

# VIVARIUM



In years to come, the arrogance of humanity began to wane as the environment around them fell apart. While most turned to war in a desperate struggle to survive, others recognised their hubris and sought to conserve what was left. In a final gambit to ensure the survival of the natural world, the very technology that was breaking the earth was used to create an ark like no other, a vivarium of colossal scale designed to be the last sanctuary and hope for all nature. Flora and fauna from all over the world were collected and sealed off from the rest of the world within the vivarium. While the outside continued to degrade, the world inside was given a chance to exist as nature dictated. Without the corrupted hand of technology to warp natural order the species within seek to survive in this new environment.

This is the story of some of those species.

# COMPONENTS

## 22 Board Tiles:

1 Oasis Tile

13 Normal Tiles



8 Starting Tiles

## 188 Cards:



80 Starter Cards



80 Behaviour Cards



20 Event Cards



8 Battle Cards

## 8 Species Boards:



## 164 playing tokens:



18 Anaconda Tokens



18 Tiger Tokens



18 Crocodile Tokens



18 Bear Tokens



15 Wolf Tokens



3 Alpha Wolf Tokens



1 Initiative Token



1 Season Dial



10 Storage bags



18 Eagle Tokens



4 Eyrre Tokens



17 Gorilla Tokens



1 Silverback Tokens



18 Human Tokens



3 Shelter Tokens



4 Learning Tokens



9 Event Tokens

# OVERVIEW

In Vivarium, you assume the role of 1 of 8 species seeking to start a new life within a new environment. Initially you are equipped only with the instincts and fears you brought into the vivarium. By exploring the new environment, you can acquire new behaviours, reproduce, claim territory and utilize your unique characteristics in order to increase your fitness. Vivarium is played over 4 years and each year contains 4 distinct seasons for your species to thrive or struggle in. At the end of the 4 years, the player with the most Fitness has demonstrated that their species is most suited to survival in this new environment and is declared the winner.



## WINNING THE GAME – FITNESS

There are multiple ways to increase the Fitness of your species and demonstrate that you are the most suited to survive:

- ***Defeating another species in battle lets you steal 1 Fitness from that species if they have a point to give.***
- ***Completing an objective on an Event card grants you a varied amount of Fitness depending on the objective.***
- ***Every time you gain a Behaviour card from the line up you gain 1 Fitness.***
- ***Controlling the Oasis Territory at the start of your turn grants you 1 Fitness and you get to draw 1 card.***



*Fitness Symbol*

At the end of the game, the player with the most Fitness is declared the winner!

# SETUP

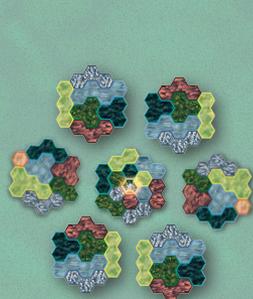
## Player Setup

Each player selects a species to play. Take the species board, the tokens, the combat card and the Instinct and Fear cards associated with your species and place them in front of you. Shuffle your 7 Instinct and 3 Fear cards together to make a deck of 10 cards, place this deck near your player board. Place two animals of your species in your allocated starting section (the red outlined section) on the board once it is set up.

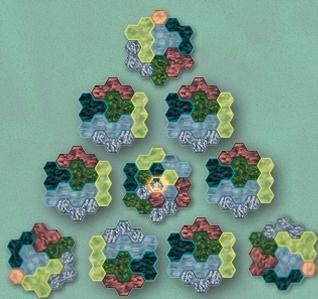


## Board Setup

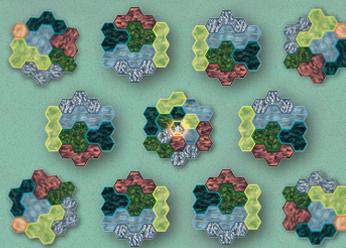
Draw starting tiles (the tiles with the red outlined section) equal to the amount of players and assign one to each player. Put any remaining starting tiles back in the box. Find the Oasis tile (the tile with the palm tree section in the middle) and place it in the middle of the playing space. Mix up the remaining 13 normal tiles and draw the amount needed to construct the following boards based on the amount of players present. Construct the board by placing tiles together around the Oasis tile as shown below then flip each of those over.



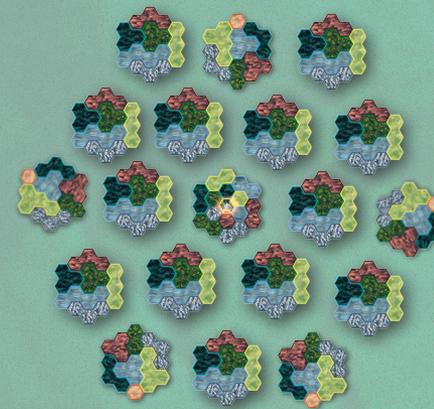
2 Players



3 Players



4 Players



5 Players

## Event Cards Setup

Shuffle the 5 summer Event cards and then deal 4 of them face down, placing the remaining card back in the box without looking at it. Repeat this process with the 5 autumn, 5 winter and 5 spring Event cards to make 4 different event decks of 4 cards. Place them next to each other in that order (summer, autumn, winter, spring). Position the Event cards and the den, African dog, hippo and antelope tokens within reach.



## Behaviour Deck Setup

Shuffle the Behaviour deck of 80 cards and place it within reach of all players. Reveal the top 8 cards of the Behaviour deck to create a line up to acquire cards from. You're ready to try your hand at Vivarium!



The player who last saw a non-human animal is the starting player. Give the starting player the season dial and the initiative marker. Set the season dial to summer.

# EXAMPLE SETUP (4 PLAYER)





**1** Species Board

**2** Species Tokens

**3** Battle Card

**4** Starter Cards in Deck

**5** Behaviour Deck

**6** Behaviour Card Line Up

**7** Map Tiles

**8** Event Cards

**9** Event Tokens

# DEVELOPING YOUR SPECIES' NATURE

Vivarium utilises a unique system of dynamic deck building where you will collect cards in order to adapt your species' nature in order to survive. Initially your species is in a new environment with only their instincts and their fears to help or harm them. The core of the game is playing cards to accrue Energy and then spending this Energy over the turns to buy more cards and perform various actions. By purchasing stronger cards, you allow yourself to produce more and more Energy which in turn opens up more actions for you to perform. Initially, this is represented by having a deck made up of 10 starter cards: 7 Instinct and 3 Fear.

At the beginning of the game you shuffle these 10 cards to form your starting deck and draw 5 cards from it. This deck represents the nature of your species and is developed through the game to become stronger and more efficient. During the Survival Phase on your turn, you may play cards from your hand. Initially, Instinct cards give you just 1 Energy and Fear cards give you nothing. However, throughout the course of the game, you will have the opportunity to acquire new behaviours (cards) in order to strengthen the nature of your species.



**x7** Starting deck contains **x3**

## Behaviour Cards

In Vivarium there are 4 types of Behaviour cards which you can acquire:

**1. Population**   
Related to adding more animals to the board.

**2. Aggression**   
Related to disrupting your opponents.

**3. Ingenuity**   
Related to destroying cards.

**4. Territory**   
Related to moving your animals further and faster through the environment.



Examples of different card types.

## Behaviour Cards (Cont.)

Each behaviour card has:

- 1 A title at the top of the card.
- 2 A cost at the top left.
- 3 The amount of Energy a card gives you when played in the bottom right.
- 4 An ability the card can give you when played in the bottom middle.



Example of Behaviour Card

## Utility of Behaviour Cards

Instinct and Behaviour cards are played during the Survival Phase. To do this simply place the cards you want to play in front of you in the order you want to play them. Then resolve the cards from left to right. First you gain any Energy bonuses listed on the bottom right of the cards. You always get Energy from Behaviour cards, but you will only get their abilities if you play a card of the same type. For example, if you have 3 Ingenuity cards in your hand you can play all three and receive Energy from all of them. However, you will only receive the abilities of the last two Ingenuity cards you play. The first card's ability is sacrificed in order to activate the remaining cards.

Similarly, if you play two Territory cards and two Population cards from your hand you can receive Energy from all of them, but only activate the abilities of 1 Territory and 1 Population card.

In essence, it costs the ability of one Behaviour card to activate the abilities of any following Behaviour cards that share a type.

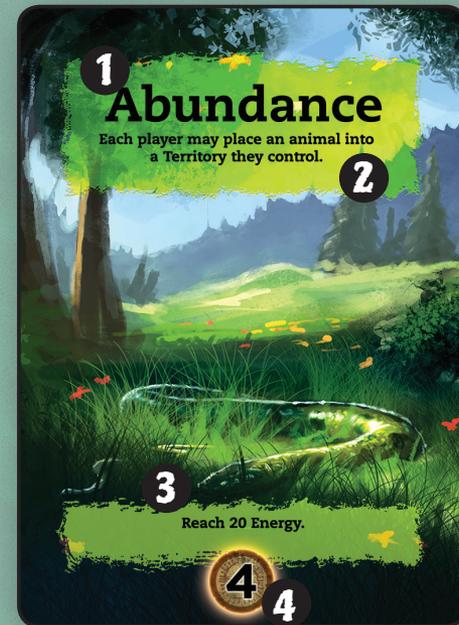
**Note:** You may move animals at any time during the Survival Phase, this includes in between the effects of cards.



# EVENT CARDS

Event cards are revealed at the beginning of the player holding the initiative token's turn. Each Event card has the following:

- 1** A title at the top of the card.
- 2** The seasonal effect below the title.
- 3** A text box at the bottom of the card with the condition that needs to be fulfilled to complete this card.
- 4** The amount of Fitness you'll gain by completing this Event card's condition.

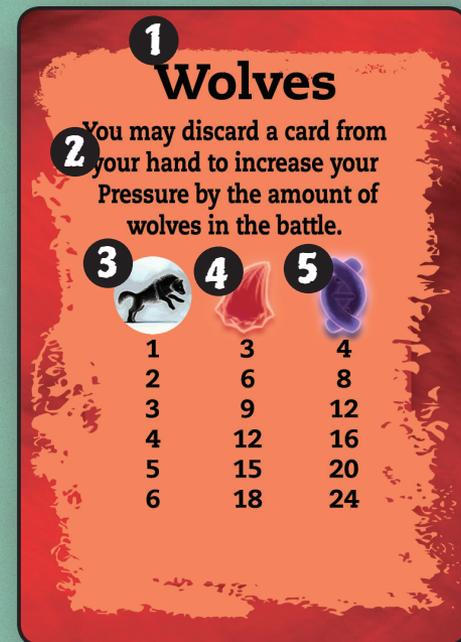


Example of Event Card.

# BATTLE CARDS

Battle cards provide a special ability to help your species claim and defend Territory. It also provides the information needed to conduct battle. Each Battle card has the following:

- 1** An identifier telling you which species the card belongs to.
- 2** That species' ability which is only used at the beginning of a battle.
- 3** A column tracking how many animals are in the battle.
- 4** A column tracking how much Pressure your animals have in the battle.
- 5** A column tracking how much Persistence your animals have in the battle.



Example of Battle Card.

**Note:** To see how much Pressure and Persistence you have simply find how many animals you have and then follow that row from left to right.

# TURN OVERVIEW

Play begins with the starting player taking a turn, then proceeds clockwise to the next player. When play returns to the starting player, the initiative token moves clockwise to the next player. The initiative token determines when events occur. The season always changes at the beginning of the starting player's turn but the Event card is only revealed at the start of the player holding the initiative token's turn. This way every player has a turn in each season but the events will occur at varying points during each season based on which player holds the initiative token.

## Phases of a turn

Each turn is divided into 3 phases, each with distinct steps. Play through each phase and step in order. During the Event Phase there are 3 steps that will only occur if it is the starting player's turn and 1 step that will only occur if it is the player holding the initiative token's turn, ignore these steps if these conditions are not met and move to the next relevant step.

### 1. Event Phase

- 1a. If it is the starting player's turn, move the initiative token clockwise one space to the next player. Skip this step if it is the first turn of the game.
- 1b. If it is the starting player's turn, turn the season dial to the next season.
- 1c. If it is the starting player's turn, turn all animals to their active side.

**Note:** Each animal token has an active side and a resting side. The resting side is the darker side and is used to represent when that animal cannot normally move further. When your animal has used its movement, turn it to its resting side.

- 1d. If it is the player holding the initiative token's turn reveal the top Event card of the appropriate season and resolve its ability. This card is left in play until the objective is complete.
- 1e. If the current player controls the Oasis Territory, they gain 1 Fitness and draw 1 card.
- 1f. All players deploy any Mature animals waiting to be

deployed into a Territory they control or their starting Territory unless otherwise specified on their player board.

- 1g. The current player resolves any abilities that activate at the start of the turn, such as drawing cards and detrimental abilities.

### 2. Survival Phase

- 2a. The current player may play any cards they wish to this turn and gain Energy from each card played as well as activating any card abilities. They may also spend Energy on activating abilities on their species board, movement and buying Behaviour cards. Any purchased Behaviour cards are placed into their discard pile.
- 2b. Once the current player has played all the cards they want to and taken all their actions they check to see if any battles need to be resolved. If any of their animals occupy the same Territory as another species, battle is now resolved. See page 16 for more details.

**Note:** Players do not have to play all their cards and can hold cards for future turns, but must play any cards they want to this turn in this step.

### 3. Recovery Phase

- 3a. The current player puts all cards in play into their discard pile.
- 3b. The current player draws cards from their deck until they have 5 cards in their hand. If there are not enough cards left in their deck they shuffle their discard pile to create a new deck and continue drawing until they have 5 cards in hand.
- 3c. Restock the line up with cards from the Behaviour deck until there are 8 cards in it. If there are 8 or more cards in the line up then do not add more to it.

**Tip:** Energy does not expire at the end of your turn. It's often a good idea to save it up!

# EVENT PHASE

The Event Phase has a varied length depending on whose turn it is.

If it is the starting player's turn they must move the initiative token clockwise one space, turn the season dial to the next season, and turn all animals to their active side.

If it is the player now holding the initiative token's turn, then a seasonal event occurs.

At this point the top card of the appropriate season deck is revealed and resolved.

For example, if the season dial shows that it is autumn and your turn begins while you hold the initiative token, the top card of the autumn deck is revealed and resolved before moving to the next step. Underneath the title of the Event card will be the seasonal effect to resolve and at the bottom of the card there will be an objective to complete. The revealed Event card is left in play until a player fulfils its objective.

In order to claim an Event card, a player must simply meet the requirements of the objective on that card. The first player to do so gains Fitness as dictated by the Fitness symbol at the bottom of the card and then places that card next to their player board.

Afterwards any abilities that activate at the start of the turn are resolved now before progressing to the Survival Phase.

Some Event cards have special rules and place tokens onto the board, they are explained below:

**Livelihood** - This card places the den token into the Forest Territory on the outside of the Oasis tile. The first player to control the Territory with the den in it and activate their reproductive ability claims it. Once this happens, remove the den token from the board.



**Famine** - This card places the hippopotamus token into the Oasis Territory. If there is a player there, that player must remove one of their animals from the Oasis and move any remaining animals out of the Oasis and into an adjacent Territory of their choice. If they choose to move into a Territory with another player in it, then resolve the battle immediately.



To complete this objective, you must defeat the hippopotamus in battle as you would with another player. The hippopotamus has 12 Pressure and Persistence and its token is removed from the board once the objective is claimed.

**Pursuit** - This card places the antelope token into the Grassland Territory on the outside of the Oasis tile and the first person to capture it claims this card. In order to capture the antelope a player must move into the same Territory as the antelope and flip the initiative token as if it were a coin. If it lands on the wolf side, then the antelope is captured and the token removed from the board. If it lands on the crocodile side then the antelope runs into the closest unoccupied Grassland Territory. If the antelope is deployed into an occupied Territory that player immediately flips the initiative marker to see if they capture it or not.



**Resourceful** - This card places 6 African wild dogs into the Wasteland Territory on the outside of the Oasis tile and in order to defeat them you must battle them as normal. Each dog has 2 Pressure and 2 Persistence and you gain 1 Fitness Point for every dog defeated. If they are deployed into an occupied Territory battle ensues immediately. If the battle is lost, you gain Fitness Points equal to number of dogs defeated and the remaining dogs in the pack are left in that Territory and another player can move in to battle them. The Event card is claimed by the player who defeats the last dog.



**Note:** Usually it is free to move into a Territory occupied by another player because your territorial instincts motivate you to attack, this rule extends to moving into the same Territory as the hippopotamus and the African wild dogs but this rule does not apply to moving into the same Territory as the antelope token.

# SURVIVAL PHASE

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The Survival Phase is quite dynamic and is where you will make the decisions that guide your species towards or away from survival.

A major part of this phase is playing Behaviour cards for their Energy and abilities. After playing cards you adjust your Energy dial to represent how much Energy you have, resolve any activated abilities and leave your played cards in play, in front of you, until the Recovery Phase

The other part will differ every turn. During the Survival Phase you may pay Energy to perform a number of actions such as: buying Behaviour cards from the line up, moving your animals around the board and activating abilities listed on your species board. These actions are explained further on page 14.

Pay the appropriate amount of Energy by adjusting the Energy dial on your player board. You do not need to spend all your Energy in one turn, you can save it up for future use.

Lastly, if different species are occupying the same Territory, battle is resolved. Battle is described further on page 16. The current player determines which order battles are resolved in.

# END OF GAME

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Vivarium ends when the last player finishes their turn in spring of the 4th year. The player with the most Fitness has guided their species to the highest chance of survival and is declared the winner. If there is a tie, the player who completed the most objectives wins. If there is still a tie, then all tied players are declared winners.

**Note:** 4 years (16 rounds) is the standard game mode. However, it is possible to play shorter or longer games simply by adjusting how many cards are in each season's deck prior to playing.



# RECOVERY PHASE

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Once you are done taking actions any end of turn abilities are resolved.

At this point the line up is restocked if it has less than 8 cards in it.

Once all battles are resolved, discard any unwanted cards then draw cards until you have 5 in your hand. If you are unable to draw a full hand of 5 cards, you draw as many cards as possible and then shuffle your discard pile to form a new deck and draw up to a hand of 5. Play then proceeds to the next player.

**Note:** When play proceeds back to the starting player, a new season starts and the initiative token moves around the table.

# SPECIES BOARD ABILITIES

Your species board is your base of operations; it contains all the information needed to activate abilities, move through Territories and reproduce. It also has 2 dials, one for Fitness and one for Energy. Adjust the Fitness dial whenever you gain or lose Fitness. Adjust the Energy dial whenever you gain or lose Energy. This will usually happen in the Survival Phase when you play cards and take actions.

Your species board will have a list of abilities unique to your animal that you will use to vie for survival during the game. Each species has one Population ability, one Territory ability, one Ingenuity ability, one Instinct ability, and one Aggression ability.

Your **Population ability** is the most important ability your species possesses. You will need this ability to create more animals, expand your population and to complete objectives. In order to reproduce, you must activate your Population ability by paying the appropriate amount of Energy in the appropriate season and completing any

action required. Each animal reproduces in a certain season of the year, and each animal deploys its young in a certain season of the year. Reproduction is described in detail on page 15.

Your **Territory ability** will usually allow your animal to move further and faster throughout the environment when fulfilling certain conditions. Movement is described in detail on page 15.

Your **Ingenuity ability** is some trait that your species possesses that you can utilize to further your chances of survival. Often, these abilities will require an Energy cost and you may activate them at any point in the Survival Phase.

Your **Instinct ability** is usually a restriction or weakness that your species possesses that you need to manage or overcome.

**Facultative Gainism:** You may only use this ability in winter. Pay 3 Energy to Mature an eagle to be deployed in spring. If you control 4 eyries, Mature 2 eagles instead. Eagles must be deployed into a Territory with an eyrie or in your starting Territory.

**Display Flight:** You may choose to move a distance of 1 or 2 Territories. Only pay Energy for the Territory you land in.

**Nest Building:** Pay 4 Energy to place an eyrie token into a Mountain Territory you control. At start of your turn if you control 1 eyrie look at the next season's Event card, 2 eyries draw a card, 3 eyries, look at the next season's Event card and draw 1 card, 4 eyries, draw 2 cards.

**Monogamy:** At the start of your turn discard a card for each Territory you control that has only 1 eagle in it, excluding your starting Territory.

**FITNESS**  
30

**ENERGY**  
0

Special Board Abilities

# SPECIAL ABILITIES EXPLANATION

## Reproduction

The more animals you have, the more likely you are to survive. Unfortunately, the laws of nature dictate when and how your species reproduces. Each species will have a reproductive ability that can usually only be activated once a year in the appropriate season. To do so, you must pay the appropriate amount of Energy and then resolve the ability. Once this ability is resolved place the appropriate amount of animals from your reserve pool onto your species board. On your species board there are 4 symbols to represent the 4 seasons. Stack your animals on the season in which they are due to be deployed. Here they will develop and wait for deployment in the appropriate season. This is called Maturing animals. Once the season your animal deploys in starts, you may deploy these new animals in any Territory you control, any Territory dictated by an ability, or in your starting Territory. While activating your reproductive ability is the main way to increase your population, you can utilize Population cards from the line up to Mature more animals. Some Population cards enable you to automatically Mature animals to be deployed in the following season(s).

**Note:** You can activate your reproductive ability as many times as you want/is possible during your breeding season. It's sometimes a good idea to save up for your reproductive season!

## Movement

In Vivarium you need to progress your species and move around the board in order to complete Event cards and increase your overall Fitness. Each of your animals can move one Territory on each of your turns, before being turned onto its resting side. This movement is inherent and is not listed as an ability on your species board. An animal can move again if it is turned to its active side. However, prior to moving you must check to see how much Energy it costs to move into that type of Territory and pay the appropriate amount. If you do not have enough Energy for this movement, then you cannot move.

Some species thrive in certain types of Territory and consequently they do not have to pay any Energy to move into those types of Territory, this does however use their movement and cause them to be turned to their resting side.

When an animal uses its movement, turn it to its resting side. If you want to move into a Territory occupied by another player your Territorial instincts take over and you do not need to pay Energy to move into that Territory. If you move into a Territory occupied by another player turn all moved animals to their resting side as this uses their inherent movement.

It is important to note that the map for Vivarium will be different every time and that a Territory is classified not by individual hexes, but by types. A Territory's boundaries are determined by other neighbouring Territories. As such, it's possible to have a single Territory stretch across multiple tiles if Territories of the same type connect.



In Vivarium there are 8 different types of territories which are illustrated above. Each animal interacts with them differently except for the Oasis. You do not need to spend energy to move into the Oasis or your Starting Territory but it will still use your inherent movement for the turn. Other players may never enter your Starting Territory.

**Note:** You are said to control a Territory if only you have an animal in that Territory. Some species can place tokens onto the field and are said to control these tokens even if they are not in the same Territory as them.

## Extra Movement

Each species will have an ability on your species board that will enable you to move farther. This ability generally gives you an additional, free movement to move one extra Territory if and only if you meet the criteria listed on your species board. You can use this movement ability even when your animals are on their resting side. Certain Behaviour cards grant you free movement that can be used in conjunction with your inherent movement and additional movement. Once you have used your animal's inherent movement flip that animal's token over onto its resting side to help you keep track of which animals have already moved. At the beginning of the next season your animals are flipped back to their active side and regain their inherent movement.

# BATTLE EXPLANATION

In Vivarium each species is seeking to carve out their own niche in this new environment and this requires the control of Territory. Each species exerts Pressure upon a Territory based on the number of animals in that Territory. In a battle, the player that exerts the most Pressure will generally be more successful in defending or claiming Territory. Persistence represents a species's endurance within a Territory and determines the amount of Pressure you can endure from opponents before removing animals from the board.

If you move 1 or more animals into a Territory occupied by another player's animals turn them to their resting side and resolve battle at the end of the Survival Phase. If you moved into your opponent's Territory you are called the Aggressor and your opponent is the Defender.

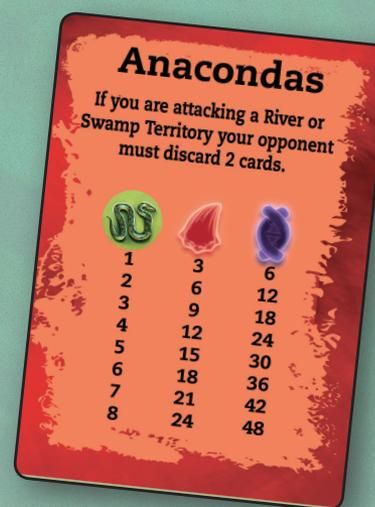
Battle is resolved through a number of steps as follows:

1. Each player looks at their Battle Card and checks how much Pressure and Persistence they have based on the amount of animals they are attacking or defending with.
2. The Aggressor announces and applies their Battle Ability if it is being used.
  - 2.a. The Defender may then announce and apply their Battle Ability.
3. At this point Pressure and Persistence values are compared. The player with the highest Pressure is labelled as the Fight player. The player with the lowest Pressure is labelled the Flight player. In the case of a tie, the Aggressor is granted the title of Fight player and the Defender is granted the title of Flight player.
4. Each player then subtracts their opponent's total Pressure from their own total Persistence to find their new Persistence value. Players then adjust the number of animals they have in the battle according to this new Persistence value.

**Note:** When determining how many animals to remove from the board during a battle, the Pressure must exceed a single animal's worth of Persistence, otherwise it survives. So if 3 Pressure is enacted upon a wolf with 4 Persistence, it will remain on the board.

5. If the remaining Persistence value is 0 or less, then that player removes all of their animals in that battle from the board. If both player's Persistence values are reduced to 0 or below, then all animals in the battle are removed from the board and neither player wins the battle. If only one player still has animals in the battle, then that player wins the battle. If both players still have animals in the battle, then the Flight player retreats to an adjacent Territory of their choice and the Fight player is declared the winner.

Your **Aggression ability** is a way for your animal to defend itself that you only use when battling another species. These abilities are quite varied and generally take effect just before a battle begins. This ability is found on your Battle card.



**Anacondas**  
If you are attacking a River or Swamp Territory your opponent must discard 2 cards.

		
1	3	6
2	6	12
3	9	18
4	12	24
5	15	30
6	18	36
7	21	42
8	24	48

**Note:** If you win a battle, you take one Fitness from the player you defeated. If that player has no Fitness, you do not gain any Fitness.

**Note:** If for some reason your species is completely removed from the board, perhaps due to a battle, then you simply place 2 animals of your species into your starting Territory.

# BATTLE EXAMPLE

In this example the wolf player is attacking the bear player with 5 wolves. The bear player is defending with 2 bears.



**Wolves**  
You may discard a card from your hand to increase your Pressure by the amount of wolves in the battle.

1	3	4
2	6	8
3	9	12
4	12	16
5	15	20
6	18	24



**Bears**  
If you are outnumbered in this battle your opponent loses Pressure equal to the amount of animals you are outnumbered by.

1	6	8
2	12	16

The wolf player is called the Aggressor and the bear player is called the Defender. Each player checks how much Pressure and Persistence they have by finding the row related to how many animals they have in the battle.

In this case the wolves have 15 Pressure and 20 Persistence. The bears have 12 Pressure and 16 Persistence.

Next the Aggressor may activate their battle ability or pass. The Defender then does the same. In this case the wolf player discards a card from their hand to increase their Pressure by 5. So they now have 20 Pressure. However, the bears' ability reduces the wolves' Pressure by 3. Leaving the wolves with 17 Pressure in total.

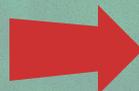
Once battle abilities are resolved both players compare their Pressure against their opponent's Persistence. In this case the wolves' Pressure exceeds the bears' Persistence, meaning both bear tokens are removed from the board. The bears' Pressure is 12. 20 minus 12 is 8, which means 2 wolves survive, 3 are removed from the board. The wolves win the battle and move into the Territory the bears occupied. The wolves steal 1 Fitness from the bears if possible.

In this example, 2 wolves are attacking 2 tigers.



**Wolves**  
You may discard a card from your hand to increase your Pressure by the amount of wolves in the battle.

1	3	4
2	6	8
3	9	12
4	12	16
5	15	20
6	18	24



**Tigers**  
At the beginning of a battle you may swap your tiger's Pressure value with your tiger's Persistence value.

1	7	3
2	14	6
3	21	9
4	28	12
5	35	15
6	42	18
7	49	21
8	56	24

The wolves start with 6 Pressure and 8 Persistence, the tigers start with 14 Pressure and 6 Persistence. The wolves activate their ability by discarding a card taking them to 8 Pressure. The tigers activate their ability so their Pressure is now 6 and their Persistence is now 14. The wolves are titled Fight because their Pressure is higher and the tigers are titled Flight. Both players then compare their Pressure with their opponent's Persistence. The wolves have 8 Pressure which exceeds the 7 Persistence of 1 tiger so a tiger token is removed from the board. The tigers have 6 Pressure which exceeds the Persistence of 1 wolf so a wolf token is removed from the board. Both players have 1 token remaining, but the wolves are the Fight player and thus they win the combat. The tiger retreats to an adjacent Territory immediately, the wolf moves into the now vacated Territory and 1 Fitness is stolen from the tiger player if possible.

# GLOSSARY

**Aggression cards** – Are a type of Behaviour card that often disrupts your opponents. Aggression cards are orange in colour.

**Aggressor** – Is the attacking player in a battle.

**Battle** – Occurs when 2 players occupy the same Territory with any number of their animals and is a way of determining who controls the Territory as well as for stealing Fitness from other players.

**Battle ability** – Is a unique ability on your Battle card that you can utilise in a battle.

**Battle cards** – Are unique cards that display your species' Pressure and Persistence values along with its battle ability.

**Behaviour cards** – Are cards you can acquire to improve your species' nature and are purchasable from the Behaviour card line-up.

**Deck** – In the beginning of the game this is your Instinct and Fears cards and becomes the accumulation of Behaviour cards you have acquired. It sits next to your player board.

**Defender** – Is the defending player in a battle.

**Deploy** – Is the act of placing Mature animals onto the board.

**Discard pile** – Is the face up pile adjacent to your deck that contains the starter and Behaviour cards you have acquired, discarded and played on previous turns.

**Energy** – The primary resource you acquire throughout the game in order to take actions, move, use abilities and increase your species' Fitness.

**Event cards** – Are victory conditions that are revealed at the start of the player currently holding the initiative marker's turn. Event cards each have an event which happens as soon as they are revealed to all players. Each Event card also has an objective players can compete for in order to earn Fitness. There are 4 different types of Event cards that correspond to each of the 4 seasons.

**Fight Player** – Is a title awarded to the player with the highest Pressure in a battle and is used to determine the outcome of that battle.

**Fitness** – Victory points that you collect throughout the game in order to win. There are many different ways to gain Fitness.

**Flight Player** – Is a title awarded to the player with the lowest Pressure in a battle and causes the player to flee if they lose the battle.

**Ingenuity ability** – Is an ability on your species board that provides a special power.

**Ingenuity cards** – Are a type of Behaviour card that often helps you predict future seasons and streamline your deck. Ingenuity cards are blue in colour.

**Instinct ability** – Is an ability on your species board that hinders your species.

**Line up** – Is a pool of 8 Behaviour cards that are available for purchase. The line up is refilled to 8 cards at the end of each player's turn.

**Mature** – Is the process of preparing an animal to be deployed in a certain season; this is done by activating your reproduction ability and through the use of some

Population cards.

**Movement ability** – Is an ability on your species board that allows you to move your animals.

**Movement** – Each animal token can inherently move once each turn. This is distinct from their movement ability.

**Normal tile** – There are 13 normal tiles which are used to build the map around the oasis and between the starting tiles.

**Oasis tile** – Is a unique tile that contains the oasis Territory and placed in the middle of the map every game.

**Overcome** – Is the act of removing a card from your hand, deck or discard pile from the game so that you will not have to draw it again. Some Event and Behaviour cards will allow you to overcome cards.

**Persistence** – Is your species' resilience and endurance within a Territory and is used to determine battle results and how many animals survive a battle.

**Population ability** – Is an ability on your species board that allows you to create more animals.

**Population cards** – Are a type of Behaviour card that often help you add more of your animals to the board. Population cards are purple in colour.

**Pressure** – Is the strength your species exerts on a certain Territory and is used to determine the outcome of a battle.

**Seasons** – There are 4 distinct seasons (summer, autumn, winter and spring) that begin at the starting player's turn. Each player takes a turn in each season.

**Starter cards** – Are the Instinct and Fear cards that form your starting deck at the beginning of the game.

**Starting Territory** – Is the Territory that you began the game in, which is the red outlined Territory on your starting tile.

**Starting tile** – Each player is given a random starting tile at the beginning of the game and is recognised by a single Territory being outlined in red.

**Territory** – A section on the board consisting of 1 unique type of terrain that can be made up from multiple or singular tiles.

**Territory cards** – Are a type of Behaviour card that often help move your animals farther. Territory cards are green in colour.

**Type** – This refers to the colour and utility of a Behaviour card. There are 4 types and each type requires cards of the same type in order to synergise and activate abilities.

**Event tokens** – Are special tokens that Event cards place onto the board.

# CREDITS

***Dedicated to Tibby, man's best friend.***

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## Set Up p. 4-7

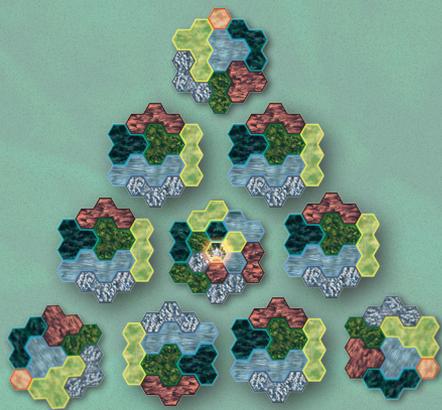
Each player chooses a species and gets 7 Instinct cards, 3 Fear cards, their species' tokens, their species' Battle card and their species' player board. Players shuffle their Instinct and Fear cards to create a 10 card deck.

Place the Oasis tile in the middle of the playing space, position normal tiles around it based on the amount of players and then give each player a starting tile to position on the outside of the board. Refer to page 4 for exact details.

Create the season decks by shuffling all 5 of each season's cards. Remove 1 card from each deck so that you have 4 decks of 4 cards in the order of summer, autumn, winter and spring.

Shuffle all 80 Behaviour cards to form a deck, place this deck near the playing space and reveal the top 8 cards of it.

Determine a starting player and give them the season dial (set to summer) and the initiative token.



## Overview p. 11

### 1. Event Phase

- 1a. If it is the starting player's turn, move the initiative token clockwise one space to the next player.
- 1b. If it is the starting player's turn, turn the season dial to the next season.
- 1e. If it is the starting player's turn, turn all animals to their active side.
- 1c. If it is the player holding the initiative token's turn reveal the top Event card of the appropriate season and resolve its ability.
- 1d. All players deploy any Mature animals into a Territory they control or their starting Territory unless otherwise specified.

### 2. Survival Phase

- 2a. The current player plays any cards they wish to this turn and gains Energy from each card played as well as activating any abilities.
- 2b. Players do not have to play all their cards and can hold cards for future turn. When cards are played adjust your Energy dial to represent your current Energy stores and activate any relevant abilities. Cards stay in play until the Recovery Phase.
- 2c. The current player may spend Energy on activating abilities on their species board, movement and buying Behaviour cards. Any purchased Behaviour cards are placed into your discard pile.
- 2d. If any of your animals occupy the same Territory as another species, battle is now resolved. See page 16.

### 3. Recovery Phase

- 3a. The current player puts any cards they have in play into their discard pile.
- 3b. The current player draws cards from their deck until they have 5 cards in their hand. If there are not enough cards left in their deck they shuffle their discard pile to create a new deck and draw up to 5 cards from this new deck.
- 3c. Refill the line up with Behaviour cards until there are 8 cards in it.

## Battle p. 16-17

1. Each player looks at their Battle Card and checks how much Pressure and Persistence they have based on the amount of animals they are attacking or defending with.
2. The Aggressor announces and applies their Battle Ability if it is being used.
  - 2.a. The Defender may then do the same.
3. At this point Pressure and Persistence values are compared. The player with the highest Pressure is labelled as the Fight player.  
  
The player with the lowest Pressure is labelled the Flight player. In the case of a tie, the Aggressor is granted Fight and the Defender is granted Flight.
5. Each player then subtracts their opponent's Pressure value from their own Persistence value. Players then remove animals from the board based off this new value.
6. If the remaining Persistence value is 0 or less for a species then all animals of that species in the battle are returned to that player's reserve pool and the remaining player is the winner. If both player's Persistence values are reduced to 0 or below, then all animals are returned to their reserve pools and no one wins. If both player's still have animals in the battle, then the Flight player retreats to an adjacent Territory of their choice and the Fight player is declared the winner.

## How to Win p. 3

Increase the Fitness of your species by buying Behaviour cards, completing objectives on Event cards, controlling the Oasis and winning battles. The player with the most Fitness at the end of the game wins.



## End of Game p. 13

The game ends when the last player finishes their turn in spring of the 4th year. If there is a tie, the player who completed the most objectives wins. If there is still a tie, then all tied players are declared winners.