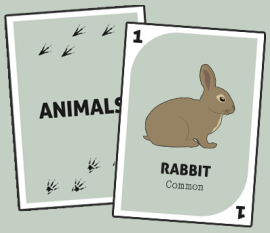
CRITTER RESCUE

Wildlife is in danger and the animals are calling for help! Little critters with different problems have come into your care and need you to save them. Cure their ailments and get them ready for release. The rescuer with the happiest and healthiest animals at the end of the game wins.



All players start with 6 pairs of Animal and Ailment cards. Shuffle the Animal deck, and then each player draws 6 Animals. **Put these on the table in front of you**, face up. Now shuffle the Ailment deck, and then each player draws 6 Ailment cards. Place one Ailment card face up below each of your Animal cards in the order the Ailment cards are drawn from the deck.



Animal Cards

Shuffle the Game deck and place it where all players can reach it. Then, **all players draw 5 cards** from it. This is your hand. The Game deck consists of Cure cards and Ability cards to help you progress. If the Game deck ever runs out, shuffle the discard pile to make a new deck.



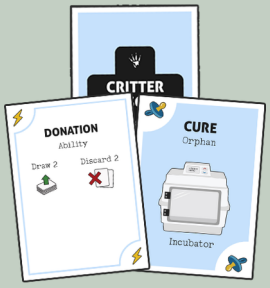
Ailment Cards

Each turn, draw cards from the Game deck until you have six cards in your hand. Most rounds this will mean drawing a single card.

Then choose to either:

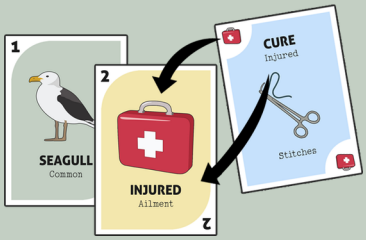
- Play an Ability card, or
- Play a Cure card on one of your Animal and Ailment pairs, or
- Discard a card to the discard pile next to the Game deck

The goal is to find Cure cards from the Game deck for each of your Animal and Ailment pairs, as well as finishing with the most points. On your turn, you may cure an Animal by playing a Cure card on them which **matches their Ailment card**. This completes the set and makes the Animal a **Success Story**.

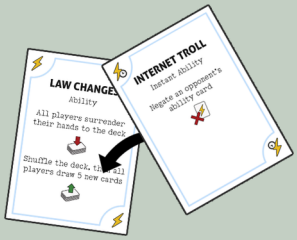


Game Deck

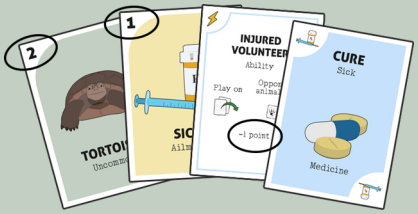
The game ends when **one player cures all** of their Animal and Ailment pairs. Then count the points of your Success Stories, including any added or subtracted points from Ability cards. **The player with the most points wins!** In the case of a tie, the player with the most Success Stories wins.



You can use any Cure card with an icon and type which matches one of your Ailment cards to cure that Animal.



A player can play an Instant Ability as a reaction, for example when an opponent plays an Ability card. In this example, both cards are now discarded.



To score this Success Story: add 2 points for the Animal, 1 point for the Ailment, and subtract 1 point for the Ability card = 2 points.



Wildlife Inc.
Education & Rehabilitation Center

This game was inspired by the wonderful organization Wildlife Inc. Education & Rehabilitation Center in Bradenton Beach, FL. By purchasing this game you support their mission to preserve and protect native wildlife. Learn more: https://wildlifeinc.org

Rule Clarifications



Switching Animal and Ailment Cards / "Volunteer" Ability Card

When switching an Animal or Ailment card with an opponent, you cannot choose cards from a Success Story. You do not get, or give, any Ability cards previously played on the Animals or Ailments being switched.

Playing from the Discard pile

When playing a card from the discard pile you take that card and play it as usual. If the card would be discarded after use, the Ability card which allowed you to play from the discard pile should be discarded *after the card played from the discard pile.*

Instant Ability Cards

Any cards labeled as an "Instant Ability" may be played out of turn. For example, you can play "Internet Troll" as a reaction to an opponent's Ability card. "Internet Troll" can only be used as the opponent is actively playing their Ability card, and the player who was negated does not get to play another card. You may use "Emergency Rescue" as your turn action to skip the next player, or out of turn to skip another player.

"Quarantine" & "Veterinary Visit" Ability Cards

The Animal and Ailment cards you choose cannot be taken from you (for example when someone plays the "Volunteer" ability card), and you get one additional point at the end of the game. These Abilities cannot be played on a Success Story (thematically, a cured animal would not need a veterinary visit or be put in quarantine).

Game End & Scoring

Scoring happens when the game ends. The game ends immediately when a player cures the last of their Animals. Players ONLY score the cards which are part of a Success Story (Animals which have been cured are considered Success Stories).

Game Components

- 1 Rule Sheet
- 30 Animal cards - *15 Common, 12 Uncommon, 3 Rare*
- 30 Ailment cards - *8 Orphan, 8 Sick, 8 Injured, 6 Poisoned*
- 74 Game deck cards - *30 Cure cards, 44 Ability cards*







Game, art, and graphics by Kellie Sellin Edland
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