

Wild Cargo

Designed by Ellie Dix

2-5 players | 20-30 minutes | Age 6+

The animals have all got lost and ended up far from home. You must go and collect them, then return them to their home National Parks. Some animals need to be transported further than others, but they will give you more points at the end of the game.

Components:

- 1 board
- 72 cards (24 per deck)
- 5 wooden trucks
- 5 small player boards
- 12 bonus tokens
- First player token

Set up:

- Put the board in the centre of the table.
- Mix up the bonus tokens and place one, at random, face-down on each location with a white star.
- Shuffle each deck of cards and place them at the three matching pick up locations. Reveal the top three cards at each location and place them face up in a line.
- Each player takes a wooden truck and player board of the same colour.
- Randomly decide who will be the first player and give them the first player token.

How to play:

Players take turns, starting with the first player and progressing clockwise around the table.

On your first turn, you choose one of the two starting locations, shown with blue dots on the map - Badlands or Mammoth Cave.

On your turn take three of the following actions. You may take the same action multiple times.

- **MOVE:** Move one space.
- **PICK UP:** If you are in one of the three pick-up locations (Glacier, Big Bend, Shenandoah), take a card at that location and place it on your player board. You may have a maximum of 2 animal cards in your truck at any one time. Reveal another card from the deck to replace the one you've taken.
- **DELIVER:** If you have arrived at the home park of one of the animals in your truck, remove the

card (from your player board) and place it in a face down pile next to your board. If you are the first person to deliver an animal here, take the bonus token at that location. You may use it on a future turn. (See below for explanation of bonus tokens).

- **REFRESH:** If you are at one of the three pick-up locations, you may discard the three face-up cards at that location and refresh with three new cards from the deck.

Bonus Tokens:

Bonus tokens can be used as additional actions on your turn.

2

Points for the end of the game.



Take a flight to any location, but only when your truck is empty. This is a one-time action.

+1 card
in truck

Place a third animal card in your truck. This is a one time action.

Move
2

Move two spaces. This is a one-time action.

End game and scoring:

The game end is triggered when one player has delivered their 10th animal. Keep playing until all players have had the same number of turns.

Count up the points on all of your delivered animals.