

Abilities Explained

Donation
Discard this card. Draw two cards from the game deck, then discard any two cards from your hand.

Education Program
Discard this card, then discard **another** card from your hand. Draw a card at random from an opponent's hand.

Emergency Rescue *(Instant)*
Play and discard this card when you want to skip the next player. Instant abilities can be played at any time, even out of turn.

Fundraiser
Discard this card. Draw three cards from the deck, play one of those three cards and then put the two unplayed cards back on top of the deck.

Grant Approval
Pick up the top card of the discard pile and play it (either by discarding it again, or putting it on an animal and ailment pair). Whenever that card is resolved, then discard the "Grant Approval" card.

Injured Volunteer
Put this card on an opponent's animal and ailment pair. At the end of the game, unless removed, this card will serve as a -1 point for that pair.

Internet Troll *(Instant)*
Play and discard this card when an opponent is actively playing an ability card to negate it. The negated player cannot play another card instead. Note: You may play an Internet Troll card to negate another Internet Troll card.

Law Changes
Discard this card. All players must put their full hands on the top of the game deck (not discard pile). Shuffle the deck and then all players draw five new cards to replace their hand.

Quarantine
Put this card on one of your animal and ailment pairs. The ailment must be either "Orphan" or "Sick". These animal and ailment cards cannot be taken from you. At the end of the game, unless removed, this card will serve as a +1 point for that pair.

Rescue Collaboration
Discard this card. Draw a random card from an opponent's hand, and then give them a card of your choosing from your hand (you may give them their card back).

Toolbox
Discard this card. Remove an ability card which has been played on an animal and ailment pair or success story (yours or opponent's).

Veterinary Visit
Put this card on one of your animal and ailment pairs. The ailment must be either "Injured" or "Poisoned". These animal and ailment cards cannot be taken from you (with for example the "Volunteer" card). At the end of the game, unless removed, this card will serve as a +1 point for that pair.

Viral Social Media Post
Put this card on a success story. At the end of the game, unless removed, this card will serve as a +1 point for that animal.

Volunteer
Discard this card. Take one of your animal or ailment cards and switch it with an opponent's animal or ailment cards. Cannot switch a card from a success story.

Wildlife Release
Discard this card. Look at the top three cards of the discard pile and choose one. Put the other two cards back and play the chosen card (either by discarding it again, or putting it on an animal and ailment pair). Whenever that card is resolved, then discard the "Wildlife Release" card.

