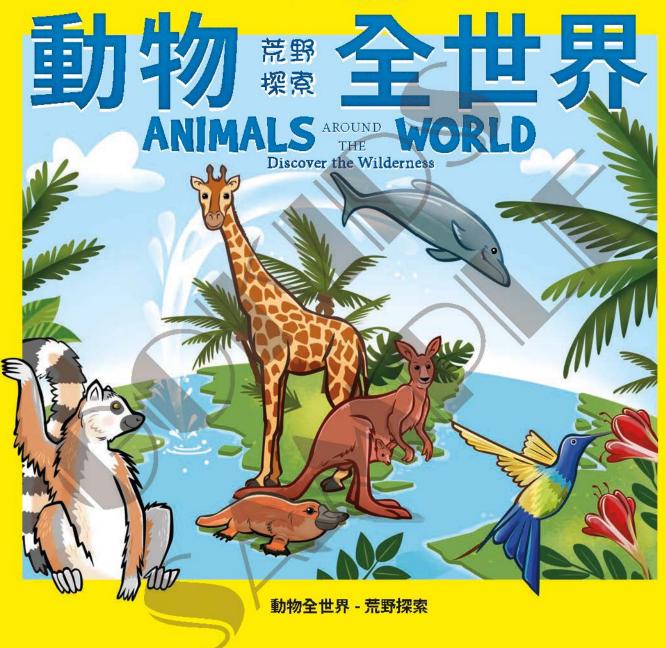
Rulebook · 遊戲說明書





# Discover the Wilderness

A wildly exciting facts game for 2 to 4 children ages 6 years and older. **Game Designer:** Markus Nikisch · **Illustrator:** Thies Schwarz **Game Developer:** Patrick Tonn · **Playtime:** about 20 minutes

We share the world with countless amazing creatures. You'll meet more than 50 different animals on your journey through the wilderness. Discover their different abilities and characteristics to find out which animals you are searching for on the puzzle cards. The fewer hints you need to find the solution, the faster you can progress on your journey.

The goal of the game is to travel all the way around the world of animals before anyone else!



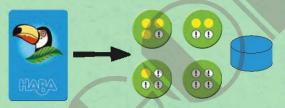
# **Before the First Game**

Carefully push the game board, the hint tiles, and the two parts of the jungle frame out of the punchboard and dispose of the rest. **Carefully** fold the three tabs of the lower frame section up by about 90 degrees. Then insert these tabs through the slots in the upper frame section (see image). The jungle frame is ready! After playing, you can leave it assembled in the game box.



# **Game Setup**

Place the jungle frame in the center of the table. You can place the game board a little away from the jungle frame. Now everyone gets: 4 hint tiles showing one to four ① symbols, as well as a game piece and the 7 small hint cards with matching-colored backs.



Place your game pieces on the yellow starting field of the game board and take your hint cards in your hand.

Shuffle all the puzzle cards and draw 10 of them – without looking at the backs! Place the "No peeking!" card under the 10 puzzle cards. Then turn the pile over so that the "No peeking!" card is now at the top.

Now push this stack all the way back into the jungle frame and place a yellow hint piece in each of the 4 holes (see image). Finally, remove the "No peeking!" card from the frame.

The remaining pieces, cards and tiles can be returned to the game box as they are not needed in this game.



4 colored guess cards









3 binoculars cards







# How to Play

With each puzzle card, your goal is to find the animal that **all** the pictured hints apply to. All puzzle cards have the same structure:

4 hints about the animal you are looking for

4 animals to choose from – with a single clear solution

Color circle - assigns a color to each animal

Solution circle – indicates which animal is being searched for with this puzzle card

The purple solution circle on this card indicates that the penguin (lower right = purple) is the solution.

## Why is the penguin the solution here?

Because it is the only one among these four animals that does not have a pouch, but has feathers, lays eggs, and has a beak.

Take turns playing in a clockwise direction. Whoever last saw an animal in the wild may start.

### 1. Uncover Hint

You can choose between two options:

- Remove a hint piece: Remove any hint piece from the jungle frame.
   This means that the newly discovered hint about the animal you are looking for is visible for everyone.
- <u>Use binoculars card</u>: Place a binoculars card from your hand face up in front of you. This means that it is "used up" and out of the game. Now you can take a **secret look**.

An overview and explanation of all hints can be found on p. 10 - 11.
You can also expand your expert knowledge with the large list of animals on p. 12-15.

# 2. Submit Guess

Regardless of your choice, now **everyone** can make a guess if they think they know the animal you're all looking for. However, you **don't have to do this immediately** and can instead wait for further helpful information.

Important: Guessing is not allowed until **at least one hint** is visible to everyone.

### How do you make a guess?

Place your colored guess card that matches the color of the animal you guess (see color circle on the animal card) face down in front of you. Also take the hint tile that shows the same number of 1 symbols as there are visible clues and place it on the colored guess card.

### Example:

Lea thinks that the animal they are looking for is the penguin. For this reason, she places her purple guess card face down in front of her. Because there are already two hints uncovered, she places the hint tile with two ① symbols on her colored guess card.









As soon as you have submitted a guess, you no longer take your turn with this puzzle card. However, the others can take turns uncovering hints, using binoculars cards, and submitting guesses until everyone has made their guess.

Note: When the fourth hint on an animal card has been turned over, everyone who has not yet done so must then submit a guess.

### 3. Solve and Move Game Piece

After everyone has submitted a guess, it's time to solve the current puzzle card.

Whoever last uncovered a hint may solve the puzzle: **Make sure that all hint pieces are in the jungle frame** before pulling out the top puzzle card. To do this, it is best to move the jungle frame using the grip tabs and carefully pull out the puzzle card.

Now everyone turns over their colored guess cards and hint tiles. Compare your colored guess cards with the solution circle on the puzzle card. If both colors match, you guessed correctly!

### Did you guess the right animal?

- Yes? Fantastic! Move your game piece forward on the game board as many spaces as there are paws on your hint tile.
- · No? Too bad! Unfortunately, this time you may not move your game piece.

### Example:

Lea guessed correctly and is allowed to move her game piece forward 3 spaces (due to the 3 paw symbols). Pia's colored guess card is also correct, but because she submitted her guess later, she can only move forward 2 spaces. Unfortunately, Kai's guess was wrong – so his game piece doesn't move

# **New Puzzle Card**

Once everyone who guessed correctly has moved their game pieces, take your guess cards and hint tiles back. Set the solved puzzle card aside and continue playing with the puzzle card that can now be seen in the jungle frame. Who solved the last puzzle card? The child to their left goes next.

Note: If you accidentally pulled several puzzle cards from the jungle frame, place the extra card(s) on the "No peeking!" card, turn this pile over and push it back into the jungle frame under the other puzzle cards.

# **End of the Game**

There are two different ways for the game to end, depending on which happens first:

- There are no more new puzzle cards to solve.
- · After the "Solve and Move Game Piece" step, at least one game piece has reached or passed the starting space.

Now check: Whose game piece has moved the furthest? You win the game and the whole animal world cheers! In the event of a tie, the child with the most binoculars cards left over wins. If there is still a tie, these players share the victory.

<u>Tip:</u> You can naturally also increase or decrease the number of puzzle cards in the jungle frame before the game begins; thus allowing you to adjust the playtime.







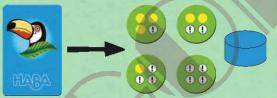
# 在第一次遊戲之前

輕輕地將遊戲底板、提示幣和兩塊叢林框架從紙板裡推出,把剩餘的部分處理掉。小心地折疊三個帶標籤的部份向上約90度。然後插入上層框架的插槽(詳見右方插圖)。叢林的框架就完成了!遊戲結束後可以把它直接放回遊戲盒裡。



# 遊戲準備

將叢林框架放在桌子的中間。你可以把遊戲板放在離叢林框架稍遠的地方。現在每個人都會得到: 4張印上1到4個 ① 符號的提示幣,一個遊戲棋子,以及4張顏色提示卡和3張望遠鏡卡。







4 張帶有不同顏色的提示卡







3 張望遠鏡卡

將你的遊戲棋子放在遊戲板上的黃色起點,手裡拿著 提示卡片。

將所有的謎題卡片混合均匀,從中抽出10張,不能看 正面!把"不准偷看!"卡片放在10張謎題卡下面。然 後把這堆卡片翻過來,讓"不准偷看!"卡片在最上面。

現在把這堆卡片插入叢林框架,在4個洞裡各放一個 黃色線索棋(見右圖)。最後,將"不准偷看!"卡片從叢 林框架中抽出。

把剩餘的棋子、卡片和幣放回遊戲盒,這部分遊戲不 會用到它們。







# 遊戲流程

遊戲的目標是找到每張謎題卡上要找的動物,並與所有顯示的線索相對應。所有的謎題卡的組成都是類似的:

- ① 4條動物線索
- ② 4隻動物 只有一隻是正確
- ③ 顏色圈 —— 為每種動物指定一種顏色
- ④ 答案圓點 標示謎題卡在尋找的動物

謎題卡上的紫色圓點為答案,而顏色圈顯示紫色為企鵝,所以這題答案是企鵝。



因為在這四種動物中,牠是唯一沒有口袋,但有羽毛、會產卵和有喙的動物。按順時針方向輪流進行遊戲。最近一個在野外看到過動物的玩家開始遊戲。

# 1. 揭秘線索

你可以在兩個選項中選一個:

移除線索棋:在叢林框架中隨便拿走一個線索棋。這樣,要找的動物的新線索就能被大家看到。

•使用望遠鏡卡片:將你手中的一張望遠鏡卡片面朝上放在你面前。現在你可以**秘密觀察任何一條**線索。為了讓你進行**秘密觀察**,其他人必須全部轉身,直到你把線索棋放回去。使用完的望遠鏡卡不能收回再用,直到遊戲結束。

你可以在10-11頁找到所有參考資料的概述和解釋。

此外,還可以透過12-15頁的全部動物名單來提升你的專業知識。

# 2. 提出猜測

無論你的選擇如何,**每個人**都可以提交一個猜測,前提是玩家已經猜出正在尋找的動物。不過,你們**不必立即**這樣做,可 以等待進一步有用的提示。

重要提示:**至少有一條線索**被大家所看到,才能開始提交猜測。

### 如何提交猜測?

按謎題卡上的顏色圈, 把你猜出的動物對應的顏色提示卡卡面朝下放在你面前,再在顏色提示卡上面放置提示幣,用了多少線索就放有多少個①符號的提示幣。

### 範例:

莉亞認為要找的動物是企鵝。因此,她把紫色的提示卡片面朝下放在她面前。由於已經有兩個線索公開了,她把帶有兩個①符號的提示幣放在她的顏色提示卡片上。









一旦你給了一個猜測,就不再參與謎題卡環節了。其他人可以繼續輪流移除線索棋,使用望遠鏡卡或提出猜測,直到每個 人都給出一個猜測。

注意:當謎題卡片的第四張線索揭曉時,所有尚未給出猜測的人必須提出。

# 3. 揭秘並移動遊戲棋子

在每個人都給出猜測後,就是揭秘當前謎題卡的時候了。

揭秘最後線索的人去解開謎題:**首先將所有的線索棋放回叢林框中**,然後抽出最上面的謎題卡。最好的方法是拿著叢林框架的下部固定架,**小心翼翼地拉出謎題卡**。

現在翻開所有的彩色提示卡和提示幣。將你的彩色提示卡與謎題卡上的答案圓點進行比較。如果顏色吻合,你就猜對了! 你猜對了正確的動物嗎?

- · **猜對了?**真厲害!你的提示幣上有多少爪子,就在遊戲地圖上移動多 少格你的遊戲棋子。
- · 沒猜對?可惜!你不能移動你的棋子。

### 例子:

莉亞猜對了,她的棋子可以移動3格(因為有3個爪子)。 皮婭的彩色提示卡也是正確的,但因為她的猜測給得比較 晚,所以只允許她向前移動2個格。可惜的是,凱的猜測 是錯誤的 — 所以他的棋子只能保持不動。

# 莉亞

及短

ST PE

# 新的謎題卡

當所有猜對的人都移動了他們的棋子後,拿回自己的提示卡和提示幣,但已用的望遠鏡卡不能收回。將已揭秘的謎題卡放在一邊,繼續在叢林框架中開始新的謎題卡。上輪誰最後解開了謎題卡誰開始,然後到左邊的玩家。

<u>注意:</u>如果你不小心從叢林框架中抽出了好幾張謎題卡,請將多餘的卡片放在"不准偷看!"的卡片上,將這堆卡片翻轉,放在其他謎題卡下面並推進叢林框架中。

# 遊戲結束

根據遊戲的進行,遊戲會在兩種可能下結束:

- ·沒有新的謎題卡了。
- ·在"揭秘並移動遊戲棋子"之後,至少有一個棋子已經到達或通過了起始方格。

檢查:誰的棋子走得最遠?誰贏得比賽,整個動物世界都為其歡呼!如果出現平局,擁有最多望遠鏡卡片的孩子獲勝。如果 仍有平局,你們就共同獲勝。

提示:當然,你也可以在遊戲開始前在叢林框架中放置更多或更少的謎題卡。這樣你就可以調整遊戲的時長。











# 提示目錄 / All Hints at a Glance



主要是在日間活動

is mostly active during the day



主要是在 夜間活動

is mostly nocturnal



冬眠

hibernates



有毒

is poisonous



有喙

has a beak



有角/犄角

has horns/antlers



有袋

has a pouch

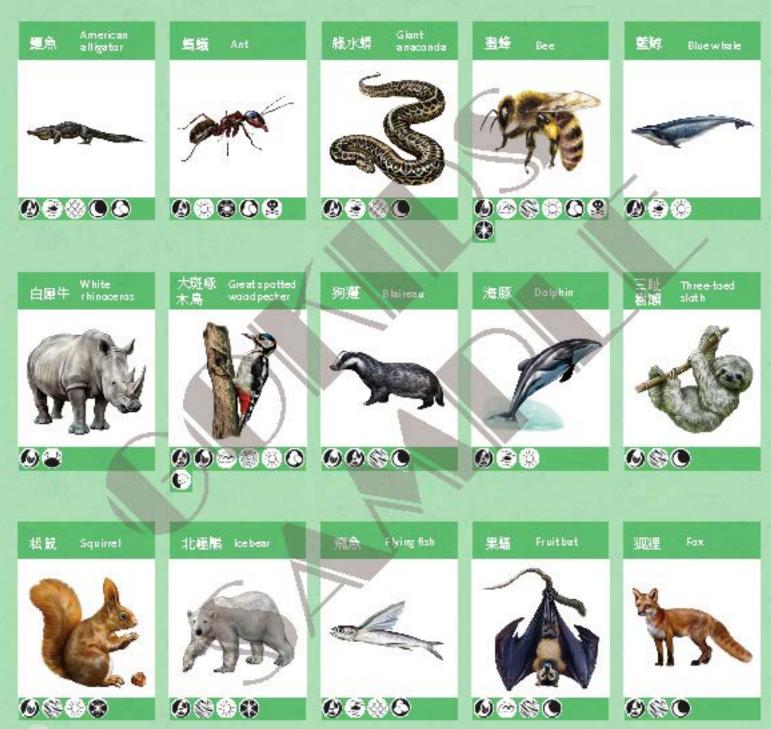


不具有所描述 的屬性 does not have the pictured characteristic

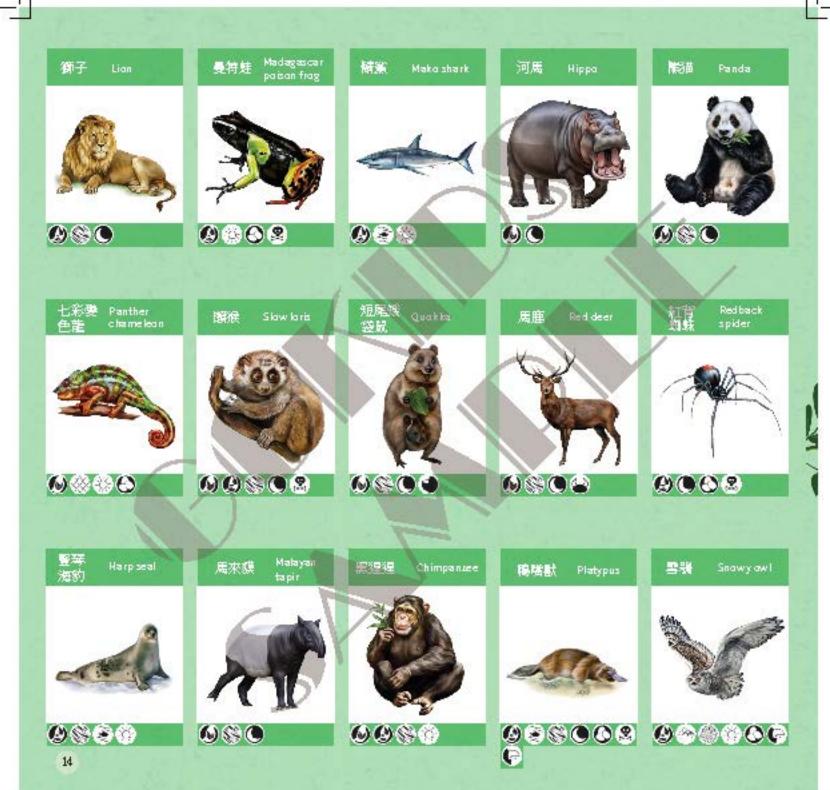




















斑鬣狗



野豬







Echidna

針鼴鼠



Dear Children and Parents, After a fun round, you suddenly discover that a part of this HABA game is missing and nowhere to be found? No problem! At www.haba-play.com/ersatzteile you can find out whether this part is still available for delivery.

親愛的孩子和家長:請登錄 www.haba-play.com/ersatzteile 以問生產商是否可以寄售遺失的玩具或遊戲配件。

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