

## OBJECT OF THE GAME

Set off around the game board, collecting the essential Medical Supplies, Trek Equipment and Physical Strength Items before tracking down Deadly 60 animals. The first player to successfully track three Deadly 60 animals wins the game.

## GETTING STARTED

Start by placing the game board in the middle of the table with the die and the sand timer to one side. Then shuffle the cards into three separate decks: the 'Deadly 60 Animal' cards, the 'Risk' cards and the 'Item' cards. Each player selects a coloured skull and places it on the matching coloured 'Base Camp' space on the board before taking one card from the top of the Deadly 60 Animal deck (this is the first animal they must track). The game is ready to begin with the owner of the game to go first.

## PLAYING THE GAME

Players take turns to roll the die and move around the game board as they try to collect the number of Item cards (Medical, Equipment and Physical) marked on their Deadly 60 Animal card. Players may move around the board along the paths in any direction but may not return to the space they just occupied. When a player has collected the correct number and type of Item cards as marked on their Deadly 60 Animal card, they may make their way to the clearing in the centre of the board where they will attempt to track down their animal. A player cannot hold more than four 'Item' cards of the same type at any one time during a game. If a fifth card of the same type is drawn it must be put back on the bottom of the deck.

## TRACKING ANIMALS

Upon arriving in the centre of the board, the player first returns the Item cards that were required to track the animal to the bottom of the Item card deck. When everyone is ready the sand timer is turned over and the player has 30 seconds in which to roll the die as many times as they can, adding up their score out loud as they go. If the player rolls more than the Tracking Number marked on their Deadly 60 Animal card they have successfully tracked the animal and may keep the card.

If they fail to score enough points they have failed to track that animal and must return to their Base Camp. Players must draw a new 'Deadly 60 Animal' card after any successful or unsuccessful tracking.



### ITEM SPACES (BLUE SKULLS)

If a player lands on an Item space, marked with a blue skull, they must first roll the die to determine if they can collect an 'Item' card. If they roll an EVEN number they may pick up an Item card and place it in front of them. But if they roll an ODD number they may NOT pick up an Item card and their turn is now over.



### SUPPLY STORE SPACES

If a player lands on a 'Supply Store' space they may discard one of their Item cards by placing it at the bottom of the deck before drawing a new Item card from the top of the deck. To swap their next Item a player must visit the other orange Store space on the board. Each time you swap a card you must visit a new Store space.



### RISK SPACES (RED SKULLS)

If a player lands on a Risk space, marked with a red skull, they must pick up a Risk card. The player reads aloud the short predicament written on the card along with the dice challenge. (Every card has different predicaments and dice challenges). The player must now roll the die to discover if the risk paid off or failed.



### MEDICAL STATION SPACES

If a player is directed to a Medical Station they may only leave if, on their next turn they roll an EVEN number. A player stays at the Medical Station recovering until they roll an even number.

## WINNING THE GAME

The first player to track three Deadly 60 animals and make it back to their Base Camp space wins the game and is deemed the best Deadly 60 Tracker (until the next game!).

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