

ANIMAL RESCUE VIGILANTE

A GAME BY JASON MORNINGSTAR AND AUTUMN WINTERS



INTRODUCTION AND OVERVIEW

Animal Rescue Vigilante is a two-player game. You need a standard deck of cards with two jokers. One player, called the Rescuer, portrays an animal lover pushed over the edge by her rage and the other, called the Bad Guy, portrays the animal-hating villains she confronts and perhaps destroys.

The game consists of a series of Missions – situations in which innocent animals are saved from abuse, mistreatment, or injury, and the perpetrator is punished vigilante-style. During each Mission, the Bad Guy draws four cards to create a terrible situation for some poor animal. The Rescuer then decides how to respond and draws a number of cards based on her choice. The harsher the response, the fewer cards she receives and the less likely she is to succeed.

CREATING THE MISSION

For each Mission, the Bad Guy draws four cards, one each for *Animal*, *Outrage*, *Perpetrator*, and *Situation*, without sharing their values with the Rescuer. Each card corresponds to a list of 48 items. If the Bad Guy draws an ace or joker, he informs the Rescuer who chooses the element, either from a list or from her own imagination.

Once the Mission elements are in place, the Bad Guy describes how the Animal, Outrage, and Perpetrator pieces tie together and establishes a situation for the Rescuer to confront. He can use the Situation if he wants but is not required to. He collects the cards and keeps the two best for use against the Rescuer in the upcoming Challenges.

THE CHALLENGES

In each Mission there are two Challenges. The first is the Rescue, where the mistreated animal is brought to safety and nursed back to health, and the second is the Reprisal, where swift justice is meted out.

The Rescuer must decide how to punish the Bad Guy. There are four levels of response: *Humiliation*, *Terror*, *Injury*, and *Death*.

If the Rescuer chooses to shame the Bad Guy, she draws *four cards*.

If she chooses to strike fear in the Bad Guy's heart, she draws *three*.

If she chooses to hurt the Bad Guy, she draws *two*.

If she chooses to kill the Bad Guy, she draws *a single card*.

She can look at her card or cards but should not reveal them to the Bad Guy right away.

EARNING A BONUS CARD

The Rescuer gets a free bonus card for incorporating the Situation element into her Mission however she likes. You can also retain a card (see below).

RESOLVING CHALLENGES

For each Challenge, both the Rescuer and Bad Guy put forward any card they like from those available to them, face down.

There are two challenges – the annual Rescue challenge and the Punishment challenge. The Rescuer puts forward one card for each, face down, or can choose to put forward no card for an automatic failure. One card can be retained by the Rescuer to be used in the following Mission if desired.

The Bad guy then puts forward two cards, face down, and they are revealed and compared to the cards placed by the Rescuer for each Challenge (Rescue and Punishment). High card wins (aces are low) and the winner describes what happens. The precedence of suits is hearts - diamonds - spades - clubs in case of a tie.

JOKERS

Jokers represent the attention of the wider world – if played by the Rescuer, it is positive media coverage and government involvement, and if played by the Bad Guy, it is the opposite. Jokers *automatically win*.

CARD LIST: ANIMALS



- 2 Koi
- 3 Small dog
- 4 Barn cat
- 5 White rat
- 6 Hamster
- 7 Duck
- 8 Rabbit
- 9 Ferret
- 10 Guinea pig
- Jack Snake
- Queen Chicken
- King Canary



- 2 Butterfly
- 3 Monkey
- 4 Alligator
- 5 Lion
- 6 Ant colony
- 7 Bear
- 8 Penguin
- 9 Peacock
- 10 Kangaroo
- Jack Octopus
- Queen Worm
- King Komodo Dragon



- 2 Grey squirrel
- 3 Cow
- 4 Goat
- 5 Sheep
- 6 Pig
- 7 Tabby cat
- 8 Big dog
- 9 Goldfish
- 10 Turtle
- Jack Guinea fowl
- Queen Squirrel
- King Llama



- 2 Horse
- 3 Owl
- 4 Hawk
- 5 Bad dog
- 6 Opossum
- 7 Black squirrel
- 8 Deer
- 9 Raccoon
- 10 Butter cat
- Jack Wood rat
- Queen Dormouse
- King Skunk

CARD LIST: OUTRAGE

You know, a canonical list of all the mean things people do to animals seems like a bad idea. This game is intended as more light-hearted wish fulfillment/revenge fantasy and as such, we're just not going to dwell on the specifics.



A heart signals *neglect*.



A club represents some form of *exploitation* (includes display for perof-



A spade stands for *harassment* (includes hunting and trapping).



A diamond indicates *cruelty*.

If you are interested in learning more about animal abuse and what can be done about it, check out <http://www.pet-abuse.com/> and the sickening public records database they maintain.

CARD LIST: PERPETRATOR



- 2 Lonely Child
- 3 Gang of kids
- 4 Hayseed
- 5 Sportsman
- 6 Fashion designer
- 7 Exterminator
- 8 Businessman
- 9 Farmer
- 10 Hunter
- Jack Tourist
- Queen Lawyer
- King Politician



- 2 Carny
- 3 Drug dealer
- 4 Crazy person
- 5 Pet store owner
- 6 Pet trainer
- 7 Athlete
- 8 Veterinarian
- 9 Zoo administrator
- 10 Trapper
- Jack Film-maker
- Queen Traveling Circus
- King Animal welfare officer



- 2 Teenager
- 3 Junk yard owner
- 4 Farmer
- 5 College student
- 6 Folk singer
- 7 Spy
- 8 Drunk
- 9 Health inspector
- 10 Smuggler
- Jack Fisherman
- Queen Bored child
- King Old lady



- 2 Gangster
- 3 Scientist
- 4 Celebrity
- 5 Policeman
- 6 Pet breeder
- 7 Military officer
- 8 Artist
- 9 Suburban family
- 10 Science teacher
- Jack Famous Explorer
- Queen Chef
- King Magician

CARD LIST: SITUATION



2	Machete
3	Pickup truck
4	Cage
5	Dog sweater
6	Butterfly net
7	Library book
8	Photo album
9	Computer hard drive
10	Shotgun
Jack	Five pounds of sugar
Queen	<i>Cat Fancy</i> magazine
King	A skillet



2	Neighbor
3	Librarian
4	Uncle
5	Hobo
6	Activist
7	Reporter
8	Doctor
9	Detective
10	Lover
Jack	Spaceman
Queen	TV Personality
King	Sailor



2	Grand opening
3	Disease outbreak
4	Elegant soiree
5	Birthday party
6	Courtroom trial
7	Parade
8	Pet show
9	Funeral
10	Date
Jack	Military exercise
Queen	Riot
King	Book signing



2	Zoo
3	Circus
4	Shopping mall
5	On television
6	Highway
7	Dump
8	College classroom
9	Nest
10	Cave
Jack	Research laboratory
Queen	Airplane
King	Forest

This game was written for Graham Walmsley's Valentine's Day Game Challenge, the rules of which we willfully disregarded.