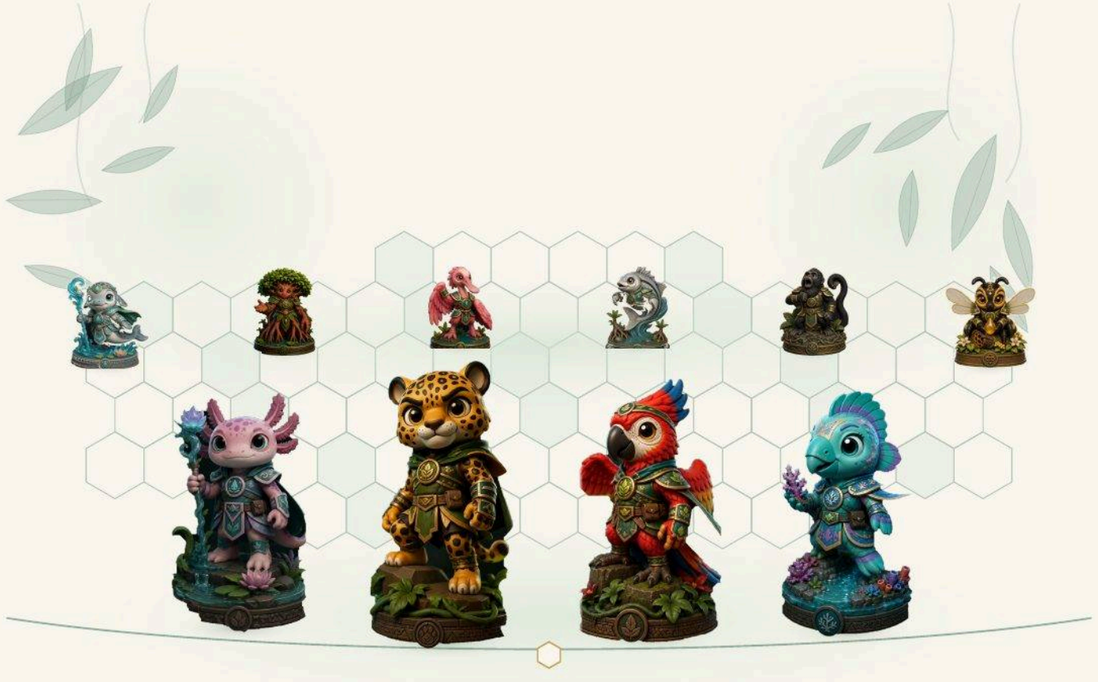


Nobody gives a lesson here. The team decides, everyone plays, and next Saturday you want to play again.

Fauna Guardianes

Cards, game console and documents
betafaunaguardianes.pages.dev/en/
Explore every Guardian's cards, play with the table console and download the board to print. Each Guardian's podcast (in Spanish) helps you get ready for Trivia.

RULEBOOK V9.5 · UNIFORM ENGINE · FIVE-LEVEL SCALE · ENGLISH EDITION · NOVEMBER 2026

GAME RULEBOOK

Fauna Guardianes

A cooperative game about biodiversity and wildlife



2 to 8 players · 8+ · 45–75 min · cooperative

Every game tells a different story.
You win or lose together.

MEXICO IS FELT, NOT ANNOUNCED

VERSION 9.5 · ENGLISH EDITION · NOVEMBER 2026

01 · THE MISSION

What it's about

You are the Guardians: iconic species that look after their territory. Against you, the Villains wear it down without rest. Travel the board, protect tiles, gather Brigades and build Refuges before the damage wins the game.

You do not compete with each other: every decision affects everyone. Talk, take risks and build an answer together.

Your goal

Get the Guardians' marker to space 11 of the thermometer before the Villains' marker gets there. The Guardians move up by building Refuges; the Villains move up by leaving Dead tiles. The Villains get a head start: their marker begins on 2.



One engine for everyone

All the Guardians play by the same rules, and so do the four Villains. The species, its ecosystem and its cards change; the way you play does not.

FAUNA is a family of games

Each edition changes the region, species, map and number of Guardians. One rulebook serves them all: use your edition's characters, decks and board.

02 · THE GAME IN 90 SECONDS

Read this and start

Every turn follows the same order. The Council opens each round.



The rule that explains the board

Every tile sits on a scale from -2 to +2. Damage lowers it one level; protection raises it one level. At +2 a Refuge is built; at -2 the tile becomes a Dead tile. Each Refuge moves the Guardians up +1 on the thermometer; each Dead tile moves the Villains up +1. The first to reach 11 wins.

The rule that explains the cards

Every card ends in one of three things: protect (+1 or +2), damage (-1 or -2) or move Brigades in the reserve (Reserve +N or -N). Protect and damage apply to the tile the current Guardian is on, or to an adjacent one; the player chooses which.

17 · START PLAYING

The best explanation is a first round

Do not read everything before you start. Teach while you play: one round makes it clear.

1 Tell the mission: "we build Refuges before the Villains reach 11 on the thermometer; they start on 2."

2 Show the scale: damage lowers a tile and protection raises it. A Refuge is two steps up; a Dead tile, two steps down.

3 Explain the rhythm: Villain, Category, movement, card, consequence.

4 Play. Bring in Cooperate and jumps only when they come up.

What winning tables know

You win by building Refuges, not by chasing Villains. Repair only the tile that is one hit from dying; stack the rest of your protections where there is already a Brigade. And let each card damage land where it does the least harm.

No spectators

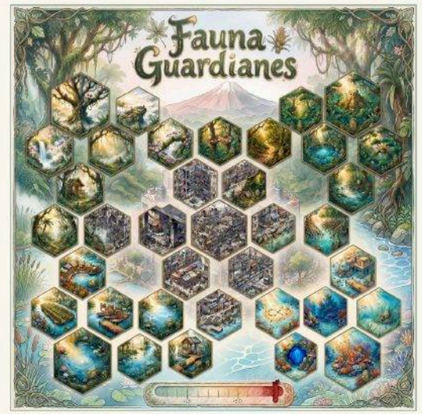
Whoever knows more does not play for the others. The Council coordinates; each Guardian decides. You win or lose together.

FOR THE SECOND GAME

Raise the Villains to 2, the standard head start. From then on, the dial moves on its own: two losses in a row lower it, two wins in a row raise it. Once the table knows the podcasts well, 3 or 4 is where the game becomes challenging again.

COUNCIL, COOPERATE AND READER

The three rules that spark the most conversation. Do not explain them beforehand: they come up on their own in the first round, and then one sentence is enough.



Without stopping the adventure

Philosophy: apply what you can and move on. Each case has only one answer.

A protection with no valid tile.
Reserve +1.

A damage with no valid tile.
It is lost, with no extra penalty.

The first protection of a +2 seals the tile.
The second goes to another valid tile; if there is none, **Reserve +1**.

Reserve -N with fewer tokens.
Remove all that are there; the rest of the effect still applies.

The reserve is too small to Cooperate.
You cannot Cooperate on that tile. Choose another or play a normal turn.

Can the same Guardian Cooperate on two of their turns in a row?
Yes, if the turn in between was played in full. With two players, it is enough that the other player did not Cooperate.

A Guardian's tile becomes sealed.
They leave at once to an adjacent valid tile; if there is none, they jump.

A Villain's tile becomes sealed.
Nothing happens; it leaves on its next roll.

Someone has no possible destination (no step and no jump).
Place them on the nearest valid tile; if there are several, the current Guardian chooses.

Can a card build a Refuge?
Yes: a protection from +1 to +2, or a +2 from 0.

Can a card seal a Dead tile?
Yes: a damage from -1 to -2, or a -2 from 0. Whoever applies the damage chooses where it lands, so it can almost always be avoided.

A disputed Encounter decision.
The current Guardian decides.

Can every tile be damaged or protected?
Yes, all 37 follow the same scale.

A situation the rules do not cover.
Choose the less powerful interpretation, keep playing and review it when you finish.

The difficulty dial: the Villains' head start

- **Standard:** the Villains start on 2.
- If you lose two games in a row, lower it one point for the next game. If you win two in a row, raise it one point. **Minimum 0; no maximum.**
- **First game:** start with the Villains on 0. Use all four decks from the start: without Encounter and Challenge there are no Brigades, and without Brigades there are no Refuges.



Components and setup

- **Board** · 37 hexagonal tiles and the thermometer (0–11) along the bottom.
- **Guardians** · one figure for each species in play.
- **Villains** · the four threats: Devorax, Silentia, Caloris and Plastigma.
- **Decks by category** · Trivia, Encounter, Challenge and Pulse.
- **Tokens** · Damage, Brigade, Refuge and Dead tile. A tile never holds more than one token.
- **3 dice** · Villain, Direction and Category.
- **2 markers** · Guardians and Villains, for the thermometer.


Damage Brigade Refuge Dead tile

THE THREE DICE



BEFORE YOU START

1. Put the board in the middle of the table.
2. Each Guardian starts on **a corner of the board**, with **no more than two per corner**.
3. Place the four Villains on the **center hexagon**: they all start there.
4. The **shared reserve** starts empty. It sits on the "Fauna Guardianes" title printed on the board. All other tokens stay in the box: that is the supply.
5. Put the **Guardians' marker on 0** of the thermometer and the **Villains' marker on 2**. That 2 is the standard head start; the table adjusts it from game to game (section 16).
6. Shuffle the four decks.
7. The youngest player starts; play continues clockwise.

YOU CHOOSE THE TRIVIA LEVEL

It is not fixed at the start. In each Trivia, the player who answers picks the level — Beginner, Intermediate or Advanced— before hearing the question (section 11).

THE CARDS FOR THE GAME

Use only the cards of the Guardians in play, sorted into **four decks by category** (Trivia, Encounter, Challenge and Pulse): one set of decks per Guardian, or four shared decks for the whole table. If a deck runs out, shuffle its discards. **All four decks are always used, including in the first game.**

Language note. The Direction die uses Spanish letters: **NO** = NW, **O** = W, **SO** = SW (NE, E and SE are the same in English). Read every card in English in the free console: **betafaunaguardianes.pages.dev/en/**

04 · THE TERRITORY

One board, many versions

The board always has **37 hexagonal tiles**. The rest depends on the edition: those tiles can be split into **one, two or four ecosystems**. The rules stay the same; only the landscape changes. The Villains start on the **center hexagon**.



Four ecosystems around a center, or one single large region (Wanha' edition).

Three terms used throughout this rulebook. Own tile: the tile the current Guardian is on. **Adjacent tile**: any tile touching your own tile (up to six). **Valid tile**: any tile that is not sealed. The sealed tiles are the Refuge (+2) and the Dead tile (-2).



own
adjacent
sealed

What is always true

All 37 tiles can be damaged and protected in the same way. The Villains travel the whole board: no ecosystem is out of their reach.

05 · ONE THERMOMETER, TWO TEAMS

How to win

There is **only one thermometer**: a track from 0 to 11 where both markers move up, like the score of a match.



G The **Guardians'** marker moves up +1 every time a Refuge is built, by any route.

V The **Villains'** marker moves up +1 every time a tile becomes a Dead tile, by any route.

11 **The first marker to reach 11 wins.** The game ends at that moment, even if the turn is not over.

The Villains start on 2. That head start makes games come down to two or three points, and it is the game's only difficulty dial (section 16). A game always ends: every sealed tile brings someone closer to 11.

How many play

2 to 8. Each player controls one Guardian. On each Guardian's turn **one** Villain activates, no matter how many Guardians there are. A game lasts about the same with two players as with eight; what changes is how many turns each person gets. With five or more Guardians, nothing in the rules changes.

15 · EXAMPLE

A round in action

Four players. The thermometer reads **Guardians 0, Villains 2**. It is the turn of the player with Balam: next to Balam there is a tile with a Damage (-1) and another with a Brigade (+1). The reserve has **1 Brigade**.

G Guardians 0 V Villains 2 1 Brigade

COUNCIL	The table agrees: close the +1 tile as soon as possible, and do not let the -1 tile take another hit.
COOPERATE?	Balam says no and chooses to roll.
VILLAIN	The die shows Plastigma. 
DIRECTION	The die shows east. That neighbor is a Refuge, so Plastigma jumps over it and lands on the next valid tile, at 0. It takes a Damage: now -1. 
CATEGORY	The die shows Trivia. 
MOVEMENT	Balam moves one step to stand between the -1 tile and the +1 tile. 
CARD	Balam picks Intermediate before hearing anything. The Reader reads the question and the three options; this question is worth +2. Balam gets it right. 
CONSEQUENCE	Two protections. The first goes to the -1 tile: the Damage is removed and the tile is back at 0. The second goes to the +1 tile: the Brigade is removed, the Refuge is placed and the Guardians' marker moves up to 1. The Reader reads the closing fact.  -1 → 0 · +1 → Refuge G 1
NEXT TURN	Luma. Next to another +1 tile, with 1 Brigade in the reserve, Luma declares Cooperate. No dice: Luma pays the Brigade, removes the tile's token and places the Refuge. Guardians 2, Villains 2. The next turn (Axo) is played in full: no Cooperate. 

Turn order, always the same: Cooperate? → Villain → Direction → Category → Movement → Card → Consequence → next turn.

The board writes the story

Each card opens a possibility. Each Refuge shows what a team can do when it decides together.

Species that refuse to disappear

Each Guardian is a real species that shows its world. For your game, choose the ones your edition includes. They all play by the same rules.

ORIGINAL EDITION



Axo · axolotl
Ambystoma mexicanum



Balam · jaguar
Panthera onca



Luma · scarlet macaw
Ara macao



Coral · parrotfish
Family Scaridae

WANHA' EDITION



Red mangrove
Rhizophora mangle



Roseate spoonbill
Platalea ajaja



Common snook
Centropomus undecimalis



Black howler
Alouatta pigra



Melipona bee
Melipona beecheii

Upcoming expeditions

The cast grows edition after edition, each species with its own story and ecosystem:



Vita · vaquita · *Phocoena sinus* · Giant otter · *Pteronura brasiliensis* · Pink river dolphin · *Inia geoffrensis* · Amazonian manatee · *Trichechus inunguis* · Mexican wolf · *Canis lupus baileyi* · Galápagos penguin · *Spheniscus mendiculus*.

From Refuge to collapse



This is how each tile looks on the table: a Brigade raises it; a Damage lowers it. An empty tile (0) is two steps from a Refuge and two steps from collapse.

Damage lowers a tile one level: if it has a Brigade, remove it; if not, place a Damage token. From -1 to -2: remove the Damage, place a **Dead tile** and move the Villains' marker up +1.

Protect raises a tile one level: if it has a Damage token, remove it; if not, place a Brigade. From +1 to +2: remove the Brigade, place a **Refuge** and move the Guardians' marker up +1. On the cards, *restore* means the same as protect.

-1 → 0 (remove the Damage) · 0 → +1 (place a Brigade) · +1 → +2 (the Refuge is built).

The ends are sealed

Refuges (+2) and Dead tiles (-2) are **permanent for the rest of the game**: they cannot be protected or damaged, and no one ends a move on them. Tokens enter the board from the box and go back to the box; the shared reserve is a separate pile (section 12).

Always the same order

A **round** is one full lap of the table: one turn per Guardian. **Council.** At the start of each round, before the first die, the table talks for a moment: which tile to close, who could Cooperate, where a damage would hurt least. This is for planning; nothing moves. It can take ten seconds.

THE TURN, STEP BY STEP · THE CURRENT GUARDIAN:

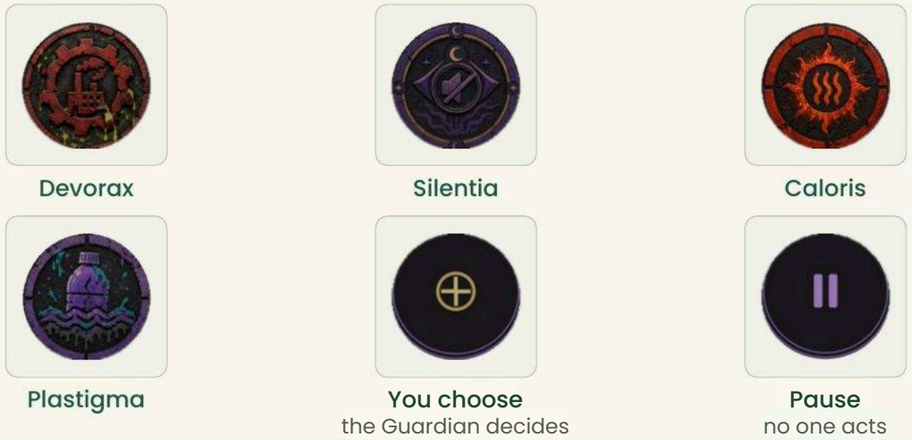
Cooperate

0. **Cooperate?** Say it before touching any die. If you Cooperate, that is your whole turn (section 12) and no dice are rolled. If not, go on.
1. **Villain die.** A Villain face: that Villain activates. *You choose*: the current Guardian names the Villain that activates. *Pause*: no Villain acts; skip to step 3.
2. **Direction die.** The activated Villain moves one tile in that direction and **damages the tile where it lands** (section 08).
3. **Category die.** A category face: that category is played. A choice face: the current Guardian picks the category.
4. **Movement.** Move **up to one step**; if the category is Pulse, **up to two**. Or stay put. The player decides (section 13).
5. **Card.** Draw the top card of that category. Each type is read differently (section 11).
6. **Consequence.** Apply it (section 10). Discard the card.
7. **Next turn.** The player on the left goes next. After a full round, the Council meets again.

Pause

The threat moves first

The four Villains are always on the board, but on each turn **only one** activates: the Villain die decides which. They do not plan; they are pressures that keep moving as long as no one stops them. **All four move the same way.**



The six faces of the Villain die

- **Four faces name a Villain** (Devorax, Silentia, Caloris or Plastigma): that Villain activates.
- One "**You choose**" face: the current Guardian picks which Villain activates.
- One **Pause** face: no Villain acts and the Direction die is not rolled.

Pause means pause: do not roll again.

WHEN A VILLAIN ACTIVATES

1. **Direction.** The Direction die points to one of the six sides of the hexagon. The Villain moves **one tile** in that direction.
2. **If something is sealed.** If the next tile in that direction is sealed, the Villain **jumps over one or more sealed tiles in a row**, in a straight line, and lands on the first valid tile.
3. **If it would leave the board.** If there is no valid tile in that direction, turn the direction clockwise until one leads somewhere. **It always finds somewhere to go.**
4. **Damage.** Lower the tile where it lands one level: remove the Brigade if there is one; if not, place a Damage token.
5. **Collapse.** If the tile reaches -2, place a Dead tile and **move the Villains' marker up +1**.

Several Villains can share a tile, and they can share it with Guardians. Sharing a tile has no effect.

Guardians and Villains on the move

Tiles at **+2 and -2 are sealed**: they stand for territories in a final state. No one ends a move on them, but they can be jumped over.

GUARDIANS

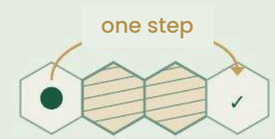
- In a normal turn they have **up to one step; with Pulse, up to two**. They may also stay put.
- A step goes to an adjacent valid tile: healthy, damaged or protected.
- A step can also be a **jump**: if the neighbor in one direction is sealed, jump all the sealed tiles in a row in a straight line and land on the first valid tile. A jump counts as one full step.
- Several Guardians can share a tile.
- **If the tile a Guardian is on becomes sealed** (Refuge or Dead tile), they leave at once to an adjacent valid tile of their choice; if there is none, they jump in a straight line. That move does not count as a step.

VILLAINS

- They move one tile in the die's direction.
- If the neighbor is sealed, they jump one or more sealed tiles **in that same direction** until the first valid one.
- If the direction takes them off the board, they turn clockwise until the first direction with a destination.
- They always find somewhere to go. Several Villains can share a tile.
- If a Villain's tile becomes sealed, nothing happens: it will leave with its next Direction roll.

The jump, in one sentence

Both Guardians and Villains leap over whatever is sealed —one or more tiles in a row— and land on the first tile where they are allowed to be.







WHERE IT PAYS TO STAND

The tile for each consequence is chosen from your own and the adjacent ones, so your position decides what a card can do. Next to a tile with a Brigade, a +1 builds a Refuge; next to a healthy tile, a -1 can land without hurting. You choose your move after you know the category: use it to get where the card pays off most.

When the team turns intention into a Refuge

The shared reserve is made of **Brigade** tokens that belong to everyone: you gain them with cards and with "I'll try it", and you lose them with cards that take them away. They never belong to a single player. They are kept on the board's title. **It starts empty.**



Cooperate — a full turn, no dice

A Guardian can spend their whole turn building a Refuge with the reserve.

- Declare it **at the start of the turn, before any die**. On that turn **no Villain activates**, the Guardian **does not move** and **draws no card**.
- Choose the tile: **your own or an adjacent valid one**. It cannot be a Refuge or a Dead tile.
- Pay from the reserve the **distance still missing to +2** (table below). **If the reserve is short, you cannot Cooperate on that tile.**
- Remove the tile's token if there is one, place the **Refuge** and move the Guardians' marker up **+1**. The Brigades you paid go back to the box.
- If the Guardian was standing on that tile, they leave it at once (section 13).

WHAT IT COSTS (THE DISTANCE TO +2)

from +1	from 0	from -1
1 Brigade	**2** Brigades	**3** Brigades

From -2 (Dead tile) it is not possible: it is permanent.



Building a Refuge moves the Guardians' marker up +1.

+1

You cannot Cooperate on two turns in a row

After a Cooperate turn, the next turn is played in full, with dice and a card. The turn after that may Cooperate again. It does not matter who cooperates or how many times per round: the only condition is a full turn in between.

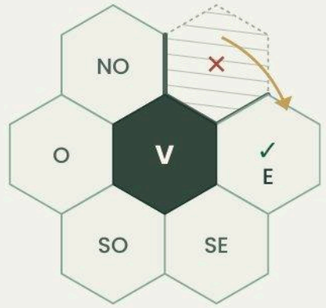
Cooperate ▸ full turn ▸ Cooperate

THE OTHER WAY TO A REFUGE

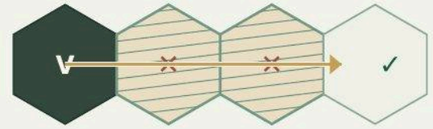
You do not need to Cooperate: if a protection takes a tile from +1 to +2, the Refuge is also built. Either way, the Guardians' marker moves up.

When the threat meets a sealed tile

A Villain never gets stuck: if its neighbor is sealed, it **jumps in a straight line** to the first tile where it can land; if the direction would take it off the board, it **turns clockwise**.



1 · If the direction has no destination, it turns clockwise



2 · It jumps the sealed tiles in a straight line and lands on the first valid one

It can jump one or several sealed tiles in a row, always in a straight line. If its own tile becomes sealed, nothing happens: it will leave with its next Direction roll.

THE FOUR THREATS



Devorax
the consumption that wipes everything out



Silentia
the indifference that lets things die



Caloris
the heat that smothers everything



Plastigma
the plastic that invades everything

No intention, no favorites

The Villains do not chase anyone or prefer any tile: the die decides. That is why damage spreads across the whole board and, over time, reaches every corner. What the table does control is where card damage lands and where you build.

09 · THE GUARDIAN'S TURN

Category, movement —or not—, and card

After the Villain, the current Guardian rolls the Category die, moves and resolves a card. In that order.

- **Category die.** Six faces: Trivia, Encounter, Challenge, Pulse and two choice faces. With a choice face, the current Guardian takes whichever category they want.
- **Movement.** Now that you know the category, decide whether to move: up to one step; with Pulse, up to two. Each step goes to an adjacent valid tile, or is a jump (section 13). You may also stay.
- **Card.** Draw it from that deck. Who reads it and how it is decided depend on its type (section 11).
- **Consequence.** Apply it as section 10 explains. Discard the card. The turn ends.

THE READER

The player on your left (the next to play) is your Reader. The Reader reads Trivia and Encounter. The current Guardian reads Challenge and Pulse.

10 · THE CONSEQUENCES

One single language

Every card ends in one or more of these three consequences, always with numbers of 1 or 2:



+1 / +2
Protect

Each +1 is one protection: it raises a tile one level. The current Guardian chooses the tile: their own or an adjacent valid one. A +2 is two protections; choose a tile for each one: the same tile or two different ones.



-1 / -2
Damage

Each -1 is one damage: it lowers a tile one level. Here too the current Guardian chooses: their own tile or an adjacent valid one. A -2 is two damages, each on its own tile.



Reserve ±N
Everyone's Brigades

Adds or removes Brigade tokens in the shared reserve (section 12). If the reserve has fewer than the card removes, remove all that are there.

HOW TO APPLY THEM

- If a card has several consequences, apply them in the printed order.
- A protection can build a Refuge (+1 → +2), and a damage can seal a Dead tile (-1 → -2). A +2 applied to a tile at 0 builds a Refuge in one go; a -2 applied to a tile at 0 kills it in one go. That is why choosing where each token lands is **the most important decision of the turn**.
- If the first protection of a +2 seals the tile, the second one goes to another valid tile.
- A protection with no valid tile becomes **Reserve +1** (one more Brigade for the shared reserve). A damage with no valid tile is simply lost.
- Everything is resolved once, right away. If something cannot be fully applied, apply what you can and move on. **"Nothing changes" (0)** is a valid result.

11 · FOUR DECKS

Four ways to change the world



TRIVIA · Discover
read by the Reader

1. Before anything is read, the current Guardian **picks the level**: Beginner, Intermediate or Advanced.
2. The Reader reads the question and its three options. **Only the current Guardian answers**, with no help.
3. **Right:** Beginner +1 · Intermediate +1 or +2 (the card says which) · Advanced +2. **Wrong, at any level: -1.**
4. Then the Reader reads the explanation and the closing fact: **always**, even after a wrong answer.



ENCOUNTER · Decide
read by the Reader

1. The Reader reads the scene and, if there are any, the routes (A / B), **but not the consequences**.
2. The current Guardian says **what they think should happen**. If there are routes, that is their choice. It is their opinion: the table does not vote.
3. Only then does the Reader read the consequence —the one for the chosen route, if there were routes— and it is applied.



CHALLENGE · Connect
read by the current Guardian

The crisis is also played off the board. Read the prompt aloud and answer with one of the three circles:

- **I already do it** · protect +1, or +2 when the habit takes more effort (the card says which).
- **I'll try it** · Reserve +1.
- **Pass** · no effect and no blame.

No one argues with the answer. The printed cards show only these three circles.



PULSE · React
read by the current Guardian

The world responds. With Pulse, the turn's movement was **up to two steps** (step 4). After moving, read the card and apply its consequence.

You choose nothing about the card, but you do choose the tile, as with any consequence. Sudden changes, signals from the ecosystem, opportunities and risks: it keeps the adventure alive.

A TIP FOR TRIVIA

Listening to or reading the **FAUNA Guardianes podcasts** (in Spanish) prepares you to answer: each episode tells the life of a Guardian and its ecosystem.

Each card is resolved once, right away. Every card states its consequence clearly —on a tile (own or adjacent) or on the reserve—; even "nothing changes" (0) is a valid result.