

THE WILDCRU GAME

GLOBAL CARNIVORE CONSERVATION

Created and designed by Cedric Tan, Jennifer Spencer
Graphic Design by Celeste Tan



Players: 2-4 |



Ages: 12+ |



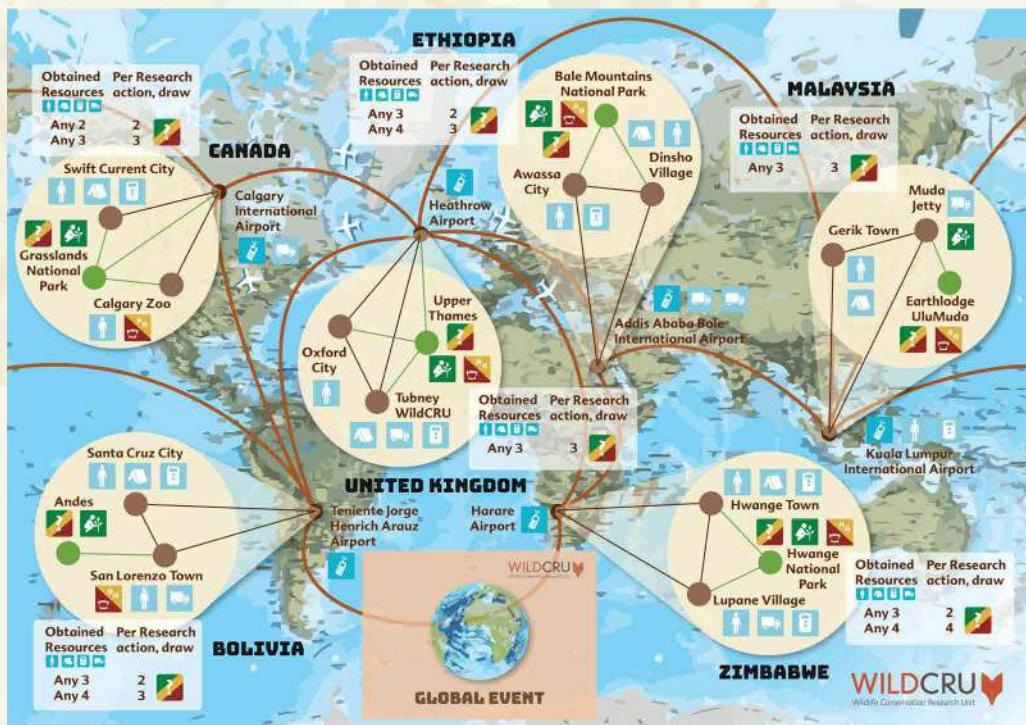
Playtime: 45-90 min

"The planet's human population increases by more than 200,000 people every day. This exerts ever more severe and intensifying pressure on finite natural resources throughout the world. The resulting environmental degradation, biodiversity loss and climate change destroys nature and impacts human well-being. Our research is used worldwide to advise environmental policy-makers. The need for our efforts is greater than ever."

- Professor David Macdonald



Welcome to the University of Oxford's Wildlife Conservation Research Unit (WildCRU). Founded in 1986 by Professor David Macdonald, the mission of the Wildlife Conservation Research Unit (WildCRU) is to achieve practical solutions to conservation problems through original scientific research. The papers and projects have led to real benefits to the humans and vulnerable species who have to co-exist often in remote harsh environments, and influenced environmental policy-making across the world.



The WildCRU Game is a cooperative game for 2 to 4 players, where the aim is to launch a selection of conservation research projects to study some of the world's most iconic carnivores. As WildCRU researchers and support staff, you will travel across the world, gathering research resources through adventure-game style encounters before answering questions based on real conservation science research to reveal the inhabitants of your Project Study Sites.

But be careful! Global events threaten to hinder your work, and the less prepared you are, the more destructive they will be!



We have chosen carnivores as the focus of this game, as conserving these important “umbrella” species protects those animals they prey on, and carnivore conservation is a key specialty of the WildCRU. We hope this game will be enjoyable, but also challenging and educational about conservation science, and the many threats these species face.

CONTENTS



WORLD MAP



GLOBE TOKEN



6 PROJECT MANAGEMENT BOARDS AND RESEARCH ERROR TRACKERS



22 Vegetation



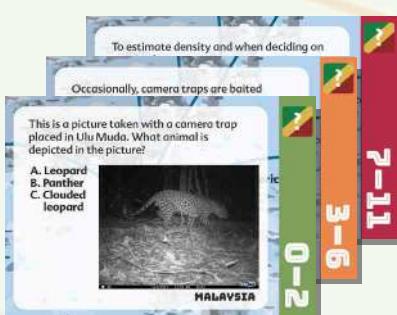
24 Herbivores



21 Study Species



13 Competitor Carnivores



6 SETS OF PROJECT RESEARCH CARDS



6 SETS OF PROJECT REFOREST/REINTRODUCE CARDS



6 PROJECT ENCOUNTER BOOKS



8 Research Equipment



12 Personnel



8 Field Equipment



8 Transport

RESOURCE TOKENS



7 CHARACTER TOKENS AND CARDS

OVERVIEW

You and your team are members of WildCRU, a research institution at the University of Oxford focused on the conservation of endangered carnivores across the world. You must work together to gather the needed resources for your projects, and use them to conduct research on your Study Species. Global events may help or hinder you as your progress. This game is a selection of both current and historical projects of WildCRU.

TO WIN THE GAME:

All chosen projects must have their objective fulfilled.



THE GAME IS LOST WHEN

the mission is failed for any one project project,
or the end of the Research Errors tracker is reached.

SETUP

1. CHOOSE ROLES

- In this game, players will control four WildCRU Characters. Each Character has a unique special ability, which is written on their card. Select four Characters for your game, take their tokens and cards, and return the unused ones to the box.
- It is entirely up to the players how they wish to distribute control of the Characters, but four of them must be used per game, regardless of the number of players. If you have fewer than four players, players can control multiple Characters, or players can take it in turn to decide the extra Character's actions, or all Characters can be controlled jointly by the group.
- Place the four Character tokens at the airport of one of the chosen projects.



2. SET UP WORLD MAP

- Shuffle the Global Event cards and place the deck on the world map in the designated space.
- Sort Resource tokens by type (Personnel, Field Equipment, Research Equipment, and Transport) and place them to the side of the board.

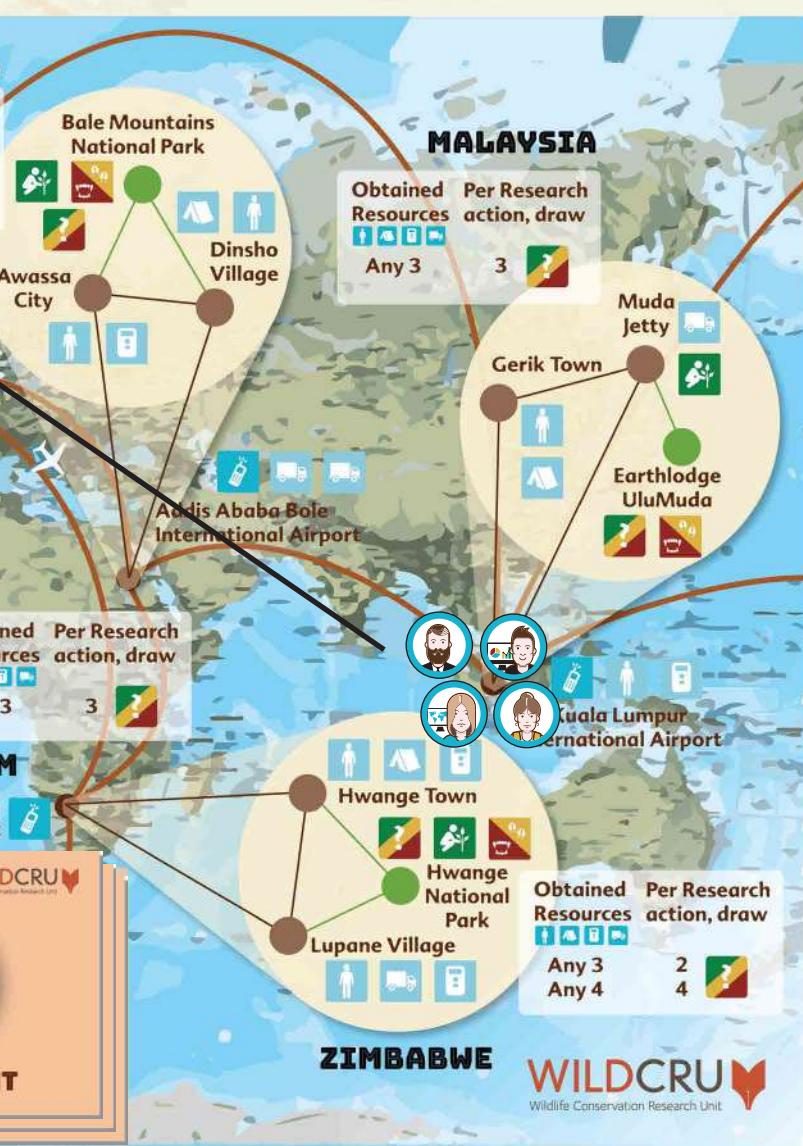


3. CHOOSE PROJECTS

- For your first game, we recommend trying the UK Upper Thames project, and the Zimbabwe Hwange National Park project.
- For an easy game, we recommend choosing any two projects to try and complete.
- For a normal difficulty game, choose four projects.
- For a difficult game, try and complete all six projects.

4. SET UP PROJECTS

- Take the Project Management Board and related Project Encounter book for each selected project and put them to the side of the board.
- Gather the needed number of Vegetation, Herbivore and Carnivore tokens as specified in the Site Setup. Place these into a token bag (this will need to be done separately for each project so you don't mix up their tokens) and you can draw tokens randomly later on.



- Take each selected Project's set of Research cards and Reforest/Reintroduce cards. Separate the cards into their three different colours (green, orange and red), and shuffle each colour pile. Stack each Project's deck with red cards on the bottom, then orange, then green, and place the deck on their Project board spaces. Cards should be placed with the questions facing up as the answers are printed on the back).
- If two projects are chosen, begin with 1 Personnel , 1 Field Equipment , 1 Research Equipment , and 1 Transport token. You may distribute these tokens between the two projects. If four projects are chosen, begin with 2 of each type of token. If six projects are chosen, begin with 3 of each type of token.

HOW TO PLAY

GAME PLAY IS DIVIDED INTO 2 PHASES:

First, each Character is activated one at a time, and takes a turn as described below. After every Character has been activated once, the Phase ends. In the next Phase, a Global Event card is drawn, read, and its affects applied to the game. Then the Character Activation Phase begins again.

1. CHARACTER ACTIVATION PHASE

Each Character has a choice of either a) moving twice, b) moving once and performing one action (in either order), or c) performing one action without moving for their activation. Movement and Actions are outlined below.

Please note: where a Character's Special Ability contradicts these rules, the Character's ability takes precedence.

A. MOVEMENT

Characters move from one location to its neighbouring one via a route line, which can be over water, land, or air. For example, a single move would take this Character from Tubney House to Heathrow Airport. A second move would be needed to move them from Heathrow Airport to Harare Airport.

B. ACTIONS

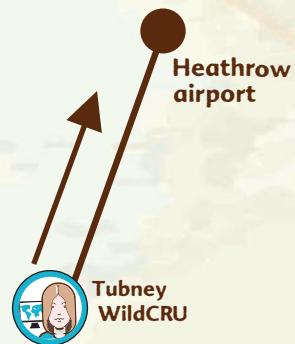
Actions can either be Encounters, Communication, Research, or Reforest/Reintroduction. Each type of action is explained below. A Character may only perform **one Action per turn** unless their Special Ability permits them to do otherwise.

BI. ENCOUNTER

Encounters are adventure-game style events where players are faced with a question or situation and must choose their answer, which will then reveal a result. These events were sourced from actual events our WildCRU team encountered when setting up their projects.

Encounters represent your character increasing the project resources (Personnel, Field Equipment, Research Equipment, and Transport) needed to conduct your research at your study site on the Project Management Board, which is the key to successfully completing the projects. Successfully completing Encounters and earning resources for your project will make your research more efficient, allowing you to draw more tiles from the bag per successful Research action, so it's worth spending some time gathering your resources to make the most of your Research questions.

Every research project has different needs in terms of resources. For example, the Zimbabwe project on Lions requires more personnel to conduct surveys with local villagers and cover the vast area of land in Hwange National Park.



You can only attempt an Encounter of a specific type if the correct icon is present at your location.



A location with this icon allows you to try and gain a Personnel token.



A location with this icon allows you to try and gain a Field Equipment token.



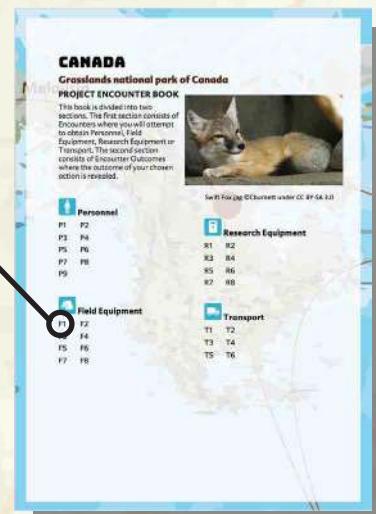
A location with this icon allows you to try and gain a Research Equipment token.



A location with this icon allows you to try and gain a Transport token.

Attempting an Encounter:

- First, ensure that your Character is at a location with the correct icon of the type of Encounter you wish to attempt.
- Another player should then take the Encounter book for that project and select an option (e.g. F1) that corresponds to your chosen type of Encounter (e.g. Field Equipment). Options are displayed on the front page of the Project Encounter book.
- Turn to that paragraph number and read the Encounter text to the active player.



- The active player will choose their answer, although they can absolutely discuss this with the rest of the group (as long as no-one has seen the answer!) and then the reading player will turn to the chosen Encounter Outcome in the Encounter Outcome section and reveal the result of their choice. This may result in tokens of that kind being gained or lost, depending on the active player's answer, or it may have other in-game effects. Place any gained token(s) on the map.
- Where a game rule disagrees with an Encounter result, the Encounter result takes precedence.
- It may be useful to have a pencil to hand to keep track of the Encounters that you have attempted for each Project. You may choose to use the Project Encounter book in electronic format which has easy-to-click hyperlinks for the Encounters and their outcome.

BII. COMMUNICATION



On all airport locations in the game, there is a Communication icon. When your character is on this space, you may perform Communication as the action for that Character's activation. A Communication action allows the **transfer of one Research Equipment resource**  **between active projects**. This can be done after a Project is completed. Please note that Research Equipment is the only type of resource which can be transferred in this way. There is, aside from a Character's Special Ability, no way to transfer resources from one Project to another, just as in real life you would not be able to send the jeep you were using in the plains of Southern Africa to the jungles of Malaysia. A box of camera traps, or big cat collars on the other hand, can be sent in between projects, and this is represented by the Communication action.

BIII. RESEARCH AND REFOREST / REINTRODUCTION

- Characters at relevant locations can conduct a Research  or a Reforest  / Reintroduction  action. These actions follow the same procedure, and so we have grouped them together here for simplicity.
 - A Research action  involves answering a question correctly in order to draw tokens     out of the bag you set aside earlier, and placing them onto the Project Management Board, to represent your knowledge about the area and its biodiversity growing. You can increase the number of tokens you draw per correct Research question answered by gathering resources     through Encounters, as explained above.
 - A Reforest  /Reintroduction  action is a way to replenish the tokens which have been removed from your Projects by Encounter or Global Event effects (please note that you may be only able to perform either Reintroduction, or Reforestation at any given location, so you will have to travel to the correct location for the kind of action you wish to perform).
- A Reforest action allows you to restore a Vegetation token  to your Project supply, and a Reintroduction action allows you to restore a Herbivore  or Carnivore token   to your Project's supply. Please note, that per successful action, only one token may be recovered from this kind of action (unless permitted by a Character's Special Ability).

Attempting an Research or Reforest/Reintroduction action:

- To successfully complete this action you must answer a question, the difficulty of which will be determined by how successful you have been in your research so far. When you are first starting out, the questions are easier, but will get harder as you are more successful, representing how in real scientific research, it is easier to map a wide open plain than it is to mark the exact routes taken by a single cat. The questions have been compiled by WildCRU researchers, and range from basic biology and ecology, to species-specific questions, which we hope will inspire you to find out more about these amazing creatures.
- When a Character is going to attempt a Research or Reforest/ Reintroduction question, a player should draw a question from the relevant deck on that Project's Management Board.
- The level of question the Character will attempt is dictated by the number of tokens you have so far managed to add to your Study Site on the Project Management Board.
 - . If there are up to 2 Study Site tokens revealed, select a green card.
 - . If there are up to 6 Study Site tokens revealed, select an orange card.
 - . If there are up to 11 Study Site tokens revealed, select a red card.
- A player should take the relevant coloured card, being careful to cover the back of the card so as not to accidentally show the answer to the other players, and read the question to the group. Players can discuss and decide what their answer will be, then turn over the card to reveal the result.
- If you have successfully answered a Research question, discard the question card, and then randomly draw Study Site tokens from that Project's token supply and place them onto the Project Management Board.
- The number of Study Site tokens you reveal is determined by how many Resources     you have gathered for that project through completing Encounters. For some projects, the more Resources you have collected for that project, the more Study Site tokens you get to draw, as listed on the World Map. If you run out of cards of a difficulty colour, shuffle the discarded cards of that colour and put them back in the deck.



END OF CHARACTER ACTIVATION PHASE

Once all Characters have been activated once each. The Character Activation Phase is over, and the Global Event Phase begins.

2. GLOBAL EVENT PHASE

This phase involves a player taking the top card of the Global Event deck, reading the card aloud to the group, and then enacting its effects.

Some Global Events may have effects lasting throughout the next round, or even longer. In these cases, you should place this card at the side of the game board to help you remember.

After all the effects noted on a card have been enacted, the card should be discarded.

When the Global Event cards run out, reshuffle the cards and place them back onto the deck space.

AN EASIER TIME

For your first game, or where you are playing with younger children, you may want to play it such that once a Project's objective is successfully completed, that the Study Site is no longer affected by Global Events.



GLOBAL EVENT

NOTE: The effects of Global Event cards overrule or stack with other effects in the game, but even Global Event Effects are still overruled by the Special Abilities of Characters

3. END OF ROUND

After the Global Event Phase is completed, the round ends. Any effects that lasted for this round finish, and the next round begins with the Character Activation Phase.

Play continues until either players have won by completing the objectives of all their chosen Projects, or they have lost by failing a Project, or reaching the end of a Research Error Track.



Both Losses and Wins are immediate upon completing their requirements, and you do not need to proceed to the end of a phase or round.

We hope you enjoy playing and learning about the world's carnivores!

For Rules FAQs, please see www.wildcru.org/thewildcrugame/faq

CONTRIBUTIONS

The game was funded by WildCRU
<https://www.wildcru.org>

Game research questions and encounters were contributed by the following WildCRU personnel:

Game designers

Cedric Tan

www.wildcru.org/members/dr-cedric-kai-wei-tan/

Cedric is a Postdoctoral Research in Innovative Teaching and on Malaysian clouded leopards. He has designed educational games for the RoundTable for Sustainable Palm Oil and the Association of the Study of Animal Behaviour and has won awards for his innovative teaching methods.



Jennifer Spencer

www.wildcru.org/members/ms-jennifer-spencer

Jen Spencer is the administrator for the postgraduate diploma course at the WildCRU, as well as IT support for the group. She is a keen gamer, including videogames, board games (modern and classical), and collectible card games.



Artwork

Celeste Tan

www.be.net/celesteazuretan

Celeste Tan is a part-time free lance visual arts designer and has multiple commercially sold pieces. She is currently working as an artist for Focus on the Family, an organisation in Singapore that helps foster family ties.



Director

Professor David Macdonald CBE DSc FRSE
www.wildcru.org/members/professor-david-macdonald-cbe-dsc-frse/

Deputy Director

Professor Claudio Sillero
www.wildcru.org/members/prof-claudio-sillero/

Research Fellows

Dr Paul Johnson
www.wildcru.org/members/dr-paul-johnson/
 Dr Andrew Loveridge
www.wildcru.org/members/dr-andrew-loveridge/

Research Staff

Dr Christos Astaras
www.wildcru.org/members/dr-christos-astaras/
 Dr Ozgun Emre Can
<https://www.wildcru.org/members/dr-ozgun-emre-can/>
 Dr Merryl Gelling (Parle-Gelling)
www.wildcru.org/members/dr-merryl-gelling/
 Dr Jorgelina Marino
www.wildcru.org/members/dr-jorgelina-marino/
 Dr Tom Moorhouse
www.wildcru.org/members/dr-tom-moorhouse/
 Ms Jo Ross
www.wildcru.org/members/ms-jo-ross/
 Mr Ewan Macdonald
www.wildcru.org/members/mr-ewan-macdonald/
 Dr Laila Bahaa-el-din
www.wildcru.org/members/ms-laila-bahaa-el-din/
 Dr Amy Hinks
www.wildcru.org/members/dr-ammy-hinks/
 Dr. Christos Astaras
<https://www.wildcru.org/members/dr-christos-astaras/>

Research Students

Mr Leandro Abade
www.wildcru.org/members/mr-leandro-abade/
 Ms Moreangels Mbizah
www.wildcru.org/members/ms-moreangels-mbizah/
 Mr Kim Solve Jacobsen
www.wildcru.org/members/mr-kim-jacobsen/
 Ms Genevieve Finerty
www.wildcru.org/members/ms-genevieve-finerty/
 Ms Geraldine Werhahn
www.wildcru.org/members/ms-geraldine-werhahn/

Mr. Lovemore Sibanda

<https://www.wildcru.org/members/mr-lovemore-sibanda-2/>

Ex-Diploma Students

Mr Gebeyehu Kassa
www.wildcru.org/members/gebeyehu-kassa/
 Ms Laura Jaimes Rodriguez
www.wildcru.org/members/laura-jaimes-rodriguez/
 Mr Serge Kamgang
www.wildcru.org/members/serge-kamgang/
 Ms Talia Zamboni
www.wildcru.org/members/talia-zamboni/
 Ms Satemmenla Longchar
www.wildcru.org/members/satemmenla-longchar/
 Mr Liomba-Junior Mathe
www.wildcru.org/members/liomba-junior-mathe/
 Ms Afag Rizayeva
www.wildcru.org/members/afag-rizayeva/
 Mr Ugyen Penjor
www.wildcru.org/members/ugyen-penjor/

Admin Staff

Dr Dawn Burnham
www.wildcru.org/members/dr-dawn-burnham/

Research Associates

Dr. Axel Moehrenschlager
<https://www.wildcru.org/members/dr-axel-moehrenschlager/>
 Dr. Alexandra Zimmerman
<https://www.wildcru.org/members/ms-alex-zimmermann/>

Research Assistants

Ms Carmen Julia Quiroga Pacheco
 Mr Hla Naing
 Ms Laura Perry
 Ms Emily Haddy
 Ms Charlotte Marshall
 Mr. Bryon du Preez

Let us know what you think. We are keen that the game be an enjoyable experience for our players. If you have any suggestions or house rules, please contact us at wildcru@zoo.ox.ac.uk with 'GAME' in the subject title, and we will do our best to respond to you.