die.

*Warning:* if you don't have enough animals in your *personal supply*, you must instead choose action 1 and collect animals.

**Choose 1** of your face-up Animal tokens and place it in an empty space of the corresponding zone of your Wildlife Park. The remaining Animal tokens are left face up on the table as an **offer** for the other players.

*Note:* if you only get to reveal 1 Animal token, place it in your Wildlife Park and skip steps b-d.

*Example: Linda chooses the value 4 die and reveals 4 Animal tokens from her personal supply. She places an Alpaca token in the corresponding zone of her Wildlife Park. She leaves the 3 remaining animals on the table: this is her offer.*



## 2b. Trading:

As long as there are face-up Animal tokens in your offer, in clockwise order **all the other** players **may** purchase **1 token of their choice** from you, if they are able to do so. If someone decides to purchase an Animal token from the offer, that player must pay you a number of face-down Animal tokens from their personal supply equal to the **value** of the species they purchased.

*Fish*

*Meerkat*

*Alpaca*

*Orangutan*

*Polar bear*



*Fische*



*Erdmännchen*



*Alpaka*



*Orang-Utan*



*Eisbär*

If a player doesn't have enough Animal tokens in their personal supply to purchase a token from your offer, they are not allowed to do so. A player who purchases an Animal token this way must place it in an empty space of the corresponding zone of their Wildlife Park.

You may not refuse this trade. You receive the face-down tokens and must place them in your personal supply without looking at them.

## 2c. Placing a Second Animal?

If you still have face-up Animal tokens in front of you after the trading step, you **may** choose **1 of them** and place it in an empty space of the corresponding zone of your Wildlife Park. However, this time you must pay a number of face-down tokens from your personal supply to the **general supply**, equal to the amount required to purchase the Animal token.

Now, the next player in clockwise order takes their turn by choosing one of the remaining dice and carrying out one of the actions, until each player has taken a turn and there's only 1 die left. This die isn't used, and the round ends.

### End of the Round

Pass the **First player pawn** and all the **dice** to the next player in clockwise order. They will start the next round by rolling the dice as described above.

### End of the Game

The game ends immediately when someone places their 15th Animal token in the final empty spot of their Wildlife Park board. That player wins the game.

*Tip for setting up your next game:*

When the game is over, place all the Animal tokens in their corresponding spaces of the Wildlife Park boards before returning the boards to the box.

This will make it easier for players to find their correct sets when setting up the next game.

If you have any questions or suggestions about 'Wildtastic Five', please write us at: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, or send an email to [info@piatnik.com](mailto:info@piatnik.com)

You can also find us at:

Warning! Not suited for children younger than 36 months. Contains small parts that could be swallowed. Choking hazard. Please retain this information.

English translation: Jo Lefebure for The Geeky Pen