

The Great Animal Count

PRINT SET · NATIONAL PARK

Rules

A short summary of the rules for this setup. Learn the game from the rules: full rules

Goal (CHAPTER 1)

- Collect 7 photos from tasks and bring the whole team to Rangers' Base together with the transport "Jeep Jackal". Then choose "Hand in the count".
- If day 6 ends before you finish, you lose.

Day (CHAPTER 4)

- Each day you have 8 shared effort tokens. Unused effort does not carry over.
- Who draws: the youngest player draws at setup and during day 1, the player to their left during each further day.
- An "At once" card is never placed: resolve it at once, discard it and draw the next card of the same deck instead.
- There are no turns: characters act in any order. You end the day together.

Actions (CHAPTER 5)

- **Walk** · 1 effort · to a neighbouring place; not in the jeep
- Route → carries characters only, ⇌ the transport only, ↔ both; the transport stops only at places marked "transport may stop here".
- **Solve a card** · effort of the card row · you stand at the card and together have the abilities of one of its rows; characters in the jeep may help
- **Give, Drop, Take** · 0 effort · an item gives an ability; each character carries 2; hand over only at the same place
- **Board, Leave** · 0 effort · Jeep Jackal at the same place; it holds 2 characters including the operator
- **Drive the jeep** · 1 effort (damaged 2 effort) · steered by a character with "jeep driving" in the jeep; up to 2 routes; everyone in the jeep travels along
- **Recover** · 1 effort · "first aid" brings a weakened character back, "repairs" repairs the transport; at the same place
- **Hand in the count** · 0 effort · goal met
- **End the day** · 0 effort · any time you agree

Situation cards (CHAPTER 6)

- A card has one or two rows. Meet one of them and pay its effort.
- Task: its photos ● count towards the goal.
- Item: one of the characters who solved the card takes it. It gives an ability, or protection □ from one hazard.
- Lead "↔": once solved, turn the card over where it lies; its back is a task. An expired lead goes lead side up under the lead stack.
- Hazard: once solved it is discarded; if it expires, it weakens the characters without protection at its place and damages the transport if it is there. If the card says it stays, then turn it upside down: whoever enters without protection is weakened.
- Each card lives at most two days: fresh, then urgent (on its side), then it expires.

States (CHAPTER 7)

- ↑ ready: everything works.

- → weakened: loses its own ability; items still work.
- Jeep Jackal: ↑ fine (moving costs 1 effort), → damaged (moving costs 2).

End-of-day cleanup (CHAPTER 8)

1. Urgent cards expire: a hazard weakens the characters without protection at its place, a lead goes under the lead stack.
2. Turn fresh cards on their side.
3. Advance the day marker and take back all effort.
4. Lay out 1 task, 1 other card and the top lead of the stack, if any; a die roll picks the place (the numbers are on the place cards).

A place is a part of the park, a round is a day; the map is the national park.

Setup

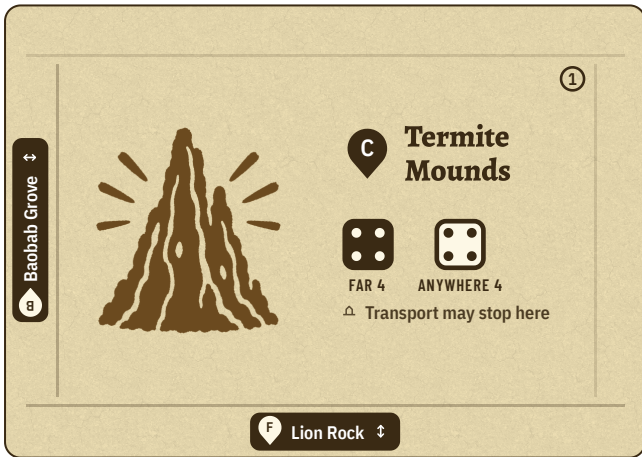
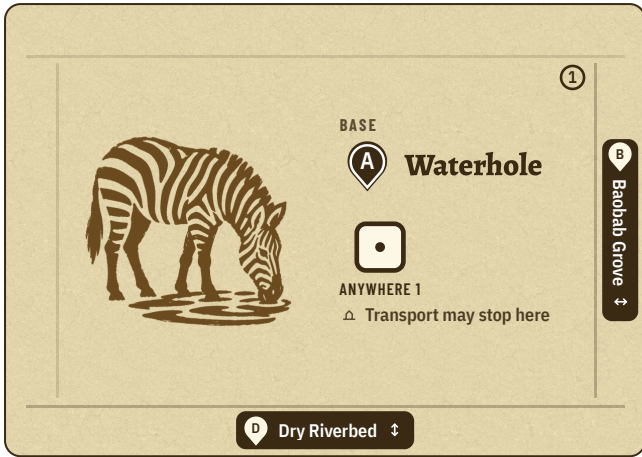
1. Lay out the place cards by their printed routes and the letters in the pins. The base is place A, the destination is the last letter.
2. Each player takes a character card (family side up) and its pawn.
3. Put all character pawns and the transport pawn (Jeep Jackal) at the base.
4. Put 8 effort tokens in the middle and the day marker on space 1.
5. Who draws: the youngest player draws at setup and during day 1, the player to their left during each further day.
6. Sort the situation cards by their back into the task deck and the other deck and shuffle both.
7. Lay out the 3 leads face up; roll the die for each and put it on a place with a “far” number.
8. Lay out 2 cards from each deck. Roll the die for each: a task goes to the place with that “far” number, any other card to the place with that “anywhere” number. If no place has the number, roll again.

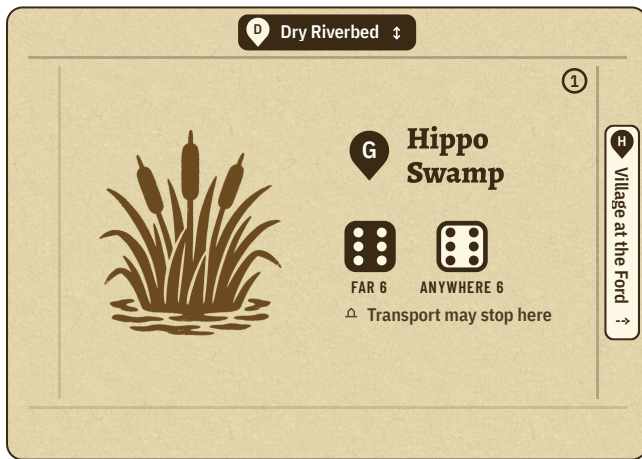
Prepare 8 identical effort tokens, one day marker, one die and 5 distinct pawns.

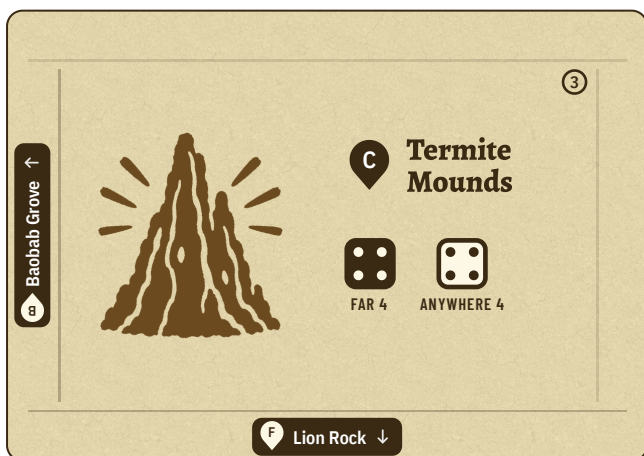
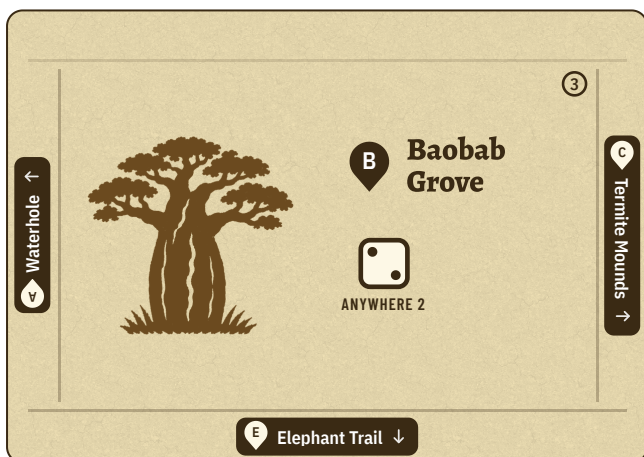
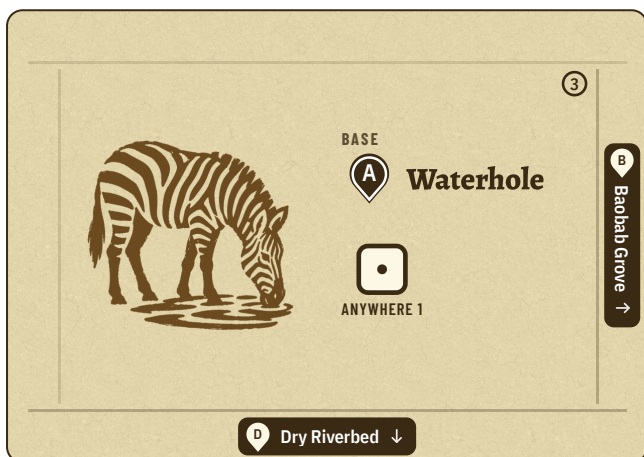
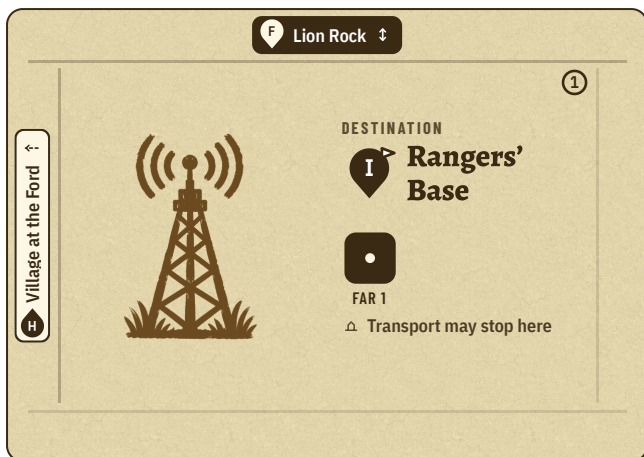
Cut out 41 cards. Cards of one deck must be indistinguishable from the back: print on opaque paper or put the cards in identical sleeves. Character pawns: 4; transports: 1; effort tokens: 8; day marker: 1; six-sided die: 1. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.

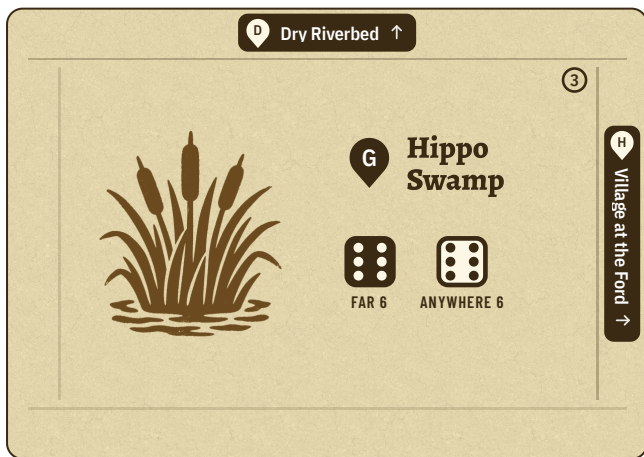
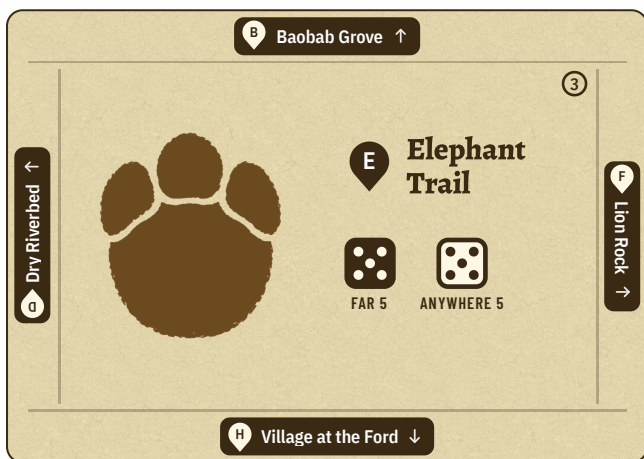
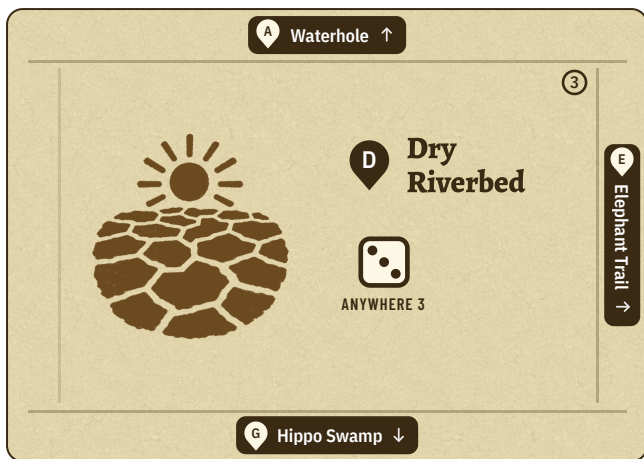
Every card is printed as a pair: its face and its back joined by a dashed line (a lead and its task, a character and its advanced side, situations with the back of their deck, the scenario and the transport with the game back; with further expeditions also a place and the same place of the next expedition, a scenario and the front of the next expedition card). Portrait cards lie across like the places; face and back meet at their bottom edges on the line. Cut each pair out whole, fold along the line and glue; print single-sided only.

The other expeditions are on the backs of the place and scenario cards: the first side (light) belongs to expedition 1, 3 ..., the second side (coloured) to expedition 2, 4 ...; the expedition number in the ring of the top-right corner says which expedition a side of a card belongs to. An expedition with fewer places has a blank back on the rest. An expedition card has two faces: the back of a further expedition (the transport, what lies on the table from setup, the sentences of the expedition) is a two-sided card of its own, two expeditions to a card (2 and 3, 4 and 5 ...); it goes with the front of the same name and number in the ring.











SEVANNIA - Z - W4

(2)



The Foot Patrol

TOLBEE • NATIONAL PARK • EXPEDITION 2

● ● ○ DIFFICULTY 2/3

The rains are coming and the rivers will cut the park off. Before then the patrol must photograph every rare animal ● for the count and meet at the rangers' base with the jeep.

FO | **FO** **FO** **FO** **FO** **FO**

Split patrol: 8 photos. First day of the count: 1 fewer. Patrol trial: 1 more. Split patrol: 7 days. First day of the count: 1 more day.

Effort: 8 per day · days: 7

ITEM 1

ITEM 2



Amara
DRIVER



ADVANCED SIDE

When you steer the transport, it goes 1 route further.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Jonah
MECHANIC



ADVANCED SIDE

Repairing the transport costs you no effort.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Lea
PARK RANGER



ADVANCED SIDE

You may turn a face-down card on a neighbouring place for free (with Discovery or in fog).

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Daniel
VET



ADVANCED SIDE

Recovering a character costs you no effort.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Amara
DRIVER



☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Jonah
MECHANIC



☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Lea
PARK RANGER



☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Daniel
VET



☐ ☐ ↑ ready · → weakened (loses its own ability)

1



Fords and Plains

TOLBEK · NATIONAL PARK · EXPEDITION 1

● ● ○ DIFFICULTY 2/3

Count handed in

The rains are coming and the rivers will cut the park off. Before then the patrol must photograph every rare animal 📷 for the count and meet at the rangers' base with the jeep.



Split patrol: 7 photos. First day of the count: 1 fewer, Patrol trial: 1 more.

Effort: 8 per day · days: 6

1



○ Jeep Jackal



Steered by a character with "jeep driving" in the jeep. Range 2 routes. Seats including the operator: 2.

☐ ↑ moving costs 1 effort - → damaged, moving costs 2



☐ Cheetahs on the Plain



+



● ● ○

or



+



● ● ●



Task

Place: die, "fair" numbers.

☐ → ☐ → ☐ Expires without penalty.

BACK: TASK



➡ Map of the Fords

none

● ○ ○ ○

Item: gives "jeep driving", one of the characters who solved the card takes it.



Place: die, "anywhere" numbers.

☐ → ☐ → ☐ Expires without penalty.

BACK: OTHER

TOLBEK · NATIONAL PARK · EXPEDITION 1
Shared pool: 8 effort tokens a day.
Jeep Jackal: range 2 routes.

Fords and Plains

1

National Park



National Park

TASK



National Park

OTHER





Cheetahs on the Plain



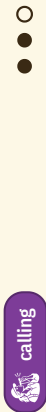
Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Shy Rhinoceros



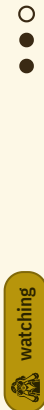
Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Tsetse Flies



Leaves protection: an item for one of the characters.

Place: die, "anywhere" numbers.

Expires: weakens characters without protection here, then turn it upside down.

BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.



Giraffe by the Fence



Place: die, "far" numbers.

Expires without penalty.

BACK: TASK

National Park

TASK



National Park

TASK



National Park

OTHER



National Park

TASK





 Night Binoculars

● ○ ○

none

 watching

Item: gives
“watching”; one of the
characters who solved
the card takes it.



Place: die, “anywhere” numbers.

 →  →  →  Expires without penalty.

● **BACK: OTHER**



 Giraffe by the Fallen Fence

● ● ●

 watching

+

 repairs

or

 watching

+

 first aid



Task

 Place: die, “far” numbers.

 →  →  →  Expires without penalty.

● **BACK: TASK**



 Elephant Herd at the Ford

● ● ●

 jeep driving

+

 repairs

or

 jeep driving

+

 first aid



Task

 Place: die, “far” numbers.

 →  →  →  Expires without penalty.

● **BACK: TASK**



 Elephant Herd at the Ford

● ● ●

 jeep driving

+

 repairs

or

 jeep driving

+

 first aid



Task

 Place: die, “far” numbers.

 →  →  Expires without penalty.

● **BACK: TASK**

National Park

OTHER



TASK

National Park



TASK

National Park



TASK

National Park





Dust Storm

jeep driving

watching

or

watching

Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

BACK: OTHER



Ranger's Watch

watching

Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

BACK: OTHER



Stranded Supply Truck

jeep driving

Leaves protection from “Tsetse Flies”: an item for one of the characters.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

BACK: OTHER



Antidote

none

Item: gives “first aid”; one of the characters who solved the card takes it.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

BACK: OTHER

National Park

OTHER



National Park

OTHER



National Park

OTHER



National Park

OTHER



tolbek-13 | savanna | A4, 100 % scale, single-sided



none

Straw Hat

●○○○

Item: protects from "Heatstroke"; one of the characters who solved the card takes it.

☹️

Place: die, "anywhere" numbers.

☹️ → ☐ → ☹️

Expires without penalty.

●

BACK: OTHER



first aid

Heatstroke

●●●○

Leaves protection: an item for one of the characters.

☹️

Place: die, "anywhere" numbers.

☹️ → ☐ → ☹️

Expires: weakens characters without protection here, then turn it upside down.

●

BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.



jeep driving

Flooded Ford

●●●○

Averted hazard.

☹️

Place: die, "anywhere" numbers.

☹️ → ☐ → ☹️

On expiry it weakens the characters at its place and damages the transport if it is there.

●

BACK: OTHER



repairs

Flat Tyre

●●●○

Averted hazard.

☹️

Place: die, "anywhere" numbers.

☹️ → ☐ → ☹️

On expiry it weakens the characters at its place and damages the transport if it is there.

●

BACK: OTHER



OTHER

National Park



OTHER

National Park



OTHER

National Park



OTHER

National Park



Recording of Animal Calls

none

● ● ○

Item: gives “calling”; one of the characters who solved the card takes it.



Place: die, “anywhere” numbers.

☐ → ☐ → ☐ Expires without penalty.

● BACK: OTHER



Guest of Honour under the Baobab



Ease: a card you solve together with the guest of honour costs 1 less, at least 1.

At once: The rolled character is the guest of honour until the end of the day.

Roll the die: who. 1 = the drawing player's character, then clockwise. Too high? Reroll.



⚡ At once: resolve, discard, draw a replacement.

● BACK: OTHER



Bird Call



watching

● ○ ○

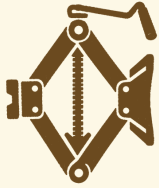
Item: gives “calling”; one of the characters who solved the card takes it.



Place: die, “anywhere” numbers.

☐ → ☐ → ☐ Expires without penalty.

● BACK: OTHER



Jack and Rope

none

● ○ ○

Item: gives “repairs”; one of the characters who solved the card takes it.



Place: die, “anywhere” numbers.

☐ → ☐ → ☐ Expires without penalty.

● BACK: OTHER

National Park

OTHER



National Park

OTHER



National Park

OTHER



National Park

OTHER



③



○ Jeep Jackal



Steered by a character with “jeep driving” in the jeep. Range 2 routes. Seats including the operator: 2.



↑ moving costs 1 effort · → damaged, moving costs 2

National Park

