

Beginner Play Guide

- Insert the main adventure card labeled Animalia Junction: Anatolia Adventure to start your adventure. Animalia is a big place and there's more to come!
- Listen to the instructions on how to set up your Adventure Sheet.
- This does involve a lot of simple math. It's great math practice, but if you don't want to add and subtract by hand, using electronics is fine.
- Remember, you all are playing from the same zone to begin!
- In a replay multiplayer you can bring your top part of your character sheet (Gifted Talents and Area) to strengthen your party, but main play stays where everyone is.
- The Gifted Talents give you skills that give you bonus' along the way. This adventure does not rely on understanding of these skills. However, they will impact choices in the encounter card AND disaster, so if playing multiplayer variety is best.
- Side Quest cards are not included in this free offering. However, future side quests can be added after encounters.
- The Yoto isn't always random. Feel free to re-insert an Encounter or Disaster card so you don't repeat it. It's also ok to listen multiple times.
- Encounter cards generally give you options
 - You will get to pick 2 of 3 options, befriend a character, grab a tonic, get an artifact
 - Tonics give you skill (these are best used right away)
 - Characters give you knowledge of an area (helpful in a disaster)
 - Artifacts give you strength (you can save & trade these!)
 - For this Yoto Space offering encounters are labeled with red, yellow or blue--each with a different shape to denote a different adventure. The text is very similar by color, but the outcomes are very different. If you want variety the first time reinsert until you have a different color/shape you haven't before.
- When you add a Artifact or a Potion, it's crossed off.
- Disaster cards are full of information. Feel free to listen multiple times. They are not meant to be scary. Make sure to discuss with your grown ups if a disaster makes you feel uncomfortable.
- When you befriend a character you GAIN that area, so you do not lose strength or Speed if you have a character from that area.
- There are some non-ideal endings. It's ok to try again!
- This game, at it's heart, is an RPG. Feel free to invent stories of your own as you play.

