



ULTIMATE RANGER GAMEPLAY GUIDE

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THE WORLD OF ANIMOZ

“Deep in the dark of the forest under a starlit night sky, RiNU emerges from a hollow log. Wind whispers through the grass - everything else is silent. She’s aware that dangers are everywhere, but as an Apex Predator she must find food. Her NIGHTSIGHT and TREECLIMB mean that only HARRISii is an immediate problem, but she must also contend with a habitat getting smaller and smaller as more of the humans build houses and roads...”

In ANIMOZ Ultimate Ranger Gameplay, every player is a Ranger who nurtures a *BiOME* (like Forest or Desert) but who also takes care of species from other *BiOMEs*.

Rangers must continually build their *Sanctuary* and *Ecosystem*. At the end of the game, points are scored depending on the species in each of these sections. The Ranger with the most points wins.

A Ranger’s *Sanctuary* holds their at-risk species. Any animal may be placed in the *Sanctuary* (up to a maximum of 4), but more points are received for *Rare* or *Highly Rare* species, and for animals from the Ranger’s *Nominated BiOME*.

The *Ecosystem* is equally important. Only *Nominated BiOME* species can be placed in a Ranger’s *Ecosystem*. For example, if your *Nominated BiOME* is *River*, only *River* species may be placed in your *Ecosystem* (there are some exceptions). *Apex* and *Base* types are more valuable than *Carn*, *Omni* or *Herb*. However, if a Ranger completes a *Healthy Ecosystem* (at least 1 species of each *Level*) they receive 5 bonus points that could be the difference in finding the Ultimate Ranger!



THE CARDS

ANiMOZ Name

Common Name
Taxonomic Name

Level | Form

Dangers the species can Overcome

Powers

LAGOTi
GREATER BILBY
Macrotis lagotis

#206
2.4kg
55cm

OMNI FLEE HIGHLY RARE DESERT

SCRUB

RAPID BIRTH
AURALITY

AGE
VISION

ANiMOZ Number

Weight / Length

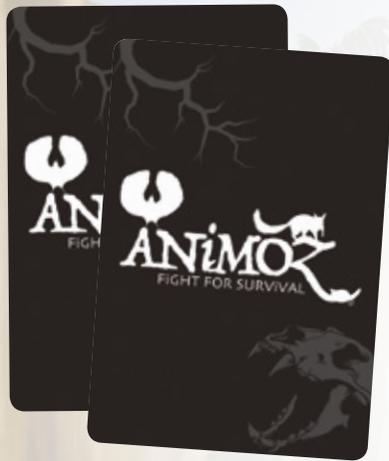
Status | Biome

Secondary BiOME(s)

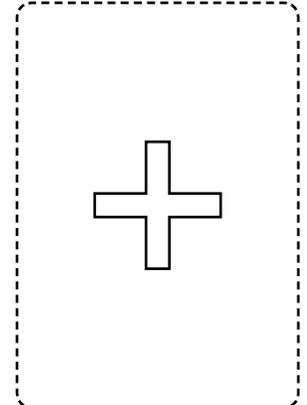
Weakness

EXAMPLE OF IN-GAME LAYOUT

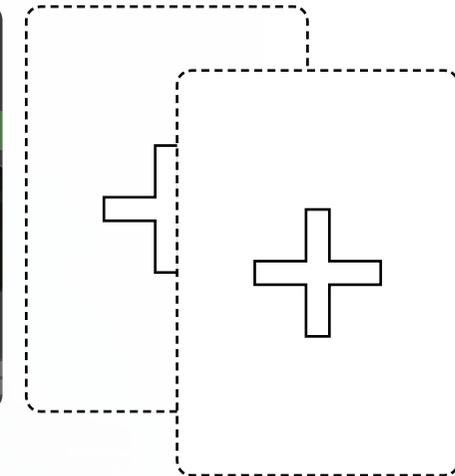
Life Cycle



Sanctuary



Ecosystem



The Ranger's Nominated BiOME in this example is *Forest*

SCORING

Scoring at the end of the game

Sanctuary:

1 point for each species (card) in Sanctuary

1 extra point for each species from your Nominated BIOME

1 extra point for each RARE or HIGHLY RARE species

Ecosystem:

1 point for each CARN, OMNI and HERB species

2 points for each APEX and BASE species

5 bonus points for building a *Healthy Ecosystem*

Scoring example for Forest BIOME (see right):

7 Sanctuary points + 12 Ecosystem points = 19 total points

Note: You may notice that REUS is not in the Forest BIOME, so why is he in the Forest Ecosystem? The answer lies in his Secondary BIOMES. He is a Wildcard species, meaning he can be used in ANY Nominated BIOME.

Sanctuary



Ecosystem



BEFORE YOU START

There are 3 simple steps to complete before a game of ANIMOZ can start:

1. Nominate BIOME:

Give each Ranger the 9 species from their Nominated BIOME (eg Forest).

2. Deal remaining Holding Cards:

Shuffle the remaining cards and deal each Ranger an equal number of cards at random (up to a maximum of 9), keeping them face down so others can't see. Set any leftover cards aside.

3. Select Eden card and Sanctuary species:

Each Ranger plays their *Eden* card and 3 Sanctuary cards. The Sanctuary cards must all be from a Ranger's Nominated BIOME to begin the game, but during the game can be from other BIOMES.

To the right is an example of a possible set up pre-game for the Forest BIOME.

Sanctuary species



Eden card (to start your Ecosystem)



During the game Rangers take turns, with play moving clockwise. When it is your turn, you are the Active Ranger. The Active Ranger has 3 choices: *Endangerment, Sanctuary or Clash.*

OPTIONS EACH TURN

Endangerment

Endangerment

In *Endangerment*, all Rangers – not just the *Active Ranger* – each place one of their own species into their own Ecosystem, which then becomes an *Eco card*. Please note, Rangers should never place their cards in another Ranger's Ecosystem – your animals rely on you to look after them, not swap with other Rangers!

Rangers can choose a card from their Holding cards or from their Sanctuary to place in their Ecosystem.

Once all Rangers have played an Eco card, the Active Ranger rolls the *Endanger die* (this can be a digital or physical, standard six-sided die). Each side of the die corresponds to a danger, which can be seen in the guide on the next page. All Rangers then use their Holding cards to try to overcome the danger.

To overcome a danger, Rangers use a Holding card (can be from any BIOME) that shows the corresponding danger icon on their card, and place that species into their *Life Cycle*.

When placing a card into the Life Cycle during Endangerment, you are not 'sacrificing' that species – you are saying that the danger from the dice roll is occurring in that species' BIOME where it can be overcome, rather than in your Ecosystem where your animals would suffer!

If one of the following dangers is revealed, no species can overcome it: *Invasive Species, Climate Change or Habitat Destruction.*

If one of the other dangers is revealed on the die, the following applies:

Each Ranger must find one of their Holding cards that can overcome it. If they have one, that species is placed gratefully into the *Life Cycle*, saving the Eco card that the Ranger just played, which is kept safely in the Ecosystem. All Rangers should notify other Rangers of which species they are discarding.

If *Natural Disaster* is rolled, the Active Ranger must choose from *Drought, Fire or Flood*, to which all Rangers must respond.

If Disease is rolled, any animal with *COMMON Status* may be used to overcome it.

If a Ranger cannot overcome the danger: They place the Eco card that was just played, and 1 of their Sanctuary species (any of their choice), into their Life Cycle.

OPTIONS EACH TURN

Endangerment

A normal 6-sided die can be used if you do not have the official Endangerment die:

Roll a 1: Natural disaster

Active Ranger chooses from the below options, and all Rangers use a species with the corresponding icon to overcome by placing them in the Life Cycle



Drought



Fire



Flood

Roll a 2: Persecution

Use a species with the following icon to overcome



Roll a 3: Invasive Species

No Ranger can overcome. Discard Eco card and Sanctuary card



Roll a 4: Climate Change

No Ranger can overcome. Discard Eco card and Sanctuary card



Roll a 5: Disease

Use a species with COMMON Status to overcome



Roll a 6: Habitat Destruction

No Ranger can overcome. Discard Eco card and Sanctuary card



OPTIONS EACH TURN

Sanctuary

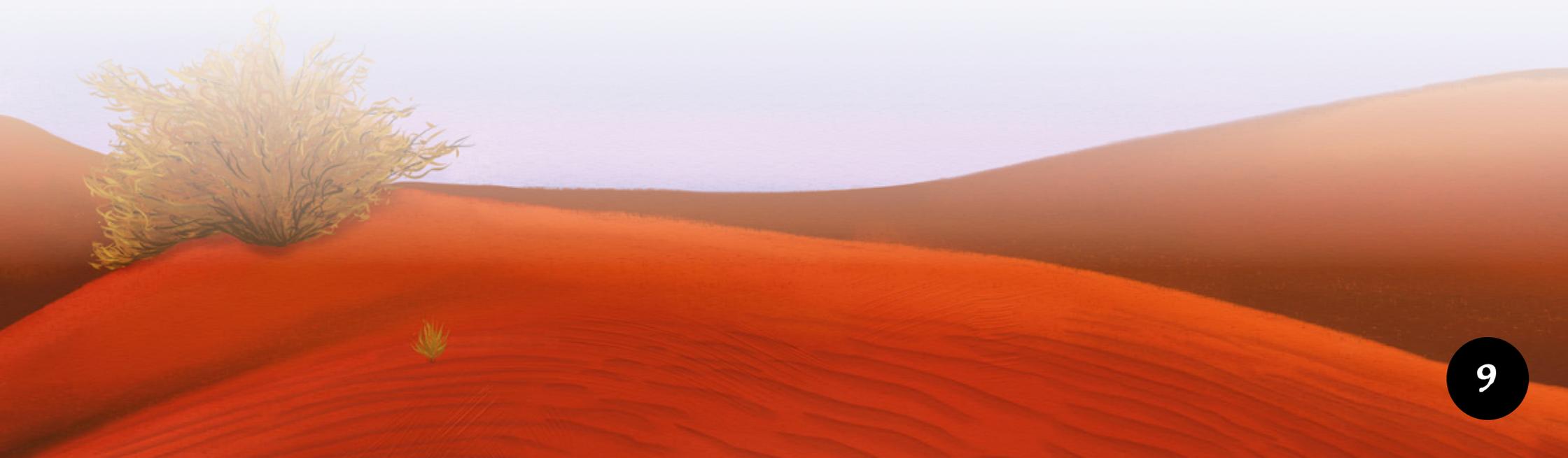
Sanctuary

In Sanctuary, the Active Ranger simply places one of the species from their Holding cards into their Sanctuary. Play then moves to the next Ranger.

Rangers may only ever have a maximum of 4 species in their Sanctuary. If they run out, however, it commences *Brumation*.

The Sanctuary can be made up of species from any BiOME, not just a Ranger's Nominated BiOME, **except for pre-game set-up, in which all 3 species must be from the Nominated BiOME.**

Rangers should aim to have as many species as possible (up to 4) in their Sanctuary at the end of the game, with particular emphasis on species from their Nominated BiOME, and for species with a Status of RARE or HIGHLY RARE.



OPTIONS EACH TURN

Clash

Clash

In the wild, animals do of course come into contact. This may be a predator hunting their prey, or competing individuals fighting for territory. It may even be an incidental encounter that the animals must choose to either confront or flee from. In the World of ANIMOZ, this is known as a *Clash*.

For a 'Clash' turn, the Active Ranger nominates another Ranger, and they both select a species from their Holding cards. These species face off, using the *Clash* matrix to decide a winner in the confrontation (see the next page).

Before using the Clash matrix however, check the Powers and *Weaknesses* of each species in the Clash to check for any overlaps. For example, if one species is a 'Venom' Form, and the other species lists 'Venom' as a weakness, the 'Venom' Form animal would win the Clash automatically. These overrule the matrix.

If the Clash progresses from there to the matrix, the first animal to win three layers, or to win the most layers by the fifth and final layer, wins the fight!

Whether you win or lose a Clash, **the card you used in the Clash is placed in your Life Cycle.** The following then applies:

If you are the Active Ranger who initiates a Clash, the following applies:

WIN: Regain the 2 cards at the bottom of your Life Cycle.

LOSE: No other penalty.

If you were the Nominated Ranger for a Clash, the following applies:

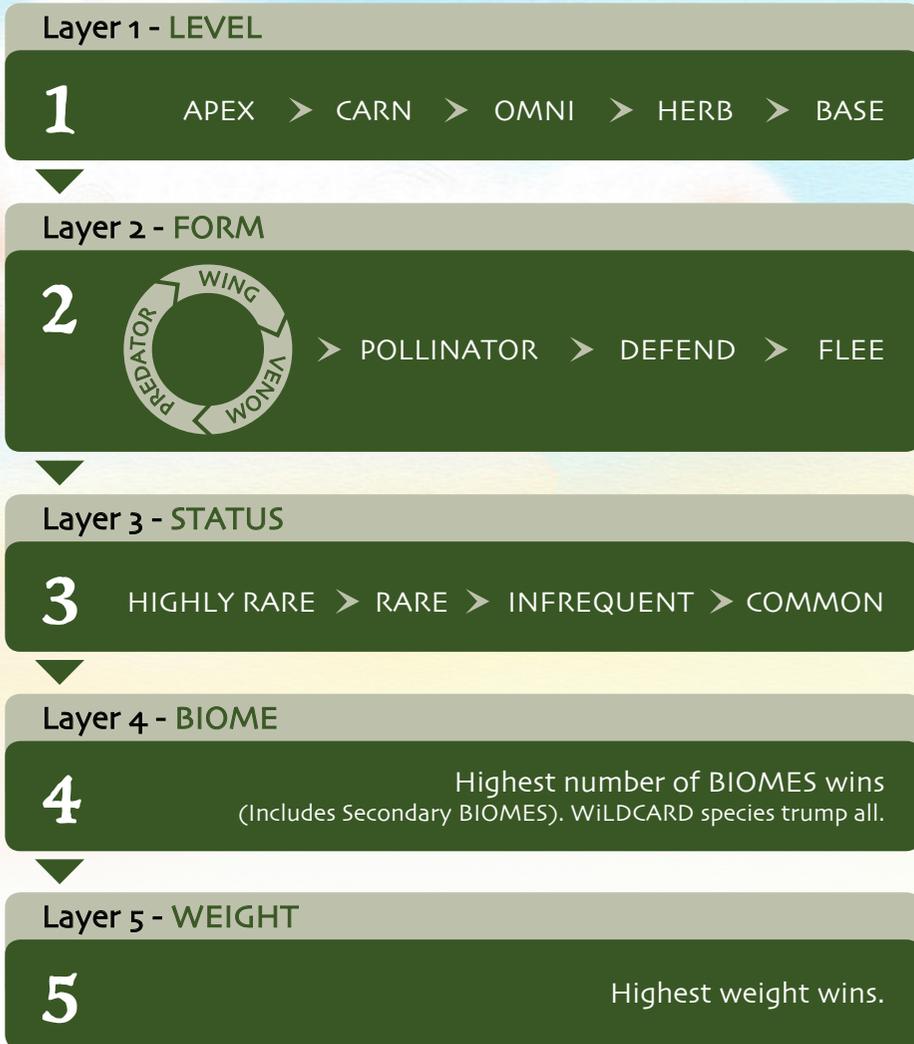
WIN: Retrieve the 1 card at the bottom of your Life Cycle.

LOSE: Discard your most recent Eco card into your Life Cycle (unless it is your Eden card, in which case it stays in place).

Note:

When retrieving cards from the Life Cycle after winning a Clash, the retrieved card(s) may be placed directly into the Sanctuary if there is space, or taken into the Ranger's Holding cards. Regardless of the result of a Clash, no Ranger may add to their Ecosystem during that turn.

THE CLASH MATRIX



> = BEATS

OPTIONS EACH TURN

clash

EXAMPLE 1: RINU vs MENGDEN

First, we check Powers and Weaknesses in case there are any overlaps. In this case, there are none, so we move on to the *Clash Matrix*.



- Layer 1: APEX vs APEX [Draw]
- Layer 2: Predator vs Venom [MENGDEN wins]
- Layer 3: Highly Rare vs Infrequent [RINU wins]
- Layer 4: 2 BIOMES vs 3 BIOMES [MENGDEN wins]
- Layer 5: 1.2 kg vs 2kg [MENGDEN wins]

So, MENGDEN wins 3 Layers to 2.

Example 1: RiACU vs iNGO

First, we check Powers and Weaknesses in case there are any overlaps. In this case, iNGO has a weakness to Venom, and RiACU's Form is Venom.

So, RiACU wins automatically.



HOW THE GAME ENDS

Brumation

Brumation is the period between a Ranger running out of Holding or Sanctuary cards, and the game ending. It is only once the game has ended that scores are counted, NOT during Brumation.

During Brumation, there are 2 turns each for any remaining Rangers in the game. In other words, each remaining Ranger may be Active two more times. During these turns, the Ranger who initiated Brumation (i.e. ran out of cards) sits out and does not take part.

After Brumation, the game is over and scores are counted as per the 'Scoring' section.

The Ranger who initiated Brumation by running out of either Holding Cards or Sanctuary Cards is still in the game, and should count their score along with the other Rangers.

If a Ranger runs out of Sanctuary cards but it is their turn next:

They may place a card into their Sanctuary on that turn to continue playing.

If a Ranger runs out of Holding cards but it is their turn next:

They may use a card from their Sanctuary to play an Endangerment turn, though they are not obligated to do this. If they choose not to, the game enters Brumation.

In other words, Brumation only begins when a Ranger who runs out of Sanctuary cards cannot *immediately* replenish their Sanctuary, or when a Ranger runs out of Holding cards and cannot or will not *immediately* use a Sanctuary card to initiate Endangerment.

OTHER BITS

If a Clash results in a draw:

Each species is discarded by the respective Ranger into their Life Cycle. No other loss or gain occurs. Play moves to the next Ranger.

If 2 or more Rangers are tied after scores are counted:

- An *Eco clash* will decide the winner.
- The Rangers with equal scores pick up their respective Ecosystem cards and Clash each of them one by one in any order, without showing the other Ranger which card they will use next.
- The Ranger with the most wins at the end of the Eco clash wins the game. If the result of the Eco Clash is a draw, the Ranger with the most species from their Nominated BiOME in their Sanctuary wins.
- If a winner can still not be decided, the Ranger with the most RARE or HIGHLY RARE species in their Sanctuary wins.
- If a winner can still not be decided, the game is played again with the same cards.

If your last Holding card is played as an Eco card in Endangerment:

The ability to overcome the danger rolled is dependent on the Eco card just played. In other words, if the Eco card just played can overcome the danger than it can remain in your Ecosystem. If it cannot overcome the danger, it is placed in your Life Cycle along with one of your sanctuary cards.

Can a Ranger skip a turn?

- The Active Ranger must choose 1 of the 3 options (Endangerment, Sanctuary or Clash). They cannot 'pass' or 'sit out' their turn if they have Holding Cards remaining.
- If a Ranger is nominated to Clash, they must take part unless they have run out of Holding Cards, or initiated Brumation by running out of Sanctuary cards.
- If the Active Ranger plays Endangerment, all other Rangers must take part if they have a Holding card that can be placed in their Ecosystem. Otherwise, they sit the round out.

- A Ranger with no Holding cards that can be placed in their Ecosystem, but who does have a Sanctuary card they could use in a round of Endangerment, may use that Sanctuary card instead of sitting out the round if they choose to do so. However, they cannot be forced to use it, unlike if they have a Holding card available.

Can a Ranger look at their Life Cycle during the game?

No. Rangers must discard cards face down in order from oldest at the bottom to most recent at the top in their Life Cycle, and are not allowed to look at the cards during the game.

How can Wildcard and Sky species be used?

- The following applies for both Wildcard species, and any Sky species which lists a Ranger's Nominated BiOME as a secondary BiOME:
- They can be used in any BiOME and hold the same scoring and use abilities as species from the Nominated BiOME of the Ranger who holds them.
- This includes being used in initial set up for the game, and for gaining an extra point as a Nominated BiOME card in the Sanctuary. They also count when attempting to build a Healthy Ecosystem.

If Rangers bring their own ANIOMEs to play against each other, instead of sharing a Starter Pack:

- If each Ranger brings their own collection of cards (their ANIOME) to the game, they select 9 cards from their Nominated BiOME for use during gameplay.
- Each Ranger then selects 9 other cards from their ANIOME for their Holding cards. These must not be from their Nominated BiOME, but can include Wildcard species and Sky species who have the Ranger's Nominated BiOME as a secondary BiOME.
- Each Ranger may play with no more than 5 Apex species and 6 Base species, and must have at least 3 of each species Level in their Holding cards.

GLOSSARY

Active Ranger	The Active Ranger during gameplay is the Ranger whose turn it is. They may choose from 3 options to complete their turn: Endangerment, Clash or Sanctuary.	Form	A difference between species: A Form can be one of: Predator, Venom, Wing, Pollinator, Defend or Flee.
ANiOME	The full collection of ANiMOZ cards of any Ranger, rather than just the Starter Pack.	Healthy Ecosystem	A Healthy Ecosystem is an Ecosystem built by a Ranger that includes a species from each Level (i.e. At least one of each of Base, Herb, Omni, Carn and Apex). There can be more than 1 of any, but there must be at least 1 of each.
BiOME	A type of habitat that a specific species thrives in. All ANiMOZ species have a primary BiOME and may only be used in this BiOME for a Ranger's ecosystem.	Holding cards	All cards a Ranger holds that are not currently 'in-play', but are still available to the Ranger. These consist of species from both the Ranger's Nominated BiOME and non-BiOME.
Brumation	The period of gameplay in which one Ranger has run out of Holding cards or Sanctuary species, and so remaining Rangers have 2 more 'Active' phases each, before scores are counted.	Level	A difference between species. A Level can be one of: APEX, CARN, OMNI, HERB or BASE.
Clash	A type of turn. The Active Ranger nominates another Ranger to Clash with.	Life Cycle	The discard pile. A pile of cards that grows throughout the game, consisting of discarded cards that cannot be used until they are removed from the bottom of the Life Cycle through winning a Clash.
Clash matrix	An ordered grid of rules that will dictate the winner of a Clash if there are no crossovers between the Powers/Weaknesses of one species, and any feature of the other species.	Nominated BiOME	The BiOME a Ranger chooses before the start of gameplay. A Ranger's ecosystem species must have this BiOME listed as their primary BiOME (in the Starter Pack, this is either Forest, Desert, River or Scrub).
Eco card	A card placed in the Ranger's Ecosystem during Endangerment turns. It must live in the Ranger's Nominated BiOME, or be a Wildcard species, or a Sky species with the Nominated BiOME listed as a Secondary BiOME. The Eco cards, along with the Eden card, make up a Ranger's Ecosystem and must be left in the order in which they are played.	Sanctuary	1 of the 2 areas a Ranger must build and protect throughout the game. Can hold species from any BiOME (maximum of 4). Also a type of turn in which the Active Ranger places a card in their Sanctuary.
Eco clash	The first method of deciding a winner in the case of a drawn game.	Secondary BiOME	The BiOMEs that a species can survive in that is not their primary BiOME. This is relevant during a Clash, but does not apply for use in a Nominated BiOME except for Wildcard or Sky species.
Ecosystem	1 of the 2 areas a Ranger must build and protect throughout the game. This consists of the Eden card plus any Eco cards that the Ranger manages to place and preserve during the game.	Sky	A type of BiOME an ANiMOZ species may inhabit. In Sky species, any Secondary BiOMEs also count as a primary BiOME.
Eden card	The first card placed by each Ranger pre-game. This must be from the Nominated BiOME. The Eden card cannot be used, or lost, during the game, but is included during Scoring.	Status	A difference between species. A Status can be one of: Common, Infrequent, Rare or Highly Rare.
Endanger die	A virtual or physical die showing the Endanger symbols which is rolled as part of 'Endangerment' [Sold separately. Rangers can use a standard six-sided die].	Wildcard	A species that can be used in any BiOME to form a Ranger's ecosystem.
Endangerment	A type of turn in which all Rangers place an Eco card before the Active Ranger rolls the Endanger die, with the subsequent danger needing to be overcome by discarding an appropriate Holding card.		