

Game Rules & Photo Credits



Wildlife Web

A dynamic ecology strategy game

Eat, mate, stay alive, and reproduce

Created by Thomas J. Elpel



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Warning!

Not suitable for children under 36 months.
Small Parts (2 Dice) - Choking hazard.

Wildlife Web

2-6 players ages 9 to 99

Game setup shown for 2 players

Game time: 60 - 90 minutes



Game time varies according to the number of players, the amount of experience with the game, and the degree that players try to hinder each other's progress.

Wildlife Web

Game Setup and Rules

Players: 2 – 6 players, ages 9 to 99.

Game Equipment: 100 Wildlife cards (50 animal pairs), 50 Event cards, 24 Forage cards, 15 Offspring cards, 1 Day/Night card, 4 Highway cards, 6 Game Play Reference cards, 2 Dice, and a coin (not included).

Game Setup:

- Place Highway cards end-to-end to make a road across the middle of the table or playing area.
- Place the Day/Night card to the right of the dealer with Day side face up.
- Shuffle and deal 20 Wildlife cards face up in the remaining space between the players, this is the central “habitat.” Place the remaining Wildlife card deck face down near the dealer, allowing room for a discard pile.
- Choose 4 animals from cards in the central habitat that seem likely to be killed by cars on the highway, such as a deer, rabbit, skunk, porcupine, ground squirrel, mouse, snake, or any other animal of your choice, and place them on the highway as roadkill for scavengers.
- Starting with the dealer and moving clockwise around the table, each player selects one Wildlife card from the central habitat. Go around the table again until players have the number of Wildlife cards indicated below. Each player displays their Wildlife cards face up in a row in front of themselves; this is the player’s animal “Pack.” Do not select two of the same species for your starting Pack.
 - 2 players = 4 cards
 - 3 or 4 players = 3 cards
 - 5 or 6 players = 2 cards

Tip: When selecting Wildlife cards, diversify your Pack with herbivores and carnivores, birds and mammals, and diurnal and nocturnal species.

- Shuffle Event card deck and place face down within reach of all players, leaving room for a discard pile.
- Deal each player a Game Reference card.

- Place Forage and Offspring card decks face down as separate draw piles beside the habitat area. Allow space for discard piles beside the Wildlife and Event decks.
- Dealer starts the game to demonstrate how the game works. Play advances clockwise around the table.

Objective: Players' animals forage or hunt for food, while trying to avoid becoming food themselves, then search for a mate and ultimately raise Offspring. Offspring are fed to maturity, successfully passing along the genetic line, at which time the family is secured from the game. Game play ends when a player has raised 3 Offspring, or any number predetermined by the group, thereby winning the game.

Game Play Overview

Sequence of a Turn:

1) Replace missing Wildlife cards:
Players should have the same number of Wildlife cards (not including mates) as were dealt at the beginning of the game. If one or more Wildlife cards are lost before or during a turn, choose replacements from the habitat area (except roadkill) or draw from the Wildlife deck.

Tip: When replacing a missing card, look for a free mate for your other animals. Mate the two together without discarding accumulated food, and then select another Wildlife card to fill the empty space.



2) Diurnal vs. Nocturnal: Game play starts in daytime when the Day/Night card is turned Day-side up. When play returns to the dealer, the card is flipped over to Night. Are your animals awake or asleep? Diurnal animals are active during daytime. Nocturnal animals are active at night.

Play only diurnal animals when the Day card is face up and nocturnal animals when the Night card is face up, except as otherwise instructed on individual Wildlife or Event cards. Only active

animals may feed, mate, or have Offspring. Animals that are both diurnal and nocturnal are in play every turn. Animals that are crepuscular, meaning active in morning dawn or evening twilight, are treated as diurnal.

3) Draw an Event Card: Is the Event card diurnal, nocturnal, or both? If a nocturnal Event card is drawn during daytime, or vice versa, turn it upside down and apply it the following turn. Do not draw additional Event cards. Otherwise, read the Event card aloud to the group and follow the instructions. Event cards may apply to all, some, or none of your Wildlife cards. Do not apply the Event card to other players unless instructed to do so on the card.

4) Forage, Hunt, or Scavenge: Feed each active animal. To feed herbivores, insectivores, and other non-carnivores, draw one Forage card each and place it under the animal as food. Carnivores may only hunt animals that share at least one habitat in common, and their prey must be active at that time of day, unless otherwise indicated. See "Instructions for Foraging, Hunting, and Scavenging."

5) Mating and Offspring: If an unmated animal has accumulated sufficient food then search for its mate. See "Instructions for taking a Mate." Or if a mated pair has accumulated sufficient food, then start raising Offspring. See "Instructions for Raising Offspring." Remember: Animals that are strictly diurnal or nocturnal may only take mates or have Offspring when active according to the Day/ Night card.

6) Between Turns: Pass the dice clockwise to the next player, and strategize for the next turn. Will it be daytime or nighttime, and which animals will be active? Do you need to replace any Wildlife Cards? Will you have active carnivores? Decide which animals you will hunt and read about any special abilities on the respective Wildlife cards before your turn arrives.

★ Secure Mature Offspring: At the beginning of your next turn, remove wildlife families with mature Offspring from your Pack. Discard any accumulated food back to the Forage deck or Wildlife discard pile, and set the completed family aside as a point towards winning the game. Three mature Offspring are required to win the game.

Overview of Wildlife Cards

The Wildlife deck includes two cards for each species of animal, featuring an image, common name, and scientific name.

Diurnal or Nocturnal Animals: Animals with a sun icon on their card are diurnal (daytime) whereas nocturnal (nighttime animals) have a moon and star icon. Animals with a sun and moon on their



Puma concolor

Mountain Lion (cougar)



Suffocate: Mountain lions stalk silently behind cover, then leap on the back of their prey, biting the neck to suffocate the animal.

Stealth: Avoid setting off alarm calls. Do not hunt another player's animals in daytime if their Pack includes any squirrels or Size 1 birds.

Ghost: If any player leaves the table, swipe one of their herbivore mammals as food, even if it's not your turn, one time per game.



card are both diurnal and nocturnal, meaning they can forage, hunt, or take mates day or night. Strictly diurnal or nocturnal animals can only take turns in daylight or darkness, as determined by the Day/ Night card.











Animals with a rising/ setting sun icon are crepuscular, meaning they are active in morning dawn and evening twilight. For simplicity, play these cards as fully diurnal.

Diet/Food Preferences:

The lower right corner of each Wildlife card shows icons indicating the animal's dietary preferences. See following chart for icon definitions. Animals








may only forage or hunt foods within their normal dietary preferences. **Carnivores** hunt other animals. **Scavengers** eat carrion (dead animals) from the highway and some may steal it from other carnivores. **Omnivores** may hunt, scavenge, or draw a Forage card. **Herbivores, insectivores, and other non-carnivores** draw Forage cards. A species that is both carnivorous and herbivorous may choose to either hunt or forage on each turn.

Food Icons

Icon	Diet	Definition	Example	Action
	herbivore	eats plants	deer	forage card
	granivore	eats seeds	mouse	forage card
	nucivore	eats nuts	squirrel	forage card
	fructivore	eats fruit	bear	forage card
	fungivore	eats mushrooms	chipmunk	forage card
	vermivore	eats worms	robin	forage card
	insectivore	eats insects	wren	forage card
	carnivore	eats meat	mountain lion	hunt for food
	scavenger	eats dead animals	vulture	eat carrion
	omnivore	eats everything	raccoon	forage, hunt, or eat carrion

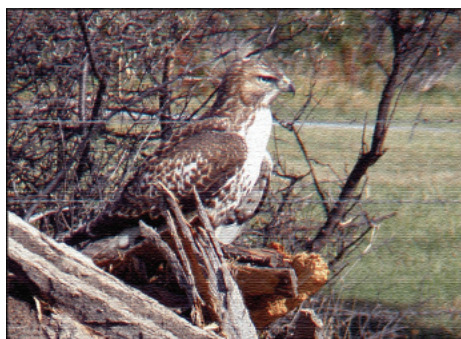
Habitat: Habitats are shown as icons in the lower left corner of each Wildlife card. Carnivores may only hunt prey that shares at least one habitat in common. For example, hawks have icons for air, trees, and ground, so they may hunt prey in all three habitats, whereas coyotes only have one habitat icon, for ground, so they may only hunt prey that shares ground as a habitat. Note that some species seasonally den underground, such as coyotes and foxes, but do not otherwise live or hunt underground, so that habitat is not included on their cards.

Habitat Icons

Icon	Habitat Name	Definition
	air	animal is capable of flight.
	trees	animal lives in trees.
	water	animal lives in or on water.
	ground	animal lives on land.
	underground	animal lives or hunts underground.
	cave	animal lives in caves.
	house	animal often lives in human houses.

Instructions for Foraging, Hunting, and Scavenging

Foraging: To feed an herbivore, insectivore, and other non-carnivore, draw one Forage card and place it underneath the Wildlife card. Note that some Wildlife cards specify drawing two or more Forage cards per turn. Feed each active animal in your Pack during your turn. If a species is both a carnivore and an herbivore (or anything other than a strict carnivore), then the player chooses each turn whether that animal will forage or hunt.



Buteo jamaicensis

Red-tailed Hawk



Soar or Perch: Hawks soar overhead when hunting or perch to watch for movement, then swoop down to take small game such as mice, voles, ground squirrels, and rabbits.	Size: 2
	Strength: 3
	Speed: 5
	Agility: 3
	Habitats: 3
	POWER: 16

Pair Hunting: If hawk has a mate, and the first attack on a Size 1 or 2 mammal falls short, roll the dice and try again.

Swipe: Swipe a meal from any raptor, only once per game.



Hunting: A carnivore may hunt any animal in the central habitat OR any player's animal that is the same Size or smaller, except as otherwise noted. This animal is the carnivore's prey.

Hunting matches the abilities of predator against prey, plus a degree of luck. To hunt, the carnivore adds its Power plus any special abilities, plus a roll of one dice. The prey adds its Power, plus any special abilities, plus a roll of the other dice. When hunting an animal in the central habitat, the player to the left rolls the dice for that animal. Read both cards for special instructions or

Sample Hunt: Red-tailed Hawk hunts Yellow-Bellied Marmot

Both species are diurnal (☀), and both share ground (🌿) as a common habitat.

Hawk has a Power of 16 plus one dice. Marmot has a Power of 10 plus 5 points for defense plus one dice.

Hawk rolls a 4 for a total of 20. Marmot rolls a 5 for a total of 20. Tie. The chase is on: roll again.



Hawk rolls a 6 for a total of 22. Marmot rolls a 6 for a total of 21. Marmot is eaten and placed as food underneath hawk.



exceptions that might influence the hunt.

If the prey animal has the highest total number, it escapes and the carnivore goes hungry that turn. If there is a tie, the chase is on: roll again. If the carnivore has the highest total number, the prey animal is taken as food and placed face up underneath the carnivore. Discard any food that was attached to the prey animal.

One Action Per Animal: Apply one action per Wildlife card per turn. For example, Coyote, shown here, could do a regular hunt OR apply Trickster to steal



Marmota flaviventris

Yellow-bellied Marmot



Fortress: Marmots dig holes under rocks where predators cannot follow. Add 5 points for defense, except against snakes, weasels, and badgers, which may pursue marmots underground.

Size: 2
Strength: 2
Speed: 2
Agility: 2
Habitats: 2
POWER: 10

Chirp: Marmots chirp to alert others when danger approaches. Add 2 points for defense and take 2 Forage cards if marmot has a mate.



a meal from another carnivore, but not both in the same turn.

Food Value: The Size of the animal determines how much food must be eaten to take a mate, have offspring, and its food value if eaten by another animal. For example, marmot is a Size 2 animal; therefore it must take 2 Forage cards to find a mate, plus 2 Forage cards to have Offspring, plus 2 Forage cards to raise the Offspring to maturity. Conversely, marmot is a Size 2 meal if taken by a carnivore, such as in the hawk example.

Hunting Mated Animals: An attack against mated animals only applies to one of them. If the mated animals have Offspring, and one mate is taken, the remaining lone mate continues to feed and raise the Offspring to maturity. If both mates are killed in separate attacks, the Offspring is returned to the Offspring deck.

Scavenging Roadkill:

Scavengers and omnivores may consume carrion from the highway, whereas strict carnivores may not. To scavenge food on the highway, add scavenger's Agility plus the roll of one dice against the roll of the other dice for the highway (rolled by the player to the left). Example: Coyote has an Agility of 3 and rolls a 4 for a total of 7, while the highway rolls a 6. Coyote wins a free roadkill meal. Player chooses a roadkill animal and places it underneath the scavenger or omnivore as food. Size doesn't matter when consuming carrion. A Size 4 coyote may take a Size 5 bear.



Canis latrans

Coyote



Cooperation: Coyotes hunt in pairs or temporary packs to take down bigger game. Add 5 points for attack or defense against Size 4+ animals if Coyote has a mate.	Size: 4
	Strength: 4
	Speed: 4
	Agility: 3
	Habitats: 1
	POWER: 16

Trickster: Steal a meal from any ground-based carnivore, only once per game.

Diversity: Coyotes like fresh meat and carrion, but also eat insects and fruit. No luck hunting? Take a Forage card instead.



If a player's scavenger or omnivore loses, then it was not agile enough to consume roadkill while dodging oncoming traffic. Leave it on the highway.

Restock Roadkill: If there are less than 4 Wildlife cards on the highway when the Day/Night card returns to daylight, restock the highway with fresh roadkill selected from likely Wildlife cards in the central habitat. Check each player's Wildlife cards to avoid losing potential mates as roadkill.

Instructions for taking a Mate

If player has two cards from one species already or if player is replacing missing Wildlife cards and draws a mate, the two cards are stacked together as mates. Otherwise, each player must feed their animals prior to taking mates:

Food Requirement: Unmated animals must forage or hunt for food prior to taking a mate. The food requirement is equal to the Size listed for the animal. A Size 5 herbivore (moose) must draw 5 Forage cards prior to taking a mate. A Size 3 carnivore (fox)

must hunt for prey adding up to Size 3 or more, such as a Size 2 rabbit one turn and a Size 1 mouse the next turn. Surplus food is okay.

Taking a Mate: When sufficient food has been obtained, the animal may immediately take a mate. If a mate is visible in the central habitat (except roadkill) player takes the mate and stacks the two animals together. If another player has the mate, the current player may take that mate and any food attached to it.

If no mate is available in the playing area, player may search through the Wildlife discard pile to find a mate. If no



mate is available in the discard pile, player may draw up to 5 new Wildlife cards in hopes of drawing a mate (10 cards if player has 2 animals needing mates, etc.). Non-matching Wildlife cards drawn from the Wildlife deck are added to the central habitat. If a mated pair appears in the central habitat, place the cards together to conserve space. If no mate is found after drawing 5 cards, player waits until the following turn, then looks through the entire deck to find the mate.

Discard Food: Discard requisite food cards when taking a mate. For example, a Size 3 fox could send the Size 2 rabbit and Size 1 mouse to the Wildlife discard pile upon taking a mate. Likewise, if fox had a Size 2 rabbit and a Size 2 squirrel, both would be discarded upon taking a mate. Discard Forage cards back to the Forage deck.

Surplus food may be retained when taking a mate to apply towards Offspring, including any food obtained by taking a mate from another player.

Tip: Any animal waiting for a mate may continue to forage or hunt to build up reserves for having Offspring once a mate is found.

Note: If raising dogs or cats from the Event card deck, search the Event card deck and/or Event discard pile when seeking a mate.

Instructions for Raising Offspring

After a player has a mated pair of animals, they must forage or hunt for food before raising Offspring. The food requirement for Offspring is the same as for taking a mate, that is, the Size of one mate.

Once the mated pair has obtained sufficient food, the requisite food cards are exchanged for an Offspring card. To raise Offspring to maturity, the adults forage or hunt enough food to equal the Size of one mate.

When sufficient food has been gathered to raise the Offspring to maturity, wait until the beginning of the next turn,



and remove the whole family from the game, where they are safe from further attacks. Animals that are strictly diurnal or nocturnal may only have Offspring when active according to the Day/Night card. Similarly, the family may only be removed from the game when active. If it is the wrong time of day, wait until the following turn.

When removing a family to safety, discard Forage cards back to the Forage deck and discard Wildlife cards that previously taken as food to the Wildlife discard pile. Retain the wildlife family with Offspring. Player that successfully raises the first three Offspring from his or her Pack wins the game.

Instructions for Swapping Wildlife Cards

Players may choose to discard and replace 1 Wildlife card at the beginning of each turn. For example, if a potential mate has been eaten, then a player may want to swap that animal out of their Pack, rather than wait for the mated card to resurface. Swapping cards may also be desirable to diversify the Pack if the player has all herbivores and no carnivores, or all diurnal species and no nocturnal species, or even if the player does not want a particular animal. Discard the Wildlife card to the central habitat, and discard any attached food to the respective Forage deck or Wildlife discard pile. Draw a replacement Wildlife card from the Wildlife deck.

Good luck navigating the web of life!

Art & Photo Credits

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Photographer	Title	URL
Barney Moss	Wolverine	https://tinyurl.com/yc-94nv2a
Billy Lindblom	Red Fox (<i>Vulpes vulpes</i>)	https://tinyurl.com/y9ll46uw
Bob Peterson	Turkey Vulture (<i>Cathartes aura</i>)	https://tinyurl.com/y9uajuvsq
Bob Wick, BLM	Tule Elk at Berryessa Snow Mountain National Monument	https://tinyurl.com/y9yeesl4
born1945	Muskrat	https://tinyurl.com/yc86b3ro
California Department of Fish and Wildlife	American robin (<i>Turdus migratorius</i>)	https://tinyurl.com/yd4lv3h2
Chuck Abbe	Botta's Pocket Gopher (<i>Thomomys bottae</i>)	https://tinyurl.com/ycd-v748g
David Cappaert, Michigan State University, Bugwood.org	Deer Mice	https://tinyurl.com/yadctz27
Dennis Carr	cat stalking	https://tinyurl.com/ybb6neo2
Don Loarie	Bobcat <i>Lynx rufus</i>	https://tinyurl.com/ycg6xsss
Don Loarie	Deer Mouse <i>Peromyscus maniculatus</i>	https://tinyurl.com/y8nj4dl3
Don Owens	Steller's Jay	https://tinyurl.com/y7rftu96
Don Owens	Red-tailed Hawk	https://tinyurl.com/ydb-4muml
Don Owens	Cooper's Hawk	https://tinyurl.com/y6ukfruu
Dr. Richard Forbes	Bushy Tailed Woodrat	https://tinyurl.com/y75elsnp
Eric Ellingson	American Robin	https://tinyurl.com/y9s-7sb26
Fyn Kynd	Big Brown Bat - <i>Eptesicus fuscus</i>	https://tinyurl.com/y7wflbb
Gailhampshire	<i>Lynx rufus</i> . Bobcat	https://tinyurl.com/y764hm27
Gilles Gonthier	<i>Tamiasciurus hudsonicus</i>	https://tinyurl.com/yblolytg
Gilles Gonthier	<i>Blarina brevicauda</i>	https://tinyurl.com/ya8wp-mec
Gilles Gonthier	<i>Blarina brevicauda</i>	https://tinyurl.com/y8bx-b6nx
Gilles Gonthier	<i>Corvus brachyrhynchos</i>	https://tinyurl.com/y9tnr2hg
Ingrid Taylar	Don't Trust the Photographer	https://tinyurl.com/yavoeva3
James Perdue	American Badger (<i>Taxidea taxus</i>)	https://tinyurl.com/yalk7jpl
James St. John	<i>Pica hudsonia</i> (black-billed magpie) (Bozeman, Montana, USA)	https://tinyurl.com/y8a9x-qgm
Jeff P	Elk Sparring	https://tinyurl.com/ybvrsj6y

Jennifer Soros	Durang – black-billed magpies	https://tinyurl.com/ybsff4b7
Jesús Cabrera	Hojas y lluvia	https://tinyurl.com/yd56oafz
John and Karen Hollingsworth/USFWS	Endangered, threated gray wolf (Endangered gray wolf (Canis lupus)	https://tinyurl.com/y8o9ewjh
Judy Gallagher	Wild Turkey (female) - Meleagris gallopavo, Occoquan Bay National Wildlife Refuge, Woodbridge, Virginia	https://tinyurl.com/yd9x9kcs
Judy Gallagher	Richardson's Ground Squirrel - Urocitellus richardsonii, Scott's Lake Hill, Alberta, Canada	https://tinyurl.com/ybdrfz9u
K. Theule/USFWS	Striped Skunk, close	https://tinyurl.com/yc7ztc85
Katja Schulz	Botta's Pocket Gopher	https://tinyurl.com/yaqejvrs
Ken McMillan	Bear Time 02	https://tinyurl.com/yaoxjb7k
Larry Lamsa	Badger	https://tinyurl.com/yam-rmgh9
Larry Lamsa	Coyote	https://tinyurl.com/ybjq6ny5
Larry Smith	White-tails 8-12-16	https://tinyurl.com/y9z5g-wlm
LongitudeLatitude	after the swim	https://tinyurl.com/yd5eyy7z
LongitudeLatitude	run like deer	https://tinyurl.com/y9d-55m5x
Mark Gunn	Pronghorn	https://tinyurl.com/yd5jgjyz
Matt Tillett	American Crow	https://tinyurl.com/y9tgmraa
Matt Tillett	House Wren	https://tinyurl.com/y9l25n6p
Melissa McMasters	American red squirrel	https://tinyurl.com/y77shxq6
National Park Service	Griffith Park Coyotes	https://tinyurl.com/ya5zwl32
NH53	Wolverine (female)	https://tinyurl.com/ydae37rh
Nigel	1-IMGL8322-001	https://tinyurl.com/yc2e9kt5
NPS / Jacob W. Frank	Short-tailed weasel on the ground	https://tinyurl.com/ycrgx7dg
NPS / Neal Herbert	Least chipmunk, Mammoth Hot Springs	https://tinyurl.com/yc2oxjzg
NPS Photo	Mountail lion (Puma concolor) yearling	https://tinyurl.com/y6vb66yu
Pen Waggener	Sly Fox	https://tinyurl.com/y9nw3hlz
Richard Hurd	Black-capped Chickadee in flight 09-05-2012 106	https://tinyurl.com/yd37u6bl
Robert Snache - Spirithands.net	Early wake up caller!	https://tinyurl.com/yag-kyoqk
Robert Taylor	Black-Capped Chickadee_3368	https://tinyurl.com/yc-5s84p9
Ronnie Macdonald	Grey wolves	https://tinyurl.com/ya2g-wy2s

Rusty Clark	Great Blue Heron and Chicks	https://tinyurl.com/ycvel9t7
Ryan Hagerty/USFWS	Alaskan moose pair	https://tinyurl.com/y79fqx9p
Scott Wilcoxon	Rain	https://tinyurl.com/ycgn-bayz
Tom Koerner/USFWS	Bushy-Tailed Woodrat on Seedska-dee National Wildlife Refuge	https://tinyurl.com/y83z8z7t
Tom Koerner/USFWS	Golden eagle on Seedska-dee National Wildlife Refuge	https://tinyurl.com/y8dqxk9f
Tom Koerner/USFWS	Golden Eagle Seedska-dee NWR	https://tinyurl.com/y8ck3pj4
Tom Koerner/USFWS	Greater sandhill crane on Seedska-dee National Wildlife Refuge	https://tinyurl.com/y9bwh-vbc
Tom Koerner/USFWS	Pronghorn Doe Seedska-dee NWR	https://tinyurl.com/ycoo3k77
Tom Koerner/USFWS	Striped skunk on Seedska-dee National Wildlife Refuge	https://tinyurl.com/ycos-ne6m
Tom Koerner/USFWS	Moose and calf at Seedska-dee National Wildlife Refuge	https://tinyurl.com/y7t57ceh
Tom Koerner/USFWS	Muskrat pair feeding on Lacreek NWR 01	https://tinyurl.com/y8nkhx4j
Tony Alter	Cooper's Hawk	https://tinyurl.com/y9eetb95
Tony Hisgett	Great Horned Owl 3a	https://tinyurl.com/ydd-8g6x3
William Andrus	Least Chipmunk	https://tinyurl.com/ybm-s947a

Bird Language Resources

Many cards in Wildlife Web refer to bird language, that is, the skill of paying attention to bird behavior, bird calls, and bird alarms to learn what is happening in the woods beyond the range of direct sight and sound. To learn more about bird language, be sure to order Jon Young's books, videos, and CDs:

What the Robin Knows: *How Birds Reveal the Secrets of the Natural World*

Bird Language Basics DVD: *How to interpret the Behaviors and Patterns of Nature*

Advanced Bird Language CD Set: *Reading the Concentric Rings of Nature*