



Animal Explorers

Rules of the base game

Rules of the expansion games





Animal Explorers

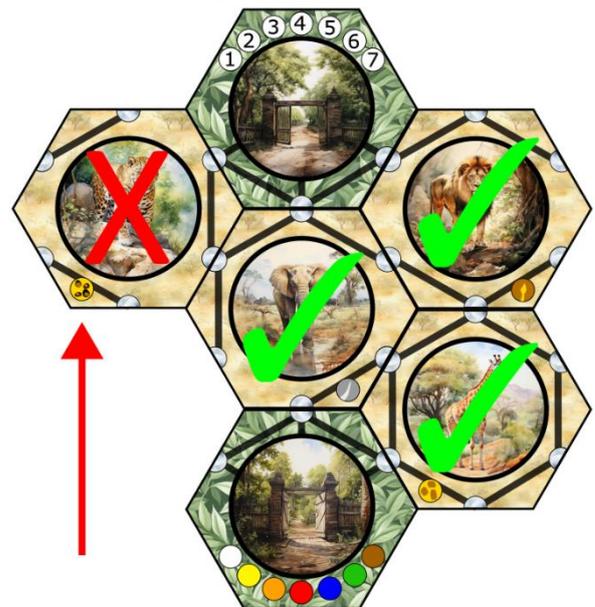
Rules of the base game

Follow in the footsteps of great naturalists and observe animals in their habitat. Stop by the lion and pay a visit to the giant elephant!

In Animal Explorers, up to 7 players compete as animal explorers and try to explore 18 animals as quickly as possible.

Preparation

- 1.) Set up the game board. Place all the animal tiles and the entrance and exit next to each other so that the individual hexagons are adjacent to each other. Make sure that at least one animal symbol per animal card is connected to the entrance and exit via the black paths.
- 2.) Each player needs a game piece and an explorer card. The only difference between the two explorer cards (a) and (b) is that with (a) you can color in the circles with the animal symbols yourself, with (b) you simply cross out the animal symbols.
- 3.) You will also need a dice and pencils (colored pencils if someone is using the researcher card with white circles).



(a)



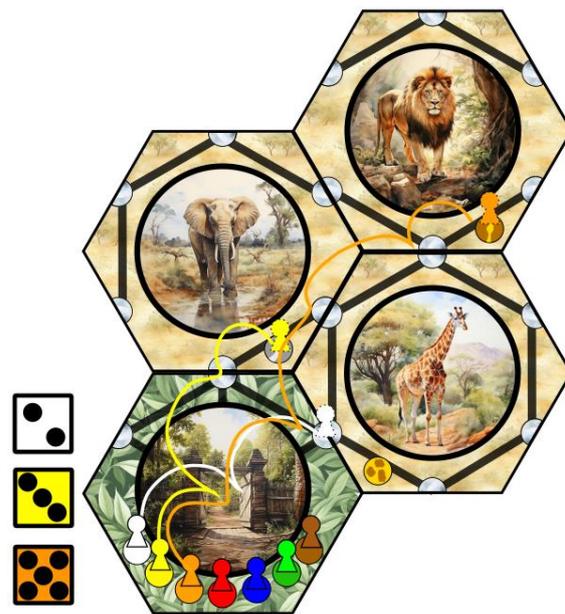
(b)





Rules

- You each start on one of the starting fields of the entry tile.
- Roll the dice in turn and drag the rolled number along the black lines. Each gray field and each animal symbol counts as one field. You may only enter each field once during your turn.
- If you end your turn on an animal symbol, you research that species.
If you have the researcher card (a), draw the symbol on your card. If you have card (b), cross out that symbol.
If you have card (a), you may only paint each animal symbol once on your researcher card.



Example:

White rolls a 2 and stops on a gray field.
Yellow rolls a 3, moves to the elephant symbol and may cross out this symbol on his explorer card.
Orange rolls a 5, moves to the giraffe symbol and draws it on his explorer card.

End of Game

The winner is the player who first explores all 18 animals and then reaches the exit tile.





If you don't have that much time to explore all the animals, you can also agree on fewer animals, such as 15 or 12 - or the player who has explored the most animals after a certain time wins.

Special rules

- If you roll a 6, you may move your piece and roll again.
- If you reach the field of a fellow player, you may move him up to 3 fields in any direction.

Rule variations

Playing can and may also promote creativity. At this point, therefore, the encouragement: "Animal Explorers" is a game with very simple rules. Become creative, change them and find your favorite rules!

- Try out different playing fields - you can build dead ends or tightly interconnected playing fields.
- Instead of a single piece, you can give each player two pieces. Each turn, after rolling the dice, he must decide which one he wants to move with.
- If you roll a 6, you may move between 1 and 5 fields at your discretion, but you may not roll again.
- Instead of moving a fellow player when you get to his field, he must skip a turn.
- There are many more possibilities!





About „Animal Explorers“

This game forms the basis of the Animal Explorers series and is completely playable on its own. There will be expansions with many more animal species and new game mechanics.

These can either be purchased in our Etsy store or downloaded from our Patreon page by our supporters. These rules will then be updated accordingly.

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We hope you have fun playing!



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We love to develop games - educational games for children or card games for teenagers - and to write short stories or novels.

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Animal Explorers

Polar Regions

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Playing with the expansion "Polar Regions" there are 12 new animal species to discover that live in the regions around the North and South Poles.

The rules of the basic game remain unchanged. Each player receives an additional polar region explorer card.

Since the polar regions are difficult to reach, the new animal cards have a smaller number of connecting paths. There are now some fields that no longer have a single connecting path and can be used to build dead ends. When building the game, more care must be taken to ensure that at least 1 animal symbol per animal type can be reached.

Depending on the desired duration of the game, it is recommended not to need all 12 animals of the polar regions to win the game.





Animal Explorers

Marine Animals

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Playing with the expansion "Animals of the Ocean" there are 13 new animal species to discover that live in the oceans and on their coasts.

The rules of the basic game remain almost unchanged. Each player receives an additional Ocean Explorer card.

New special rule:

If you want to explore species that are primarily underwater (that is, whose hexagonal space is filled with the water background), you need the diving equipment.

A player receives this as soon as he enters **any field** of the equipment depot (shown on the right). As long as a player does not have diving equipment, he cannot enter any hex of this expansion.



Note:

- Of course, the diving equipment rule can also be omitted
- For those players who also own the "Polar Regions" expansion, the "Polar Equipment" hex is also included with this expansion.
- Depending on the desired length of the game, it is recommended that you do not need all 13 animals of the oceans to win the game.

