

WELCOME

We welcome you into the world of Bucket List. A place filled with exciting adventures and endless exploration! This is a journey where anything is possible! So get ready to be brave and create memories with the people you love.

Thank you for being a part of our family, team, and most importantly our wildlife conservation efforts that are supported by you and this game.

Sincerely,
Garrett and The Bucket List Studios Team

OBJECTIVE

Build the most impressive WILDLIFE (collection of animals) on safari! Each turn, the goal is to grow your WILDLIFE collection by placing matching pairs of PREY in a stack in front of you. The player with the most points at the end wins.

Other players can attempt to steal the set of animals at the top of your stack if they have the matching animal or a PREDATOR. The PREDATOR card doesn't need to match or be played as a pair and can be used to steal any set of animals from the top of any player's stack. If someone is attempting to steal your animals, you can defend them if you have that same PREY animal or any PREDATOR card in your hand.

Things can change fast so you also need to watch out for the various WILD cards! The Rainy Season or The Great Migration card can change everything.

Continue taking turns until all the cards are played. The player with the most WILDLIFE points is king of the jungle... or...the safari!

SETUP

Shuffle the cards and deal 5 cards to each player.

Place the remaining cards in the middle, this is your draw pile. The discard pile is right next to the draw pile. Take one card from the top of the draw pile and place it face up to start the discard pile, this should be a PREY card. If the card flipped over is a PREDATOR, insert it back into the deck and draw again until you get a PREY card. Sometimes throughout the game the discard pile will be empty. This is okay.

The player who most recently saw an animal in real life starts the first game. If you play multiple games, alternate who starts by making the winner of the last round go last.

As the game proceeds, you will be stacking sets (a minimum of two PREY). The entire stack of your PREY is called your WILDLIFE.

As your stack of WILDLIFE grows, place your sets in alternating directions so all players can easily see the different sets. Only the top set on your stack is available to be stolen by your opponents.



TURNS

You are required to make a move each turn. If you are out of cards, you are done playing until the game ends. Here are the different moves you can consider when it is your turn:

- Add to your stack of WILDLIFE by placing a matching pair of PREY onto your stack.
- Try to steal a set from the top of someone else's stack by using a matching PREY card or any PREDATOR card.
- Play a WILD card.
- Or you can simply discard 1 card of your choice.

At the end of your turn, make sure you draw enough cards so that you always have 5 cards in hand. No less, no more.

ADD TO YOUR WILDLIFE

There are two ways to add to your stack of WILDLIFE.

1. Select two matching PREY from your hand and place them on top of your stack.
2. Play one matching PREY from your hand and one matching card from the discard pile to make a set. You can only draw a PREY from the discard pile if you use it to immediately add a set to your stack of WILDLIFE.

The set on the top of your stack of WILDLIFE is vulnerable to being stolen by others in an attack. If you want to protect your top set, you'll need to place a different set on top of it.



STEAL FROM SOMEONE ELSE'S WILDLIFE

In order to attack, you need to have a PREDATOR or a matching PREY card in your hand that matches the top of an opponent's set.

Point to the animal set you want to attack, and then play your matching card near their stack. Your opponent fights back by playing another matching PREY or any PREDATOR card from their hand. The attack goes back and forth, each player playing an additional matching PREY or any PREDATOR card until one player cannot, or does not want to play an additional card. The last player to play a card wins the attack and adds all of the cards to the set that was being attacked over.

If the defender wins, the defender puts all the cards from the attack into their original set.

If the attacker wins, the defender removes the set from their stack of WILDLIFE and gives it to the attacker, who adds it on top of their stack. Make sure that any PREDATOR cards are not on the top, as everyone needs to be able to see what PREY the set is made up of.

Both players replenish their hand until they have 5 cards each. The player whose turn it was gets to replenish/draw first.



PLAY A WILD CARD

WILD cards are played from your hand into the discard pile or played in front of another player, depending on the instructions on the card. WILD cards never become part of sets or your stack of WILDLIFE.

All WILD cards must be played by the end of the game. Use these wisely and in a timely manner as they hold no point value.

WILDS can never be drawn from the discard pile after they've been played.

There are 6 types of WILD cards, 1 of each, and 2 Golden Bush Baby cards. The only card that can defend against a WILD card attack is the Golden Bush Baby.

WILD Cards Include:



The Rainy Season

When this card is played into the discard pile, everyone draws 1 new card, and then picks 1 card from their hand they wish to discard.

Bushfire

Play this card in front of 1 player to steal the top set from their stack. Then place the Bushfire card into the discard pile.

The Water Hole

Place The Water Hole card next to the discard pile. Look through the entire discard pile and pick any card to pull into your hand. Then discard the Water Hole card.

The Great Migration

When this card is placed into the discard pile, each player passes a card of their choice to the player on their right. Do not look at the card you have received, until after you have passed your card of choice.

Mating Season

Play this card in front of the player you want to swap hands with. You both keep your stacks of WILDLIFE but exchange your hands, and then discard the Mating Season card.

You don't get to look at their hand before you swap it, and if you don't like their hand, of course do not get to swap back! So be careful who you decide to mate with.

Golden Bush Baby

This card can be played when being attacked, and will stop the attack from happening. The Golden Bush Baby wins no matter the attack. The only thing that can beat this card is the other Golden Bush Baby card.

DISCARD

If you can't add to your stack of WILDLIFE, attack, play a WILD, or you don't want to do any of those 3 moves, the last option is to discard.

Choose any card from your hand and place it into the discard pile, then draw a new card.

REPLENISH

At the end of every turn, pull cards from the draw pile until you have 5 cards in your hand.

If someone attacks you and you defend your set with a matching PREY or any PREDATOR card, you may replenish your hand to 5 cards after the turn.

Players take turns in a circle drawing, making a move, and replenishing, until the draw pile is gone.

DRAW PILE IS GONE

Once the draw pile is gone, play continues, but no additional cards are drawn. You can still draw a PREY card from the discard pile, if you have the match currently in your hand and immediately add that pair to your stack of WILDLIFE.

Since no additional cards can be drawn, players will eventually run out of cards in their hand. If a player runs out of cards, they are out. With no more cards to defend your stack of WILDLIFE, your sets may be taken by other players who still have remaining cards.

SCORING

Add up the points on each card within your stack of WILDLIFE.

Lion (1) - 50pts	Vulture (2) - 25pts	Ostrich (10) - 10pts
Leopard (1) - 50pts	Jackal (2) - 25pts	Baboon (10) - 10pts
Cheetah (1) - 50pts	Rhino (8) - 20pts	Giraffe (10) - 5pts
Crocodile (1) - 50pts	Elephant (10) - 15pts	Zebra (10) - 5pts
Hyena (2) - 25pts	Cape Buffalo (10) - 15pts	Wildebeest (10) - 5pts
Wild Dog (2) - 25pts	Hippo (10) - 10pts	Warthog (10) - 5pts

WINNING

- The player with the highest point total wins the game.
- For a shorter game, declare the winner after one round.
- For a longer game, pick a predetermined number of games and keep a running tally.

If there is a perfect tie, a moderator shuffles the discard pile, draws a card and flips it over. The player who makes the correct animal noise first, wins. If no one knows the correct animal noise, the moderator flips over another card until someone knows the sound.

MAKE IT YOUR OWN!

A fun part of playing games is making up your own rules, special to you and your group of friends or family! We encourage it! We even included 1 blank WILD card. Feel free to draw in your own card with its own unique rule. Send us a pic. We are excited to see what you come up with and how well your card fits the overall theme of the game!

WILDLIFE

BY THE *BUCKET LIST* STUDIOS



SAFARI EDITION

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